



ROLE PLAYING GAME

SIX-SHOOTERS & SPACESHIPS

Lynn Blackson & Jason Durall

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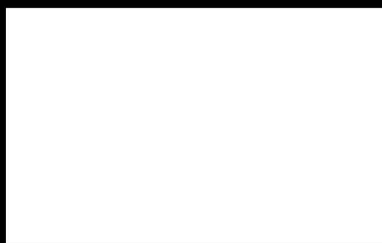
They say a ship will bring you work and a gun will help you keep it. Problem is, with all manner of ships sailing the black and more weapons and gear than you can shake a rain-stick at, if you don't know what you're doing you could end up flyin' off in some rust-bucket powered by a Capissen 38 engine, all the while carrying a pistol as like to explode in your hand as shoot straight. But don't fret . . . we're here to help.

Six-Shooters & Spaceships is an expansion to the *Serenity Role Playing Game*. You'll find everything you need to get your crew armed, equipped, and flyin' in style. In addition to 26 new ships and pregenerated crews, you'll find mules, robots, guns of all makes and models, and stuff to help you blow things up. Heck, you might even come across some Fruity Oaty Bars!

**Designed to Accompany the
Serenity Core Rule book.**

WRITTEN AND DESIGNED BY
Lynn Blackson and Jason Durall

COVER BY
Digger Hayes



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SERENITY

ROLE PLAYING GAME

SIX-SHOOTERS & SPACESHIPS

WRITING: Lynn Blackson, Jason Durall

ADDITIONAL DESIGN: Cam Banks, Jamie Chambers, Michael Chumbler, Floyd C. Wesel

EDITING: M. Alexander Jurkat • **COVER ART:** Digger Hayes

PROOFREADING: Liz Wilhelm • **ART DIRECTION:** Digger Hayes

INTERIOR GRAPHIC DESIGN: Digger Hayes, 11th Hour (Susan Renée Tomb)

SHIP ART: Lynn Blackson **INTERIOR ILLUSTRATIONS:** Lindsay Archer

SPECIAL THANKS: Nick Bennyhoff Christi Cardenas, Julie and Eden Durall, Daniel Fares, Kenda Fares, Steve Harris, Caerie Houchins, Sean P. Kennedy (Treybor), and Browncoats everywhere.

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宁静角色扮演

BOOK 1



GUNS & GEAR

There's a whole 'Verse full of goods out there. Some of it'll be of direct use—whether it be the ammo you load into your gun, the fuel that keeps you flyin', or the spare parts that keep you from ending up *wai shing piao liu*. There're fancier goods that you're more'n like never to afford, but you never know what opportunity might present itself on the job. (Just make sure you check for tracking devices before you *tob* from the high and mighty.) And there's always cargo to be hauled. If you're lucky, it'll be all legit, with a proper invoice and bills of lading and the like. A mite trickier cargo handling is what some folks come to call smuggling.

Either way, you're like to find what you want in this chapter—unless it's already in **Chapter Three: Money & Gear** from the *Serenity Role Playing Game*. You'll be noting sections on tools, foodstuffs, sundries, recreational goods, protective gear, weapons (hand-to-hand, ranged, and heavy), ammunition, explosives, computers and peripherals, medical gear, covert-ops goodies, 'bots, more examples of Newtech, cybernetics, services, even livestock. Obviously, it's not as if this stuff just suddenly became available throughout the 'Verse. For an existing campaign, just think of it as bits and pieces characters may not have noticed or had available earlier, or stuff they've always had on hand. Now it's just a bit more official, with rules and descriptions and the like.

The gear in this chapter is described just as it is in the *Serenity Role Playing Game*. Gear is divvied into major categories (General Store, Tailor, Armory, Techshop, Robots, Newtech, Services, and Livestock) and sub-categories. Each item has an individual description, sometimes providing game-specific information. At the end of each sub-category is a table covering cost, weight, availability, and notes. Weapon entries have entries for damage, range increment, and maximum ROF (magazine). Armor tables bring in Armor Rating, not surprisingly, along with the Agility/Alertness step penalty. Weight is measured in pounds (the 16-ounce variety).

Prices run in standard Alliance credits (¢) and platinum pieces (p), the informal currency used throughout the Rim worlds. These costs ain't exactly fixed—expect some variance from

The Gear Trap

It may seem somewhat ironic, even contradictory, in a book largely about gear and spaceships for your Serenity campaign to be talking about how gear and spaceships hadn't ought to be the focus of that campaign, but stranger things have happened. This book presents options for gearing up your characters, but to make Serenity all about how much gear characters are carrying is to severely miss the point.

The *Serenity Role Playing Game* is at its heart about characters and their role in the 'Verse. They're more'n like to live and die out in a freewheeling, dangerous section of the Black. Malcolm Reynolds and the crew of the Firefly-class transport Serenity frequently demonstrate qualities of rugged self-reliance and individuality, rejecting the life of safety-through-conformity offered by the Alliance. As such, when it comes to creature comforts, they more often than not do without—as does everyone else.

That's not to say that folks aren't partial to defending themselves. But the way they go about it ought to come from their character. Malcolm Reynolds has never, in his heart, forgiven or forgotten. He's still a Browncoat, and openly wears the trademark duster to show that his memory is *hai bu chuo*, thank you. His sidearm is slung in a gunslinger's rig, and it's practically a relic itself, but dependable and imposing when drawn. Jayne, on the other hand, is a big bruiser, a mercenary who makes his trade as hired muscle. It's important for him to look the part, and in his case, carrying the biggest gun is only fittin'. What Jayne lacks in book learnin', he makes up for in ways and means to do damage.

Without going overboard on the subject, just remember that focusing overmuch on what weapon your character's carrying, how much armor he can handle, and the mess o' crap in his utility belt or duffel bag—that's taking time away from the interaction of characters. Having a group of well-prepared characters isn't in keeping with the Serenity game. It's like as not to be a heap more fun when the crew is woefully unprepared.

Gear in and of itself shouldn't be solving problems. More'n likely it's gonna land the crew in trouble, forcing 'em to seek out something else, even if it's just a different kind of gear.

place to place, situation to situation, and time to time. You really, really want something and the one who's got it knows so—expect the price

to go up. There may be some vendors who don't take credits and deal strictly in platinum. Contrariwise, you might be hard pressed to find *gwei jah go niang tzu* who'll take hard coin if'n you're on one of the Core worlds.

As described in the *Serenity Role Playing Game* (see page 73), availability for items is rated as Everywhere (E), Core Worlds (C), Rim Worlds (R), or Illegal (I). Actual availability of a particular item is subject to the Game Master's discretion—might not be a bad idea to keep such a gent well-settled when you find yourself in need of a particular piece of ordnance. An additional availability type—Alliance (A)—appears here for the first time. That applies to items that only Alliance personnel are authorized to use. Then again, the Alliance has never been particularly reluctant to use gear listed as Illegal, though you won't find it on any of their *gorram* paperwork.

GENERAL STORE

This here is stuff a body can find in a public market, a dried goods and sundries shop, or one of the shopping metropolises in the Core worlds. It's only a small sampling of all the goods that might be purchased in such places, but it adds a few more of the belongings you're liable to need in a pinch.

Tools

Burn Gel: This clear chemical gel is safe to handle with bare hands, but when a slight electrical charge is run through it, it becomes an extremely powerful acid. It can cut through *gorram* near anything, up to and including a ship's hull. The gel is extruded from a pistol-shaped dispenser, and a thin trail of it leads to an igniter. Burn gel works anywhere—underwater or vacuum. It burns for as long as the charge is active, so it's perfectly safe to handle once the igniter is shut off or removed. If you were to misuse it, the corroder would cause d4 W burn damage to the unfortunate *suo hai jer*—even more if the gel were applied to a sensitive-type area.

Forensics Kit: A forensics kit is used for collecting and analyzing evidence, such as you'd find at the scene of a crime. It's got a lot of tiny

little containers, plastic envelopes, fingerprint tapes, imagers, gloves, swabs, brushes, scrapers, tweezers, magnifying glasses, a microscope, a cellular imager, and other odds and ends. Using a forensics kit grants a +2 step to Medicine/Forensics and similar Skill actions.

Forgery Kit: Gear what helps you forge official papers, identification, and other documentation. This kit includes a portable computer and printer, a wide range of paper types, specialty inks, a holo-seal printer, a high-resolution scanner, and a number of chemicals and synthetic materials useful for adding a bit of authenticity to phony documents.

Fusion Torch: A useful tool capable of cutting through metal or fusing it together. Most types operate on a battery charge, or use a chemical tank for fuel.

Generator, Portable: This suitcase-sized generator provides enough power to handle all of the needs of a medium-sized campsite or domicile.

Grappler: A gun that uses a compressed air canister to launch a grapple hook and attached line. The hook can either be snagged on an edge, or fired directly into a wooden or concrete surface. It has a range of 50 feet. The cable is tough enough to withstand roughly 1,200 pounds of weight, and the gun has an integral wheel so it can be used to slide down the cable. Variations on grapplers include those with magnetic clamps or fancier models with internal winches allowing the grapppler to pull the user up the cable's length.

Multi-Tool: A handy little combination tool consisting of pliers, scissors, screwdriver, pryer, knife blades, file, and a bunch of other widgets, depending on how fancy it is. It's no substitute for a set of precision tools, but in a pinch, a multi-tool will do fine by you.

Paint Set: A set of paints (watercolors, synthetics, or oils), brushes, a few tools for keeping 'em clean and a box to store the whole mess in. Outside of a Companion's personal effects, this isn't something you'd find much out on the Rim.

Sewing Kit: A bunch of spools of thread, a bundle of needles and pins, and a tiny pair of scissors can keep your duds looking a little less raggedy than they might otherwise.

Snaplink: An oval-shaped ring of metal with one section that opens and locks closed, snaplinks are used everywhere to secure gear. They come in a variety of weights, from ones thick as a finger for holding cargo, to smaller ones used to fasten personal gear onto your belt or harness.

Welding Tape: A chemical-imbued adhesive tape that can instantly weld two metal surfaces together. To use it, stick it to one metal surface, remove the neutralizing backing, and stick the other metal surface to it, sandwiching the tape between 'em. The chemicals in the tape rapidly ignite and produce an adhesive weld, sticking the two substances together with near the strength of a proper weld.

Food & Supplies

Cookset: A nested wok and a few pans, serving plates, plastic utensils and cookware, some basic spices, a squirt-tube of oil, and a handful of chemical heat tablets. With time and inclination, along with a few tinned goods or fresh ones, you can turn any flat surface berth into a make-do kitchen. Cookbook optional.

Fresh Fruit: A rarity on the Rim, especially delicacies such as fresh strawberries.

Protein Chips: A common snack found pretty much everywhere, protein chips are soy-based, salty, and tasty.

Rotgut: Crude alcohol brewed in some such distilling rig. It tastes something foul and is just barely on the friendly side of toxic, but it's usually free. Imbibing more'n a cup of rotgut requires an Easy Endurance (Willpower + Vitality) roll or the drinker feels nauseous and suffers a fearsome hangover.

Snack Bar: A snack bar is a single serving of either nutritious or delicious (rarely both) foods such as chocolate, dried fruit, grains, or even vegetable matter. One of the most popular brands of snack bars is the Fruity Oaty Bar, mostly due to their ever-present marketing efforts that blanket nearly every planet in the 'Verse.

Sundries

Camouflage Paint: Flat canisters of camouflage paint come in a variety of natural colors (browns, greens, tans, grey, black, etc.). Cover your face with some, and you can minimize your visibility, gaining a +1 step to Covert/Camouflage actions.

TABLE 1.1: TOOLS

Item	Cost (Credits/ Platinum)	Weight	Availability	Notes
Burn Gel	€ 1. 8/5p	4	I	4 applications
Forensics Kit	€ 20/50p	12	C	Contains evidence gathering and analysis supplies
Forgery Kit	€ 40/100p	10	I	Supplies for falsifying documents
Fusion Torch	€ 2. 2/6p	6	R	Welding torch
Generator, Portable	€ 12/30p	40	E	Runs indefinitely without fuel
Grappler	€ 8/20p	12	R	Grapple gun and 50 feet of line
Multi-Tool	€ 2/5p	1	E	Multi-function pocket tool
Paint Set	€ 1. 2/4p	4	E	Set of paints, brushes, brush cleaners, and canvas
Sewing Kit	€ 0. 8/2p	0. 5	E	Contains the basics for clothing repairs
Snaplink	€ 0. 4/1p	0. 5	E	Metal clip for linking chains and gear together
Welding Tape	€ 0. 7/2p	1	E	Strong chemical adhesive; price per meter

My Own Kind of Serenity

This chapter contains a variety of sophisticated equipment and weaponry, some of which bounces around the ceiling of the level of known tech. If the players and Game Master share a view of the 'Verse that don't accommodate some of the more high-tech items, feel free to ignore anything that don't fit in. Just because some such item appears in this chapter don't mean it has to exist in any particular Game Master's campaign. If a Game Master is uncomfortable with the notion of cybernetics, for example, just pretend that the section don't exist. That don't necessarily mean that cyber-enhanced folks don't exist in the 'Verse; it just means that cybernetics ain't gonna be a part of the game that Game Master wants to run, and so be it.

Chemical Body Warmer: A small plastic pouch of crystallized chemical compound that, when agitated, warms enough to keep a body warm for a four-hour period. Using this gear adds a +1 step to appropriate Survival actions in cold-weather environments.

Cuffs: Plastic, alloy, or metal handcuffs used to secure a prisoner's wrists together, either in front of or behind his body. Picking the lock of a pair of cuffs requires an Agility + Covert/Open Locks roll against a Formidable Difficulty. Breaking out of 'em requires a Heroic Strength + Strength roll.

Earplugs: You can use these stoppers day-to-day in a loud area like an engine room, or even in the cockpit to muffle the yapping of an especially chatty pilot. Earplugs also provide a +1 Attribute step (perhaps using a Resistance [Vitality + Vitality] roll) to resist a sonic attack.

Filtration Canteen: A quart-sized plastic canteen, with a filtration ring at the top. The water's potable, but it won't be winning any taste contests.

Flare: Your standard-issue chemical flare, about the length of a pencil and near an inch thick. It activates with a simple twist at the end, and burns brightly for around an hour. Flares aid in spotting a downed crewmember; a bunch of 'em mark a spur-of-the-moment landing strip.

Gas Mask: A half- or full-face mask that filters any impurities from smoke, gas, or other airborne hazards. A full-faced gas mask adds +4 to the Difficulty of any roll involving sight, and +16 to the Difficulty of detecting something by its scent.

Glowstick: A cross between a lantern and flashlight, a glowstick provides plenty of ambient light from the top end, and has an adjustable focusing lens that lets you shine a spotlight where you want to see more clearly.

Goggles: This protective gear guards your eyes from sparks, intense light, or particle shrapnel. Highfalutin' low-light ones let you see in the dark (halve dim and dark vision penalties, see *Serenity Role Playing Game* page 155).

Idol, Religious: This might be Buddha, Krishna, Jesus, or any other of a dozen different religious figures worshipped throughout the 'Verse. Many come with candles, incense, or what have you, so's you can burn 'em while you're in a genuflectin' mood.

Ocular: A pair of electronically-assisted binoculars, with a digital rangefinder that tells you how far away something lined up in your sights is. Oculars auto-focus and have a range around a mile and a half. Night vision versions

TABLE 1.2: FOOD & SUPPLIES

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
Cookset	€ 4/10p	16	E	Contains spices, pans, fire jelly, and the like
Fresh Fruit	€ 0.1–0.5/1p	Varies	C	Might be a box of strawberries
Protein Chips	€ 0.2–0.4/1p	—	E	Many varieties, mostly salty junk food
Rotgut	€ 0.4/1p	1	E	Homebrewed alcohol and engine degreaser
Snack Bar	€ 0.1/1p	—	E	Tasty! Fruity! Zow!

eliminate dim and dark vision penalties, and treat pitch black conditions as dim lighting (see *Serenity Role Playing Game* 155).

Radiation Detector: A device for measuring the level of radiation in an area near the sensor. A standard model has a 10-foot range.

Radiation Tag: A small badge, worn clipped to a uniform or on a chain around the neck, measuring the level of rads you've soaked up. It shows a warning when radiation exposure threatens your well-being.

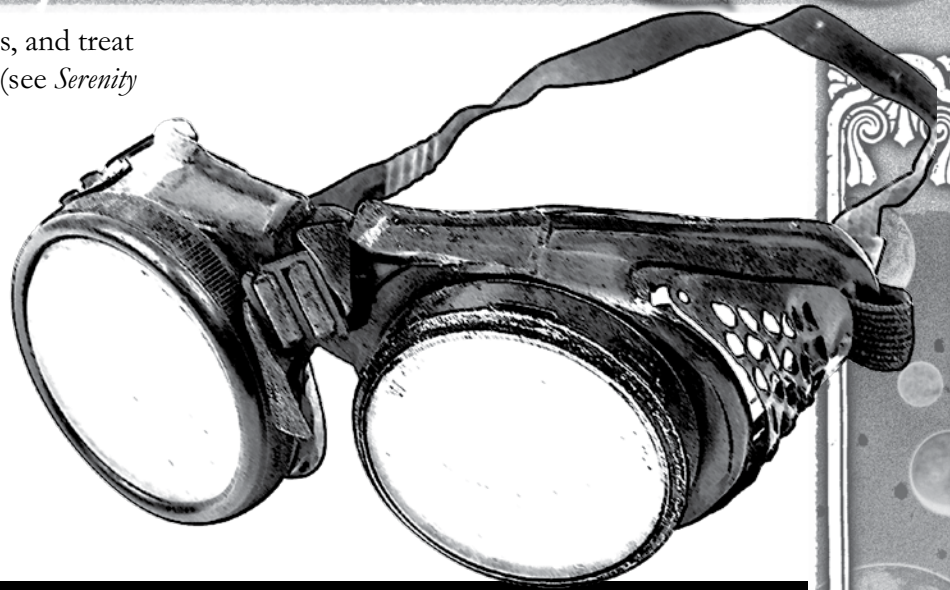


TABLE 1.3: SUNDRIES

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
Camouflage Paint	€ 1. 3/4p	0. 5	E	Variety of colors
Chemical Body Warmer	€ 0. 8/2p	0. 5	E	Price per 4; each lasts 4 hours
Cuffs	€ 6/15p	1	E	For binding of hands and arms
Earplugs	€ 0. 4/1p	—	E	Small bag of disposable earplugs
Filtration Canteen	€ 1. 2/3p	2	E	Holds 1 quart of water
Flare	€ 0. 4/1p	0. 5	E	Price per 8
Gas Mask	€ 4/10p	4	E	Includes spare filters
Glowstick	€ 2/5p	3	E	Includes charge cells; lifetime guarantee
Goggles	€ 1. 2/3p	1	E	Protection for eyes
Idol, Religious	Varies	2	E	Usually second-hand
Ocular	€ 6/15p	4	E	Includes leather carry case
Radiation Detector	€ 8/20p	8	E	Includes spare charge cell
Radiation Tag	€ 1. 4/4p	—	E	Price per 4
Restraints	€ 20/50p	10	C	For binding entire body
Rucksack	€ 2/5p	4	E	Holds up to 60 pounds of gear
Ship's Papers	€ 20/50p	1	E	Required by law; price is application fee
Snaplight	€ 0. 4/1p	—	E	Package of 20, either variety or one color.
Still, Improvised	—	20	E	Homemade from spare parts
Symbol, Holy	Varies	—	E	Usually a gift
Toy	Varies, but cheap	Varies	E	Grr . . . arrgh!

Applying Step Modifiers

There's talk in this chapter and in the *Serenity Role Playing Game* of gear helping an action along with a step modifier. It ought to be right plain where the step goes, either to the Attribute or to the Skill die. Sometimes, though, it's to an Attribute roll like Resistance (Vitality + Vitality) or Endurance (Vitality + Willpower). In such a case, an Attribute step only gets applied once, and only to the lowest die. For example, a step modifier to an Endurance (Vitality + Willpower) roll would affect the lower of those two Attributes. If they were the same value, or in the case of a Resistance (Vitality + Vitality) roll, only one die is affected. If for some reason the action's given an Attribute step and no Attribute's listed, it goes to whatever Attribute the Game Master assigns to the action.

Restraints: Restraints range from full manacles keeping a prisoner's hands, feet, knees, and elbows secure, to a one-piece jacket that wraps a body up. Getting out of these fetters unaided is either an Agility + Covert/Open Locks (to pick the lock) or an Agility + Athletics/Contortion roll (to wriggle free) against a Ridiculous Difficulty.

Rucksack: Some folks call it a backpack; to others, it's a sling bag. Whatever the moniker, it's a canvas or suchlike bag with a strap or two for convenience. You can stuff nearly 60 pounds worth of gear into a good one.

Ship's Papers: By Alliance ordinance, every captain operating a ship in the 'Verse has got to show its papers if asked. These documents are printed on actual paper and fastened into a three-fold leather wallet. The papers have a dozen or so anti-counterfeiting measures added in, but that don't stop most captains on the shy side of legal from having a few sets for a variety of situations.

Snaplight: A little tube filled with phosphorescent chemicals. Snaplights come in a few different colors. Twist it, and it glows pretty bright. Break it open, and you've got a few ounces of fluid that glows for a couple of hours.

Still, Improvised: Spacers have a lot of time on their hands, and booze tends to run out fast. Enterprising engineers and chemical types often put some of the less-critical engine systems

to work, employing radiant heat and filtration systems to brew homemade hooch. Creating a working still requires an Average Intelligence + Craft/Cooking or Scientific Expertise/Chemistry roll. Botch this roll, and you've likely caused a minor explosion, or brewed rotgut that's (even more) unfit for consumption.

Symbol, Holy: A small religious icon or sigil—usually something you'd wear hanging around the neck on a chain or cord.

Toy: This can mean anything from a stuffed turtle, a rag doll, a set of tiny dinosaurs, a bobble-headed geisha doll, a carved wooden swan, a ball and jacks, finger puppets, or any other sort of gimcrack or gewgaw you might entertain young ones or those "young at heart."

Recreational Goods

Boardgame: Space travel is, for the most part, pretty boring, and crews often need to indulge in time-killing activities that doesn't burn fuel cells or brain cells, or require a lot of reading. Boardgames are a common enough means of passing time between stops. The classics are still in heavy rotation, notably checkers, Chinese checkers, chess, go, and backgammon.

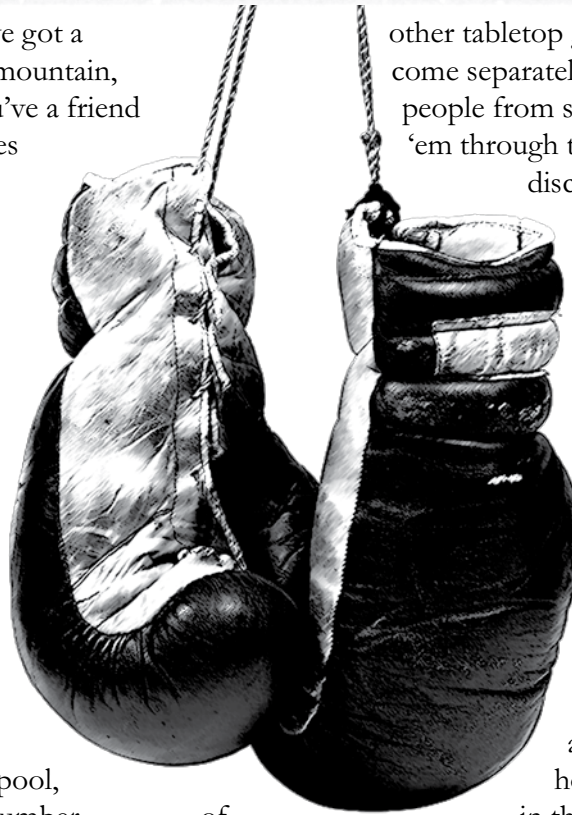
Book: Printed books come in a near-unto-infinite variety of shapes, sizes, quality, and contents. On the Core planets, they're a symbol of old wealth and education. They're rarer on the Border planets, where it's usually cheaper and more practical to use databooks or other electronic storage. Out on the Rim, print books are more common, as they're more reliable and, in some ways, more comforting to simple, honest folk. Most common book you're liable to find out in the Rim is the Bible.

Boxing Gloves: A pair of padded gloves, used for the sweetest sport. Though boxing is no longer practiced much in the Core planets, it's still very much in favor out among the Rim. Boxing gloves reduce all standard hand-to-hand attacks by two Basic damage points. It also turns any Basic damage from the Mean Left Hook Trait into Stun damage.

Cards: A standard deck of cards can get you through hours that might otherwise be without purpose. Some folk might even make a living with a deck of these.

Climbing Gear: If you've got a hankering to climb a wall, a mountain, or the side of a building, you've a friend in this. Climbing gear includes pulleys, pitons, rope, chocks, ascenders, clips, a handaxe/hammer combo, and a harness. Also, gloves keep your hands safe; a helmet's included so's they can recognize your face when they find you at the base of the cliff. Using such gear gives a +2 Skill step to climbing actions.

Hologame Table: Not exactly portable, this piece of furniture is topped with a field of holographic emitters. The table can be customized for pool, foosball, air hockey, or any number



other tabletop games. Handles and sticks come separately. Not-so-real parts keep people from stealing 'em, or throwing 'em through the windows of your less discriminatin' establishments when tempers run too hot.

Hoverpack:

Essentially, a hoverpack is a backpack-styled jet capable of limited flight. Most are too noisy and generate too much heat to be of any practical use, though they're sometimes favored for rapid commando strikes or rescue attempts in difficult terrain. Alliance engineers spent billions and wasted years on hoverpack projects, but in the end couldn't solve the

TABLE 1.4: RECREATIONAL GOODS

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
Boardgame	€ 0. 4/1p	2	E	Wide variety to choose from
Book	Varies	Varies	E	Countless editions
Boxing Gloves	€ 2/5p	4	E	Recreational versions
Cards	€ 0. 2/1p	—	E	Standard deck
Climbing Gear	€ 12/30p	10	E	Equipment enough for one climber
Hologame Table	€ 100/250p	450	E	Programmable entertainment center
Hoverpack	€ 1,000/2,500p	55	C	Expensive novelty item; allows flight
Musical Instrument	€ 10/25p	Varies	E	Wide variety to choose from
Parachute	€ 5/13p	22	E	Lifesaving equipment
Parasail	€ 8/20p	25	C	Lifesaving and recreational use
Rain Stick	€ 1. 5/4p	4	R	Tribal ceremonial instrument
Shelter, Portable	€ 6/15p	10	E	Structure can house two comfortably, three less so
Sleepsack	€ 2/5p	2	E	Insulated, waterproof; includes carry bag
Survival Gear	€ 1. 1/3p	1	E	Useful wilderness survival equipment
Weight Set	€ 12/30p	1,000	E	Bench, bars, weights, free weights

inherent problems. A number of prototypes entered the private sector and serve mainly as museum pieces or as stunt-show curiosities. The functional models (of which there are few) are prohibitively expensive. Handling a hoverpack requires a Pilot specialty. P d2, M —; Seats 1; Speed 45 mph; Capacity Pilot + 150 lbs.

Musical Instrument: A wide range of instruments exist, including guitars, drums, mandolin, sitars, harps, and horns of all sizes and shapes. Most folk get some musical training during schooling, and it's always a pleasant surprise to see what secret talents a crewmate has. Registered Companions are trained in music and play at least one instrument.

Parachute: A basic parachute, worn on the back, for use in the rare situation where your ship's falling through atmo and you've got the chance to jettison. Using a parachute requires an Average Agility + Athletics action. If the roll succeeds, you take no damage from the fall. If it fails, reduce the damage from the fall by half (round up). Some ejection seats have built-in parachutes; these don't require a Skill roll from the user.

Parasail: A specialized form of parachute constructed with integral air channels that allow for far more maneuverability and vertical movement than a standard parachute. Parasails are sometimes used for entertainment purposes, such as might be had from being dragged behind a boat or other vehicle. Alliance forces use 'em for covert operations; the specialists drop a ways off from a target and parasail in quietly and with little fuss. Using a parasail is mechanically the same as using a parachute (see above).

Rain Stick: A long wooden tube sealed at both ends and filled with small beads; a number of pins pointing inward are fixed to the inner walls. When the stick is held upright or at an angle, it makes a sound like rainfall. On Earth-That-Was rain sticks were thought to summon rain, but now they're mostly curios or musical instruments.

Shelter, Portable: This item is basically a small tent, with collapsible poles and stakes. It don't provide much cover from extreme weather, but it'll keep you dry and beats sleeping out in the open on a stormy night. Fancier versions have small heat cyclers and built-in light emitters

in the central pole. Really fancy ones are made of smart cloth that just snaps into shape or folds up on its own.

Sleepsack: A basic synthetic fiber mummy-bag, insulated to keep you warm. Cozy when you're in it; easily collapsed when you're not. If you're in a friendly mood, you can zip two together.

Survival Gear: Generally, you'd take this little pack if you were roughing it, or as a precaution in case you find yourself stranded somewhere unexpected. Inside you'll find useful items such as water purification pills, a mini first aid kit, a multi-tool (see page 6), a little fishing kit, a lighter, a tiny survival guide, a compass, some cable, a flare or two, a few snaplights (see page 10), a wire saw, and some basic fire-starting materials.

Weight Set: A set of dumbbells, weights, bars, free weights, a rack to store 'em on, and a bench to lie down on while you're lifting.

TAILOR

Depending on the quality and nature of the duds you're wearing, you'll get to see a heap of places you might not otherwise, some of which'll be a mite hard to get back out of. Fashionable high-quality threads open doors for you in the Core worlds. Out on the Rim you'll meet folks who'll kill for the shirt off your back.

There ain't a closet in the 'Verse large enough to hold one of every kinda garment you might choose to wear, but here you'll find number of useful things, some of which may save your life.

Protective & Emergency Gear

Body Armor, Reaver: By their nature, Reavers get into a lot of scrapes, and their armor is usually made from rusty metal, plastics, and leather of dubious origin. No sane person would wear it, as it's blood-stained, stinks of death, and is soaked in radiation.

Chaff Suit: A chaff suit is covered with a metallic weave and wired through with a host of electronic signal bafflers. Wearing one screens you from most forms of electronic detection other than visual, weight, or sound-based. It looks fairly ridiculous, like a pair of hooded

coveralls covered with short streamers of shiny metal foil, but results don't lie. Wearing a chaff suit adds a +2 step to Covert/Stealth actions while trying to fool electronic sensors other than those based on weight. It offers no other protection and, as might be reckoned, looks vaguely ridiculous.

Chameleon Cloak: The chameleon cloak shares the same technology as the chameleon suit described on *Serenity Role Playing Game* 76, though it's in the shape of a long hooded cloak, baggy enough to cover at least two people if they're snug together. A chameleon cloak has an integral computer wired together with a passel of light sensors and emitters. Wearing a chameleon cloak adds a +2 step to Covert/Camouflage or Covert/Stealth attempts. Like the chameleon suit, the cloak offers minimal armor protection.

Diving Gear: Based on the old-style SCUBA (self-contained underwater breathing apparatus) gear, diving gear contains a rebreather, mask, flippers, a weighted belt, and a bodysuit. There're fancier ones, but the basics are the same. Using diving gear adds a +2 step to Athletic/Swimming and Survival/Aquatic Survival actions.

Duster, Armored: A long coat fashioned of tough-but-supple leather with armored mesh woven beneath the surface, and rigid plates on the shoulders and chest. Fashionable and functional.

Flight Suit: A snug, reinforced suit for use by pilots and crew onboard planetary air defense vehicles, and some forms of starship without gravity plating. The suit helps the pilot resist G-forces and incorporates a thin layer of insulation, enough to confer an Armor Rating of 2 S.

Grounder Mesh: If you're in the line of work where you find yourself opposed to someone, say Alliance troops, armed with stunners, this is the pair of long-johns for you. A one-piece thin, grounder mesh goes under your street clothing and provides protection against any sort of electromagnetic pulse that would otherwise send you floorward in a hurry. Grounder mesh provides a +2 step to Resistance (Vitality + Vitality) rolls against stun weapon attacks.

Shield, Heater: An old-fashioned shield from times long gone, used for defense in a less civilized time, called heaters for their shape. Using a relic like this adds a +2 step to Melee Weapon Combat/Shields actions to block incoming melee attacks. Hold a heater shield defensively and it acts as light cover.

Shield, Tactical: A big clear rectangle of reinforced ballistic polymers, this shield generally sees use in riots or crowd control situations—where a group of Alliance soldiers or constabulary line up and make a wall, one that's flexible enough to shove back. A tactical shield offers a +2 step to Melee Weapon

TABLE 1.5: PROTECTIVE & EMERGENCY GEAR

Item	Armor Rating	Agility/Alertness Step Penalty	Cost (Credits/ Platinum)	Weight	Availability
Body Armor, Reaver	2 W	—	—	10	I
Chaff Suit	—	—	€ 88/220p	6	I
Chameleon Cloak	1 W	—	€ 36/90p	8	I
Diving Gear	—	—	€ 18/45p	25	C
Duster, Armored	4 W	-1 Agility	€ 6/15p	4	R
Flight Suit	2 S	—	€ 14/35p	6	E
Grounder Mesh	2 S	—	€ 80/200p	4	I
Shield, Heater	See description	—	€ 8/20p	15	C
Shield, Tactical	See description	—	€ 10/25p	6	A

Combat/Shields attempts to block melee attacks, and serves as light cover when held defensively. Crouching behind a tactical shield offers medium cover.

Clothing & Accessories

Baton: Also called swagger sticks, ceremonial batons are favored as a sign of authority by high-ranking Alliance officers. Those crested with the insignia of an eagle indicate upper echelons. During the Unification War, Browncoats were told to concentrate fire on anyone carrying a baton. This curbed their popularity dramatically. It's been a few years now and they're coming back into fashion.

Clothes, Registered Companion: There are few things in the 'Verse as heart-stopping wondrous as the sight of a Companion in the altogether, but a close second would be a Companion dressed in his or her full regalia. Elegant lines and the highest craftsmanship in the classic sense, a Companion's garments manage the difficult balance between being outstanding and utterly at place, both at once. Whether it be a ball-gown, a robe, or a paislied kimono, a single set of a Companion's clothes are usually worth more'n the horse you rode in on.

Cold-Weather Gear: An insulated outfit offering the best in protection from cold temperatures, whether weather-based or in an environment offering similar conditions. It consists of an insulated parka, hood, gloves, pants, and heavy boots. Wearing cold-weather gear provides a +2 step to Survival actions in cold climates.

Dress, Party: When you need to look your best for that oh-so-special invite, it's time to pull out all the stops and put your party dress on. Could be made-to-order, or you could buy whatever looks prettiest in the shop window. As a warning, those who can afford to get theirs made special are quick to judge those who can't.

Firefighting Gear: Flame-retardant, heat-shielded garments of the type used by firefighters on ground or in the black. This includes a sealed helmet with an air filtration system or oxygen bottles, a heavy jacket, boots, pants, gloves, and a harness for equipment such as a fire axe, extinguisher, and prybar. Wearing firefighting gear offers a +2 step to Vitality for actions in fiery conditions, or the same bonus to Endurance (Willpower + Vitality) and Resistance (Vitality + Vitality) rolls versus extreme heat. Firefighting gear also provides an Armor Rating of 4 S.

Frock, Gingham: A common sort of dress, worn by settlers out on the Rim. Frilly floral bonnet optional.

Hat: Whether it's a fine cowboy hat, a knit cap from your mother, or a natty bowler worn by criminal lowlifes, a hat is good for two things: keeping the sun off your head and swatting flies.

Poncho: A hooded rain slicker usually made of thin nylon or vinyl. It doesn't offer any benefits other than keeping you dry, but that's enough for most folks.

Shirt, Floral Print: A causal, short-sleeved shirt for the free-spirited sort of dresser, comfortable, cool, and visually refreshing all at once.

Suit, Men's: A fine two- or three-piece suit in whatever style you favor. You can get a good measure of a man by the suit he wears. For those with serious money, it's bespoke; with a little money, it's tailored; for the rest, it's off-the-rack.

Uniform, Alliance: Sometimes it's a useful thing to have a spare Alliance uniform around, whether it be from a soldier or an officer. There're few people in the 'Verse that'll ask questions of someone in the black and grays. If you're smart, you'll steal a set. If you're dumb or just plumb crazy, you take one the prior owner got no more use for. Might want to take caution to wash the blood out before you try to pass yourself off as someone you're not. Naturally, there's considerable penalty for owning Alliance threads, but for some jobs, the gains outweigh the risks.



Uniform, Medico: Say you want to infiltrate a hospital to lay hands on some expensive pharmaceuticals, medical gear, or to take advantage of the best facilities the Alliance has to offer. Having a medico uniform on hand is the sly way to go about getting what you want. It's not necessarily illegal to possess a medico's uniform if you don't have the IdentCard to go with it, but more'n likely you're up to something that'll put you on the wrong side of the law.

Uniform, Technocrat: As with the Alliance black and grays, showing up looking like a technocrat opens all kinds of doors, sometimes without anyone daring to ask you to show your IdentCard.



Usually, out on the Rim, a Technocrat's uniform is a sign of a big enough *bie woo lobng* to earn a visit from the head office. That'll put fear into a man's heart, and a fearful man is a careless man.

Vestment, Shepherd's: The black coat and pants, grey shirt and white collar all come with the ordainment. It's not illegal for non-Shepherds to wear the vestment, but true believers might take offense.

Walking Stick: A cane roughly a meter in length, with an end that's either a knob, curved, or bent. Some walking sticks conceal thin-bladed swords, small pistols,

TABLE 1.6: CLOTHING & ACCESSORIES

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
Baton	€ 30/75p	4	A	Usually issued, not bought
Clothes, Registered Companion	€ 50/125p	Varies	C	Fancy and expensive wardrobe
Cold-weather Gear	€ 10/25p	Varies	E	Heavy coat, pants, boots, gloves, etc.
Dress, Party	€ 15/38p	—	E	A store-bought party dress.
Firefighting Gear	€ 40/100p	16	C	Usually issued, not bought
Frock, Gingham	€ 2/5p	—	E	Usually homemade
Hat	€ 1. 3/4p	—	E	Variety of styles and sizes
Poncho	€ 0. 8/2p	—	E	Simple rain cloak
Shirt, Floral Print	€ 1. 8/5p	—	E	Stylish tropical patterns
Suit, Men's	€ 20/50p	—	E	Off-the-rack three piece; shoes extra
Uniform, Alliance	—	—	A	Issued, not bought; Illegal for non-Alliance types
Uniform, Medico	—	—	C	Issued by hospital
Uniform, Technocrat	—	—	A	Issued, not bought; Illegal for non-Alliance types
Vestment, Shepherd's	—	—	C	Issued by church, not bought
Walking Stick	€ 3. 2/8p	3	E	Doubles as a light club or baton

explosive charges, or even more sophisticated technological devices. In desperate times, a walking stick can serve as a light club.

Holsters

Gun Rig: A shoulder-and-chest mounted harness with a projecting hydraulic swing-arm, distributing the weight of a heavy weapon and stabilizing it against recoil. Gun rigs don't offer modifiers to accuracy or range, but using one reduces the penalty from using an unbraced machinegun by one Skill step.

Harness: An arrangement of shoulder and chest straps, a vest with detachable pockets, and a web belt, a combat harness is an essential part of any soldier's gear while out in the field. It includes an assault sling that lets you hang your weapon ready across your chest, pointing horizontally when in combat and down when you're idling. A harness is highly adjustable, letting you hook your gear on however you'd best like. No matter how effective it is, wearing a combat harness tends to make you stand out, so leave it at home if being conspicuous ain't part of the plan.

Holster, Concealed: A holster meant to keep a piece out of sight, rather than at hand. Wearing a concealed holster adds a +3 Skill step to attempts at keeping the weapon from being discovered.

Holster, Null: This interesting piece of gear is just about as illegal as you can get on the Core worlds. A null holster keeps your sidearm safe and snug, and has a mesh flap that stretches over the butt. The material of the holster is "dead" to

metal detectors, chemical sweepers, and to any kind of imaging sensor you might pass through in Alliance territory. Unless they're making you strip or patting you down, your weapons'll not be found while in this holster.

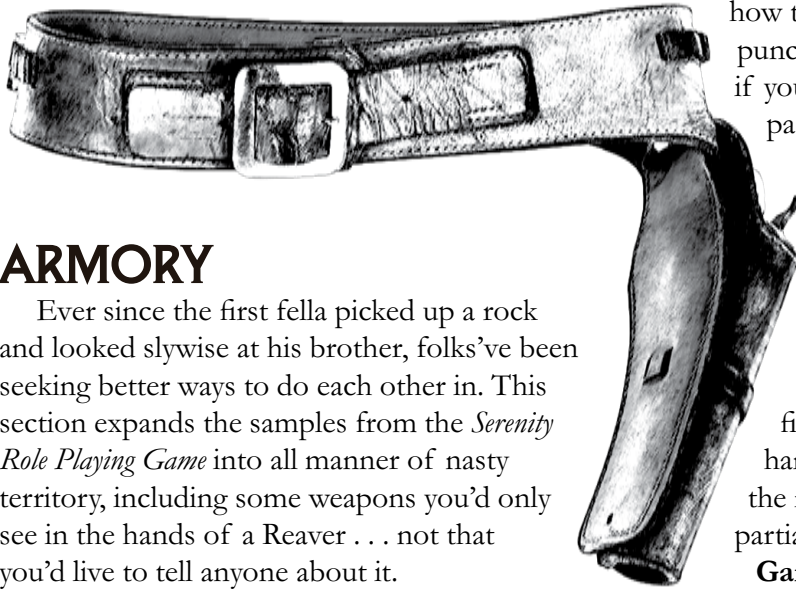
Holster, Shoulder: A simple shoulder holster for one or two sidearms, configurable so you can draw upwards or outwards. No difference either way, as *sab gwa* dumb enough to put a gun up where they've got to skin it cross-body isn't to be taken seriously.

Holster, Speed-Draw: A gunslinger's rig, a speed-draw holster hangs low on the upper leg, with the butt of the pistol resting just level with the palm of the wearer's hand. Usually the tip of the holster is tied to the leg by a thin cord or strap, and the pistol's held in place with a thumb-break (a small strap over the hammer, snapped to the holster itself, keeping the iron in place but coming loose when it needs to). You see a fella wearing one of these you'd be wise to steer clear. If you're wearing a speed-draw holster and you can make an Average Agility + Guns roll, drawing your weapon doesn't cost an action.

Holster, Tactical: If you absolutely don't want anyone taking your sidearm from you without your say-so, a tactical holster is for you. It features a pressure lock with a few options for releasing the catch, meaning that anyone who don't know what parts of the lock to press suffers a -3 Skill step to disarm you.

TABLE 1.7: HOLSTERS

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
Gun Rig	€ 30/75p	16	I	Hydraulic arm and shoulder straps
Harness	€ 6/15p	3	E	Adjustable combat rigging; highly customizable
Holster, Concealed	€ 2/5p	1	I	Discrete
Holster, Null	€ 75/188p	1	I	Electronically shielded
Holster, Shoulder	€ 2/5p	1	R	Garden-variety type; many styles
Holster, Speed-Draw	€ 10/25p	2	R	A gunslinger's rig
Holster, Tactical	€ 8/20p	2	C	Military type



ARMORY

Ever since the first fella picked up a rock and looked slywise at his brother, folks've been seeking better ways to do each other in. This section expands the samples from the *Serenity Role Playing Game* into all manner of nasty territory, including some weapons you'd only see in the hands of a Reaver . . . not that you'd live to tell anyone about it.

Hand-to-Hand Weapons

Axe: Whether you're talking about a woodsman's tool or something fierce like a Reaver might boast, an axe is pretty much the same—a handle with a perpendicular blade facing away from it.

Bayonet: A bayonet can be used independently as a knife, doing d2 Wound, or affixed to the front of a rifle or assault weapon where it does d4 Wound.

Blackjack: A leather or nylon sack filled with lead shot, used to knock someone down without putting 'em in the morgue.

Bottle, Broken: Sometimes when you're drinking and someone draws a blade, you've got to make the best with what's at hand.

Caltrops: Not exactly a hand-to-hand weapon, but something capable of imparting a bit of pain upon an enemy. Caltrops are little, monosharp, pyramid-shaped spikes coated with an armor-piercing surface polymer. The price given is per handful (about a dozen). They're thrown or left on the ground to hinder movement. Moving through an area where caltrops are scattered is an Easy Agility + Athletics task if you know about 'em and can see clearly. If you fail your roll and step on a caltrop, it ignores one point of Armor Rating and inflicts 1 Wound. Make another roll; if you miss that, you take another 1 Wound. If you fall on 'em, the Game Master should determine how many you hit given how many there are and

how tightly they're bunched. Caltrops'll puncture the tire of a wheeled vehicle, so if you're driving one, it's a Hard task to get past.

Chain: A length of chain, usually grabbed as an improvised weapon from a toolbox or in a pinch.

Chopper: An ugly, jagged blade about a yard long, favored by Reavers.

Claws: Anywhere from two to five metal claws affixed to a glove or handgrip. Given the wounds found on the remains of their victims, Reavers are partial to 'em.

Garrote: A length of strong cord made out of wire, leather, nylon, or what have you, used for strangling. Fancy ones have handles to make it easy, or you can improvise if you need to. If you're using a garrote and take your target by surprise, he's got to make an Average Resistance (Vitality + Vitality) roll to avoid being knocked out. The Difficulty of the Resistance roll increases by two successively each turn thereafter. If the target is resisting the attack, you must make an Unarmed Combat attack each turn. If the target is passive, no roll is necessary. The garrote causes d2 Stun damage each turn.

Hacker: A Reaver weapon consisting of a wide, axe-like blade held near the base, used up close and personal-like.

Lasso: Also called a lariat, a lasso consists of a length of rope with a loosely coiled loop at one end. Out on the ranges of the Rim, every cowhand carries a lasso for working stock. You can't rightly kill a man with one, but you can certainly put him in a state where more harm might come to him. A character who's been lassoed must make a Hard Strength + Agility roll to shimmy free, else his arms or legs are pinned, causing a -4 Attribute step to any Attributes that might reasonably be affected. Cutting through a lasso is easy enough: one point of Wound damage does it. A lasso has a range of around 20 feet.

Nunchaku: Two short-staff lengths attached to each other with chain or rope. Time was these were used by farmers to thresh grain. Now they're mostly used to beat on people.

Polearm: Not exactly the most common of weapons, a polearm is a long haft with some sort of blade attached, usually at a right angle. Back in days of old, a bewildering spectrum of polearms in all shapes and sizes existed. Now only museums and scholars have any idea which was which.

Ripper: An unusual Reaver weapon consisting of a long haft with a circular, jagged-edged saw blade projecting from it. A rotor within the weapon whirls the saw at high speed, causing horrible slashing wounds.

Spear: A length of wood with a sharp end to it. One of the first weapons ever made.

Staff: A two-yard long pole made of wood, high-impact plastic, metal, or some combination of all three. Used for walking, or hitting people

hard. A popular improvised weapon, you can usually make do with a length of pipe or a metal strut.

Stunner: A hand-held device that delivers a powerful incapacitating shock to the target it's directed against. You get hit with a stunner, you take Stun damage and you've got to make a Hard Resistance (Vitality + Vitality) roll. Success means you suffer a -1 step on all Attributes for a minute, a condition that can accumulate with additional successful attacks. If you fail your Resistance roll, you're introduced to the floor, unconscious-like, and take d6 Shock points for good measure (see *Serenity Role Playing Game* 157).

Sword, Extensible: When it's retracted, an extensible sword appears as little more'n a grip-like cylinder, usually disguised as something else.

TABLE 1.8: HAND-TO-HAND WEAPONS

Item	Damage	Cost (Credits/Platinum)	Weight	Availability
Axe	d8 W	€ 2/5p	8	E
Bayonet	d2 or d4 W	€ 1. 6/4p	1	E
Blackjack	d2 S	€ 0. 8/2p	1	E
Bottle, Broken	d2 W	—	0. 5	E
Caltrop	1 W + special	€ 2/5p	1	E
Chain	d4 B	—	2	E
Chopper	d6 W	—	5	R
Claws	d4 W	€ 2. 2/6p	3 each	R
Garrote	d2 S	€ 1. 2/3p or improvised	—	E
Hacker	d6 W	—	6	R
Lasso	—	€ 0.8/2p	1	E
Nunchaku	d4 B	€ 0. 8/2p	3	E
Polearm	d6 W	€ 3. 3/8p	12	E
Ripper	d8 W	—	12	R
Spear	d6 W	€ 2. 8/7p	8	E
Staff	d6 B	€ 1. 6/4p	5	E
Stunner	d6 S + special	€ 3/8p	1	C
Sword, Extensible	d6 W	€ 40/100p	2	I
Tool	d4 B	€ 2/5p	4	E
Tool, Farming	d4 B	€ 2/5p	8	E
Tool, Power	d6 B	€ 4/10p	12	E
Whip	d4 S + special	€ 3. 1/8p	2	E

Press a small release on the hilt (a safety lock keeps it from accidentally opening) and the blade extends lightning-fast into a yard of telescoping double-edged segments that lock in place magnetically. Press the release again and it scoots back into the grip. These are covert weapons, used primarily in places where they screen for weapons. Some extensible swords are made of woven mono-string carbon fibers, stronger than steel, rendering 'em invisible to metal detectors.

Tool: If you're caught with your guard down on your ship, the likeliest weapon to come to hand is gonna be a tool. There's more types of hand tool than you can count, including crowbars, wrenches, I-testers, spanners, pryers, drivers, and others. Most of these fulfill the basic requirements of being relatively heavy, made of metal, and mounted on a handgrip.

Tool, Farming: Folks out on the Rim make do with whatever comes to hand if they're threatened. Farm tools include sickles, choppers, scythes, hoes, post-holer, pitchforks, shovels, dibbers, spades, crooks, sledges, rakes, plough staves, reaping hooks, adzes, and even more esoteric implements. Nary a one's balanced for fighting, but they'll do the job if need be.

Tool, Power: A power tool is not something you'd likely choose in a fight, but if you're forced, it's better than having no weapon t'all. Examples include drills, pneumatic scrapers, welding torches, power saws, grinders, and planers.

Whip: Not exactly the most sensible weapon, a whip's more for putting pain into someone who can't fight back. A whip has a range equal to its length and the arm of the user, near two to three yards in total. On an extraordinary success, you've entangled your opponent if you're trying to, and can make an opposed Strength + Strength roll to pull 'em down. An entangled target must make an Average Agility + Athletics roll to get free.

Ranged Weapons

Axe, Throwing: A short-handled, single-bladed axe, balanced for throwing.

Blowgun: A small-to-long tube used to shoot tiny darts at a target by blowing through it. Blowgun darts generally don't do much damage.

The point is to deliver some sort of toxin that does the real work, like Kortine or Cyanol (see *Serenity Role Playing Game* page 88).

Bolo: A throwing weapon consisting of two or more weights connected with a rope cord, used to entangle a target or even knock 'em out. If you achieve an extraordinary success against a target when throwing a bolo, you've entangled him, causing a -2 Attribute step to physical actions until he gets free. If you're caught in a bolo, you need to take a turn and an Easy Strength or Agility + Athletics/Escape Artist action to free yourself.

Bolter, Pneumatic: Pneumatic weapons use compressed air and fire cylindrical metal slugs with bone-shattering force. They're quieter than anything but a dart pistol or a laser, but they're just as deadly as any firearm. A bolter is the size of a semiautomatic rifle, though a bit bulkier around the stock. Anyone taking damage from a pneumatic bolter must make a Strength + Strength roll versus the amount of damage the weapon inflicted. If successful, the target remains standing; failure means his *pi gu* hits the floor in an abrupt fashion.

Boomerang: An aboriginal weapon dating back to the Earth-That-Was, used by hunters to stun or kill small prey. Throwing a boomerang requires a Ranged Weapon/Boomerang action; catching it is an Easy Agility + Agility action. Settlers on Lilac tell of a feral child brandishing a metallic, razor-edged boomerang. They say it may be, heaven forbid, a Reaver child, if such a thing could actually exist.

Clatter: A strange and ungainly Reaver weapon consisting of a handle and two jointed weights set around a central pivot. When thrown, the clatter opens and whirls towards the target, the shifting weights of the weapon adding to its velocity and making a clattering sound as it goes. It strikes with devastating force and can kill instantly, which is usually a kindness compared to what else a Reaver might have in mind.

Dart: A small weighted weapon thrown point-first at a target. These are larger and heavier than the kind of darts you use for a dartboard, and can cause a world of hurt.

Grappler: This device fires a spiked grapple with force considerable enough to put it into a hard surface, or send it a ways. Someone in a pinch might use a grapples in an offensive manner, so to speak.

Javelin: A short-hafted spear, usually lighter and balanced for throwing.

Knife, Throwing: A lightweight knife, usually without a hilt or crosspiece, balanced for throwing. Throwing knives usually come sheathed in sets of three.

Mace: A chemical spray used to cause temporary nausea, blindness, and coughing in the victim. Someone sprayed in the face with mace must make an Average Endurance

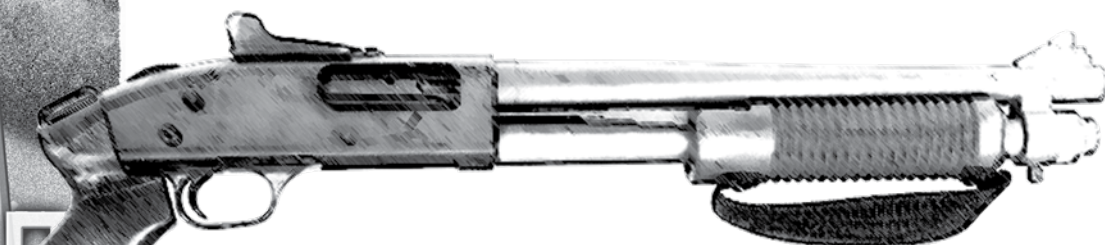


TABLE 1.9: RANGED WEAPONS

Item	Damage	Range Increment	Max ROF (Magazine)	Cost (Credits/Platinum)	Weight	Availability
Axe, Throwing	d4 W	15	1	€ 1. 4/4p	2	E
Blowgun	Special	30	1	€ 3/8p	1	E
Bolo	d2 B	30	1	€ 1. 8/5p	3	E
Bolter, Pneumatic	d8 W	50	2 [16]	€ 200/500p	12	C
Boomerang	d2 W	15	1	€ 2. 2/6p	1	R
Clatter	d6 B	10	1	—	6	I
Dart	d4 W	15	1	€ 0. 4/1p	1	E
Grappler	d6 W	30	1	€ 8/20p	4	E
Javelin	d4 W	15	1	€ 2/5p	3	E
Knife, Throwing	d2 W	15	1	€ 0. 8/2p	1	E
Mace	Special	3	1 [12]	€ 0. 8/2p	1	E
Pistol, Dart	d2 W	15	1 per 2 turns	€ 30/75p	2	E
Pistol, Flare	d2 B	20	1 per 2 turns	€ 2/5p	2	E
Pistol, Flechette	d4 W	10	3 [12]	€ 18/45p	2	C
Pistol, Gauss	d6 W	160	1 per 2 turns [6]	€ 140/350p	6	A
Pistol, Heavy	d8 W	120	2 [12]	€ 22/55p	5	E
Pistol, Light	d4 W	50	3 [6]	€ 16/40p	2	E
Rifle, Gauss	d10 W	600	1 per 2 turns [12]	€ 400/1,000p	14	A
Shotgun, Automatic	d10 W	40	3 [10]	€ 85/213p	12	E
Shuriken	d2 W	10	1	€ 0. 4/1p	—	E
Sling	d4 B	30	1	€ 0. 4/1p	—	E
Slinger, Arm	d4 B	15	1	—	2	I
Speargun	d4 W	15	1	€ 3/8p	3	E
Stunner, Ranged	d6 S + special	10	1 [24]	€ 150/375p	4	A

(Willpower + Vitality) roll to see and act without penalty. Failing this roll incurs a -2 Attribute step to any appropriate actions.

Pistol, Dart: This light pistol uses a compressed air canister to fire small darts filled with any substance desired—generally some drug or poison.

Pistol, Flare: Though a flare pistol's intended purpose is to let folks know where you are if you'd like to be rescued, you can also use one as a pistol. Say you have a falling out with the other guy in a life-raft. If you shoot someone with a flare pistol and achieve an extraordinary success, *gohn shi* you've set 'em on fire. They'll take another d2 Basic damage each turn until they can extinguish themselves. A flare pistol usually comes in a padded case with six rounds ready for use.

Pistol, Flechette: A sleek little weapon with a short range and a wide capacity for pain, a flechette pistol fires a hail of microthin knifelike blades at a target. They're next-to-useless against armored targets (any Armor Rating is doubled versus flechette rounds), but against unarmored foes they're quite nasty. No serious killer of men would use such a weapon—it's a nasty toy for a dandy.

Pistol, Gauss: A pistol that utilizes a magnetic coil inside the barrel to push a metallic slug forward at great speed. Gauss pistols have tremendous penetration power and are remarkably silent, though this is balanced by their slow rate of fire and intensely high power requirements. A gauss pistol ignores two points of Armor Rating. A gauss pistol can fire six times before needing to recharge (by either replacing the battery or spending an hour in its recharge cradle).

Pistol, Heavy: This meaty, powerful pistol has a bit of heft and considerable physical presence. Two popular brands are the Century Marauder VI and the Deutrex SI-4. The best thing about a heavy pistol is that once you run out of ammo, you can always hit someone with it (for d2 Stun). If it jams and you can't fix it, you've got yourself one fine and impressive nutcracker.

Pistol, Light: A ladies weapon or a good holdout gun, light pistols range in size and configuration from derringers to those fancy rigs some folks use for trick shooting.

Pistol, Medium: A medium pistol is equivalent to the pistol listed on *Serenity Role Playing Game* page 80.

Rifle, Gauss: A longarm using gauss technology. Slugs fired from such a gun have astonishing force (ignoring four points of Armor Rating) and range. A gauss rifle can be fired a dozen times before needing recharging or a fresh battery.

Shotgun, Automatic: A shotgun with a larger magazine, capable of burst fire.

Shuriken: A flat, star-shaped piece of metal thrown at someone you're not overly fond of. Throwing stars aren't usually enough to kill someone, but do cause considerable annoyance.

Sling: A primitive weapon consisting of a leather strap, used to hurl a weighted bullet or stone at the target.

Slinger, Arm: A scoop-shaped extension of a glove used to throw spiked weights at any *gorram* fool dumb enough to get within throwing distance of a Reaver.

Speargun: A long pistol stock and frame, spring or gas-powered, firing a long metal arrow. Spearguns are traditionally used underwater, but few folks these days let tradition stand in the way of inflicting pain.

Stunner, Ranged: A short-ranged energy rifle capable of firing a coherent electric pulse, set to the same frequency as human brainwave function, capable of scrambling the target's mind and stunning him temporarily. A target hit with a stunner takes Stun damage and must make a Hard Resistance (Vitality + Vitality) roll. Failing the roll knocks the target out, and adds d6 Shock points for his trouble (see *Serenity Role Playing Game* 157). Succeeding on the roll imposes a -1 step to all Attributes for one minute, a condition that can accumulate with additional successful attacks.

Ammunition

A bullet pretty much ruins anyone's day, but enough separates different rounds that it's worth a bit of attention. This section expands the material on *Serenity Role Playing Game* page 78.

Armor Piercing: Armor piercing rounds are coated with a polymer that helps punch right through three points of Armor Rating at the expense of a -1 step to damage rolls.

Arrows, Specialty: Though the bow is far from the most commonly-utilized weapon in the 'Verse, archery has its uses. The Companion's Guild teaches its members the sport of archery for meditative and professional reasons—it is a sport of the idle rich, and a Companion should show such facility for social purposes. Savants who follow antiquated martial traditions may also practice archery, as well as covert ops mercenaries or even thieves with elaborate modus operandi. Here're some examples of specialty arrows; others are bound to exist.

Blunt: A blunt arrow is used to down a target without killing. It does Stun instead of Wound damage.

Explosive: This arrowhead contains a small explosive that detonates on impact. The range is much shorter than regular arrows (10 foot increment), but they do a heap more damage when they hit.

Flare: A flare arrow does the same damage as a regular arrow, and a phosphorescent chemical in the tip ignites when it's scraped against a rough surface, so it lights up a room aplenty.

Line: This is a reinforced arrow with a microthin, woven monofiber line attached to a spool that clips onto the bow. The spool has 100 feet of line, and the head of the arrow is designed to open with spring-loaded back-

pointing claws like a little grappling hook. That acts to snag any surface it sinks into. Once the line is taut, you can use special gloves to climb hand-over-hand along it, or use the convenient folding handles on the spool.

Poison: This arrow has a hollow reservoir for any sort of toxin you'd like. Impacting causes it to inject the poison into the target (see *Serenity Role Playing Game* page 88).

Depleted Uranium: Depleted uranium rounds are made from the byproduct of nuclear fission, and combine exceptional armor penetration, fragmentation, and radioactivity. Now illegal throughout the 'Verse, depleted uranium rounds were used during the Unification War and are only found in abandoned weapons caches and the black market. Depleted uranium rounds ignore one point of Armor Rating and do +1 Wound damage. Excessive exposure to this ammunition causes radiation sickness (see *Serenity Role Playing Game* page 158).

Explosive: Each explosive round is like a tiny little grenade, set to go off when it hits. They're expensive, they require a weapon tooled for 'em (or a secondary barrel), and they're pretty much illegal across the 'Verse. The explosion has a five-foot increment.

Nonlethal: Nonlethal ammunition consists of semisolid projectiles—beanbag, rubber, or low-impact—designed to stun and knock down a target rather than penetrate flesh.

TABLE 1.10: AMMUNITION

Item	Damage	Cost (Credits/Platinum)	Availability
Armor Piercing	-1 step; ignores 3 W of armor	€ 0. 4/1p per round	I
Arrow, Blunt	d2 S	€ 0. 8/2p per dozen	E
Arrow, Explosive	2d4 B	€ 4/10p	I
Arrow, Flare	d4 W	€ 0. 4/1p	C
Arrow, Line	d4 W	€ 6/15p	C
Arrow, Poison	d4 W + special	€ 3/8p	I
Depleted Uranium	+1 damage; ignores 1 W of armor	€ 2/5p per round	I
Explosive	+2d6 W	€ 11. 2/28p	I
Nonlethal	d4 S	€ 2/5p per 20	E
Tracer	Varies	€ 2/5p per 12	A

Tracer: Tracer ammo is covered with a chemical that ignites in the face of sufficient friction, lighting up a trail through the air so the shooter can keep a tight cone of fire. When used with burst fire or autofire, tracer rounds grant a +1 Skill step as if aiming (which stacks with normal aiming bonuses, see *Serenity Role Playing Game* page 153).

Weapon Modifications

Barrel Light: A clip-on flashlight resting below or alongside the weapon's barrel that illuminates the area your gun's pointing at.

Bipod: A bipod clips or folds down from the barrel or stock of a rifle, assault rifle, or machine gun, stabilizing it while you're firing. Generally a shooter using a bipod is prone or using an object such as a rock, fence, or window sill to elevate the weapon. A bipod provides a +1 Skill step while taking aim (which stacks with the normal bonuses from aiming, see *Serenity Role Playing Game* page 153) and extends the benefits of the aim action for as long as desired (above and beyond the three turns of benefit that aiming provides).

Carbine Remodel: Carbine-remodeling means shortening the barrel of a rifle as much as can be done, and shortening or removing the stock altogether. This lowers a rifle's range increment by one-quarter (round down), but makes it much easier to conceal and carry. The listed cost is for a professional craftsman to perform the service. Those possessing do-it-yourself spirit do it for free if'n they have adequate tools and make an Average Agility + Guns/Gunsmithing action. Zoe, first mate of *Serenity*, carries a carbine-remodeled lever-action rifle, worn on the hip in a long catch-release clip holster. Rifles and shotguns can be so remodeled.

Flash Suppressor: A suppressor baffles the flash from a firearm's discharge, helping a sniper keep concealed. It has no effect on range or accuracy, but increases the Difficulty of visually spotting a sniper by two.

Sawed-off Barrel: A sawed-off barrel reduces the range of a weapon by one-third (round down), but makes it easier to conceal. Gain a +1 Skill step when attempting to hide a weapon with a sawed-off barrel.

Scope: A sight lets you ignore range increment penalties. Table 1.12: Scope Magnification lists the increase in range before penalties are imposed, as well as the cost. You can put only a 2x or 6x scope on a pistol; a scope has no effect on a shotgun, stunner, or other type of energy weapon.

TABLE 1.11: SCOPE MAGNIFICATION

Magnification	Range Increase	Cost
2x	2x	€ 3/8p
6x	3x	€ 4/10p
12x	4x	€ 8/20p
24x	5x	€ 16/40p
32x	6x	€ 40/100p

Scope, Night-Vision: A night-vision scope enhances visible light and allows the shooter to see in the dark. It eliminates the dim and dark vision penalties (see *Serenity Role Playing Game* page 155), and turns pitch black conditions into dim lighting.

Scope, Ocular: A simple electronic scope, offering computer-assisted magnification and zoom capabilities. An ocular scope is more powerful than a regular scope, offering 64x magnification (7x range increment increase) or 128x magnification (8x range increase). Sometimes an ocular scope is more powerful than the effective range of the firearm.

Scope, Thermal: A thermal scope detects the heat signatures of living beings (or anything putting off radiant heat). Halve the penalties for obscured vision (see *Serenity Role Playing Game* page 155); in pitch black conditions, increase the Difficulty of a normal or innate defense roll to Average.

Sight, Laser: A laser sight snaps onto a barrel and projects a nice red line of light where you're pointing, putting a little red dot saying "Shoot here" on your target. Using one of these grants an additional +1 Skill step when aiming (which stacks with normal aiming bonuses, see *Serenity Role Playing Game* 153). A laser sight is of no benefit to bursts or autofire.

Silencer: A silencer can't entirely muffle the sound of a gunshot, but it does muddle and soften it enough that it's more difficult to hear.

Trying to hear a silenced firearm from more'n 10 yards away is a Hard task, while trying to identify the location of the shooter is a Formidable one.

Stock, Folding or Telescopic: A rifle, shotgun, assault rifle, or other longarm can have a folding or telescopic stock. This has no game effects when extended other than ease of carrying. Attacks with the weapon when the stock is retracted suffer a -1 Skill step.

Trigger Lock: A simple electronic feature, a trigger lock may be deactivated with a key, a code sequence, a fingerprint lock, or even a voice-activated release. It takes one full combat turn to release a trigger lock, but won't you feel safer knowing that any crazy test subjects who get their hands on your sidearm won't be able to shoot you with it?

Underbarrel Launcher: A second barrel, mounted onto the barrel of your rifle. It lets you fire grenades if simple bullets ain't enough. An underbarrel launcher only holds one grenade at a time, so you've got to reload it (taking one turn) between shots.

Explosives & Chemical Weapons

Acid: It's a horrible thing using acid as a weapon, but the 'Verse is full of horrible people that think nothing of it. The really sick ones take

pleasure from it. Acid inflicts anywhere from d2 to d12+d12 Wounds, with a good average being d8. The higher the damage, the harder the acid is to obtain or to manufacture. Once it hits a target, acid keeps doing harm, with the damage dice reduced by 1 step each turn. For instance, d8 drops to d6 the next turn, then d4, until it diminishes to "d0," which means the damage has ended. You can try to neutralize an acid with a base chemical—use an Intelligence + Scientific Expertise/Chemistry action to identify or mix one up on the spot. Acid burns are treated as those from fire (*Serenity Role Playing Game* page 157) and may even impose the Ugly as Sin Trait on a victim, with severity based on the extent of the burns.

Charge, Breaching: A shaped charge designed to blow open a ship's hatch or the door of some other structure. Usually it's got magnetic plates to lock it in place, and is able to function without oxygen, either out in the black or underwater. Small breaching charges can take out a lock, while big ones are arranged around a hatch to blow the whole thing out. As they're shaped to funnel the blast in a particular direction, a breaching charge has a very short range and is used as a prelude to busting in on someone. A breaching charge ignores 2 points of Armor Rating.

TABLE 1.12: WEAPON MODIFICATIONS

Item	Cost (Credits/Platinum)	Availability	Notes
Barrel Light	€ 1. 2/3p	E	Gun illumination
Bipod	€ 4. 4/11p	E	Folding or retractable legs
Carbine Remodel	€ 6/15p	E	Shortened barrel and stock
Flash Suppressor	€ 1. 6/4p	E	Hides muzzle flash
Scope	See Table 1. 12	E	Long-range sight
Scope, Night-Vision	€ 32/80p	C	Low-light sight
Scope, Ocular	€ 13. 6/34p	C	Electronic sight
Scope, Thermal	€ 52/130p	C	Heat-recognizing sight
Sight, Laser	€ 3. 6/9p	E	Red-dot laser sight
Silencer	€ 5. 2/13p	I	Muzzle silencer
Stock, Folding/ Telescopic	€ 5/12p	E	Shortens rifle or longarm
Trigger Lock	€ 10.4/26p	C	Prevents firearm from being used
Underbarrel Launcher	€ 37. 2/93p	I	Below-barrel grenade launcher

Charge, Satchel: A wide-purpose bomb the size of a small rucksack, a satchel charge can breach a door or wall, take out a structure, be rigged as a booby-trap, or even be tossed into a vehicle's open hatch to watch it shake. Satchel charges come with either a timer or a remote detonator.

Explosive, Improvised: A makeshift bomb fashioned with available chemicals, usually packed into a pipe or plastic bottle. You can fill an improvised explosive with pieces of metal if shrapnel appeals to you, or you can leave it as is if you're trying to make the right "blast and set on fire" impressions.

Flamethrower: Setting someone afire is just about the unkindest way to do away with 'em, and it's not looked upon well by most folks. A flamethrower's got a back-mounted tank full of liquid fuel, a hand-held igniter, and a hose connecting the two. If you hit your target with an extraordinary success, you've set him on fire, and he'll take the weapon's damage each turn until extinguished. Botch the roll and you've set your own *gorram* self on fire—you've got three rounds to make an Easy Agility + Agility roll (while you're on fire) before the tank explodes. In that unfortunate event, treat it like you got hit by an incendiary grenade (see table 1.13). Fire damage is detailed on *Serenity Role Playing Game* 157.

Flamethrower, Barrel-mounted: A compact flamethrower, this mounts onto assault rifles and has a shorter range, smaller tank, and is less likely to ignite the user. An extraordinary success sets the target on fire. A botch only means that the flamethrower fails to ignite.

Grenade, Incendiary: A grenade packed with highly flammable chemical gel capable of burning through metal when it's ignited. This chemical gel doesn't require oxidization, so it burns just as fiercely underwater as in vacuum.

Grenade, Magnetic: Your basic fragmentation grenade, but with the added benefit of a magnetic field that lets it stick to most metallic surfaces. Tossing a magnetic grenade at a metallic target grants a +2 Skill step to the thrower's attack roll.

Grenade, Plasma: A plasma grenade produces enough heat to melt right through metal and nearly anything else. It works

underwater or in vacuum. Unless you like the thought of synthetic skin grafts or extensive burn scars, you'd best get out of the way if someone throws one of these near you.

Grenade, Pulse: Designed to take out electronics or cripple computer systems, a pulse grenade can also be used to immobilize a vehicle operating with any engine using electrical current (as opposed to combustion). A pulse grenade does no damage to living people, but takes out any unshielded electronics within the pulse range.

Grenade, Web: When they go off, web grenades distribute a wide spray of liquid that instantly hardens into sticky biodegradable webbing that's Hard to break. The webbing dissolves within an hour. Alliance security forces use web grenades for peaceful crowd control, though they can be put to other uses of a more nefarious nature.

Mine, Antipersonnel: Mines are a common enough hazard in ground combat, not so much in space, but they still see some use and turn up now and again. Antipersonnel mines injure enemy combatants instead of killing 'em—a tactic devised by the Alliance during the Unification War. Wounded soldiers require considerable hardship getting 'em off the battlefield, and caring for the stricken is even more of a drain on your resources. Antipersonnel mines throw a large blast upwards, generally taking off the limb that triggered the mine. Others, of the "Bouncing Betty" type, hop up into the air to spread the blast around. Mines are either concealed or simply scattered around out the open—or both. When mines are in the open, spotting 'em is an Easy Alertness + Perception/Sight action. If they're concealed, make an Alertness + Perception/Sight roll opposed by the minelayer's Intelligence + Covert/Camouflage or Survival/Camouflage. On foot, passing through an area that has been mined is automatically successful if the mines are visible. If you're aware of the mines but they're concealed, passing through requires an Easy Agility + Athletics action.

Mine, Antivehicle: A mine with a big explosive charge specifically made to cripple a tank or other vehicle. Antitank mines only explode when a heavy weight (say, near 450

pounds.) presses on the trigger plate. That weight setting lets a soldier on foot walk right over it unharmed. Most antitank mines have shaped charges to damage vehicles and even kill anyone inside. They are used like antipersonnel mines (see above). Driving a vehicle through an area that is known to be mined requires a Hard Alertness + Drive action for a tracked or wheeled vehicle like a Mule. A hovermule won't set mines off. Failure sets off a mine.

Mine, Pulse: This antivehicle mine uses an electromagnetic pulse to fry any electrical components when it goes off. When the charge triggers (see antivehicle mine above), it sends out a big blast of EMP radiation that cripples any vehicle liable to be passing within the range increment. Pulse mines were used by Alliance troops to capture vehicles and supplies without harming either. The men inside . . . they usually died defending their vehicle.

Molotov Cocktail: An improvised firebomb made out of a glass bottle filled with alcohol, a rag for a fuse, and the will to light it and throw it. A Molotov cocktail splashes an area a yard in diameter when it hits. An extraordinary success on an attack means the target has been set afire,

doing the same damage each turn until the fire is put out. A botch often means the attacker has set his *gorram* fool self on fire to the same effect.

Heavy Weapons

Except for the microwave broadcaster, each of the weapons listed here are large, doing Vehicle-Scale damage. Multiply the damage by 10 against Personal-Scale targets, and divide by 10 against Spacecraft-Scale targets.

Machinegun, Heavy: A big and rugged weapon, usually too heavy to be easily carried about. Most heavy machineguns have foldable bipods or tripods, or they're mounted on a vehicle. Use one of these without a steady platform, you're looking at a -3 Skill step for all attack rolls.

Machinegun, Light: Compared to an assault rifle, a light machinegun is a heavyweight. Without a steady firing platform, the shooter suffers a -1 Skill step to his attack rolls.

Microwave Broadcasters: This mounted weapon sends a wide-frequency microwave burst in a radius around the vehicle, low enough to avoid causing serious burns but strong enough to cause intense pain. Microwave broadcasters are usually mounted on Alliance security force

TABLE 1.13: EXPLOSIVES & CHEMICAL WEAPONS

Item	Damage	Range (feet)	Cost (Credits/Platinum)	Weight	Availability
Acid	d8 W Fire	5	¢ 0.4/1p	1	E
Charge, Breaching	5d6 W	1	¢ 21.2/53p	4	A
Charge, Satchel	5d12 W	30	¢ 30.8/77p	10	A
Explosive, Improvised	2d6 W	30	—	3	E
Flamethrower	2d4 W Fire	15	¢ 15.2/38p	24	C
Flamethrower, Barrel-mounted	d6 W	3	¢ 8.4/21p	4	A
Grenade, Incendiary	2d12 W Fire	5	¢ 2.8/7p	2	A
Grenade, Magnetic	5d6 W	8	¢ 6.8/17p	3	A
Grenade, Plasma	4d10 W Fire	3	¢ 8.8/22p	2	A
Grenade, Pulse	Special	5	¢ 7.2/18p	2	A
Grenade, Web	Special	10	¢ 2.4/6p	4	A
Mine, Antipersonnel	5d8 W	24	¢ 8/20p	6	A
Mine, Antivehicle	d10 W Vehicle	8	¢ 15/40p	12	A
Mine, Pulse	Special	12	¢ 25.2/63p	10	A
Molotov Cocktail	d4 W Fire	15	—	2	E



vehicles, and are used to create a space around the vehicle. Anyone within range of the broadcaster must make an Easy Resistance (Vitality + Vitality) roll. Success means the target takes 1 Stun damage; failure inflicts d4 Stun damage. The Difficulty of this roll increases to Average on the next turn; on each subsequent turn, the Difficulty increases by four (7 to 11, then to 15, etc.). Included in the cost of a microwave broadcaster is the insulation to shield a vehicle's systems and passengers. This price is for a vehicle the size of a large hovercraft. Those seeking to rig a larger vehicle find the price jumps up in an exponential fashion.

Mounted Flamethrower: This large flamethrower is capable of doing damage to vehicles.

Mounted Machinegun: This high and mighty machinegun is bolted into a vehicle and cannot be used otherwise.

Mortar: A firing tube designed to propel explosive rockets at a target, usually a vehicle or structure. It uses a high-trajectory arc to maximize range, and often an electronic rangefinder is essential to properly target mortar fire.

TECHSHOP

As with *Serenity Role Playing Game* pages 82–86, here you'll find a helping of technological devices: widgets, machines, and a passel of other inventions to help make your life easier, or more'n likely, make someone else's life that much harder.

Computers, Hardware, & Progs

Capture: Essentially a video postcard, a capture is a stiff piece of reusable smart paper that attaches to any camera unit or video feed. A micro-speaker provides (terrible) sound. A capture's got enough memory for couple of minutes of video, which it replays when one of the corners is pinched tightly. Or you can spool a bunch of individual images into a capture and they'll cycle through for as long as you'd like.

Commlink: A small, hand-held communicator linked to one or more other comlinks. They've got near 10 miles of range,

TABLE 1.15: HEAVY WEAPONS

Item	Damage	Range (feet)	Max ROF (Magazine)	Cost (Credits/Platinum)	Weight	Availability
Machinegun, Heavy	d4 W Vehicle	500	3 (100)	€ 330/825p	36	I
Machinegun, Light	d2 W Vehicle	300	3 (100)	€ 240/600p	22	I
Microwave Broadcaster	Special	24	1 (120)	€ 30,000/75,000p	Vehicle-mounted	A
Mounted Flamethrower	2d6 W Vehicle	16	1 (20)	€ 650/1625p	Vehicle-mounted	I
Mounted Machinegun	d6 W Vehicle	600	3 (300)	€ 500/1,250p	Vehicle-mounted	I
Mortar	4d6 W Vehicle	1,200	1 (1)	€ 268/670p	8	A

but ain't much more secure than shouting across a field. More expensive versions come in hands-free headset form.

Companion Register: Issued by the Companion's Guild, a register is a leather-bound booklet comprised of the Companion's license, two data disks containing verification of training and psychological evaluation, a stylus, and a small data store of the Companion's transaction log. A Companion is prohibited from doing business without a valid register, and the Companion's Guild offers a steep reward for information about unauthorized use of a register. If anyone's foolish enough to try to falsify one, the Guild uses all its legal resources to stop 'em.

Crybaby: A fake distress beacon, usually fashioned from whatever metal objects can be welded together large enough to register on a ship's long-range sweeps. Hypothetical speaking, of course, a crybaby has a prerecorded distress message you triggered remotely, and can be used to get the attention of some civic-minded individuals and convince 'em to offer assistance.

Earwig: A tiny ear-set, linked into a ship's comm system, with a range of about a mile. They're not very secure, and reception's not the best for sent messages, but they're a good means of staying in touch and being discreet about it.

Emergency Strobe: Standard on most shuttles or smaller ships. If you're stranded, an emergency beacon sends out a regular pulse of light visible for miles, depending on the weather conditions. The battery'll last you near 12 hours of continual use. If it's longer than that before you expect rescue to arrive, best take stock of the surroundings and commence settling in for the long haul.

Gamebox: A handheld entertainment console containing a small screen, some controls, speakers, a datadisk reader, a rechargeable battery, and a data port to link with a computer. There's not much to 'em other than entertainment value. Different games can be downloaded through the Cortex legally, or bought in back-alley software stands.

Global Navigation System Finder: A GNS finder is a small handset with a screen that provides coordinates pinpointing your immediate location and plotting it on a map.

Most of the Core and Border planets provide GNS satellite service; only a few on the Rim, like Regina and Triumph, have it. GNS satellites broadcast a signals network that lets a finder triangulate your position at any given time.

IdentCard: Every citizen of the Alliance is issued one of these at birth, though they're less common in the Border worlds and more'n scarce out on the Rim. An IdentCard contains an integrated electronic datachip with a full background profile, medical information, criminal record, current address, and any additional pertinent information, including a full-head image updated as frequently as the user desires.

Squawkbox: A small music player, roughly the size of an ammo clip. The memory holds thousands of songs, and speakers mounted on either side fill an area with music. A patch-cable lets you download more music off the Cortex, if you're willing to pay for it. Wireless earphones come with most models.

Punchpad: A book-sized, single-function computer, capable of word-processing, some basic programs, and a limited-access link to the Cortex if plugged into an authorized data port.

Reprogrammer: A simple, jury-rigged computer capable of little more'n hacking existing code, essentially a shell around some dyna-ram. As reprogrammers are highly illegal and can be easily traced once used on any system or network connected to the Cortex, they're usually thrown together with whatever cheap pieces of hardware can be spared, and ditched immediately after use.

Schooldesk: Standard issue for students in the wealthier Core planets, a schooldesk is a sophisticated computer system with advanced holographic projection, a voice-response system, a (filtered and monitored) Cortex instafeed, printer capable of generating smart paper printouts, a data reader, and software packages running simulations of any number of science, engineering, or other projects. Using a schooldesk adds a +2 Skill step to research any subject allowed by the Alliance educational system, or to prepare a paper or presentation on such a subject.

Sensor: An electronic device designed to detect a vast range of conditions, environments, or elements. There are scores—hundreds even—of types of sensors, and they range in size from hand-held to loading crate. Here are some of the more common types and their uses:

Altimeter: A hand-held sensor that detects your altitude, based on atmospheric pressure. An altimeter's usually part of a ship's sensor package, but when you're on foot, the hand-held versions can be useful.

Analyzer: A broad category of sensor that analyzes chemical compounds and provides information about 'em. Consider it to have an effective Intelligence d8 and Scientific Expertise d6/Chemistry d12.

Metal Detector: Discerns any metals within an area.

Motion Detector: Detects movement within a 20-yard radius.

Weather Sensor: A generic term for any sort of device measuring weather conditions, barometric pressure, wind speed, or humidity.

Smart Paper: A piece of smart paper is essentially a paper-thin video screen, capable of animated displays and storing as much as several books worth of information in the memory cell. Most smart paper can't be reused—it has no interface for additional downloads once information has been downloaded into its memory. You “turn” the page of smart paper through an on-page image, like a fake bent page corner or a button printed onto the page being displayed.

Communications & Security Equipment

Analyzer, Toxin: A small thermometer-shaped chemical analyzer for foods or drinks. Simply place it into a glass of liquid, or stick it into the middle of chow you're suspicious

TABLE 1.16: COMPUTERS, HARDWARE, & PROGS

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
Capture	€ 0. 4/1p	—	E	Video postcard; price per package of 4
CommLink	€ 7. 2/18p	1	E	Handheld or headset communicator
Companion Register	—	1	C	Official license and registration
Crybaby	—	varies	I	Fake distress beacon
Earwig	€ 2/5p	—	E	Tiny ear-set communicator
Emergency Strobe	€ 15. 2/38p	4	E	Emergency beacon
Gamebox	€ 6. 8/17p	1	E	Handheld entertainment system
Global Navigation System	€ 14/35p	2	E	Handheld satellite navigation system
IdentCard	—	—	C	Alliance-issued identification
Squawkbox	€ 2/5p	3	E	Portable music player
Punchpad	€ 17. 2/43p	2	E	Tablet computer
Reprogrammer	€ 6.8/17p	1	I	Jury-rigged hacking box
Schooldesk	€ 245. 6/614p	20	C	Computer for students
Sensor	Varies (€ 6 to € 30)	1	E	Various types of handheld sensor
Smart Paper	€ 0. 8/2p	—	E	Digital paper, displays multiple pages; price per package of 10

of. Within a turn, it'll check for any toxins or potentially fatal allergens. A toxin analyzer has Intelligence d6 and functional skill levels of Perception d6/Taste d12+d6 and Scientific Expertise d6/Chemistry d12+d6 when it comes to detecting toxins. It has a database of every currently identified toxin in the 'Verse, and a small screen indicates the presence of toxins and their nature. Toxin analyzers have an audible alarm that can be turned on or off, if discretion is desired.

Scanner, Currency: A small sensor with a slot feeder. Put a bill or stack of bills into it, and it quickly scans at a molecular level and checks against every method of currency authentication and known signs of forgery. If you're trying to fool a currency scanner, make an Intelligence + Covert/Forgery roll opposed by the machine's Alertness d6 + Perception d6/Currency Analysis d12+d6 roll.

Translator: For those in the 'Verse who're unable or unwilling to learn Chinese or any of the dozens of other languages spoken, this device is a mechanical means of getting your point across. This small hand-held device has a microphone across the top and an earwig receiver. Point the thing at the person you're wanting to speak to, wait as the doohickey translates it into your own language, and listen through the earwig. Repeat as desired until you've reached an understanding, or you're ready to smash the little thing into slivers. Using a translator is slow and annoying, prone to mistranslations, and generally less effective than learning the language yourself. A translator has an effective Skill level of d10 in the two languages being used at a given time and an Intelligence d6. The Game Master assigns the Difficulty of translation attempts depending on the complexity of the topic being discussed. A botch results in drastic mistranslation.

Languages can be downloaded in and out with ease, but only two languages can be actively translated at a time.

Medical Equipment & Pharmaceuticals

DNA Extractor: A long metallic cylinder used to obtain a sample of DNA from a person or unborn infant. When placed against skin and activated, the DNA extractor plunges a needle-thin lancet into the patient and removes enough cells for an accurate DNA profile to be performed using appropriate medical facilities. The extractor administers a local anesthetic, a disinfectant, and a rapid sealant to close the wound. A DNA extractor can also extract cells from the amniotic fluid surrounding an unborn infant.

Drug, Adrenal Booster: A favorite among junkies and experimental teen athletes, adrenal boosters increase your physical Attributes by one step each, and confer a temporary version of the Chip on the Shoulder (Major) Complication while the drug's in effect, a period of time lasting roughly an hour. Abuse of adrenal boosters (using 'em more than three times per week) requires a Hard Resistance (Vitality + Vitality) roll to avoid becoming addicted. Success means you can choose to go clean, while failure means that you've just bought yourself the major version of the Hooked Complication. When the effects of adrenal boosters wear off, users often feel weak, suffering a -1 Strength step for two hours.

Drug, Anti-psychotic: A quick-acting, pharmaceutical-grade hypnotic sedative, used in Alliance hospitals to quell psychotic reactions. Dalcium is one of the most commonly prescribed brands. While under the influence of anti-psychotics, the Leaky Brainpan Complication is lessened from major to minor,

TABLE 1.17: COMMUNICATIONS & SECURITY EQUIPMENT

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
Analyzer, Toxin	€ 200/440p	—	C	Detects traces of poisons or other risks
Scanner, Currency	€ 180/400p	2	A	Detects counterfeit bills
Translator	€ 75/165p	1	C	Translating device

or from minor to no effect. A dose of anti-psychotic medication lasts for up to four hours, though prolonged usage must be monitored and the dosage regularly adjusted (tolerance builds up quickly). More'n two doses in a 24-hour period may lead to serious medical issues, such as a stroke.

Drug, Anti-rejection: These drugs help prevent the patient's immune system from rejecting cybernetic enhancements. Without anti-rejection drugs, a patient runs the risk of infection, illness, and systemic shock, depending on the nature and extent of the cybernetic grafts (see Cybernetic Rejection Syndrome Complication, page 37). Taking these medications allows you to go without making a Resistance (Vitality + Vitality) roll to see if your body rejects the enhancements. If you're already suffering, from CRS, taking the anti-rejection meds reduces the penalties to your Attributes by one step, and lowers the Difficulty of the Resistance roll by one. Each period you're on the meds is cumulative, so if you go off 'em for a short while and then commence to popping again, you'll eventually get back to a semblance of health.

Drug, Broad-Spectrum Antidote: A general-purpose antidote for a broad range of ingested toxins or other diseases. There're a thousand-plenty things you might inadvertently swallow that could kill you, far too many to be carrying around antidotes for each one. There're even more diseases making the round, nasty little stowaways from the Earth-That-Was that made their way in the 'Verse and survived terraforming, no matter what they done to wipe disease out. If taken before or during the time that symptoms commence to emerge, a broad-spectrum antidote provides a +1 step to Resistance (Vitality + Vitality) rolls against a poison or disease. If the roll is an extraordinary success, the antidote perfectly neutralizes the toxin or disease, and the patient suffers no further ill effects.

Drug, Broad-Spectrum Antivenin: A general-purpose antivenin for use against poison, particularly the types injected by a snake, spider, scorpion, or other unfriendly critter. This works identically to the broad-spectrum antidote (described above), but only applies to poisons.

Drug, Endorphin: Painkilling drugs that instill a sense of euphoria into the user, endorphins allow you to function despite pain and injury, but at diminished cognitive capacity. Using an endorphin allows you to ignore any Stun loss, but at the cost of a -2 step to Alertness and Intelligence for the duration of the endorphin's effects. Endorphins are highly addictive, and using more'n one dose a day affects a user as described with adrenal booster drugs. As the endorphins wear off, they leave you sleepy and with a mild headache that goes away in an hour or so.

Drug, Nootropic: So-called "smart drugs," nootropics improve neural processing and aid in clear thought. A dose of nootropic drugs has an hour of effect, during which time you gain a +1 step to Intelligence. Coming down from nootropics generally causes feelings of moroseness and inadequacy, and causes a -1 step to Intelligence and Willpower for an hour afterward.

Drug, Stimulants: These can range from pharmaceutical-grade medicines used in surgery or emergency rooms to street versions cooked up in some basement kitchen and sold to kids and gangers. While under the effects of stimulants, you gain a +1 step to Vitality and Willpower. This lasts an hour, after which the effects dissipate, and the modifier becomes a -1 step. The aftereffects fade after about an hour. Overuse of stims is treated as described under adrenal booster.

Drug, Tranquilizer: A narcotic compound capable of permeating skin through contact, causing near-instantaneous unconsciousness. One of the most popular brands is Somnex. Medical types call it "the goodnight kiss" as criminally inclined doxies (who apply the drug over a seal to protect themselves) use as lipstick to leave their victims unconscious so they can more easily be robbed. If you come into contact with a tranquilizer drug (injection, the "goodnight kiss," etc.), you must make a Heroic Resistance (Vitality + Vitality) roll. Failure means you slump to the ground unconscious. Success puts you at a -3 step to Agility, Alertness, and Willpower for an hour.

Imaging Suite: One of the most sophisticated medical diagnostic tools available in the Verse, an imaging suite creates a fully interactive, three-dimensional, real-time holographic display of the patient's body, inside and out. This can be manipulated and dissected by the operator, allowing for precise diagnosis of any medical conditions without the invasive procedure of surgery or the risk of infection. An imaging suite takes at least a half-hour to operate effectively and requires a Hard Medical and a Hard Technical Engineering action. Successfully using an imaging suite adds a +4 Skill step to any attempt to diagnose a medical condition. An imaging suite can only be found in the best Alliance hospitals on Core planets.

Torture Spider: An insidious and sadistic instrument used by criminals and (so they say) dark cells within the Alliance's own security forces, a torture spider is a tripod-like device that attaches to the chest of a victim and is connected to a control console. When used by an expert, the torture spider adds a +2 Skill step to any torture actions. Each turn the torture spider is being used, the victim must make a Formidable Vitality + Will roll or take d6 Stun damage and suffer excruciating pain.

Covert Ops Gear

Babbler: This boxy little device is covered with short-range frequency scramblers, which safeguard an area against electronic surveillance of any sort other than visual. A babbler has a range near 20 feet and is highly conspicuous to a body actively scanning you—it shows up like a big blob of static in the middle of his screen. On the other hand, it's a big blob of static rather than anything more particular, like who you are and what you're saying. Using a babbler gives a +2 to the Difficulty of any Covert/Surveillance or Technical Engineering/Technical Security Systems attempts to determine who you are and what you're saying.

Dreamcoat: One of the most expensive pieces of covert gear you're liable to see, a dreamcoat was designed in some high-budget Alliance lab and ultimately killed. Only a handful of prototypes are floating around nowadays, but they're so foolishly expensive they might as well be made of solid diamond. The Dreamcoat Project was an offshoot of the same development cycle that created the chameleon suit technology (see *Serenity Role Playing Game* page 76). The goal was near-invisibility, and

TABLE 1.18: MEDICAL EQUIPMENT & PHARMACEUTICALS

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
DNA Extractor	€ 62. 8/157p	2	C	Syringe-like device for taking tissue samples
Drug, Adrenal Booster	€ 0. 8/2p	—	I	Illegal steroids; price per dose
Drug, Anti-psychotic	€ 14/35p	—	C	Medication, prescription only; price per dose
Drug, Anti-rejection	€ 50/125p	—	C	Prevents rejection of cybernetic enhancements
Drug, Broad-Spectrum Antidote	€ 10. 8/27p	—	C	General-purpose antidote to diseases and poisons
Drug, Broad-Spectrum Antivenin	€ 5. 4/13p	—	E	General-purpose remedy for venom
Drug, Endorphin	€ 1. 2/3p	—	C	Medication, prescription only; price is per dose
Drug, Nootropic	€ 2/ 5p	—	A	Illegal smart drugs; price per dose
Drug, Stimulant	€ 0. 8/2p	—	I	Illegal stims; price per dose
Drug, Tranquilizer	€ 1. 6/4p	—	C	Medication, prescription only; price per dose
Imaging Suite	€ 200,000/500,000p	Stationary	C	Powerful diagnostic tool
Torture Spider	€ 38/95p	14	I	Torture device; weight includes control module



they came darn close. A dreamcoat is a hooded body stocking, complete with gloves and boots of a fabric with tens of thousands of imaging cells and receivers, like a screen and camera combined. The suit's central computer, a flat panel worn on one sleeve, continually receives images from each receiver, calculates its position and displays the image onto the exact opposite side of the suit. The result is that someone wearing a dreamcoat is effectively a mobile chameleon, near enough to transparent. Mr. Universe claims to have seen an illegal Cortex feed of a researcher reading a book displayed on a dreamcoat-clothed back while the book was held open before the dreamcoat wearer's chest. Using a dreamcoat adds a +4 Skill step to Covert/Stealth or Covert/Camouflage actions, but only if you lower your movement to five feet per turn (as the suit needs a moment to process the massive datastream of image feeds). The technology was never perfected, far as we know; a botch causes the dreamcoat to flicker and display a wild stream of technicolor bars and static.

Enabler: An enabler synchs a handheld computer to a system through a holo-proxied datastream bridge. In layman's terms, this little widget lets you attach a handheld computer to another system without actually physically linking it with a cable or through a data port. It makes it possible to link into a closed system from any bridging point in the network, such as a cable or other hard line.

Surveillance Gear: A set of surveillance gear greatly aids in spying—listening in on conversations or otherwise getting into another's business. It includes long-range oculars, cameras, miniature imagers and recorders, micro-

transmitters, thermal imagers, a comm frequency scanner, and more of the like. Using this gear adds a +2 Skill step to Covert/Surveillance attempts.

Vox Scrambler: A hand-held device that matches the voice signatures of anyone speaking around it, and generates a 10-foot field of barely audible vocal noise. It's noticeable, but not loud enough to make it difficult to talk. To any recorders, bugs, or long-range listening devices, it sounds like a crowd of people yammerin' in utter nonsensical babble. Trying to decipher a conversation recorded with a vox scrambler about is an Incredible Intelligence + Covert/Surveillance task.

ROBOTS

Robots aren't something most folks outside of the Core planets have much experience with, and even those in the Core aren't accustomed to much more'n some basic service drones or whatnot. The development path when it comes to 'bots has forked somewhere down the line into two courses, heading away from one another as fast as can be.

The first path is trod by those who don't think a drone or 'bot has any place but as a sophisticated tool. You're never gonna mistake a drone from this branch as anything other'n what it is—a piece of *gao gubn* hardware. Drones and 'bots are clunky, built for function, and there's no attempt at given 'em personalities or trying to make 'em fit in amongst humans in any more'n you'd teach your cooler to sing and dance.

The other path's the more dangerous one, to put it mild. Those who walk this path will never be satisfied with anything less than 'bots that

TABLE 1.19: COVERT OPS GEAR

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
Babbler	€ 120/255p	2	I	Creates static in electronic surveillance
Dreamcoat	€ 2200/5500p or more	1	C	Experimental prototype
Enabler	€ 100/220p	1	I	Creates a non-secure link between two systems
Surveillance Gear	€ 120/264p	18	C	Variety of audio and visual surveillance devices
Vox Scrambler	€ 35/77p	1	I	Illegal noise generator

can pass for human, pass any Turing test they're put to, and can mingle among us as our friends, allies, and (in a few cases) lovers. There aren't many things the Alliance does that make much sense, but they've thrown down some mighty severe rules about this sort of development, and it's slowed the march toward humanlike 'bots considerably.

The 'bots described below are described as NPCs. The parenthetical value in the Trait section indicates whether the Trait is major (M) or minor (m).

'Bot, Assassin

Agi d10 **Str** d12 **Vit** d10 **Ale** d8 **Int** d8 **Wil** d10; **Init** d10 + d8; **LP** 24

Traits Dull Sense (Smell) (m), Dull Sense (Taste) (m), Dull Sense (Touch) (m), Mean Left Hook (m), Memorable (m), Mute (M), Sharp Sense (Hearing) (m), Sharp Sense (Sight) (m), Steady Calm (M), Total Recall (M), Tough as Nails (M), Two-Fisted (M), Walking Timepiece (m)

Skills Mission-specific, but usually include Athletics d4, Guns d6/All Types d10, Heavy Weapons d6/All Types d10, Mechanical Engineering d4, Perception d6/Hearing d10/Sight d10/Tracking d8, Technical Engineering d6/Technical Repair d10, Unarmed Combat d6/Brawling d10

Gear Any issued, usually heavy firearms.

Description The Alliance spent a fortune developing this combat endoskeleton covered with a rubberized sheath approximating skin, and have waged an all-out campaign to ensure no one discovers that these things even exist. Assassin 'bots are barely passable as human in the best of circumstances—an Easy Perception or Alertness + Intelligence roll reveals their artificial nature. They're so ludicrously expensive to build, so difficult to maintain, and so erratic to deploy that there are only a few dozen of 'em still

around. They're the sad relics of a program that promised endless battalions of tireless warriors.

'Bot, Cam

Agi d8 **Str** d4 **Vit** d4 **Ale** d8 **Int** d4 **Wil** d2; **Init** d8 + d8; **LP** 6

Skills Covert d6/Stealth d10/Surveillance d12

Gear This 'bot is equipped with a state-of-the-art camera system, including audio, and a real-time Cortex uplink capability. They're held aloft on a suspensor field.

Description Cam 'bots are basketball-sized drones used by the majority of the media broadcasting on the Cortex. They can also form a discrete method of Alliance surveillance. In the Core worlds, they're omnipresent, drifting overhead on a suspensor field searching for breaking news or monitoring a particular beat. Most news stations have hundreds of cam 'bots deployed at any given time. Technicians monitor their feed and take control in case of a breaking story. Alliance police forces also maintain their own fleet of officially identifiable cam 'bots. It's against the law to tamper with an Alliance cam 'bot, but that don't much stay the hands of malicious youth gangs and hackers.

NEWTECH

Newtech is rare and always daunting. Thousands of items are out there on the edge of technologic development. They may be freely added as required by a particular storyline (see *Serenity Role Playing Game* 91–93).

Cortical Neutralizer: This extremely sophisticated piece of military hardware combines the features of a “Bouncing Betty” land mine and a neural stunner. When activated, a small charge causes the neutralizer to leap a meter vertically before it activates. At that height (plus any distance from the launcher), it sends

TABLE 1.20: ROBOTS

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
'Bot, Assassin	€ 160,000/352,000p	420	A	Experimental military hunter/killer 'bot
'Bot, Cam	€ 720/1,600p	16	C	Floating camera 'bot used by media and authorities

out a shaped short-range electromagnetic pulse at the exact frequency that human brains operate at. This scrambles any current neural signals and causes a condition similar to a miniature stroke in the victims, shutting down higher functions for a short period of time. A cortical neutralizer does not require an attack roll to use. Anybody aware one is being activated must succeed in an Average Agility + Athletics/Dodge roll to get out of the neutralizer's field. Anyone unaware and standing upright is affected. Those hit by a cortical neutralizer's pulse must make an Incredible Resistance (Vitality + Vitality) roll. Success means you take d12+d12 points of Stun damage. Failure means you pass out, taking your total Life Points as Stun but receiving no Shock points. This damage never becomes Shock damage. Botching the Resistance roll indicates short-term neural impairment, incurring a -2 step to Alertness, Intelligence, and Willpower for a full day's time.

Force Field Emitter: A highly sophisticated, extraordinarily expensive, and energy-intensive method of safeguarding important items or scratch, the power requirements for force field emitters require are staggering. They're rarely larger than a meter at most, usually around half that. No right-minded individual with a lick of sense would seriously consider using a force field emitter to protect valuables—it's a sign of vanity and conspicuous wealth. A force field emitter offers total cover to whatever can fit inside its field, and grants an effective Armor Rating of 20 W at all times. Shutting down a force field emitter through means other than the authorized shut-off requires a successful Formidable Intelligence + Technical Engineering/Hacking roll. Due to the power requirements, a portable

force field emitter is virtually impossible, and powering one on anything smaller than an Alliance cruiser is extremely unlikely.

Jolt Gloves: A pair of fashionable gloves wired to a charger base worn around the waist, with the wires threaded through the sleeves. These gloves act as a mighty inconspicuous stunner (see page 21), detected with a Hard Alertness + Perception/Sight roll. Jolt gloves can be worn in pairs or singly—the effect is identical. On a botched attack, a jolt glove-wearer has inadvertently shocked himself and suffers the device's effects.

Neural Disruptor: This handgrip-sized device has a short folding spicule at either end. While a neural disruptor is active, any unprotected body within a 25-foot radius is subject to bombardment from a spectrum of high-frequency and highly classified signals. These signals cause rapid, intense, and catastrophic nervous deterioration, with intense pain and bleeding from all bodily orifices and even between fingers and cuticles. All victims in range must make a Formidable Vitality + Vitality roll each turn the neural disruptor is being used. Success means the victim takes d4 Basic damage; failure inflicts d8 Basic damage. No one knows why operatives trained to use these things aren't affected, but they aren't. Even knowing about this device puts you on a very short list of people in the 'Verse—a roster you definitely do not want be a part of.

CYBERNETICS

Medicos and scientists in the 'Verse have done aplenty to ease the transition between flesh and machine, and there's more'n a few who view being less than a hundred percent human a good thing. Some choose willingly to have pieces of

TABLE 1.21: NEWTECH

Item	Cost (Credits/Platinum)	Weight	Availability	Notes
Cortical Neutralizer	€ 340/850p	2	A	Stun grenade
Force Field Emitter	€ 300/750p	Stationary	C	Expensive energy construct
Jolt Gloves	€ 14. 8/37p	1	I	Charged stun gloves
Neural Disruptor	—	1	A	Classified

metal and plastic stapled onto their bodies in place of real flesh, but for others it's a choice that had to be made, to replace that which ain't no more. Medical science in the Core worlds has gotten to a point where they're able to put all kinds of machinery and workings under a thin layer of rubberized flesh, ranging from the humdrum to the downright scary.

The Alliance, though it's led the race to developing such cybernetic enhancements a reality, aren't too thrilled with the notion of people wandering around with hidden bits of tech inside. As such, most cybernetic implants—other than your basic prosthetics—are treated with considerable suspicion.

Folks that've got cybernetics of any sort other than that which duplicates (exactly) parts that's been lost won't find much trouble, presuming your IdentCard's updated with your current medical status. You may run afoul of the authorities here and there getting through security checkpoints when they do a body scan, but you'll otherwise be all right. If you have something more exotic, like a pheromone emitter . . . the Alliance boys are gonna pay a special kind of attention to you when you come through town.

Characters with cybernetic enhancements are **required** to have the Cyber-Enhancement Asset, and may also have the Cybernetic Rejection Syndrome Complication. Mundane prosthetics do not require a special Asset—cyber-enhancement is for actual flesh-machinery linkages. Plain prosthetics mimic the capabilities of the missing limb, usually at a -1 Attribute step.

All of the costs listed in this section include the surgery, post-surgery recovery, and adjustment expenses.

More'n Human

Due to the extensive psychological and physical changes of having a piece of technology welded to your body, opting for a cybernetic enhancement is a profound experience that requires a character Trait, whether shiny or bad. If the Game Master chooses to allow cybernetic enhancements, the following Traits are recommended.

Cyber-Enhancement (Minor/Major)

You've had some portion of your body replaced with a prosthetic cybernetic enhancement. After surgery and post-operative therapy (likely including some level of psychological rehabilitation), you've been enhanced with some above-human aspect.

Benefit: At the minor level, the most obvious benefit is that your cybernetic enhancement grants a +2 step to one of your non-enhanced Attributes. Strength is the most common feature—it's far easier to make a piece of machine stronger than it is to make someone smarter, faster, or healthier—but any Attribute can be so boosted. You and the Game Master should determine what the nature of the enhancement is, and what situations may arise that make your cybernetic enhancement a liability rather than a benefit. The Game Master may rule that some forms of attacks, such as electrical or stun-based, are especially effective due to your enhancements (whether offering an increased Difficulty, a Skill or Attribute step reduction, or even automatic damage). For the most part, though, the cybernetic enhancement works just as if it's a part of you, with no real changes or additional aspects.

At the major level, a cybernetic enhancement provides the minor level boost, and another two Traits: one an Asset and the other a Complication. Tables 1.22: Cybernetics and 1.23: Cybernetic Complications offer examples. The Game Master must approve both the Asset and the Complication and may rule out unlikely combinations. The two tables of sample Assets and Complications are not exhaustive, and may be supplemented if desired. A minor Asset must be balanced by a minor Complication. If the Asset conferred is major, the Complication must be either one major or two minor Complications must be taken. Traits from cybernetic enhancements don't stack—you cannot take an Asset or Complication you've already got, unless it's one that has multiple versions (Sharp Sense, Dull Sense, etc.). Cybernetics may go above and beyond any limit previously established for Traits during character creation, but must be approved by the Game Master.

Cynernetic Rejection Syndrome (Minor/Major)

The docs told you the pain would go away in short order, and that the sickness was normal. They lied, or were just plain wrong. Your body's never quite adjusted to the bits of metal and plastic they welded onto you or stuck into you, and your health has taken a turn for the worse. Medicos call it CRS, Cybernetic Rejection Syndrome, and it's the reason most people are still all natural.

Penalty: At the minor level, you're gonna have some significant health problems. The area around the surgery that attached the enhancement is inflamed, tender, discolored with bruising, and may even be visibly infected. It is extremely unsightly if it's visible, imposing a -2 step to any rolls where your appearance plays a factor. You require anti-rejection drugs (see page 31) which are generally hard to get hold of, and pretty expensive to boot. As a major Complication, CRS is much worse. Going without anti-rejection medications presents a serious health risk—you must make an Easy Resistance (Vitality + Vitality) roll. If this roll is successful, you suffer no ill effects initially. If this roll fails, you suffer a -1 step to Vitality (reflected in a lowered Wound point total). At the seven-day mark without anti-rejection medications, you must make an Average Resistance roll. Failure costs another -1 step to Vitality (and a lowered Wound total), as well as a -1 step to Strength, Agility, and Willpower; success means no penalty. At the 11-day mark, the Difficulty of this roll increases to Hard with a cumulative -1 step to all Attributes. At the 15-day mark, the Difficulty is now Formidable, with another -1 step, cumulative. This continues indefinitely, with Difficulty increments increasing every four days. When any Attribute is reduced to below d2 (essentially 0), the character is dead. Making Extraordinary successes on all of the first four Resistance rolls means that your body has acclimated to the cybernetics, and you do not have to make any further rolls to risk rejection.

Aural Implant: These are eardrum replacements (or augments) nested deep within your ear canals and offer the Sharp Sense

(Hearing, m) Asset. They're plumb invisible to anyone other than your personal doctor, and he'd have to be looking in your ear to find 'em.

Chemical Regulator: This chemical processor is wired to your brain, constantly analyzing the fluids therein. If your internal liquids stray too far from the sweet spot, the regulator kicks in and releases chemicals that balance things out. It grants you the Steady Calm (m/M) Asset.

Chronometer: A tiny chronometer nested near your brain, displaying the date and time in an unobtrusive corner of your field of vision. It's also got a countdown timer you can set through a synaptic command you've been taught, and can be enlarged to fill the center of your vision. This enhancement functions as the Walking Timepiece (m) Asset does. You can also use it as an alarm clock, where it'll flash and fill your full field of vision with a bright light, enough to wake you from even the deepest sleep.

Cortical Processor: Like the chronometer, this is a miniaturized calculator connected to brain, though only peripherally. It doesn't actually link up with your logic centers or interface with your mind in any meaningful way. Instead, it's just as if you're holding a calculator in your hand, only faster. You can access the cortical processor's functions by visualizing it (it appears as a ghosted image over your field of vision), and data is input by simple thought-triggers. It can do anything a powerful hand-held calculator can do. This offers you the Math Whiz (m) Asset.

Cybernetic Uplink: You've got a synaptic jack installed in your head somewhere (either at the base of your skull, or in one of your temples) that allows you to link with a network or computer system. This is cutting-edge technology, and mostly in the theoretical stage at this point. Currently, the technology only allows you to interface with a system at a still-superficial level (slightly better than one might by simply sitting down at a terminal), but it does allow information not normally available to even the most advanced users. It offers the benefits of the Mechanical Empathy (m) Asset.

Ocular Implant: This artificial eye (more usually a pair of ‘em) is capable of magnified sight. Most models are built to look just like normal human eyes, making it a Hard task to identify one. Others aren’t disguised at all, appearing as a metal setting around a glowing red eye with a targeting iris. An ocular implant confers the Sharp Sense (Sight) (m) Asset.

Optical Drive: Usually a part of an ocular implant (though capable of being installed on its own), an optical drive is essentially a static and video camera wired to your eye(s). When it’s installed, you learn a command that lets you take a still “picture” or start and stop a video recording. This enhancement grants you the equivalent of the Total Recall (M) Asset. The drive’s got a simple interface you can access through visualization methods, and you can review images or videos at your leisure. The drawbacks are that there’s no sound for the video, and there’s no way to get the information “out,” unless you’ve got a cybernetic uplink (see above).

Pheromone Emitter: You’ve got a chemical processor buried beneath your skin somewhere, activated by a neurological switch. When it’s turned on, it floods your system with

a boosted version of your natural pheromone signature, one that’s powerful enough to affect the behavior of those around you. When the pheromone emitter’s on, you’ve got the equivalent of the Allure (m/M) Asset, though it’ll only affect those in a range of around 10 feet from you. There’s a certain conniving redhead last seen in the mining colony of Frisco, on Regina, that *must* have this cybernetic enhancement built in—it’s the only explanation that makes any sense.

Prosthetic Arm: A prosthetic arm (or the pair) usually ending in a regular hand and covered with a synthetic flesh or something equivalent. One could opt for a metal skeleton armature instead, but it’s gonna stand out in a crowd like nothing else. This cybernetic enhancement offers a benefit equivalent to the Mean Left Hook (m) Asset. What it doesn’t do is make it easier for you to lift significantly more’n you could otherwise—the normal human spine isn’t able to support that much extra weight, though you’ll have a +2 Attribute step for anything involving just arm strength.

Prosthetic Leg: Prosthetic legs include an internal gyroscope to keep you upright on ‘em. Usually folks have two prosthetic legs, though if

TABLE 1.22: CYBERNETICS

Enhancement	Asset	Cost (Credits/Platinum)	Availability
Aural Implant	Sharp Sense (Hearing) (m)	€ 8,000/20,000p	C
Chemical Regulator	Steady Calm (m/M)	€ 10,000/25,000p	I
Chronometer	Walking Timepiece (m)	€ 2,400/6,000p	C
Cortical Processor	Math Whiz (m)	€ 6,000/15,000p	C
Cybernetic Uplink	Mechanical Empathy (m)	€ 8,800/22,000p	A
Ocular Implant	Sharp Sense (Sight) (m)	€ 7,200/18,000p	C
Optical Drive	Total Recall (M)	€ 17,000/42,500p	C
Pheromone Emitter	Allure (m/M)	€ 5,000/12,500p	I
Prosthetic Arm	Mean Left Hook (m)	€ 8,000/20,000p	C
Prosthetic Leg	Athlete (m/M)	€ 6,500/16,250p	C
Soft-Tissue Replacements	Tough as Nails (m/M)	€ 28,000/70,000p	A
Systemic Antidote Processor	Healthy as a Horse (m/M)	€ 11,000/27,500p	I
Toxin Filter	Heavy Tolerance (m)	€ 7,500/18,750p	I
Translator	Natural Linguist (m)	€ 15,000/37,500p	A
Vehicle Interface	Born Behind the Wheel (M)	€ 17,500/43,750p	A

you've only lost one and had it replaced, you're understandably reluctant to give up the other. These'll give you the benefits of the Athlete (m/M) Asset, as well as increasing your running movement rate (see *Serenity Role Playing Game* page 151) by an additional 10 feet. Your base or hustling movement speed ain't affected.

Soft-Tissue Replacements: They've gone inside you and replaced as much of your vitals as you can stand, and wrapped up the rest in plastic sheathing to insulate it from harm. The end result is you've got a huge scar across your midsection and you're unlikely to ever pass through a metal detector without calling down an Alliance strike team. Even so, you've got the equivalent of the Tough as Nails (m/M) Asset.

Systemic Antidote Processor: This small chemical processor is able to synthesize antidotes for what ails ya. Whenever the sensors

inside your arteries or stomach register a poison, it floods your system with a broad-spectrum antidote and commences to working on a more precise antidote. A systemic antidote processor offers you the same benefits as the Healthy as a Horse (m/M) Asset.

Toxin Filter: Similar to a systemic antidote processor, you've got a toxin filter located at the entry to your stomach. It serves as the second line of defense against any alcohol, drugs, knock-out gases, poisons, or other things that're liable to take you down. It offers the equivalent of the Heavy Tolerance (m) Asset, with the downside that it takes twice as much of any of those substances to have any effect on you.

Translator: This fairly sophisticated piece of technology is wired to your ears, processing anything you hear and translating it on the fly into English, Chinese, or whatever language you

TABLE 1.23: CYBERNETIC COMPLICATIONS

Complications	Notes
Allergy (m/M)	You gain an allergy to an otherwise benign substance.
Bleeder (M)	The enhancement has caused hemophilia.
Blind (M)	The enhancement caused an inoperable form of blindness. Cannot be replaced with an ocular implant.
Combat Paralysis (m/M)	The enhancement seizes up at inopportune times, paralyzing you for a turn or more in combat.
Dead Broke (m)	The enhancements themselves didn't cause this, but their upkeep near-enough does. You're constantly scrounging for the means to pay for anti-rejection drugs.
Deaf (M)	You're deaf as a result of the enhancement. Cannot be replaced with an aural implant.
Dull Sense (m)	One of your senses was diminished as a result of the enhancement.
Hooked (m/M)	The enhancement, the resulting therapy, or the anti-rejection drugs have turned you into an addict.
Leaky Brainpan (m/M)	Best suited for implants connected to the brain. The enhancement has caused severe psychological problems.
Lightweight (m/M)	The enhancement has permanently degenerated your physical condition.
Memorable (m)	Your enhancement is noticeable to anyone, and will make you stand out in a crowd.
Mute (M)	The enhancement has damaged your vocal cords.
Paralyzed (M)	The enhancement damaged your spine significantly enough to cripple you.
Scrawny (m)	Your body's working overtime to support your enhancement, and hasn't an ounce of fat.
Soft (m)	You're suffering degenerative neuropathy from the enhancement, with irritated and over-stimulated nerves.
Traumatic Flashes (m/M)	You didn't get your enhancement willingly. You may not have been put under, or anesthetized, and you're still wracked with nightmares and flashbacks to the surgical ordeal.
Ugly as Sin (m/M)	The enhancement has made you look freakish and unpleasant in some way.

might choose. Speaking is a little slower, as it's got a small stock library of phrases and you can assemble as you go, entering 'em through an interface you access subvocally. The translator speaks the words into your ear like a cricket, and you spit 'em out. If you're good at it, no one'll notice anything but that you're a slow talker, perhaps simple-minded. A translator gives you the benefits of the Natural Linguist (m) Asset when it's in use.

Vehicle Interface: A simpler cybernetic link that lets you access a vehicle or ship's steering and navigation systems and pilot directly with your mind, rather than your physical reflexes. This confers upon you the Born Behind the Wheel (M) Asset, though it's primarily useful only in the most advanced ships. Your standard Firefly Class transport (for example) doesn't have a sophisticated piloting or nav system capable of using such an override.

SERVICES

When there's work to be done, there're almost always too few hands to do it with. And them's that are available aren't often as suitable as would be desired. It's a roundabout way of saying that you and your crew, however diverse and wonderful you all may be at your respective duties, are unlikely to be able to do everything. When there's something you can't do, the smart man gets someone else, better suited, for the job. This can range from complex scientific analysis to tasks involving artistic temperament, labor, or risk to those that are best accompanied with the right type of companionship.

What follows is some guidelines about the quality of service you're likely to get, as well as a baseline price. If you find that you've got the relevant skills and talents, you might even use these services as your own path to wealth and renown.

Analysis, Forensic: The autopsy of a body, analysis of biological clues, or similar services. The cost represents a skilled forensic scientist or professional clinician working with adequate supplies and a lab, adequate time, and with a degree of discretion (no Cortex feed searches). A forensic analysis takes two or more days, depending on how complex it is and how elusive

the desired information may be. The Game Master determines the actual skill level of the analyst and makes any relevant rolls. Dr. Mathias is an example of the personnel involved (see *Serenity Role Playing Game* page 188).

Analysis, Scientific: Scientific analysis includes biologic, chemical, bacteriological, or related examination with the end result being a report of findings. The cost represents a skilled scientist working with adequate supplies and a lab, adequate time, and with a degree of discretion (no Cortex feed searches). Scientific analysis can take up to a week, depending on the nature of the analysis. The Game Master determines the actual skill level of the analyst and make any relevant rolls. Dr. Mathias is an example of the personnel involved (see *Serenity Role Playing Game* page 188).

Companionship, Unregistered: It might be neck-and-neck with farming as the oldest profession in the 'Verse, and it's certainly more widespread. Those without the connections, cash, or status for a Registered Companion turn to unlicensed companionship and live with the risks involved. The cost covers an hour or so of attention . . . a full night is five times the amount. The bar floozy (see *Serenity Role Playing Game* page 181) is an example of the sort of doxy this price represents.

Cortex Access, Public: A private link to the Cortex is usually the preserve of the wealthy, and requires a fixed domicile. For those who are satisfied with public terminal access, you can pay by the minute at one of the handy, friendly booths located throughout public spaces. An IdentCard is required to use the Cortex, and your activities while online are assuredly monitored at some level.

Cortex Access, Unlicensed: If you don't have an IdentCard or would like some modicum of privacy in your Cortex use, there's always the option of unlicensed access, usually offered where someone's illegally linked into the Cortex, co-opted someone else's account, or even hacked into a public access terminal with falsified credentials. One advantage is the lack of a data trail—unlicensed access is necessarily anonymous. This sort of use is furtive and dangerous, and the penalties for such activity are considerable.

Cosmetic Body Modification, Major:

Major cosmetic body modification is significant alteration to one's appearance—having a few inches added to height, major facial reconstructive surgery, having a not-inconsiderable amount of weight added or removed, skull reshaping, and the like. This sort of procedure usually takes several days (at least one day of nothing but prep), and weeks, if not more, of recovery time. The Game Master assigns appropriate Attribute step penalties during this period of convalescence.

Cosmetic Body Modification, Minor:

A minor cosmetic body modification covers anything not involving surgery. This can be as superficial as a piercing or subdermal implant, removing a tattoo, or even a cosmetic decoration grafted to skin or bone. It can include hair implants such as color-changing fiber-optic microcables, or a coloration shift of one's skin or eyes. Minor cosmetic surgery can change the shape of a face superficially (lips, teeth, ears, cheekbones, nose, etc.) or can provide augmentation of a more personal nature. Depending on its nature, this procedure can range from one hour to several days, with an additional few days of recovery during which time you'll be at a -1 step to an appropriate Attribute.

Diagnostic, Computer: This service is offered in the more civilized sections of the 'Verse, and involves a complete systems sweep, identifying and removing viruses and glitches, optimizing performance, and otherwise repairing a computer system or network to its full functionality. A full computer system diagnostic can take anywhere between four hours and two days, depending on the software's sophistication and extent of the network. Mr. Universe (see *Serenity Role Playing Game* 187) is a perfectly shiny example of someone who might be able to do this sort of work, if it interests him and he's still available.

Diagnostic, Medical: A medical diagnostic represents a comprehensive medical examination by a skilled medical professional, or using the services of a competent clinic. A diagnosis can be sought for a specific medical condition, analysis of symptoms, or it can be performed as part of a general checkup. This includes

blood and fluid work, full-body imaging, an interview, and a detailed examination for symptoms. A medical diagnosis can take hours to days of diligent work, depending on how elusive the medical condition is and the nature of any symptoms (if any). The Game Master determines the actual skill level of the medical professional and make any relevant rolls. The Alliance hospital personnel is a good example (see *Serenity Role Playing Game* page 183).

Diagnostic, Technical: A technical diagnostic includes a complete exam of a ship or that of another major technological system, looking for faults, misalignments, erratic behavior, and other potential areas where a breakdown may occur. It can also sweep for any nonstandard modifications, known or otherwise. The goal of a technical diagnostic is to present the engineer with a laundry list of areas that need fixing but would otherwise escape cursory notice, and to indicate aspects where a ship's performance might be enhanced through slight upgrades. The diagnostic report grants a +1 step to any Technical Engineering rolls related to the system(s) examined. A technical diagnostic takes several days to weeks, depending on the size and complexity of the vessel or system being examined, and requires a landing bay and one or more engineers familiar with the type of ship or system. Often technical systems are handled as specialties, such as engine diagnostics or life support diagnostics. The Game Master determines the actual skill level of the engineer(s) involved and make any relevant rolls. Kaylee (see *Serenity Role Playing Game* page 16) is an example of a mechanic capable of doing such work.

Labor, Heavy: There're aplenty of folks down enough on their luck that they'll take any work, no matter how rough. That means heavy lifting, construction, or other grunt work that people with money would rather not think about, much less do.

Labor, Menial: This covers all manner of minor and menial tasks, from having your transport cleaned to carrying your bags around a busy starport.

Laundry: No matter who you are, having clean skivvies is a basic requirement for comfort. Most ships have (lousy) washing machines, but

there's no substitute for having your laundry done right. Most skyplexes and ports have laundry services with lightning-fast turnaround times.

Legal Counsel, Major: Given the sort of behavior most crews are more'n certain up to, it's a miracle you've not already made the acquaintance of legal counsel on several worlds. For crimes such as involving death, major malfeasance, or other genuinely criminal activities, your only hope of freedom is to book yourself a crack legal mind, an advocate from

one of the high-powered, multi-world law firms that span the Core worlds, or some law scholar with a mad-on for the Alliance. This represents an advocate who'll work with you for weeks, gathering evidence and putting together a case to support your claim of innocence, and will stand alongside you throughout your trial. It'll likely also involve the services of an assistant and maybe even a small team of advisors. The best legal help you can get . . . and you'll pay every credit you have and more for it.

TABLE 1.24: SERVICES

Item	Cost (Credits/Platinum)	Availability	Notes
Analysis, Forensic	€ 226/565p	C	Analysis of a corpse or evidence
Analysis, Scientific	€ 270/675p	C	Analysis of a scientific nature
Companionship, Unlicensed	€ 4/10p	E	An informal arrangement with a non-Guild hospitality expert; price per hour
Cortex Access, Public	€ 0. 8/2p	C	Pay-as-you-go public terminal access; price per hour
Cortex Access, Unlicensed	€ 2. 4/6p	I	Illegal access to the Cortex feed; price per 10 minutes
Cosmetic Body Modification, Major	Varies; extremely expensive	C	Serious body alteration
Cosmetic Body Modification, Minor	€ 5. 2/13p	E	Tattooing, piercing, coloration, etc.
Diagnostic, Computer	€ 8/20p	C	Computer system troubleshooting and evaluation
Diagnostic, Medical	€ 103. 6/259p	C	Extensive medical examination
Diagnostic, Technical	€ 40/100p	C	Mechanical evaluation
Labor, Heavy	€ 2/5p	E	Heavy lifting, drudgework
Labor, Menial	€ 0. 4/1p	E	Light labor, such as cleaning
Laundry	€ 0. 8/2p	E	Professional cleaning, includes mending and starch
Legal Counsel, Major	€ 200/500p	E	An advocate for a minor criminal offense
Legal Counsel, Minor	€ 10,000/25,000p	C	Comprehensive advocate services for a major criminal offense
Makeover	€ 4. 8/12p	E	Salon treatment and hairstyle
Security, Major	€ 52/130p	E	Full round-the-clock security detail: price per day
Security, Minor	€ 10/25p	E	Part-time watchman: price is per day
Tattooing, Deluxe	€ 40/100p	C	Nonstandard work
Tattooing, Standard	€ 8/20p	E	Normal body inking
Translator	€ 1. 6/4p	E	A bilingual translator, price per hour

Legal Counsel, Minor: It's only a matter of time before you're pinched for something and find yourself before a frontier magistrate, or worse, facing an Alliance tribunal. In event of such an unlucky occurrence, you'd be advised to get yourself an advocate who can walk you through the legal process, and hopefully stay your mangy hide from incarceration. Minor legal counsel includes a junior advocate (or garrulous country lawyer) who'll meet with you and present your case in court, and is recommended for any crimes relating to minor theft of property, moving violations, assault, disturbing the peace, and so on. For a greater infraction, you ought to seek yourself someone better than this.

Makeover: Sometimes you just want to go beyond the daily spit-shine and show folks what you look like at your shiny best. A salon-style makeover includes a haircut and style, a chemical cleansing peel, an astonishing variety of grooming from head-to-toe, and makeup if you're the sort to wear it.

Security, Major: A major security detail represents round-the-clock protection from a small and dedicated team of professional guards, often former lawmen or soldiers. They're paid well and are expected to do everything within their power to safeguard the subject of their duty, whether it be a building, an object, or a person. The hired gun (*Serenity Role Playing Game* page 186) is a good example of this level of guard.

Security, Minor: This means hiring a part-time guard, usually trained in basic security procedures and observation, and almost certainly unwilling to risk life and well-being in the line of duty. The frontier deputy (*Serenity Role Playing Game* page 185) is the quality of the security this buys.

Tattooing, Deluxe: Deluxe tattooing covers a range of sophisticated techniques, from colorflux ink (changes color), animatoos (animated tattoos), chameleon ink (takes on colors of nearby images), reflect ink (mirrored), lume ink (tattoos that light up when pressed, or glow all the time), and so on. You spend this much making yourself stand out, you'd better have good cause for it.

Tattooing, Standard: Standard tattooing is your basic ink job, still common thousands of years after the first person thought to break skin and lay down color.

Translator: When there's a barrier to honest communication, sometimes you've got to bring in outside help. Hiring a translator is fairly easy if you're not picky. This level of service gets you someone with Alertness d6, Intelligence d8, and Linguist d6/Language of Choice d10, likely a native speaker. If you want to spend more, you can get someone better, or you can spend less, try your luck, and hope your business won't be too adversely affected.

LIVESTOCK & OTHER CRITTERS

Humans and Reavers ain't the only denizens of the 'Verse. The terraformers what came out here from the Earth-That-Was brought a spectrum of animal and plant life, either in breeding groups, *in vitro* eggs, or as DNA to be re-introduced through animal cloning and selective cross-breeding. These critters, great and small, both serve and plague man, though more of the first than the second. The sorts of animals you might run into are the ever-present horses and cattle out on the Rim, house pets such as dogs and cats on the Core worlds, and those that might be encountered out in the wild, such as carrion birds, snakes, and insects.

This section presents the most commonly-encountered types of animals in generic fashion. A Game Master wanting to personalize any of these critters is encouraged to do so by bumping an Attribute up or down a notch here or there, or adjusting Skills or Traits. The one thing this section isn't intended for is as a gallery of things to fight . . . it's a rare day indeed that a crew finds itself needing to gun down a pack of wild dogs or put a dolphin out of its misery. On the other hand, when it becomes important to know how hard a horse can kick, or what sort of mischief a curious little ship's monkey might get into . . . this is the place.

All animals described here have the Nature Lover (m) and Mute (M) traits (excepting some types of tropical birds). The Game

Master should also remember that wild or even domesticated animals (other than attack dogs) rarely seek combat; they flee if attacked or challenged significantly. Rare are the animals that fight until killed or otherwise disabled, and even pets kept by player characters generally behave on the smart side of self-preservation if pain comes their way.

Bird, Carrion Feeders

Agi d4 **Str** d6 **Vit** d6 **Ale** d4 **Int** d4 **Wil** d4; **Init** d4 + d4; **LP** 10

Traits Coward (m), Nature Lover (m)

Skills Athletics d6/Flying d10, Perception d6/Sight d8, Survival d6/Scavenging d10, Unarmed Combat d6

Description Carrion-feeders are a common enough sight in the skies above many of the Rim planets. These include vultures, condors, buzzards, and others. A carrion-feeder attacks with a bite or claws—both do d4 Basic damage, though they're unlikely to attack a living target other than fellow scavengers.

Bird, Raptor

Agi d6 **Str** d4 **Vit** d4 **Ale** d4 **Int** d4 **Wil** d4; **Init** d6 + d4; **LP** 8

Traits Nature Lover (m), Sharp Sense (Sight, m)

Skills Athletics d6/Flying d12, Covert d6/Stealth d8, Perception d6/Sight d10, Survival d6, Unarmed Combat d6/Claws d8/Beak d8

Description A bird of prey, a raptor hunts the skies looking for smaller targets such as other birds, rodents, or smallish ground mammals. A raptor dives and strikes in a blinding surprise attack, usually killing the target outright. Raptors include hawks, falcons, eagles, shrikes, kites, ospreys, and owls. Thanks to Alliance efforts at terraforming and wildlife stocking, they are found in planets throughout the 'Verse. The wealthier classes enjoy hawking (or falconry) and trained raptors are a status symbol on some planets. A raptor's claw attack does d4 Basic damage; their bite does d2 Basic damage.

Bird, Tropical

Agi d4 **Str** d2 **Vit** d4 **Ale** d4 **Int** d4 **Wil** d4; **Init** d4 + d4; **LP** 8

Traits Lightweight (m), Nature Lover (m)

Skills Athletics d6/Flying d10, Perception d6, Performance d6/Mimicry d8, Survival d4, Unarmed Combat d4

Description Tropical birds such as parrots, macaws, or lyrebirds are kept as pets, or are found in zoos throughout the more civilized planets of the 'Verse. They're an amusing curiosity for the most part, and some species have a penchant for imitating voices or sounds.

Camel

Agi d4 **Str** d10 **Vit** d6 **Ale** d2 **Int** d2 **Wil** d6; **Init** d4 + d2; **LP** 12

Traits Chip on the Shoulder (m), Nature Lover (m)

Skills Athletics d6/Running d8, Perception d4, Survival d6/Desert Environment d12, Unarmed Combat d6/Bite d8/Spit d10

Description Camels have been used as beasts of burden throughout human history, and brought from Earth-That-Was to do more of the same in the desert regions of planets such as Persephone and Lilac. A camel's ability to preserve water makes 'em preferable to a horse in such climes. They're famously cantankerous, and anyone who's worked with 'em has likely been bitten, kicked, or spat upon more'n once. This last attack, the spit, causes nausea instead of damage. If a camel so dishonors you with its spit, make an Average Resistance (Vitality + Vitality) roll or suffer a -2 step to all Attributes until you're cleaned up. The bite attack does d4 Basic damage.

Cat

Agi d8 **Str** d4 **Vit** d4 **Ale** d8 **Int** d4 **Wil** d4; **Init** d8 + d8; **LP** 8

Traits Lightweight (m), Nature Lover (m), Nose for Trouble (m), Sharp Sense (Hearing) (m)

Skills Athletics d6/Climbing d8/Dodge d8, Covert d6/Stealth d8, Perception d6/Hearing d10/Sight d10, Survival d2, Unarmed Combat d2

Description The common house-cat is found throughout human settlements. In times of old on the Earth-That-Was, cats were kept onboard sailing ships as a cheap and effective

method of vermin control. In ancient Egypt, they were worshipped like gods. Their behavior hasn't changed much, and they're still used as vermin-killers on big space liners, as well as letting humans worship 'em in their homes. A cat attacks with a bite and claws—each does 1 Basic damage.

Chicken

Agi d4 **Str** d2 **Vit** d2 **Ale** d4 **Int** d2 **Wil** d2; **Init** d4 + d4; **LP** 4

Traits Mute (M), Nature Lover (m)

Skills Survival d2

Description “How bad could it be? They're small, and the job pays well”. Never again.

Cow

Agi d4 **Str** d12+d2 **Vit** d10 **Ale** d4 **Int** d2 **Wil** d2; **Init** d4 + d4; **LP** 16

Traits Coward (m), Nature Lover (m), Tough as Nails (M)

Skills Athletics d4, Survival d4, Unarmed Combat d4

Description Your standard beeve—a herd animal big and dumb as a box of rocks. A cow might not be worth its weight in gold out in the Rim worlds, but it's near enough to make it worth filling a hold with 'em if you can tolerate it. A cow's trample attack does d6 Basic damage. For a bull, increase Strength to d12+d4, Vit to d12, Wil to d4; Life Points become 20; add a horn attack that does d4 Basic damage; and replace Coward (m) with Chip on the Shoulder (M).

Dog

Agi d6 **Str** d8 **Vit** d6 **Ale** d8 **Int** d4 **Wil** d6; **Init** d6+d8; **LP** 12

Traits Loyal (m), Nature Lover (m), Sharp Sense (Hearing) (m), Sharp Sense (Smell) (m)

Skills Athletics d6/Running d8, Influence d4, Perception d6/Smell d10, Unarmed Combat d6/Bite d8

Description This is your standard guard dog. Despite all they've seen us do, they still count themselves among Man's best friends. A dog bites for d4 Basic damage. When it comes to tussling, a dog likes to grapple a man, drag him down, and commence to tearin' him up.

Dolphin

Agi d8 **Str** d10 **Vit** d8 **Ale** d6 **Int** d6 **Wil** d6; **Init** d8 + d6; **LP** 14

Traits Nature Lover (m), Sharp Sense (Touch, m), Sweet and Cheerful (m)

Skills Athletics d6/Swimming d12, Language d2 (comprehension only), Perception d6, Survival d6/Aquatic Survival d12, Unarmed Combat d4

Gear Dolphins don't traditionally carry gear, but humans sometimes set 'em up with vox rigs or translators.

Description Ever since we figured out that dolphins and their like were actually fairly intelligent, we've been trying to figure out ways of communicating with 'em, and sadly, ways to exploit 'em for our own uses. This can range from tricks at a water park, to training as aquatic weapons for naval conflicts. Alliance scientists have done a lot of work in cybernetic grafting and augmenting dolphins with vocoders so they can speak with humans. Some of the best results have been outstanding, while the worst have been horrific. Rumors swell about cybernetically enhanced dolphins living in tanks, stuck amidst the deeps of human society, sometimes even forced to find a way to make ends meet when the programs that built 'em have their funding cut. A dolphin isn't much for combat, but if threatened, it'll use its snout as a powerful bludgeon, doing d4 Basic damage. Dolphins have tough skin with an Armor Rating of 2 Stun.

Goat or Sheep

Agi d4 **Str** d6 **Vit** d6 **Ale** d4 **Int** d4 **Wil** d2; **Init** d4 + d4; **LP** 8

Traits Mute (M), Nature Lover (m)

Skills Athletics d6/Climbing d8 (goats only), Survival d2, Unarmed Combat d2

Description Your basic grazing herd animal, used for milk (in the case of a goat), wool (in the case of a sheep), or meat (both). Goats, if angered, can attack with a heat butt doing d4 Basic damage. Sheep mostly run away.

Horse

Agi d6 **Str** d12 **Vit** d8 **Ale** d6 **Int** d4 **Wil** d8; **Init** d6 + d6; **LP** 20

Traits Healthy as a Horse (m), Mute (M), Nature Lover (m), Sharp Sense (Sight, m), Tough as Nails (M)

Skills Athletics d6/Running d12, Perception d6/Sight d8, Survival d4, Unarmed Combat d6/Kick d8

Gear Tack and saddle, if anything.

Description Still the most reliable means of surface transport there is, short of your own two legs, horses are used everywhere throughout the Rim worlds. Early pioneers seeded most of the Rim worlds with enough wild horses that they're easy enough to come by, much more common than in the Core or even the Border worlds. On the Core planets, riding lessons are an essential part of any young noble's basic education. Some of the less discriminating folks out on the Rim use 'em for food, so ask what you're being served if you're partial about that sort of thing. This stat block describes an average riding horse; different breeds vary somewhat. Horses attack with a bite for d4 Basic damage, or a double-kick with hind hooves for d10 Basic damage. A target of a horse-kick must make a Formidable Strength + Strength roll or be knocked prone. A horse's front hooves only do d8 basic

damage and do not require a roll to remain standing, though a panicked or enraged horse may trample a target for d8 basic damage.

Monkey

Agi d10 **Str** d4 **Vit** d4 **Ale** d6 **Int** d4 **Wil** d4; **Init** d10 + d6; **LP** 8

Traits Filcher (m), Mute (M), Nature Lover (m)

Skills Athletics d6/Climbing d12, Covert d6, Perception d6, Performance d2, Survival d4

Description Small simian primates are found in zoos or kept as exotic pets throughout the 'Verse. They're mischievous and curious creatures, easily entertained and willing to learn tricks for the amusement of their owners. These stats describe a smaller monkey, such as a marmoset, squirrel monkey, capuchin, tamarin, night monkey, and more exotic breeds.

Snake

Agi d8 **Str** d2 **Vit** d4 **Ale** d6 **Int** d2 **Wil** d4; **Init** d8 + d6; **LP** 8

Traits Lightnin' Reflexes (M), Mute (M), Nature Lover (m)

Skills Athletics d4, Covert d6, Perception d4, Unarmed Combat d6/Bite d8

Description A long, limbless reptile, often covered with a pattern of colored scales. Snakes eat by devouring their prey whole and digesting it slowly. Some folks keep snakes as

TABLE 1.25: LIVESTOCK & OTHER CRITTERS

Item	Cost (Credits/Platinum)	Weight	Availability
Bird, Raptor	€ 20/44p	2	R
Bird, Tropical	€ 5/12p	1	C
Camel	€ 8/20p	800	C
Cat	€ 4/9p	8	E
Chicken	€ 2/5p	2	E
Cow	€ 30/66p	900	E
Dog	€ 6/14p	45	E
Dolphin	€ 80/ 176p	220	C
Goat or Sheep	€ 10/22p	80	E
Horse	€ 50/110p	1,200	E
Monkey	€ 20/44p	8	C
Snake	€ 4/9p	4	E

pets, and they're also found throughout the wild. This stat block describes a snake of up to a yard in length. Some snakes are venomous, with effects similar to those described for Kortine or Cyanol (see *Serenity Role Playing Game* page 88).

Swarm, Insect

Agi d8 **Str** n/a **Vit** d2 **Ale** d2 **Int** n/a **Wil** d2;
Init d8 + d2; **LP** 8

Traits Mute (M), Nature Lover (m)

Skills Athletics d6, Unarmed Combat d6/Sting d8

Description Though a swarm of bugs ain't much of a threat, it's more'n a mite annoying to run into one, or have one take a liking to you. This stat block can stand for any swarm of bees, mosquitoes, wasps, or even ants. A swarm moves around 10 feet per turn. Normal weapons can't do much against an insect swarm; you're gonna need something that covers an area, like fire, gas, or a chemical spray. A swarm disperses after taking a combined total of 8 Stun and Wound damage.

Anyone caught in an insect swarm can be stung (Agility + Unarmed Combat/Sting, d4 Stun), an attack that can't be dodged or blocked. Some kinds of insect sting with venom that's Easy to resist. Each successive attack that does damage increases the Difficulty to resist by four. If the target makes an extraordinary success against the venom, it has no effect. If the target resists successfully, the target takes d4 Basic damage from the poison. A failed Resistance (Vitality + Vitality) roll turns that damage to d8 Basic, and a botch increases it to d12 Basic damage.

宁静角色扮演

BOOK



SHIPS & CREW

Some folks say “find a ship” as if it were as simple as picking the fattest calf out of the herd or grabbing the new flavor of Fruity Oaty Bar at the general store. Reckon it’s a mite easier if you’re a moneyed individual—someone with a credit account the size of an Alliance Carrier, but most work with more limited means. For most folks, money is an object—an object in short supply.

But you’re in luck. There’re plenty of ships out there. The lower budget ones are mostly older than your grandma, but they still hold together out in the Black. Mind you, they rattle, shake, and need a mechanic constantly checking up on ‘em—but if you treat ‘em right they’ll always get you home.

Now just in case you’re needing a refresher on just what *shih mo dong shi* the information in a vehicle’s stat block means, you’ve come to the right place. Further details can be found in **Chapter Four: Boats & Mules** of the *Serenity Role Playing Game*.

Attributes

The basics’re all there—giving you the bulk, maneuverability, resilience, and other capabilities of a boat. Is it big and strong or small and fragile? Does it zip about the Black with ease or does it have the grace of a *yi jiao niu*? You also get the Life Points, Initiative, and other scores that are important when you get into a scrape.

Traits

Some folks’ll tell you that ships are just collections of steel, circuits, and ceramic—but any crew that’s sailed long enough knows that ships are kind of like people. They got likes and dislikes, needs that are particular to ‘em, and a certain amount of personality. Traits list Assets and Complications just like a character. Some Traits are part of the design of a certain class of ship, while others are unique to an individual specimen.

Skills

Built-in programming helps make up for what an individual crew may be lacking, reducing a complicated operation to a few simple button mashes or the squeeze of a trigger. Just keep in mind that if the computer systems get fried, you best have a pilot and crew that knows what they’re doing.

Specifications

Here you’ll find listings for the ship’s total mass and volume (Tonnage), how fast it travels with its pulse drive (Speed Class), its required crew and available quarters, how much fuel and cargo it can hold, how much room is set aside for passengers, and level of complexity you’ll find in the overall design. Crew quarters are second-class double cabins unless otherwise stated.

Armament

Most ships can’t legally sport weaponry, but the war left a whole mess of ships flying on the fringe still bearing arms. Military vessels, of course, brazenly display weapons that can blow you *dao di yu* and back.

Weapon details are found on *Serenity Roleplaying Game* pages 113, 132. Remember that weapon damage is W for kinetic, explosive, and canister warheads; S for magnetic and jammer warheads; and decoy warheads do no damage. Also, when mixing scales, particularly damage, see *Serenity Roleplaying Game* page 136.

Gear

Some ships have standard shuttles, escape pods, or specific modules built in. Remember, “standard” don’t mean it’s still installed if you’re flying around in an old rust-bucket.

Price

This is what a brand-spanking-new version of the ship costs. Upgrades’ll cost you more—boats with a few million miles won’t be such a burden to your pocketbook.

Maintenance

Upkeep, fluid changes, parts, and the like ain’t exactly “free” or even “cheap.” There’s an annual cost for standard upkeep, assuming normal flight hours and nothing more than the usual wear-and-tear.

Description

The skinny on this particular breed of boat—whether it’s a bit of history, a description of how she flies, or the odd secret. Do your homework before you transfer any credits or coin. Always good to

ALLIANCE CARRIER

CRETE
CLASS

AGI d2

ALC d6

STR d12

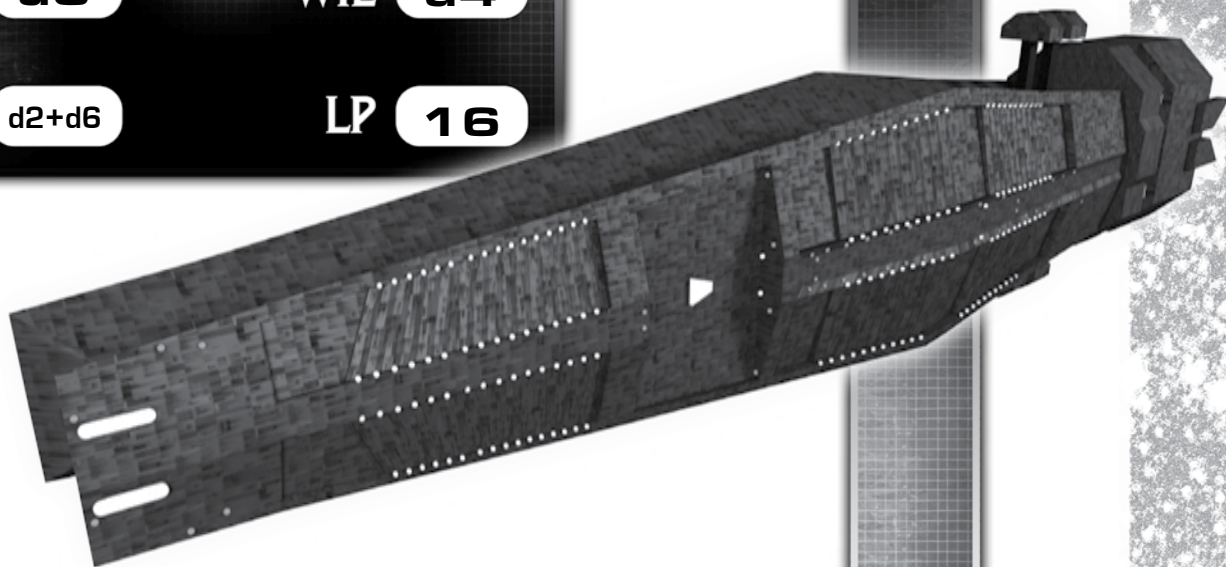
INT d4

VIT d6

WIL d4

INIT d2+d6

LP 16



Traits

Fuel Efficient (m)

Skills

Heavy Weapons d2, Perception d2, Pilot d4

Specifications

Tonnage 10,000,000 tons, **Speed Class** 3 cruise/5 hard-burn, **Crew** 1,200/40 skeleton crew, **Crew Quarters** 1,200, **Fuel Capacity** 1,000,000 Tons (3,200 hours), **Cargo Capacity** 1,600,000 tons, **Passenger Capacity** 75,000, **Complexity** Average

Armament

200 0.2-pound autocannons (d2 Vehicle-Scale damage), each with 2,000-round magazines; Armor 4 W

Gear

50 ALSTs (30 for troop landing, 20 med-evac), 500 APECs, 250 ASREVs, 25 Bernard-class salvage and rescue vessels, 250 Arrowhead-class couriers, 144 Warhammer-class interceptors

Price

€ 300,000,000

Maintenance Costs

€ 20,000,000 per year

Description

The Crete-class carrier was designed as a replacement platform for the Tohoku-class cruiser. Its simplicity of design, greater speed, and longer tour duration make it a better answer for Alliance goals of law enforcement in the Rim. The greatest benefit over the Tohoku-class vessels is construction time and simplicity, allowing more to be made quickly. It is a mobile star port, with full repair facilities for vessels up to 4,000 tons to dry dock. It has sufficient capacity to hold all the mechanized equipment and support vessels for planetary actions, as well as a large number of ground forces. The transports stationed aboard the carrier can move these forces swiftly, while the enforcement vessels and interceptors have the power to defend 'em.

In addition to strictly military use, a number of these vessels are owned by mega-corps like Corone Mining Consortium—they are sometimes called “galleons.”

ALLIANCE LANDING SHIP FOR TANKS

ALST

AGI **d4**

ALE **d6**

STR **d4**

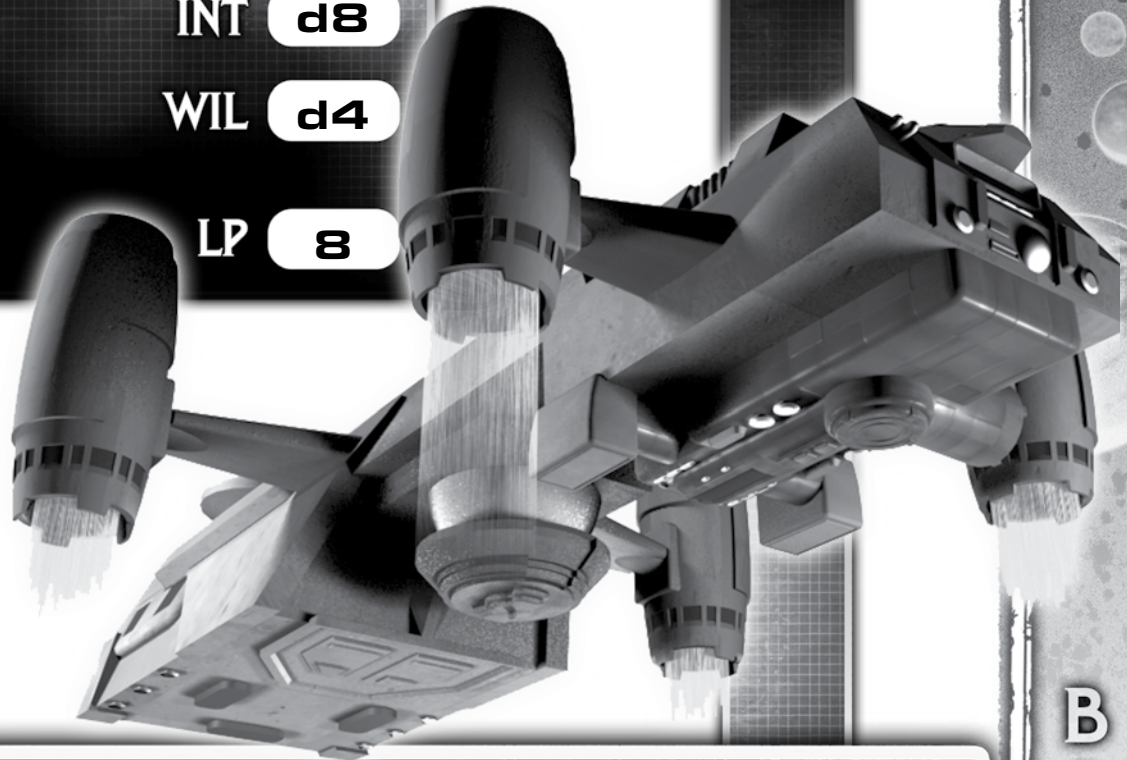
INT **d8**

VIT **d8**

WIL **d4**

INIT **d4+d6**

LP **8**



Skills

Perception d4, Pilot d4, Heavy Weapons d4, Mechanical Engineering d2, Electrical Engineering d2.

Specifications

Tonnage 750 tons, **Speed Class** 3 cruise/5 hard-burn, **Crew** 6, **Crew Quarters** 6, **Fuel Capacity** 15 tons [600 hours], **Cargo Capacity** 250 tons, **Passenger Capacity** None, **Complexity** Average

Armament

6 one-pound autocannons [basic damage] in turrets, each with 1,000 rounds; 6 missile batteries in turrets, each with 20 short-range missiles carrying 10-pound decoy warheads.

Gear

1 Standard 20-ton shuttle

Price

€ 35,820 for military version; € 9,000 for civilian version

Maintenance Costs

Military Version: € 1,500 per year; Civilian Version: € 600 per year

Description

The Alliance Landing Ship for Tanks (ALST) was a purpose-built transport for shipping cavalry and mechanized infantry. While many of the Alliance's ships are built with the highest technology available, not so with these ships. Due to their high rate of attrition in war, they are mostly built with minimal complexity. The lightly armed ALSTs are easy targets if not accompanied by sufficient support craft, earning the nickname on both sides of "A Large Slow Target."

Besides working well as a transport for mechanized ground forces, the ALST saw a good deal of service as a medical evacuation vessel. In this configuration, the aft cargo hold is converted into operating theaters and bunks for injured or wounded, and obviously, weapons are removed. This configuration allows for the transport of up to 24 patients and 12 medical personnel.

After the war, the ALSTs that remained in service (some 2,000 of 8,000 produced) were stripped of their more complex military sensors, autonav systems, and weapons, and then auctioned off.

Historically, this ship is probably best known for several beachhead landings, the most spectacular of which was the final assault on Serenity Valley, where some 100 landed simultaneously, just behind a wave of support fighter aircraft. It is somewhat ironic that they are also the vessel primarily used to perform med-evac of both Alliance and Independent forces when the war was over.

CANTANKEROUS

MODIFIED
ALST

AGI d4

ALE d2

STR d4

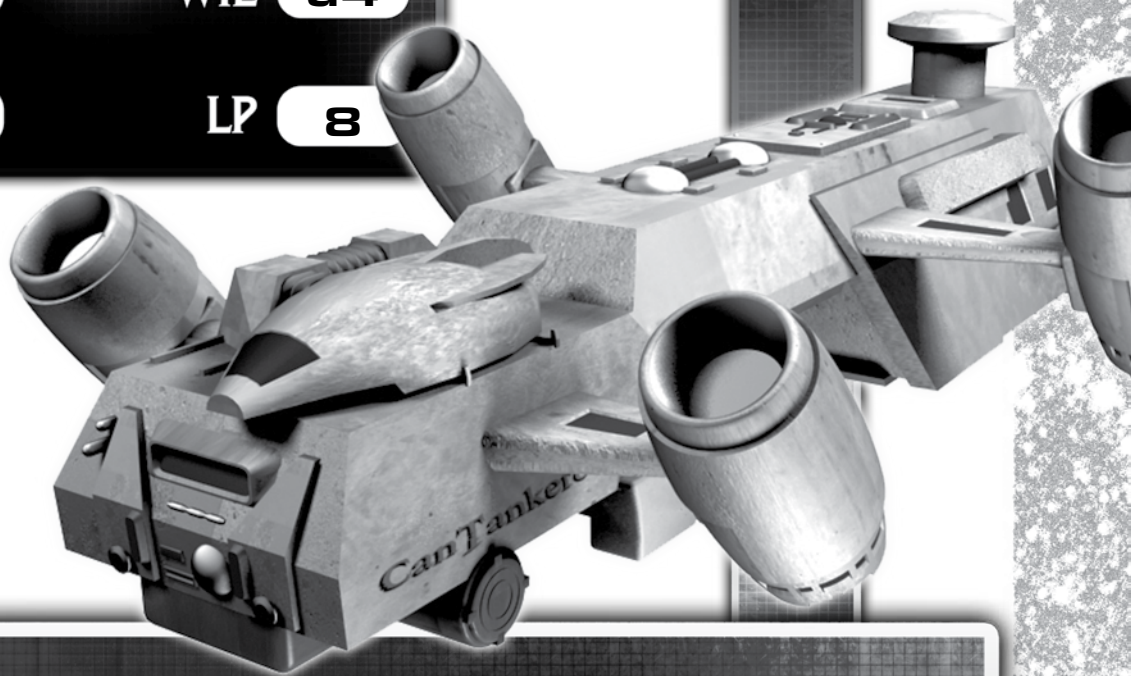
INT d2

VIT d8

WIL d4

INIT d4+d2

LP 8



Traits

Seen Better Days (M), Fast Throttle (M)

Skills

Perception d2, Pilot d2

Specifications

Tonnage 750 tons, **Speed Class** 4 cruise/8 hard-burn, **Crew** 8, **Crew Quarters** 8, **Fuel Capacity** 15 tons [600 hours], **Cargo Capacity** 220 tons, **Passenger Capacity** 2 First-Class, 6 Second-Class, **Complexity** Very Low

Gear

1 Standard 20-ton shuttle

Price

Estimated value of ¢ 600

Maintenance Costs

¢ 1,200 per year

Description

This ALST has had its drive systems highly modified by back yard jury-rigging. While it's fast when it's working, to say that it's susceptible to breakdown is something of an understatement. This, added to its old role as Tank transport resulted in the moniker "CanTankerous".

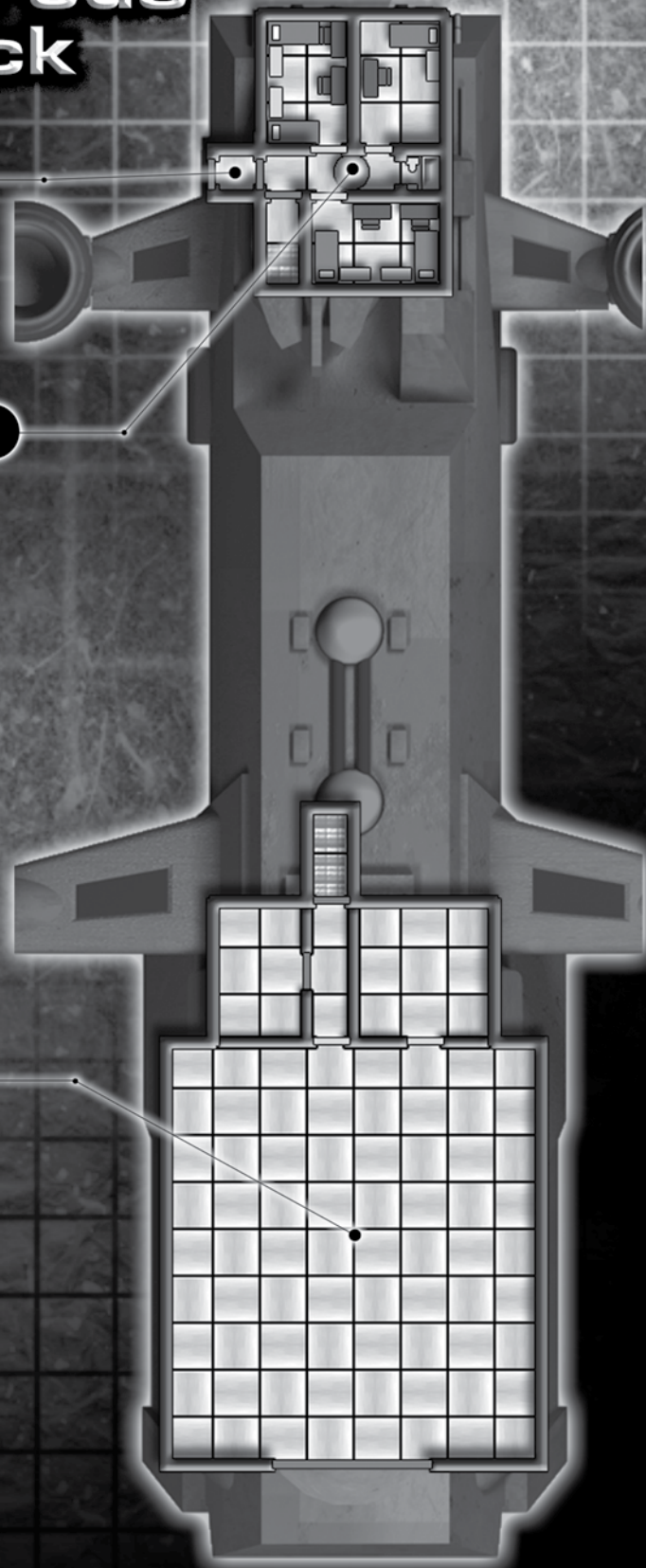
CanTankerous Lower Deck

MAIN AIRLOCK

VENTRAL AIRLOCK

MAIN CARGO

■ = 5'



BOOK TWO

CanTankerous Upper Deck

BRIDGE

HEAD

GALLEY

MAIN ENGINEERING

■ = 5'

CREW OF CANTANKEROUS

Ever dream of a rich old uncle who dies and leaves you his worldly belongings? Ming-Mei's uncle did just that, leaving her a mi tian gohn ALST sitting in a scrap yard right smack dab in the coldest town on Whitefall. It had ought to be left for dead, but Ming-Mei ain't nothing if not persistent. And it tickled her a mite to think of an ex-Alliance boat being the start of a new Browncoat uprising. She met up with Colin who was laying low locally, and together with Jed, an old friend of her uncle, they got the boat spaceworthy. Gotta say, the old gal was creaking and groaning on that first planetary escape. The boat limped off to the Eavesdown Docks on Persephone, where she promptly blew a fuel line, freezing a good deal of the flesh off the poor late Jed in the process. Reina and Johnny were both at the docks at the time, each responding to the incident for their own reasons. A little unfortunate business with a local Tong brought a necessity for some extra iron toting, and Franco come aboard.

Ming-Mei Kowalski Captain

Agi d10 **Str** d6 **Vit** d10 **Ale** d8 **Int** d8 **Wil** d10;
Init d10 + d8; **LP** 20

Traits Fightin' Type (M), Leadership (M), Military Rank (m), Nose for Trouble (m); Credo (Never leave a man behind, M), Deadly Enemy (m), Loyal (Browncoats, m), Overconfident (m), Prejudice (Alliance, m)

Skills Athletics d6/Dodge d8, Covert d2, Discipline d6/Leadership d8, Guns d6/Assault Rifles d8/Pistols d12, Heavy Weapons d4, Influence d6/Conversation d8/Persuasion d8, Knowledge d2, Mechanical Engineering d2, Perception d6/Intuition d8/Tactics d8, Melee Weapon Combat d4, Pilot d4, Planetary Vehicles d4, Technical Engineering d4

Gear Ballistic Mesh (1 W), Combat Knife (d4 W), EVA Suit, Pistol (d6 W), Rifle (d8 W)

Description Ming-Mei is in her early thirties. Cheerfully confident, she looks like she's seen a few rough miles. Coming from a community of oppressed miners, Ming-Mei

joined the Browncoats as an officer during the Unification War. Her outstanding leadership skills brought more than a few of her men home. Now she runs CanTankerous, tries to make a comfortable home for herself and her crew, and waits for the Browncoats to rise again. Ming-Mei would rather talk her way out of trouble, but has no problem using her weapons judiciously.

Colin Fulton Pilot

Agi d10 **Str** d6 **Vit** d6 **Ale** d12 **Int** d8 **Wil** d6;
Init d10 + d12; **LP** 12

Traits Born Behind the Wheel (Mid-Bulk Transports, M), Friends in Low Places (m), Math Whiz (m); Combat Paralysis (M), Deadly Enemy (Jilted Ex-Lover, m), Ego Signature (m)

Skills Athletics d6/Dodge d8, Covert d2, Discipline d6/Concentration d8, Guns d4, Heavy Weapons d2, Knowledge d6, Pilot d6/Astrogration d8/Mid-Bulk Transport d12, Scientific Expertise d6, Technical Engineering d6/Hacking d12/Programming d10/Search Cortex d8/Security Systems d8

Gear Cortex Terminal with Personal Access

Description Colin is rather tall, with blond hair, blue eyes, and looks younger than he is. He seems nervous most of the time, and is rather soft in the middle. Colin was trained as an Electronic Warfare Officer [EWO] by the Alliance, and had just been sent to his duty station when the Unification War ended. He's not too savvy about the political situation, and just assumed the Alliance were the "good guys." Since the war, he has developed cred in the husker [the Rim term for hacker] circles. His rather quiet demeanor means he's not often at odds politically with the captain.

Reina Li-Xue Quartermaine Companion, Physician

Agi d8 **Str** d4 **Vit** d6 **Ale** d8 **Int** d12 **Wil** d10;
Init d8 + d8; **LP** 16

Traits Allure (m), Friends in High Places (m), Highly Educated (m), Registered Companion (m), Trustworthy Gut (m); Credo (Compelled to assist Companions and whores) (m), Deadly Enemy (m), Loyal (Crew and Companions) (m), Memorable (m), Soft (m)

Skills Artistry d6, Athletics d4, Discipline d6, Influence d6/
Persuasion d8/Seduction d10, Knowledge d6, Medical
Expertise d6/Internal Medicine d10/Surgery d10,
Perception d6/Empathy d8/Intuition d8, Performance
d6/Dance d8, Unarmed Combat d6/Karate d8

Gear MedAcad Doctor's Bag

Description Reina is in her mid-twenties with strawberry blonde hair and green eyes. She grew up on Sihnon, the daughter of a Companion. When she showed medical aptitude, she was encouraged to train as a Guild Physician, and attended the Osiris Medical Academy. Now she's been asked to travel to the Border and Rim worlds, learn of the living conditions of Companions and whores away from the core, and see to their well-being. Reina carries herself with the grace of a Companion and the compassion of a concerned doctor.

Johnny Hawkshadow Mechanic, Sniper

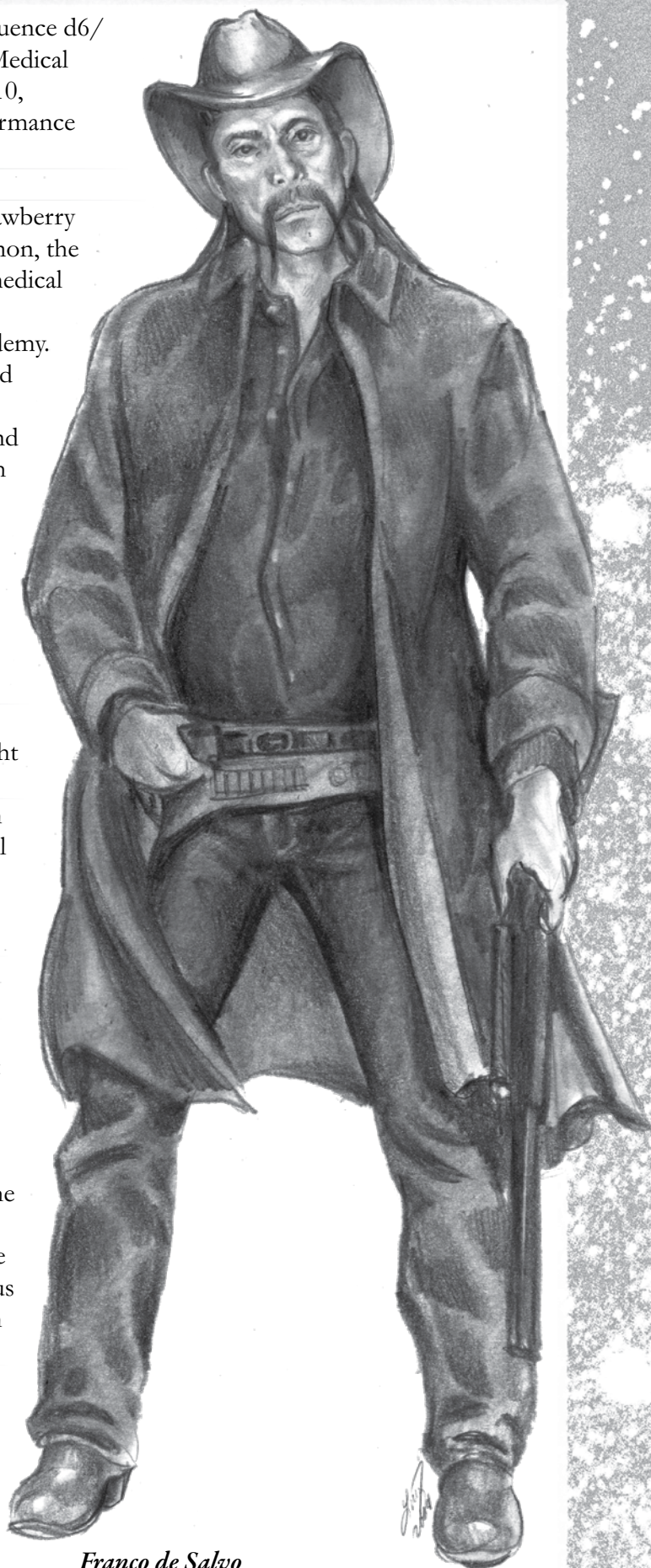
Agi d10 **Str** d6 **Vit** d6 **Ale** d12 **Int** d8 **Wil** d6; **Init**
d10 + d12; **LP** 12

Traits Nose for Trouble (m), Sharp Sense (Sight, m), Steady Calm (m); Deadly Enemy (m), Straight Shooter (m), Scrawny (m)

Skills Athletics d6/Dodge d12, Covert d6/Stealth d12, Guns d6/Pistols d8/Rifles d12, Mechanical Engineering d6/Maintenance d10/Repair d10, Perception d6/Tracking d12/Sight d10, Melee Weapon Combat d2

Gear Combat Knife (d4 W), EVA Suit, Pistol (d6 W), Sniper Rifle (d8 W)

Description Johnny is average height and slight of build, with long, black, braided hair. Of First American ancestry, Johnny grew up in a poor Rim village, hunting whatever game he could find, and trying to keep the village's antiquated equipment running. He never officially joined the Browncoats, but sniped at Alliance forces that tried to appropriate supplies from his village. He recently took over as mechanic on CanTankerous when his predecessor, Jed, was killed in a breach of a liquid hydrogen fuel line.



Franco de Salvo

Franco DeSalvo

Gambler, Gun-Slinger

Agi d10 **Str** d6 **Vit** d8 **Ale** d8 **Int** d10 **Wil** d8;
Init d10 + d8; **LP** 16

Traits Fightin' Type (M), Heavy Tolerance (m),
Lightning Reflexes (M), Total Recall (M), Ego
Signature (m), Memorable (m), Overconfident
(m), Ugly as Sin (m)

Skills Athletics d6/Dodge d10, Covert d6, Guns
d6/ Assault Rifles d8/Pistols d12/Shotguns
d10, Discipline d6/Concentration d8, Heavy
Weapons d6/Ship's Cannons d8, Influence
d2, Melee Weapon Combat d6/Knives d8,
Perception d6/Gambling d12, Performance
d2, Pilot d2, Unarmed Combat d6

Gear Assault Rifle (d8 W), Ballistic Mesh (1 W),
Combat Knife (d4 W), Pistol (d6 W), Shotgun
(d10 W)

Description Franco is an ugly and intense-looking man wearing a wide-brimmed black hat and a black duster. His real name is Francis Gaylord Proffington. No one but Colin knows that, and he ain't repeating it. Franco's a hard man to get to know; suspicious at first, but eventually softening. He don't show that latter part much, though. Franco's family was once rich but lost it all. Now he feels a need to get rich hisself to pull his folks out of their destitute position. He spent the years of the Unification war hustling cards on the Rim, sidestepping the law on either side. Now he runs with the crew of CanTankerous, and things could just be looking up.

ALLIANCE PATROL & ENFORCEMENT CUTTER

APEC

AGI **d10**

ALE **d8**

STR **d4**

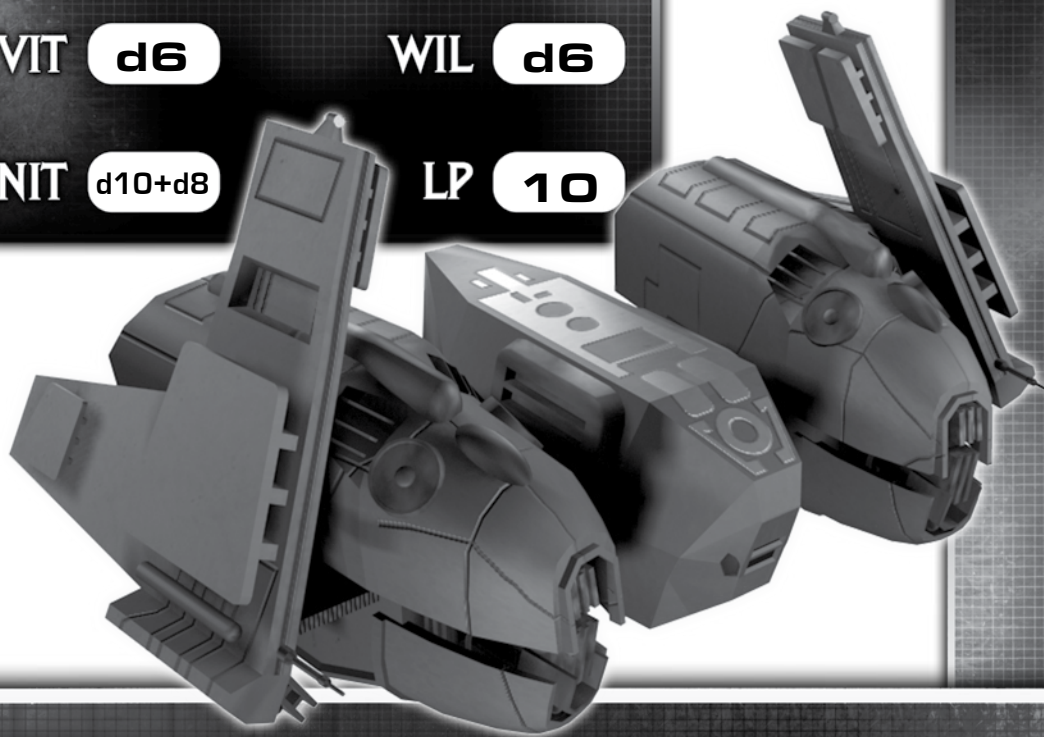
INT **d4**

VIT **d6**

WIL **d6**

INIT **d10+d8**

LP **10**



Traits

Fast Throttle (M)

Skills

Covert d2, Perception d6

Specifications

Tonnage 390 tons, **Speed Class** 6 cruise/10 hard-burn, **Crew** 2, **Crew Quarters** 2, **Fuel Capacity** 8 tons [600 hours], **Cargo Capacity** 50 tons, **Passenger Capacity** 2 in Brig [steerage equivalent], **Complexity** High

Armament

0.2-pound autocannon nose (d2 Vehicle-Scale damage) with 2,000-round magazine; 20 tons of missiles, mission specific; Armor 8 W

Price

€ 40,000

Maintenance Costs

€ 1248 per year

Description

Despite the friendly sounding moniker of “Cutter,” the APEC is in fact a gunship. It’s a fast patrol vessel, with enough cargo capacity to confiscate illegal goods. Fast, heavily armed and armored, and near always dispatched in groups of two or three—any smart smuggler’ll heave to and fix to be boarded in the presence of these craft. Like the ASREV, the APEC is capable of longer missions but its small crew space makes that somewhat uncomfortable. Instead, it is most often based off of an Alliance cruiser or carrier.

CARGO LIFTER (CL-54)

**MIGHTY
CLASS**

AGI **d8**

ALE **d2**

STR **d4**

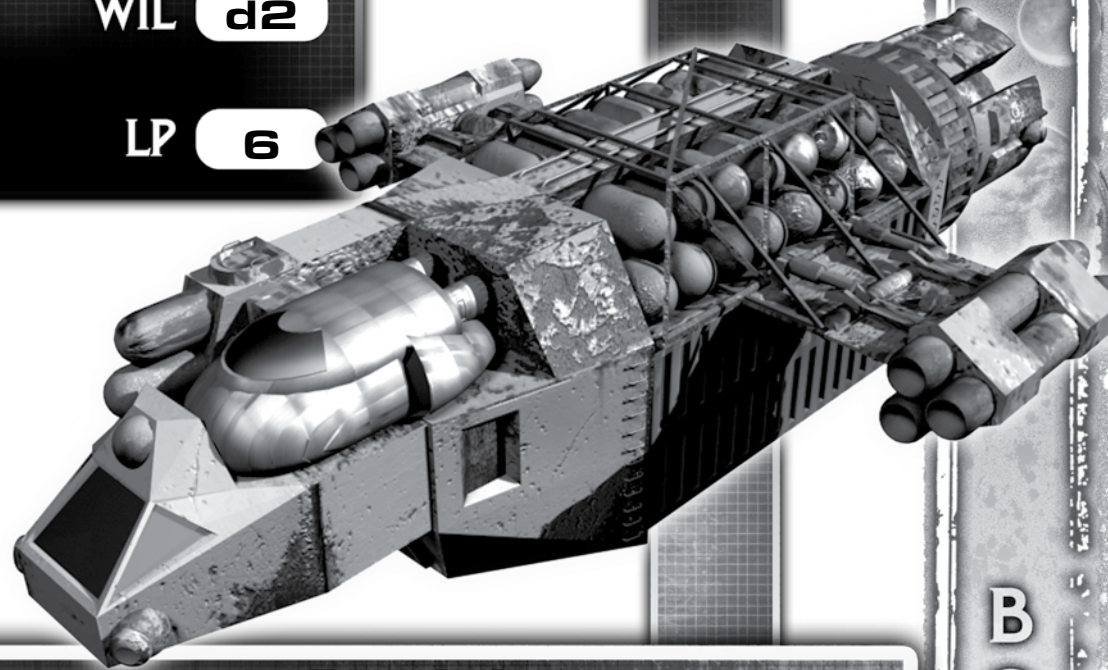
INT **d2**

VIT **d10**

WIL **d2**

INIT **d8+d2**

LP **6**



Traits

Healthy as a Horse (m), Dull Sense (Cortex Link) (m), Everybody Has One (m), Ugly as Sin (m)

Skills

Perception d2, Pilot d2

Specifications

Tonnage 650 tons, **Speed Class** 4 cruise/6 hard-burn, **Crew** 3, **Crew Quarters** 3 [Steerage Equivalent], **Fuel Capacity** 16.25 tons [600 hours], **Cargo Capacity** 120 tons [240 in cargo configuration], **Passenger Capacity** 5 First-Class or 10 Second-Class [0 in Cargo Configuration], **Complexity** Very Low

Gear

1 Standard 20-ton shuttle

Price

€ 10,400

Maintenance Costs

€ 520 per year

Description

The Iyonovich Yards CL-54 Mogushchestvenniy (Mighty) Cargo Lifter is widely used across the 'Verse, from construction sites to small shipping firms. When short-haul, dependable transport is needed, it's frequently this boat filling the role. The lifter has earned the reputation that it simply won't die. Its ability to keep running in adverse conditions surpasses even the legendary Firefly. Because of this, many CL-54s seem to be nothing more than an assembly of various kinds of rust. The boat ain't pretty, but it is dependable, and as ubiquitous as Blue Sun.

The lifter can tote eight standard cargo containers, with a maximum load of 240 tons, but often it is modified to handle different loads. A popular option is a passenger dorm level above and bulk storage below, using the main airlock for unloading.

Stairs to the crew deck level in the main airlock are retractable. Access to main engineering is through the catwalk on the shuttle level. A light cargo lift may be lowered from the ventral EVA hatch to ground level, passing all the way to the shuttle airlock. This affords some ease in unloading cargo from the shuttle or allowing special needs passengers the ability to avoid the steep and narrow stairs.

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WHITE LIGHTNING

MODIFIED
CL-54

AGI d8

ALE d2

STR d4

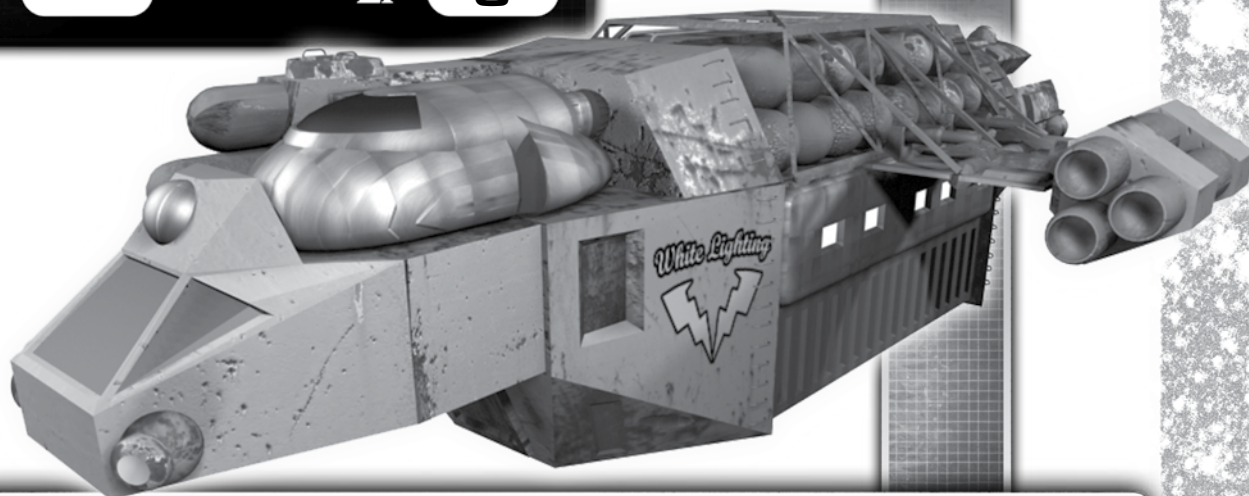
INT d8

VIT d10

WIL d2

INIT d8+d2

LP 6



Traits

Fast Throttle (m), Healthy as a Horse (m), Everybody Has One (m), Seen Better Days (m), Ugly as Sin (m)

Skills

Covert d6, Knowledge d4, Perception d4, Pilot d2

Specifications

Tonnage 650 tons, **Speed Class** 4 cruise/7 hard-burn, **Crew** 3, **Crew Quarters** 3 (Steerage Equivalent), **Fuel Capacity** 16.25 tons (600 hours), **Cargo Capacity** 100 tons, **Passenger Capacity** 2 First-Class and 6 Second-Class, **Complexity** Low

Armament

10 medium-range 100-pound missiles (d6 Spaceship-Scale damage), 30 medium-range 20-pound decoy missiles

Gear

1 short-range shuttle

Price

€ 3,900 at auction

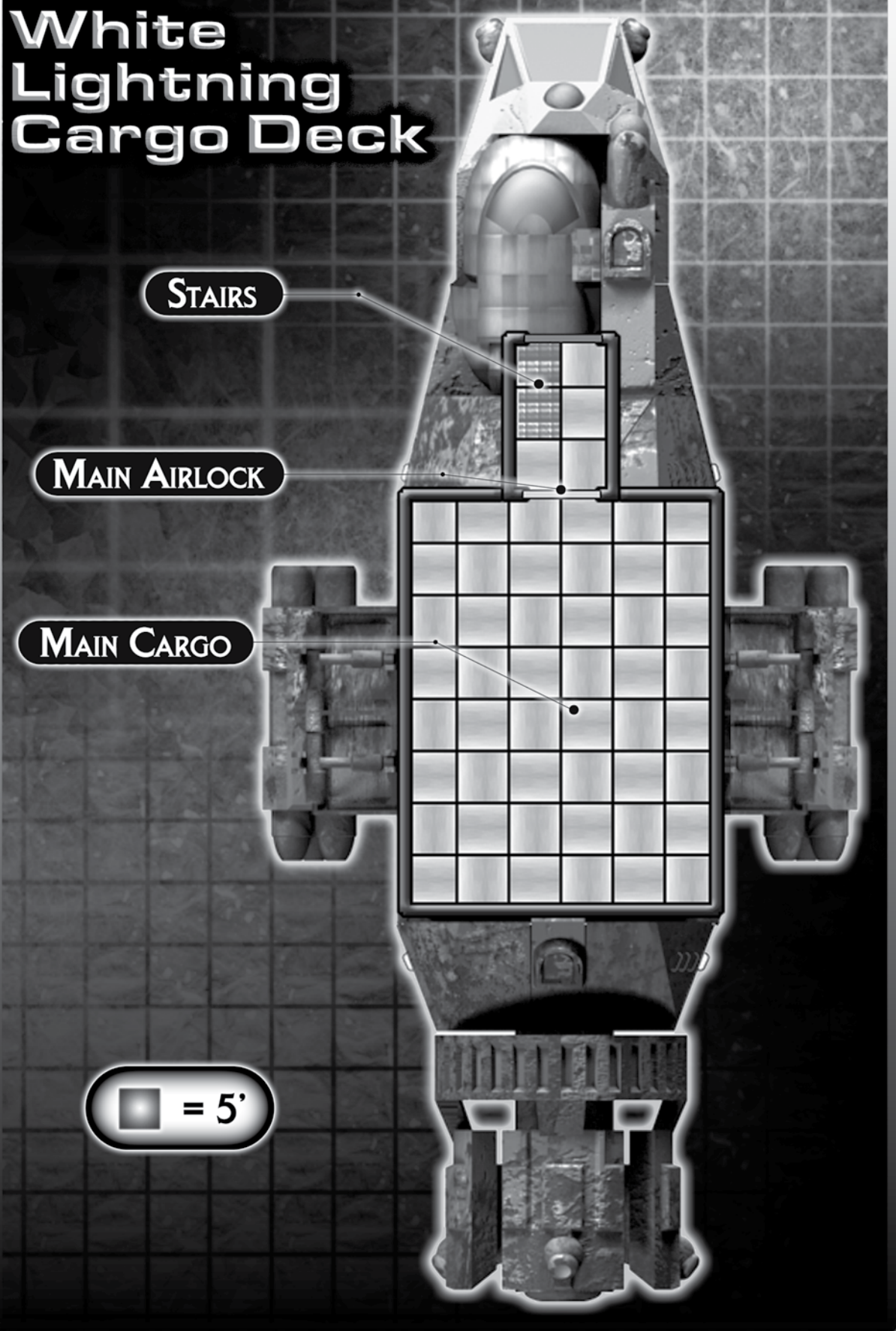
Maintenance Costs

€ 1,950 per year

Description

The White Lightning looks most like any other CL-54, but she's got serious upgrades to sensors and ECM/ECCM, and a load of ordinance, most of which is aimed at confounding pursuers.

White Lightning Cargo Deck



BOOK TWO

White Lightning Crew Deck

BRIDGE

EVA HATCH AIRLOCK

STAIRS

HEAD

GALLEY

ENGINEERING

■ = 5'



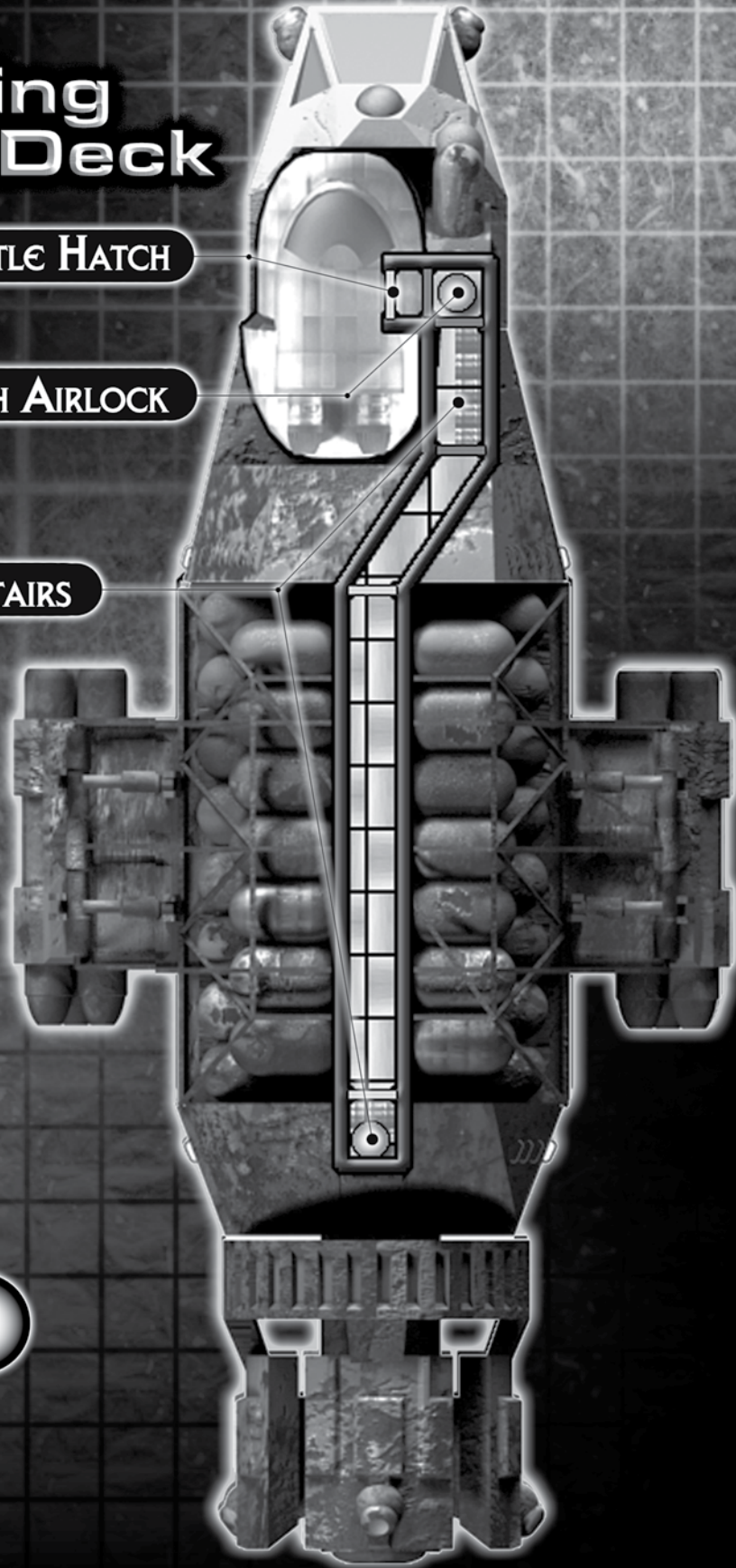
White Lightning Upper Deck

SHUTTLE HATCH

EVA HATCH AIRLOCK

STAIRS

■ = 5'



BOOK TWO

CREW OF WHITE LIGHTNING

The Unification War was hell on business, especially on the Rim, and Big Daddy Holbrook's family suffered more than most. Holbrook's father, a second-generation wine merchant, was an early casualty of the war. When Big Daddy enlisted in the Independent cause soon after, all of Granny Elsa Holbrook's able-bodied men left with him. By the time things settled down, Big Daddy found the grapes had all dried up and Granny Elsa had been buried.

Not one to let things get him down, Big Daddy liquidated his remaining inheritance and put it all down on a CL-54 Cargo Lifter that one of the wine shippers'd decided to sell. He shipped out with all of the know-how and entrepreneurial spirit he'd learned as a child, and a heap of contacts—mostly folks who owed him favors—from the war years. In time, he'd put together the finest saloon boat in the Black. 'Course, selling drink to thirsty spacehands at planetary ports wasn't going to bring in all the money Big Daddy Holbrook needed. As it turned out, smuggling came to fill out them there shortfalls. His crew—a handful of savvy folk loyal to his aims—is with him to the end.

Big Daddy Holbrook Owner and Captain

Agi d6 **Str** d8 **Vit** d8 **Ale** d8 **Int** d6 **Wil** d8

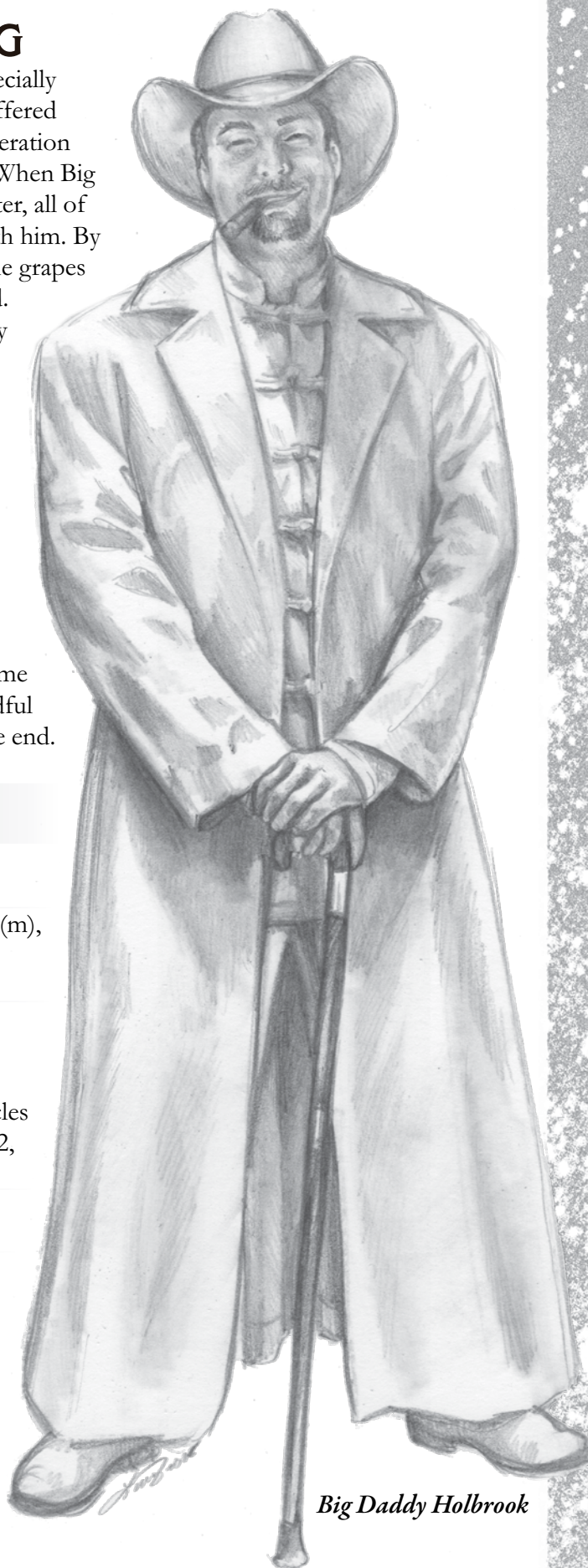
Init d6 + d8; **LP** 16

Traits Friends in Low Places (m), Heavy Tolerance (m), Leadership (m), Things Go Smooth (m); Hooked (Alcohol, m), Overconfident (m)

Skills Covert d6, Discipline d6/Morale d10, Guns d6, Influence d6/Marketing d10/Persuasion d10, Knowledge d4, Melee Weapon Combat d4, Perception d6/Taste d8, Pilot d4, Planetary Vehicles d4, Scientific Expertise d2, Technical Expertise d2, Unarmed Combat d4

Gear Walking Stick (d2 B, d4 W as sword-cane), Derringer (d4 W)

Description Big Daddy's real name is Clovis Holbrook, but he don't take too kindly to anyone using his given name. Big Daddy's what you'd expect for someone with that name. He's tall, standing taller than six and a half feet. He sports a Vandyke beard and has brown eyes. He favors white suits and expensive accessories, the better to make an impression. Big Daddy's a pretty good guy overall, though he can hit the sauce a little hard at times . . . and he's not always the



Big Daddy Holbrook

most pleasant when he's too far into his cups. He's a good leader—not something of a risk taker, and so far Lady Luck's been on his side.

Unlike most Browncoats, Big Daddy don't hold a grudge against the Alliance. Simply put, hate don't make life any better and there's no money in it. Best to just move on and get your revenge by living a good life.

Geoff Tucker

Pilot

Agi d6 **Str** d8 **Vit** d6 **Ale** d10 **Int** d8 **Wil** d6
Init d6 + d10; **LP** 12

Traits Born Behind the Wheel (M); Amputee (Right Leg, m), Chip on the Shoulder (“Crippled”, m)

Skills Athletics d6/Weight Lifting d8, Discipline d4, Guns d4, Knowledge d4, Mechanical Engineering d4, Perception d4, Performance d6/Wind Instrument (Saxophone) d10, Pilot d6/Astrogration d10/Bulk Transports d10, Planetary Vehicles d6/Skiffs d8, Technical Engineering d6, Unarmed Combat d2

Gear Prosthetic Leg, Multi-Tool

Description Geoff got the cancer when he was but a lad of 16 summers. The doctors caught the disease, and he's been free of it for a decade now, but he did lose his leg. He gets around pretty well with a prosthetic. He'd love to get a cloned leg or perhaps one of the bionic models, but they're so expensive Geoff don't rightly see that ever happening.

Geoff didn't serve in the war; no one wanted “a cripple” despite his obvious natural talent behind the stick. Geoff isn't the type to spout off “handi-capable” phrases and the like. In his mind he's just a guy . . . a guy who happens to be missing a leg. He has a pretty good sense of humor about his disability, but he don't take to someone excluding him because of it.

Big Daddy took Geoff on without even knowing his leg was gone. After the demonstration the young man put Big Daddy through, though, he didn't care . . . the boy can fly like no one's business!

Liddy Connor

Bartender

Agi d8 **Str** d4 **Vit** d8 **Ale** d8 **Int** d10 **Wil** d10
Init d8 + d8; **LP** 18

Traits Friends in Low Places (m), Sweet and Cheerful (m), Coward (m), Soft (m)

Skills Artistry d6/Mixology d12, Athletics d4, Covert d4, Guns d4, Influence d6/Conversation d10, Knowledge d2, Perception d6/Intuition d8/Read Lips d10, Performance d6, Planetary Vehicles d4, Scientific Expertise d6/Chemistry d10

Gear Pistol (d6 W)

Description Liddy is in her early twenties, with long black hair, and bright blue eyes. She is moderately attractive, and wears clothing to accentuate her assets.

Liddy comes from Whitefall, where her kin have been in the business of making moonshine since before folks set foot in this solar system. Leastways, that's her tale. Her pa knew Big Daddy Holbrook. They were war buddies or something, and it just seemed like a good job, working on Mr. Holbrook's boat. Pay's good, and she meets the most interesting folk.

Liddy fills the room with an energy, and when tending bar, she is a thrilling performer. Along with the art of drink, she is a master of its science as well. She is a full-fledged chemist, with a real hang-on-the-wall diploma. If she has a weakness, it's that when bullets commence flying, she hits the deck. She owns a gun . . . somewhere, and knows which end to point at the enemy, but in her mind, it's best to just make your enemy your friend.

Andreas Zarkowski

Engineer

Agi d6 **Str** d8 **Vit** d8 **Ale** d10 **Int** d10 **Wil** d6; **Init** d6 + d10; **LP** 14

Traits Nose for Trouble (m), Talented (Mechanical Engineering/Machinery Maintenance, m); Hooked (Alcohol, m), Loyal (Big Daddy Holbrook, m)

Skills Athletics d6, Covert d4, Discipline d4, Guns d6, Heavy Weapons d4, Mechanical Engineering d6/Machinery Maintenance d10/Mechanical Repairs d10, Melee Weapon Combat d6/Clubs d8, Perception d6/Diagnostics d10, Pilot d2, Survival d4, Technical Engineering d6

Gear Pipe Wrench (d6 B), Pistol (d6 W), Tool Set (Mechanics and Electronic)

Description Andreas is middle aged, medium height and build, with brown hair and eyes. He is unshaven, disheveled, and often covered in engine grime, with fingers stained black from grease. He has a rather sad look. Andreas served aboard an ill-fated Independent destroyer during the war, barely surviving an Alliance ambush. What he saw while awaiting rescue from the wreckage traumatized him.

Andreas is a good mechanic, could be first class, but he's haunted. Big Daddy Holbrook got to know him, pulled him out of the bottle—a strange thing for a moonshine seller to do—and gave him a purpose. Now, Andreas has a steady job, and a boss that ain't too hard on him if he has a little libation. Still, Andreas knows he's one bender from falling apart, and he's profoundly grateful that this boat could be kept running by an idiot child. He mostly keeps to himself, trying not to embarrass Big Daddy Holbrook when there're folks aboard.

Jinny Simms Cook and Muscle

Agi d6 **Str** d8 **Vit** d12 **Ale** d6 **Int** d6 **Wil** d10
Init d6 + d6; **LP** 22

Traits Healthy as a Horse (m), Steady Calm (m); Deadly Enemy (m), Loyal (Crew, m), Ugly as Sin (m)

Skills Animal Handling d6, Athletics d6, Craft d6/Cook d10, Discipline d6, Guns d6/Shotguns d10, Mechanical Engineering d2, Medical Expertise d2, Perception d6, Scientific Expertise d2, Survival d6, Technical Engineering d2

Gear Ballistic Mesh (1 W), Shotgun (d10 W)

Description Jinny is in her mid-late fifties and she ain't no small thing. Fact is she's built like a farm girl, and then some. She's got short graying hair, tanned leathery skin, and cankles. She wears housedresses and combat boots. While there's no specific physical defect, she's real hard on the eyes. Despite all that, she's usually upbeat and friendly. She's most often a follower, but can bark like a drill sergeant when need be.

Jinny was raised on Persephone as the daughter of farmers, grew up and married a farmer herself. She had three sons, and when the Unification War began, the eldest two joined opposite sides. She just hoped that one would come home. No such luck. Her youngest son headed off for the bright lights of Lundinium, and her husband has recently passed on.

Now she's working as cook on the White Lightning, a ship owned by one of her son's Browncoat war buddies. She's got a powerful need to be motherly, and make sure her "youngins" are fed proper. Being matronly don't make Jinny afraid to get into action. She's got a shotgun, and it ain't like she never had someone try to take what was hers.

COURIER

ARROWHEAD CLASS

AGI **d8**

ALC **d2**

STR **d4**

INT **d2**

VIT **d8**

WIL **d6**

INIT **d8+d2**

LP **10**



Skills

Perception d2, Pilot d2

Specifications

Tonnage 400 tons, **Speed Class** 7 cruise/9 hard-burn, **Crew** 2, **Crew Quarters** 2 single cabins, **Fuel Capacity** 7.5 Tons [600 hours], **Cargo Capacity** 70 tons, **Passenger Capacity** 2 Second Class, **Complexity** Low

Gear

6 escape pods

Price

€ 12,600

Maintenance Costs

€ 360 per year

Description

This older model courier can often be found for sale used. It was favored among independent forces during the unification war for its ease in conversion into gunship.

HUNTINGDON'S BOLT

MODIFIED
COURIER

AGI	d8	ALE	d8
STR	d4	INT	d2
VIT	d8	WIL	d6
INIT	d8+d8	LP	10



Traits

Cortex Specter (m), Fast Throttle (M), Good Name (M), Seen Better Days (M)

Skills

Perception d2, Pilot d2

Specifications

Tonnage 400 tons, **Speed Class** 7 cruise/11 hard-burn, **Crew** 2, **Crew Quarters** 2 single cabins, **Fuel Capacity** 7.5 Tons (600 hours), **Cargo Capacity** 70 tons, **Passenger Capacity** 2 Second Class, **Complexity** High

Gear

6 escape pods,

Price

€ 2,240 approximate worth

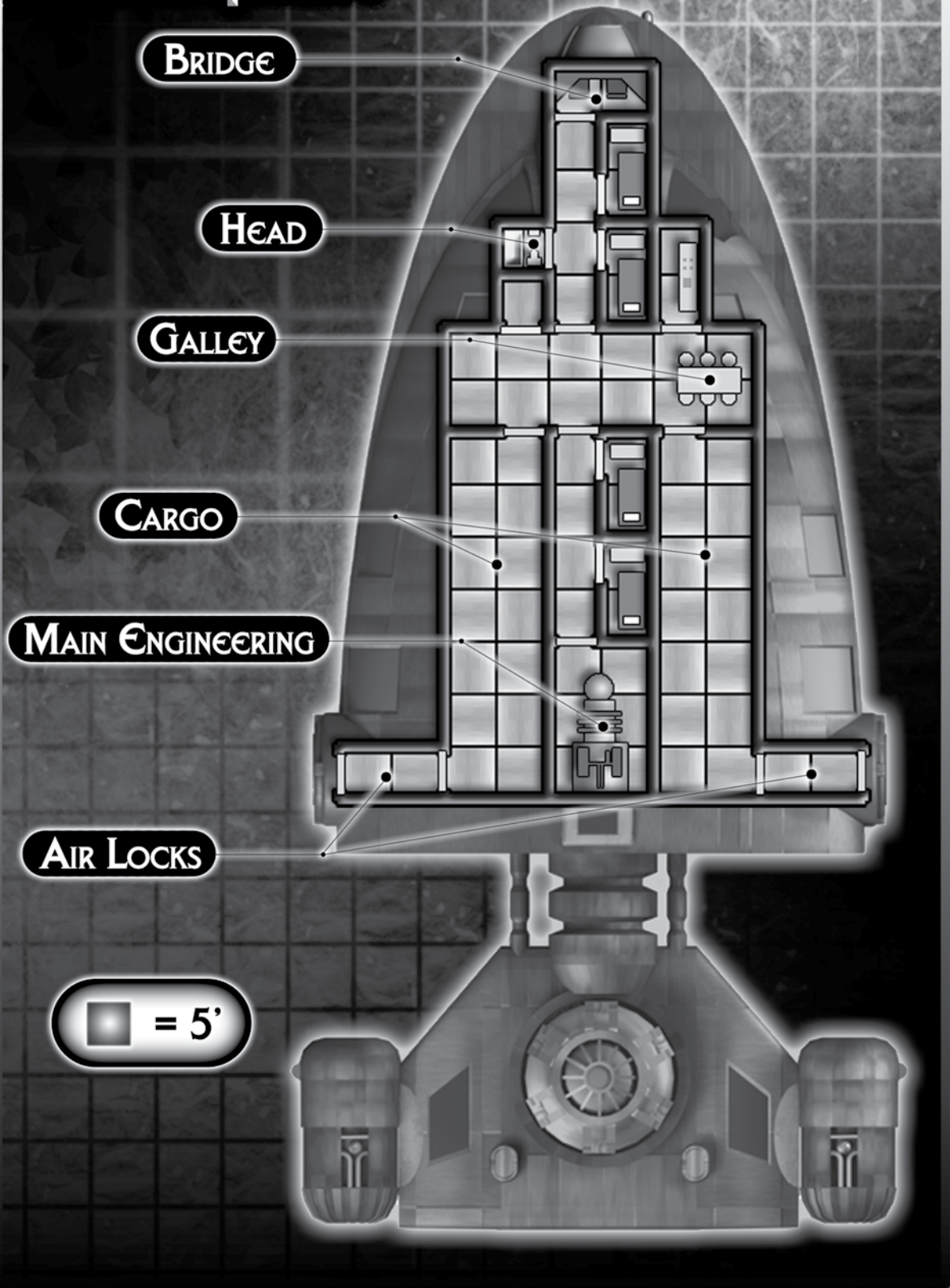
Maintenance Costs

€ 2,560 per year

Description

If you know the right circles of people, you know Huntingdon's Bolt by name. Capt. William Cross' modified Arrowhead Class courier is one of a select few ships to go to when you need a diplomatic envoy or high-risk politico delivered quickly and quietly to his destination. Capt. Cross guarantees anonymity, style, and (if it comes to it) protection.

Huntingdon's Bolt Deckplan



CREW OF HUNTINGDON'S BOLT

There's a market for discreet, no-questions-asked courier service from the Rim to the Core and everywhere in between, and William Cross is a major player in that market. His ship, *Huntingdon's Bolt*, is never in the same place twice, and it's frequently toting some VIP or another to a rendezvous. Their base is a Buddhist monastery, and some folks say that the peace-loving monks finance 'em in part, even if that contribution barely covers the cost of fuel cells.

Captain Cross is fearless, and his small crew—security specialist Pradeep Dahwan, top-notch assistant Chaim Kaludawaje, and the companion known only as Priscilla—are just as unfazed by the work. Of course, Cross is keeping more than his fair share of secrets, including knowing where the bodies are buried. There's folk as wants to get their hands on this knowledge, and interested parties who'd love to have Cross' passenger list posted to the Cortex at large. Nobody ever said the diplomatic courier business was easy, but the crew of the *Bolt* could sure convince a fellow otherwise.

William Cross Captain/Pilot

Ag d8 **Str** d8 **Vit** d8 **Ale** d8 **Int** d8 **Wil** d8
Init d8 + d8; **LP** 18

Traits Friends in High Places (m), Friends in Low Places (m), Steady Calm (M), Tough as Nails (m); Allergy (Citrus, M), Deadly Enemy (m)

Skills Athletics d4, Covert d6, Guns d6, Influence d6/Bureaucracy d10, Knowledge d6/Jazz Music d8, Mechanical Engineering d6/Machinery Maintenance d8, Perception d6, Pilot d6/Astrogration d10/Courier Transports d10, Technical Engineering d4, Unarmed Combat d2

Gear Pistol [d6 W]

Description William Cross (never Will, Bill, or Billy . . . just William) served the Alliance during the War as an Intelligence Operations Officer. He worked for some all-fired powerful people, watched the politics play out between various entities, and decided early on never

to get involved in it. Instead he kept his eyes and ears open and happily remained as behind the scenes as he could. A fly on the wall, he learned a lot of things about a lot of people.

Between his various friends, contacts, and sources from the "good old days" and his knowledge of the Alliance machine, Cross has no trouble dealing with the various political and bureaucratic pitfalls that hamper most folk. He don't have a specific enemy gunning for him, but there're a number of rivals out in the Black that would love to disrupt his business.

Cross is not a handsome man, but he ain't ugly either. Average describes him best. He's polite and reserved, with a powerful calmness about him. Cross has two loves—flying the Black and jazz music. He enjoys floating in the darkness between the stars, and working on the ship, maintaining it and repairing things. As for jazz music, he's no musician; he just loves the music.

Pradeep Dahwan Security Specialist

Ag d10 **Str** d6 **Vit** d8 **Ale** d10 **Int** d8 **Wil** d6
Init d10 + d10; **LP** 14

Traits Highly Educated (m), Intimidatin' Manner (m), Nose for Trouble (m); Credo (Yoga Philosophy) (M), Hooked (Cigarettes, m), Twitchy (m)

Skills Athletics d6/Gymnastics d8, Covert d6/Surveillance d8, Discipline d6/Yoga Meditation d8, Guns d6/Pistols d8, Influence d6/Intimidate d8, Knowledge d6/Philosophy d10, Melee Weapon Combat d6, Perception d6, Unarmed Combat d6/Kalarippayattu d10

Gear Collapsible Baton (d6 B), Pistol (d6 W), Utility Knife (d2 W)

Description Pradeep does not believe in a higher power, though he respects the idea. He's more of a humanist and loves to study human nature, especially his own. He practices yoga and the ancient Hindu martial art known as Kalarippayattu and is right careful about what he eats and drinks. At the same time, he loves to smoke, not caring that it's bad for him.

Though he trusts his fellow crew, Pradeep is constantly on guard for subterfuge and deception when others—including clients—

are around. Some folks might think he's too paranoid, but he's stopped more than a few threats to the *Bolt* and her crew long before they ever got on board. Pradeep believes that violence is the last resort of a security specialist. If that's how you have to resolve a situation, you've failed in some respect. Perhaps fittingly, however, Pradeep is exceptionally good at being violent.

Pradeep is a thin man of average height. He's strong, flexible, and agile from his years of physical and spiritual training. His eyes are blue, which stands out against the rest of his typical Indian heritage.

Priscilla Companion

Agi d6 **Str** d4 **Vit** d6 **Ale** d8 **Int** d8 **Wil** d12
Init d6 + d8; **LP** 18

Traits Allure (M), Cortex Specter (m), Credo (Always Get to the Truth) (m), Registered Companion (m), Talented (Influence/Negotiation) (m); Deadly Enemy (m), Memorable (m)

Skills Covert d6/Infiltration d8/Surveillance d8, Discipline d6/Mental Resistance d8, Guns d4, Influence d6/Negotiation d12/Seduction d10, Knowledge d6/Politics d10, Perception d6/Deduction d8/Empathy d8, Unarmed Combat d4

Gear Derringer (d4 W), Utility Knife (d2 W)

Description Priscilla (not her real name) is skilled in negotiations of all sorts, from complex labor negotiations to political wrangling to corporate deals to settling feuds between important families and gang members. She is, therefore, the repository of a great many secrets, some of which put her life in danger.

One of her secrets is that she was close to preventing the war between the Alliance and the Browncoats—mysterious people kidnapped her before she arrived at the peace negotiations and they fell apart. Since various corporations and individuals profited from this war, she's never figured on who did this. This has left her bitter and bound and determined to find out the truth. She'll always follow up any tips or leads, no matter how dangerous.

Priscilla is beautiful and charming beyond measure. Her clients are people she has known for a long time. She don't accept new clients, preferring to visit known friends and lovers. Security's always tight around her, wherever she goes, for there're them who would pay a great deal to know what she knows!

Huntington's Bolt is in an odd position because they can't be seen as accepting funding which could affect Priscilla's negotiations. They are constantly being forced to turn down offers that would make 'em rich. They must instead rely on their skills and wits to make ends meet.



Priscilla

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Chaim Kuladawaje

Executive Attaché

Agi d6 **Str** d8 **Vit** d8 **Ale** d8 **Int** d10 **Wil** d8

Init d6 + d8; **LP** 16

Traits Allure (m), Sweet and Cheerful (m), Things go Smooth (m), Total Recall (M); Amputee (Left Arm, m), Memorable (m), Phobia (Fire, m)

Skills Athletics d4, Covert d4, Guns d6/Assault Rifles d8, Heavy Weapons d2, Influence d6/Administration d8/Conversation d8, Knowledge d6, Medical Expertise d6/Combat Medic d8, Perception d6/Read Lips d8, Pilot d6, Survival d2, Technical Engineering d2, Unarmed Combat d4

Gear Portable computer

Description Chaim lost his arm during the War. He was an Alliance infantry combat-medic who survived a direct hit from a Browncoat mortar shell that have ought to killed him. He spent the next year in recovery but didn't leave the service, instead choosing to become

a clerk, where he caught the attention of William Cross. A few years after the war ended, Cross offered Chaim a place on the Bolt.

Chaim still has a hard time with his experiences during the war. He don't suffer flashbacks like some of his fellow soldiers, but he does suffer from pyrophobia, a fear of fire. As he was badly burned during the war, this is somewhat understandable. He don't like to talk about the war or what he saw during his short time in it, though he's proud of his service to the Alliance.

Chaim is a perfect aide. He's handsome, smart, cheerful and positive, and remembers everything. He's a consummate professional. Chaim has dark skin and deep brown eyes. He's mostly bald, so he keeps his head shaven. His torso and left leg are marked with burn and shrapnel scars from his war wound, and his left arm ends a few inches from his shoulder.

DETERRENT FIGHTER

DERRINGER

AGI **d10**

ALE **d4**

STR **d2**

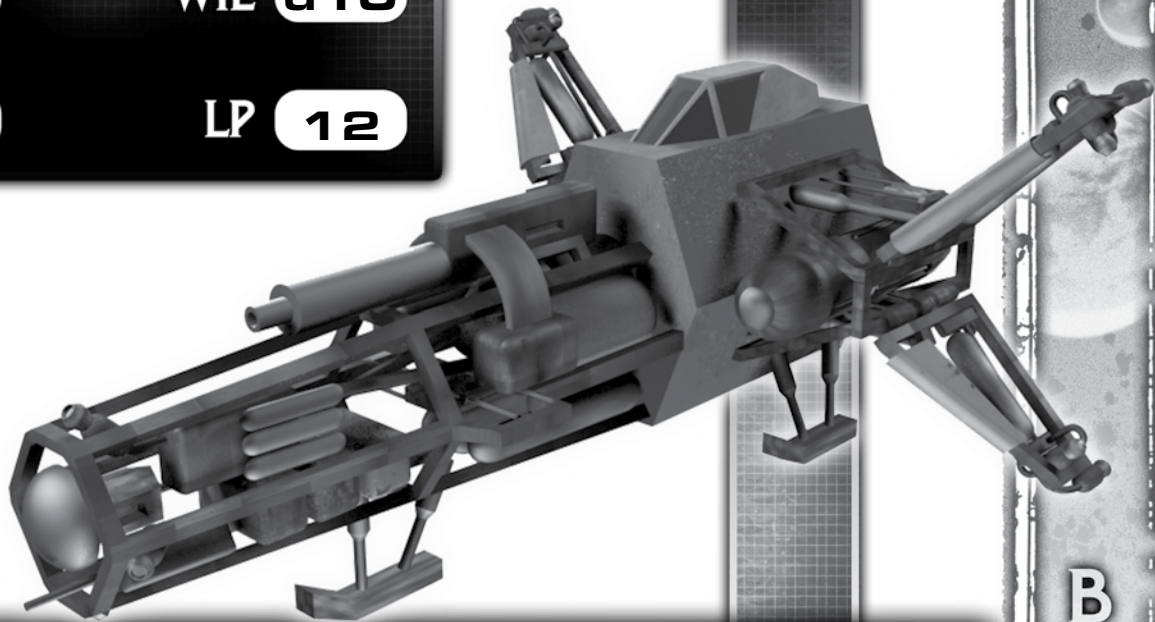
INT **d0**

VIT **d4**

WIL **d10**

INIT **d10+d4**

LP **12**



Traits

Fast Throttle (M), Seen Better Days (m), Gas Guzzler (m)

Specifications

Tonnage 10 tons, **Speed Class** 6 cruise/10 hard-burn, **Crew** 1, **Crew Quarters** None, **Fuel Capacity** 100 lbs [80 hours], **Cargo Capacity** 200 lbs, **Passenger Capacity** none, **Complexity**: Low

Armament

0.2-pound gun (d2 Vehicle-Scale damage) with 200-round magazine; external hardpoints sufficient for a half ton of ordinance; Armor 3 W

Price

€ 144

Maintenance Costs

€ 24 per year

Description

Got problems with pirates? Want an ace up your sleeve? Well, my grease monkey and me come up with a novel solution. We call it the "Derringer." She's cobbled together from standard shuttle parts

and heavy hull plating. The gun's a scratch built, starting with that high pressure pipe every ship's got sitting in their engine room. My mechanic friend here's gonna post his "blueprints."

We sized her to fit into half a standard cargo container. Use a standard hatch and she'll marry up with other ships if need be. She opens from the aft, and getting into the pilot's seat's a little tricky, but you get what you pay for. We built a couple hardpoints on the hull in case you got some good crybabies—those puppies had ought to keep missile lock from happening. Truth is, she's got enough thrust to manage about a thousand pounds of ordinance before she gets squirrely . . . more squirrely.

Recommended parts lists are with the blueprints, as well as some variety. The two we built so far have put us back about 150 credits each and taken maybe two weeks apiece to build, with three of us working on it.

Lastly, if the Alliance catches you with this thing, that's strickly not our problem.

FAST BURN ROCKET SHUTTLE

SHUTTLE

AGI **d10**

ALC **d6**

STR **d2**

INT **d4**

VIT **d8**

WIL **d8**

INIT **d10+d6**

LP **10**



Traits

Fast Throttle (M), Gas Guzzler (m)

Skills

Perception d4, Pilot d4

Specifications

Tonnage 45 tons, **Speed Class** 4 cruise/8 hard-burn, **Crew** 2, **Crew Quarters** None, **Fuel Capacity** 90 lbs [20 hours], **Cargo Capacity** 8 tons, **Passenger Capacity** None, unless cargo space is converted, **Complexity** High

Armament

2 tons of missiles on wing hardpoints, Armor 1 W

Price

€ 2,880

Maintenance Costs

€ 144 per year

Description

This short-range vessel is used by poor Rim worlds, space stations, and larger ships as both a general cargo mover and defense. It uses a fast-burn rocket for short bursts of speed, but consumes fuel pronto.

FIGHTER/BOMBER [GB-106]

FOXBAT CLASS

AGI **d10**

ALE **d8**

STR **d2**

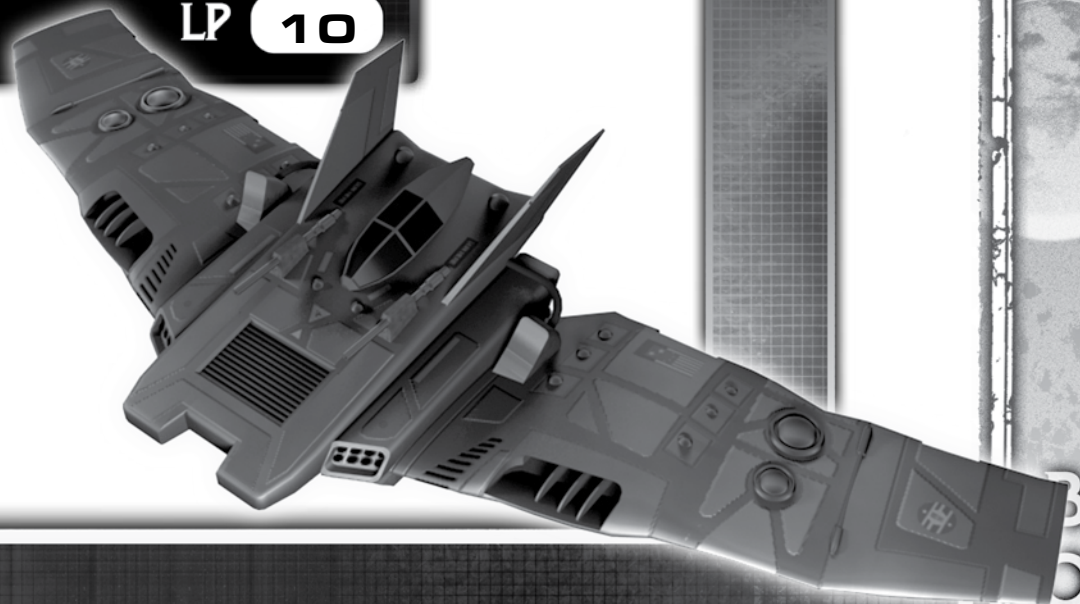
INT **d4**

VIT **d6**

WIL **d8**

INIT **d10+d8**

LP **10**



Traits

Memorable (m)

Skills

Covert d4, Perception d4

Specifications

Tonnage 100 tons, **Speed Class** 5 cruise/7 hard-burn, **Crew** 2, **Crew Quarters** None, **Fuel Capacity** 800 lbs [100 hours], **Cargo Capacity** 8 tons, **Passenger Capacity** None, **Complexity** Average

Armament

0.2-pound autocannon (d2 Vehicle-Scale damage) with 1,500-round magazine; 64 short-range 50-pound missiles (d4 Spaceship-Scale damage), medium-range 20-pound missiles (d2 Spaceship-Scale damage), or long-range 10-pound missiles (d12 Vehicle-Scale damage), mission specific; 3 tons of bombs; Armor 1 W

Price

€ 5,250

Maintenance Costs

€ 200 per year

Description

The GB-106 Foxbat class is a dual-role craft, acting as both close ground support and bomber. As a short-range craft, based on a Longbow-class patrol cruiser, it has no use for a pulse drive. This space was put to use instead to increase cargo and munitions capacity.

BOOK TWO

HEAVY CARGO CARRIER

VANDERDECKEN
CLASS

AGI d2

ALE d4

STR d10

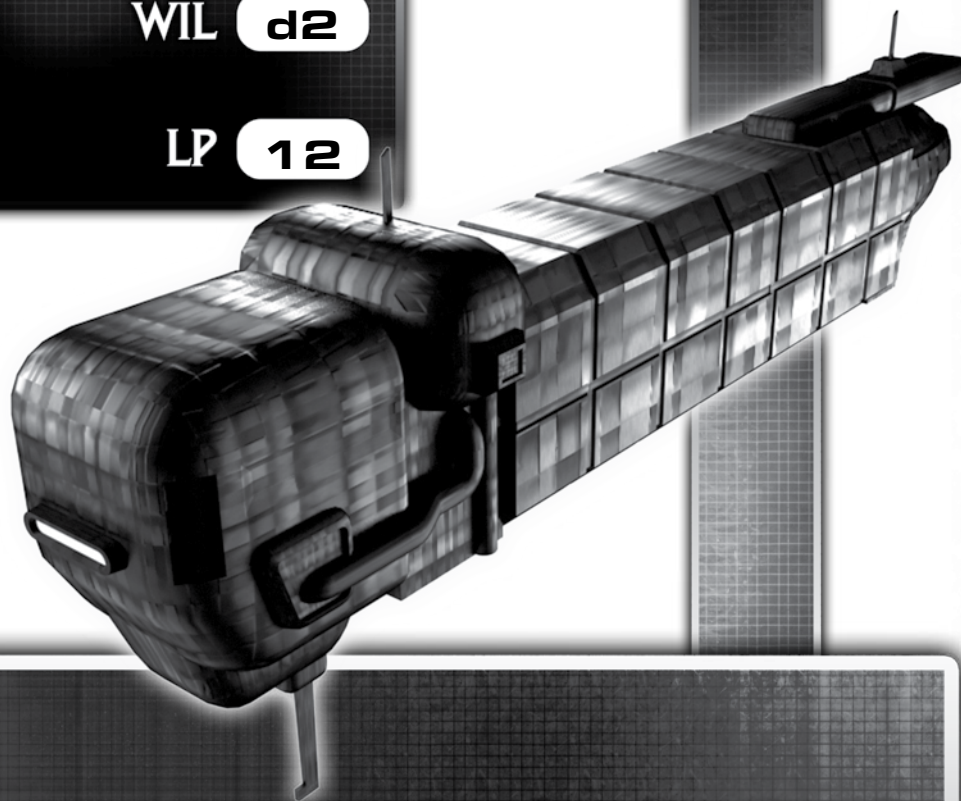
INT d4

VIT d6

WIL d2

INIT d2+d4

LP 12



Traits

Slow Throttle (M)

Skills

Mechanical Engineering d4, Perception d0, Pilot d4

Specifications

Tonnage 150,000 tons, **Speed Class** 3 cruise/ 0 hard-burn, **Crew** 10 Normal, 20 Max, **Crew Quarters** 20, **Fuel Capacity** 10,000 tons [1,600 hours], **Cargo Capacity** 95,7600 tons, **Passenger Capacity** 20, **Complexity** Very Low

Gear

20 Escape Pods, 2 Standard 20-ton shuttles

Price

¥ 1,800,000

Maintenance Costs

¥ 120,000 per year

Description

The Vanderdecken class was designed to be the most cost-effective method of transport possible for large cargo hauling. It is a marvel of simplicity. While not exactly swift, she is faster than most bulk transports. The ship is laid out with engineering systems aft, all other systems fore, and in between are seven cargo module segments, each capable of toting 342 standard 40-foot cargo containers. If the cargo modules are airtight, contents of the containers can be accessed by bulkhead corridors which separate the cargo modules.

INDUSTRIAL SKYPLEX

SPACE STATION

AGI **d0**

ALE **d4**

STR **d10**

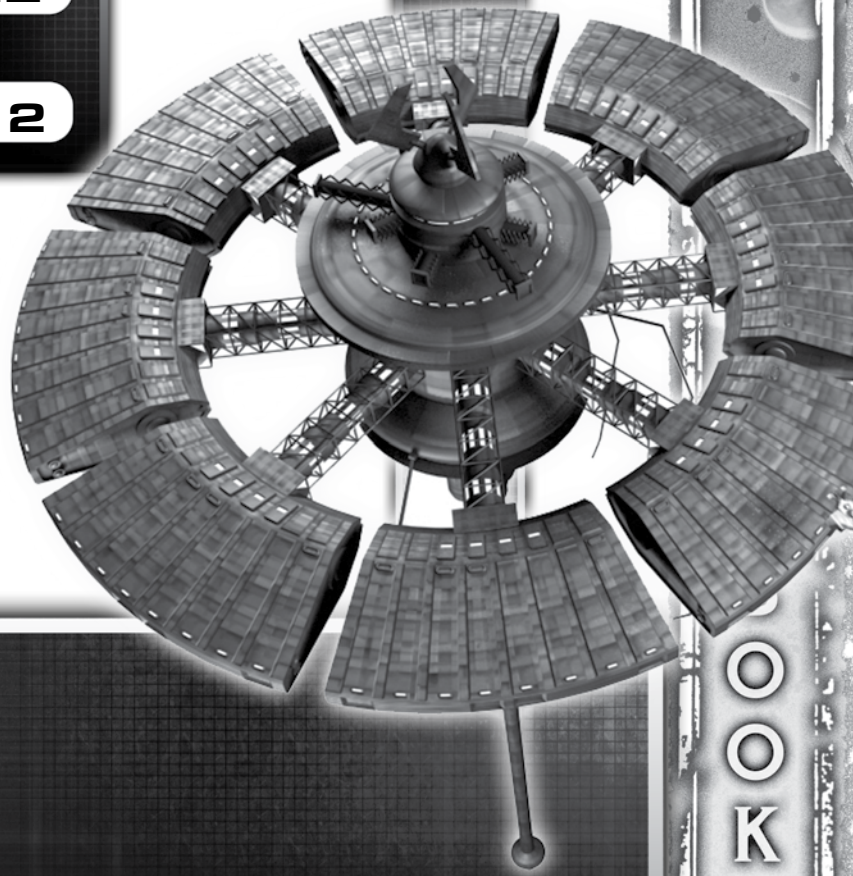
INT **d4**

VIT **d6**

WIL **d2**

INIT **d0+d2**

LP **12**



Traits

Fuel Efficient (m), Slow Throttle (M)

Skills

Perception d4, Mechanical Engineering d4

Specifications

Tonnage 170,000 tons, **Speed Class** Stationary, **Crew** 30, **Crew Quarters** 30, **Fuel Capacity** 10,000 tons [1 year], **Cargo Capacity** 118,000 tons, **Passenger Capacity** 400, **Complexity** Very Low

Gear

2 Standard 20-ton shuttles, Also has docking for optional 6 Fast Burn Rocket Shuttles

Price

€ 340,000

Maintenance Costs

€ 68,000 per year

Description

Used by small to medium-sized industries as small production platforms, or by nefarious organizations as bases of operations, the seemingly defenseless Skyplex stations often house a wing of attack shuttles for defense.

BOOK TWO

LIGHT CARGO TRANSPORT

**KNORR
CLASS**

AGI **d6**

ALE **d4**

STR **d4**

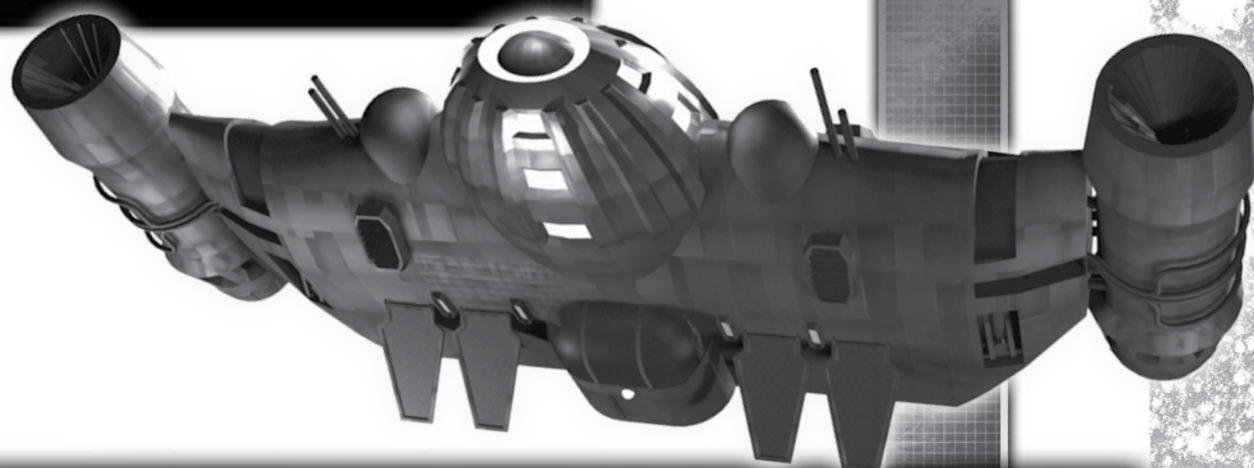
INT **d2**

VIT **d10**

WIL **d4**

INIT **d6+d4**

LP **8**



Traits

Fuel Efficient (m), Everybody Has One (m)

Skills

Perception d2, Pilot d2

Specifications

Tonnage 750 tons, **Speed Class** 5 cruise/7 hard-burn, **Crew** 3, **Crew Quarters** 3, **Fuel Capacity** 15 Tons [800 hours], **Cargo Capacity** 210 tons, **Passenger Capacity** 5

Gear

8 escape pods, **Complexity** Low

Price

¢ 22,500

Maintenance Costs

¢ 900 per year

Description

Some nine years before the Unification War, ship designer Contessa Herkeimer set about designing the light cargo transport to supply the needs of Border and Rim freight shippers. The result was the “Knorr.” Her design was fairly radical for the time, and seems to polarize opinions. People either love the vessel, or hate it. There aren’t many sitting on the fence.

Herkeimer’s first design decision was to make a fixed engine craft, to decrease complexity. Second was to make her a vertical lander, for the same reason. The Knorr class’s deck planes match the acceleration planes, creating less strain on [and need for] artificial gravity. Because of the slight tonnage of the vessel, there’re no secondary craft aboard—a design decision considered suicidal by some, although small two-man escape pods offset this to a degree. The cockpit is positioned smack dab above the main airlock, relative to a planetary landing, which allows a greater degree of control when docking. The pulse drive was positioned forward of the thrusters, another innovation which has raised a few eyebrows.

All of the design considerations reduce her crew requirement down to pilot, copilot, and engineer. Anyone with even basic technical skill can usually keep her limping along to a service location. Regardless, many bottom-of-the-barrel mechanics eke out a position aboard a Knorr as the ship’s engineer, kept aboard just in case.

The Herkeimer Knorr class has become a familiar sight in the light transport lanes away from the core. The vessel is not terribly competitive against larger bulk transports that ply the trades lanes of the core, and is therefore a less frequent sight there.

HAPHAZARD

MODIFIED KNORR

AGI **d6**

ALE **d6**

STR **d4**

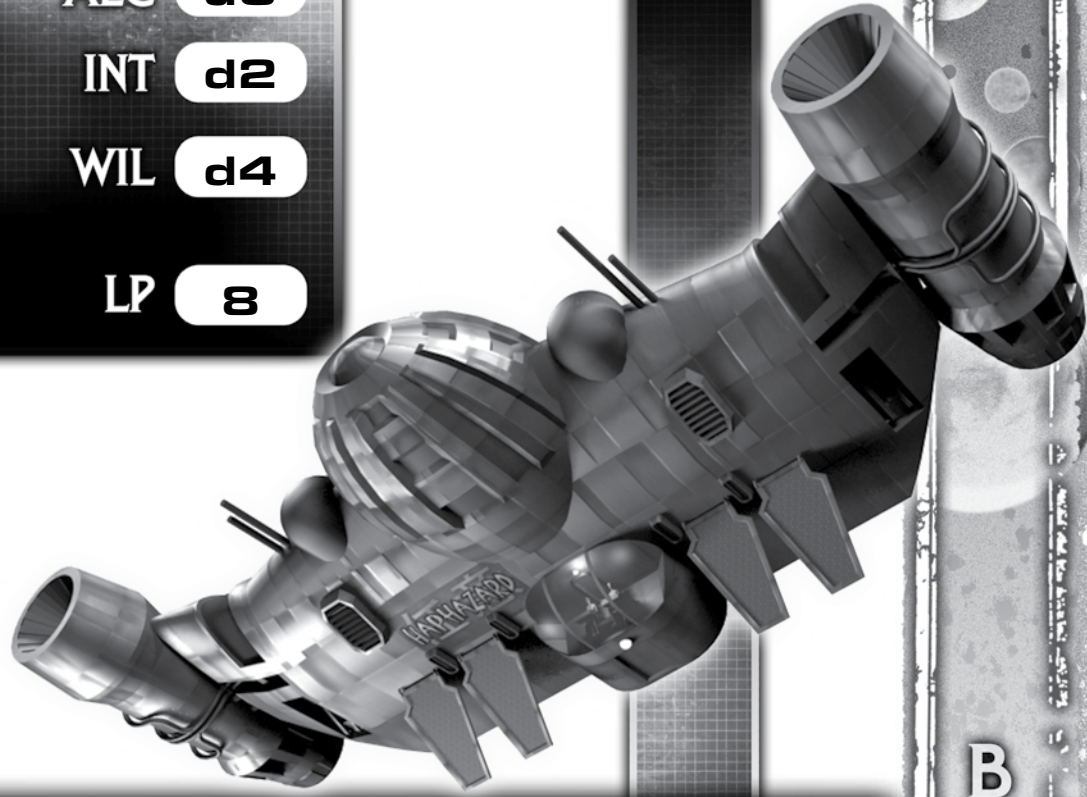
INT **d2**

VIT **d10**

WIL **d4**

INIT **d4+d6**

LP **8**



Traits

Loved (M), Dull Sense (Internal Security, m), Everybody Has One (m), Seen Better Days (M)

Skills

Perception d2, Pilot d2

Specifications

Tonnage 750 tons, Speed Class 5 cruise/7 hard-burn, Crew 3, Crew Quarters 3, Fuel Capacity 15 Tons (800 hours), Cargo Capacity 208 tons, Passenger Capacity 5, Complexity Low

Armament

200 10-lb chaff canisters in aft dispenser.

Gear

8 escape pods,

Price

€ 1,125

Maintenance Costs

€ 1,800

Description

Haphazard is old and well worn. She's had some sensor modifications, and the addition of some minor countermeasures, but is mostly stock. She has the distinct air of hominess.

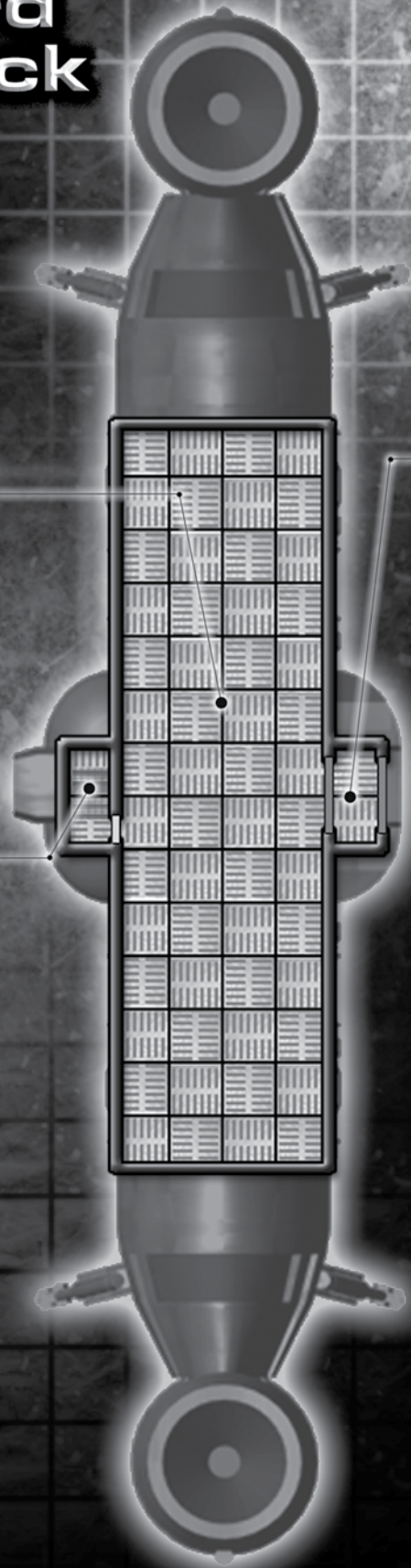
Haphazard Lower Deck

CARGO HOLD

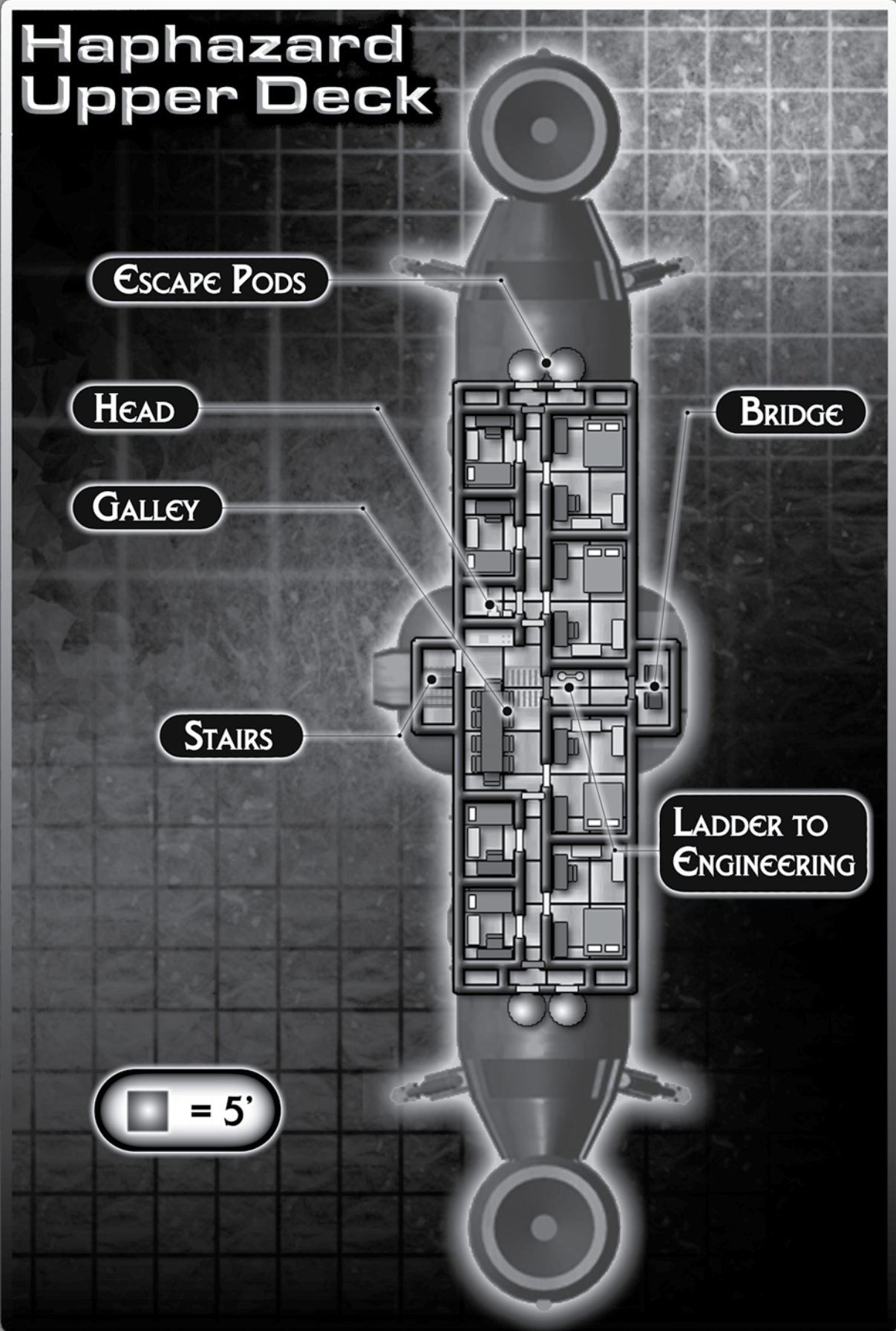
AIRLOCK

STAIRS

■ = 5'



Haphazard Upper Deck



BOOK TWO

CREW OF HAPHAZARD

The *Haphazard's* a family business, owned and operated by a post-war family, the Kirbys, with the able assistance of a Bronwyn's brother Ron. A Knorr-class light cargo transport, the ship's not particularly big nor does it have the space to haul bulk cargo, but what it lacks in size it more than makes up for in heart. The Kirbys aim to keep their boat flyin' even in the face of stiff competition and skeletons in the closet. They're a shiny example of the kind of small-time operation that holds up to tribulation out on the Rim, and how even a pair of blockade runners can come clean and make things work above the law. Well, for the most part, anyway . . .

Bronwyn Kirby Pilot

Agi d10 **Str** d6 **Vit** d6 **Ale** d10 **Int** d8 **Wil** d8
Init d10 + d10; **LP** 14

Traits Born Behind the Wheel (m), Leadership (M), Steady Calm (m); Credo (Finish the Job, m), Dead Broke (m), Lightweight (m), Loyal (Family/Crew, m)

Skills Athletics d6/Dodge d10, Covert d4, Guns d6/Pistols d8, Discipline d4, Heavy Weapons d4, Influence d6/Barter d10, Knowledge d2, Mechanical Engineering d2, Perception d6, Pilot d6/Mid-Bulk Transport d10, Planetary Vehicles d4, Survival d4, Technical Engineering d2

Gear Pistol (d6 W)

Description Bronwyn is in her late thirties, with a slim, athletic build, dark brown hair, and fair skin. She usually wears pilot jumpsuits. Before the war, when she was still Bronwyn Auckland, she got into some trouble when the Feds confiscated some questionable cargo and left her deep in debt to some unsavory folk. She was on a slippery slope, doing dirtier and dirtier work, until she met Silas. He convinced her to just take the monetary hit, and run a clean operation. They've been together for some 15 years. The pair flew a small blockade-runner for the Independents, until Bronwyn found out she was carrying Trip. They decided to lay low for the rest of the war. Bronwyn is a hot pilot, and good at arranging deals, but she's got no head for numbers, and no sense for

estimating business expense. If she underbids herself, she eats the loss. Luckily, she's got Silas to mitigate the worst of it.

Silas Kirby Copilot

Agi d8 **Str** d6 **Vit** d8 **Ale** d8 **Int** d10 **Wil** d8
Init d8 + d8; **LP** 16

Traits Good Name (m), Fightin' Type (m); Loyal (Family/Crew) (m), Slow Learner (Mechanical Engineering, m), Straight Shooter (m)

Skills Athletics d6, Guns d6/Rifles d8, Discipline d6/Morale d8, Heavy Weapons d6, Influence d6, Knowledge d2, Medical Expertise d6, Perception d6, Pilot d6/Astrogation d10, Survival d2, Unarmed Combat d6/Brawling d8

Gear Pistol (d6 W), Rifle (d8 W)

Description Silas is tall, with a moderate build, black hair flecked with gray, and full beard. He wears trousers with suspenders, buttoned up shirt, vest, and a coat. He is clean and well groomed, and generally carries on as a forthright citizen, which he is. In fact, he is honest to a fault. He's the kind of man that honors a handshake deal, looks you in the eye, never starts a fight but always finishes it, and makes sure chores are done before he plays. He's Bronwyn's navigator, both literally, and metaphorically. Unfortunately, doing things honorably means slim profit margins, and lots of protein packs for dinner. Silas fears his son Trip could have a good deal of his mother's risk-taking personality. The pair hired on Ron a few years back when number crunching proved it was cheaper to have a full-time mechanic than to hire someone on an as-needed basis. Silas gets along with Ron fine, but feels near like he's as much a child in need of discipline as Trip.

Trip Kirby Plucky Kid

Agi d8 **Str** d4 **Vit** d6 **Ale** d8 **Int** d10 **Wil** d6
Init d8 + d8; **LP** 12

Traits Nose for Trouble (m), Sweet and Cheerful (m); Combat Paralysis (m), Hero Worship (Dad, m)

Skills Athletics d4, Covert d6/Stealth d10, Guns d4, Influence d6, Knowledge d2, Mechanical Engineering d4, Medical Expertise d4, Perception d6/Intuition d8, Pilot d4, Planetary Vehicles d6/Ground Vehicle Repair d8, Survival d2, Technical Engineering d4, Unarmed Combat d4

Gear Small hover-mule

Description Trip is 13, going on 25, with his father's black hair. He wears whatever he can get in thrift shops in whatever port they pass through. This usually means faded t-shirts and surplus fatigue pants. The little ship he lives on can hardly contain his energy. The official maintenance and repair guide for the Knorr says the bridge holds two occupants. He knows for a fact that ain't true—he can shoehorn himself right between his parents. His formal education is pretty straightforward, supplied by books and vids from the Cortex. His informal training, working on gear with Ron, learning to fly the ship with his mom, or shooting tin cans in the barren moon dust with his dad—that's where his real interest lies.

Ron Auckland Mechanic

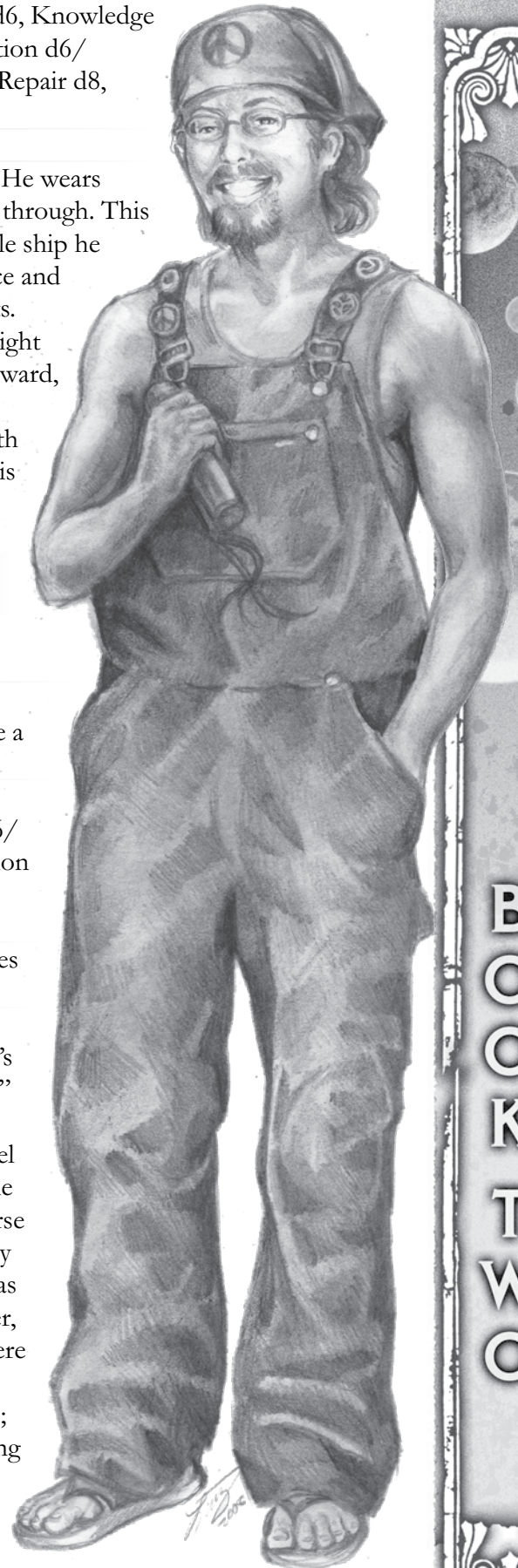
Agi d6 **Str** d6 **Vit** d8 **Ale** d10 **Int** d10 **Wil** d8
Init d6 + d10; **LP** 16

Traits Friends in Low Places (m), Talented (Mechanical Engineering/Machinery Maintenance) (m); Credo (Give Peace a Chance) (m), Loyal (Family/Crew, m)

Skills Athletics d6/Dodge d8, Covert d6/Open Locks d8, Discipline d6, Heavy Weapons d6, Mechanical Engineering d6/Machinery Maintenance d10/Mechanical Repair d10, Perception d6/Empathy d8, Planetary Vehicles d4, Survival d4, Technical Engineering d6/Technical Repair d10

Gear Tool Set (Mechanical and Electrical), 2 Flashbang Grenades (2d6 B)

Description Ron is a mellow fellow, laid back, and enjoying life. He wears overalls with tie-dye shirts underneath. Although he's Bronwyn's older brother, he's not an overbearing "big brother" type. Ron spent the war in a hangar repairing broken-down machinery for a shipping firm. War ain't his thing. He don't feel right toting guns and, to be honest, he's not overly comfortable about his sister and brother-in-law packing. He'd feel a lot worse about Silas teaching Trip how to shoot, 'ceptin Ron ain't hardly ever met a man in the whole 'Verse with his head screwed on as strait as Silas. So where is Ron's joy? It's putting things together, not taking 'em apart; making 'em work, not wrecking 'em. There ain't hardly nothing so beautiful as seeing the grav ring rolling smooth in her fittings, not making that ticking sound no more; or pulling the powerplant from Trip's hover-mule, and spending the afternoon with the boy tinkering.



Ron Auckland

PATROL CRUISER (civilian version)

Longbow
Class

AGI d4

ALC d4

STR d10

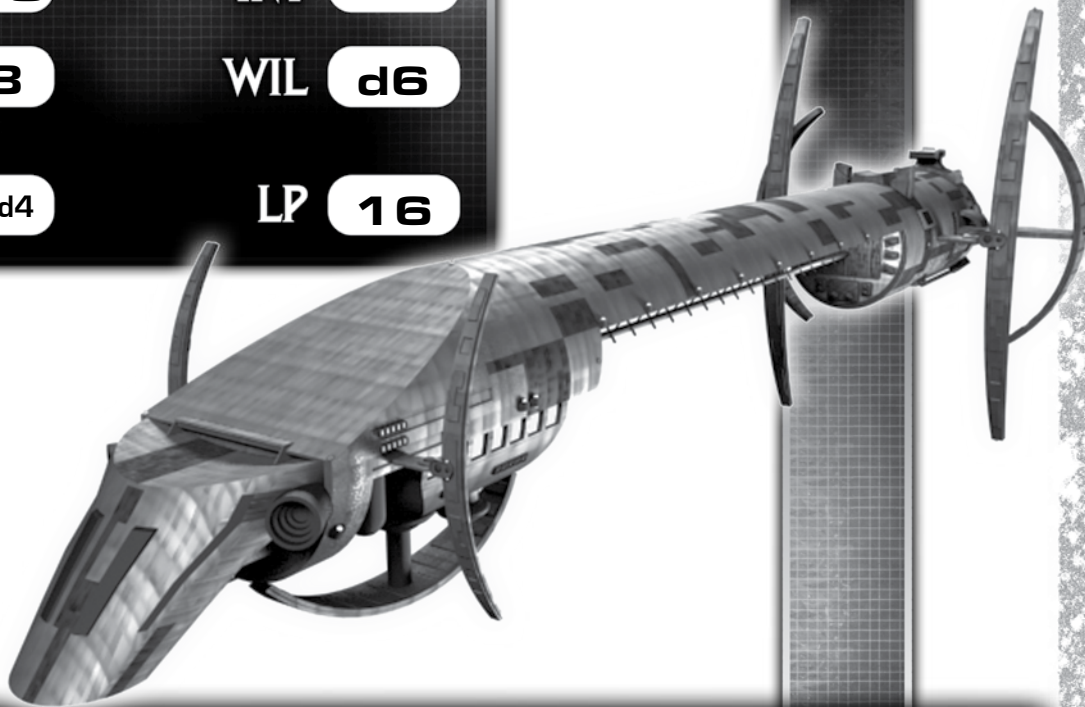
INT d4

VIT d8

WIL d6

INIT d4+d4

LP 16



Skills

Perception d4, Pilot d4

Specifications

Tonnage 640,000 tons, **Speed Class** 3 cruise/5 hard-burn, **Crew** 200, **Crew Quarters** 200, **Fuel Capacity** 24,000 tons [800 hours], **Cargo Capacity** 400,000 tons, **Passenger Capacity** 3,200, **Complexity** Average

Gear

36 Standard 20-ton Shuttles

Price

¥ 19,200,000

Maintenance Costs

¥ 1,280,000 per year

Description

Generally used as freighters, these ships sometimes find their way into the hands of particularly well-funded pirates, or act as a launch platform for patrol vessels protecting a large corporation's assets.

PATROL CRUISER [military version]

Longbow CLASS

AGI **d8**

ALC **d6**

STR **d8**

INT **d8**

VIT **d6**

WIL **d10**

INIT **d6+d6**

LP **20**



Traits

Fuel Efficient (m), Memorable (m)

Skills

Athletics d4, Heavy Weapons d4, Perception d4, Pilot d4

Specifications

Tonnage 640,000 tons, **Speed Class** 3 cruise/5 hard-burn, **Crew** 24,000/ 400 skeleton crew, **Crew Quarters** 24,000, **Fuel Capacity** 24,000 tons [800 hours], **Cargo Capacity** 24,000 tons, **Passenger Capacity** 200 Officers, 3000 Enlisted, **Complexity** Very High

Armament

2 200-pound main guns (d8 Spaceship-Scale damage, x1.5 normal range), each with 200-round magazines, 12 1-pound autocannons (d6 Vehicle-Scale damage), each with 1000-round magazine; 208 long-range 100-pound missiles (d6 Spaceship-Scale damage), 160 medium-range 200-pound missiles (d8 Spaceship-Scale damage), 1,280 short-range jammer/decoy missiles; Armor 4 W

Gear

36 Warhammer Interceptors, 12 Foxbat Fighter/Bombers, 8 Standard 20-ton Shuttles

Price

€ 48,160,000

Maintenance Costs

€ 3,072,000 per year

Description

When the Alliance wishes to maintain a serious presence in an area without dedicating a full-blown Tohoku-class cruiser, it will send a Longbow-class patrol cruiser and several supporting vessels. The ship has the speed and maneuverability of a much smaller vessel, as well as the armaments and fighter inventory to fulfill many roles.

SALVAGE & RESCUE VESSEL

**BERNARD
CLASS**

AGI **d6**

ALE **d6**

STR **d6**

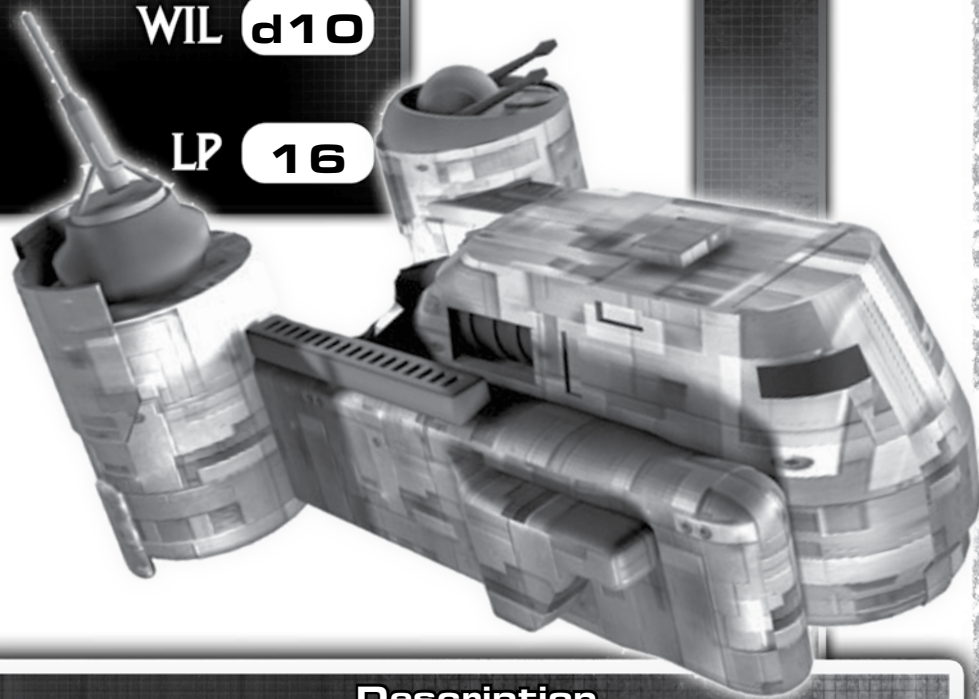
INT **d4**

VIT **d8**

WIL **d10**

INIT **d6+d6**

LP **16**



Traits

Strong as an Ox (m); Slow Throttle (M), Ugly as Sin (m)

Skills

Perception d4, Pilot d4

Specifications

Tonnage 1800 tons, **Speed Class** 4 cruise/0 hard-burn [Speed 1 under maximum towing load], **Crew** 3, **Crew Quarters** 3, **Fuel Capacity** 45 tons [600 hours], **Cargo Capacity** 295 tons, **Passenger Capacity** None standard, **Complexity** Average

Armament

2 hardpoint grapplers; 2 magnetic grapplers; Armor 2 W

Price

€ 88,800

Maintenance Costs

€ 3,600 per year

Description

Designed primarily as a rescue ship, the Bernard is an incredibly robust vessel, capable of holding a large number of passengers in a pinch. Storage rooms along two “arms” come equipped with fold-down bunks, and the ship has tethers for emergency auxiliary power and life support to assist stranded vessels.

The ship’s primary role is towing. Its grapplers and grav drives are capable of towing a ship of 7,200 tons safely at interplanetary speeds. The grappling lines themselves can handle much higher initial shock loads, allowing the ship to grapple another, and then use its engines to remove any tumbling speed. The ship’s hull is reinforced, allowing it to take minor impacts in debris fields without serious damage, with good containment in the event of hull breach.

All of these fine qualities made the ships perfect for Reavers. Operators of the vessels on or around Miranda responded to distress beacons, only to have their ships and lives taken when confronted with marauding Reaver hunting parties.

RASCAL PUFF

MODIFIED RESCUE

AGI **d8**

ALE **d6**

STR **d6**

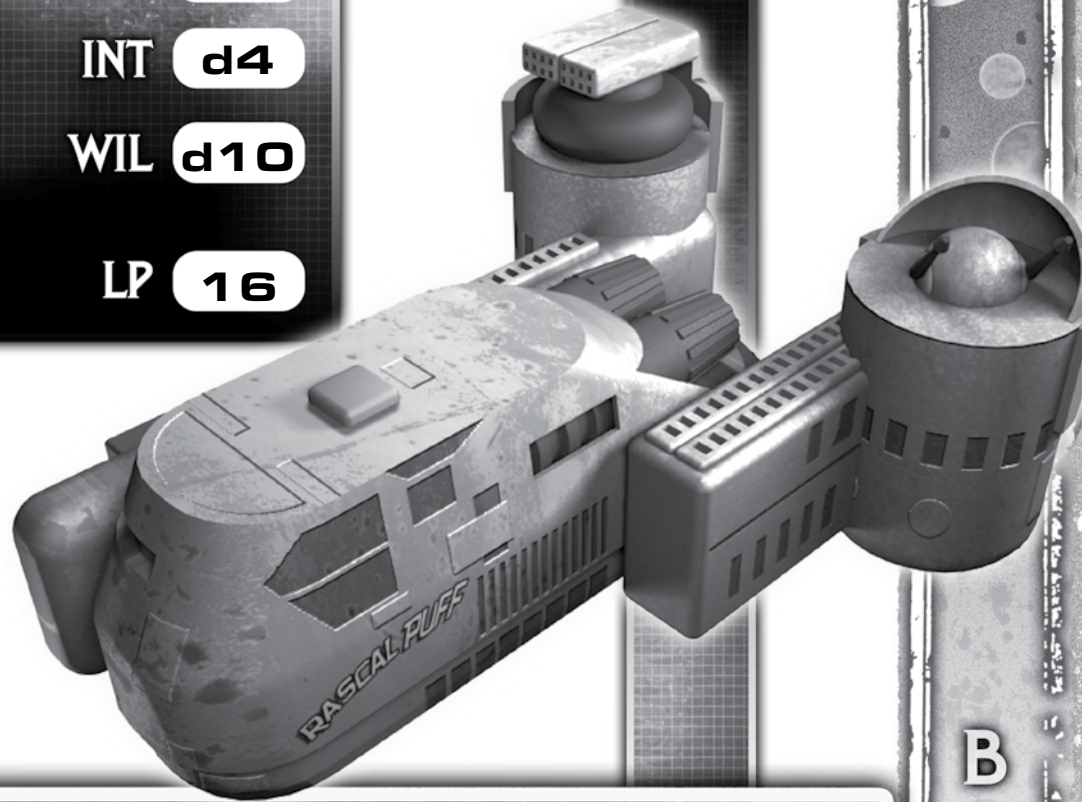
INT **d4**

VIT **d8**

WIL **d10**

INIT **d8+d6**

LP **16**



Traits

Loved (M), Strong as an Ox (m), Seen Better Days (M), Slow Throttle (M), Ugly as Sin (m)

Skills

Perception d4, Pilot d4

Specifications

Tonnage 1,800 tons, **Speed Class** 4 cruise/ No hard-burn (Speed 1 under maximum towing load), **Crew** 3, **Crew Quarters** 6, **Fuel Capacity** 45 tons (600 hours), **Cargo Capacity** 260 tons, **Passenger Capacity** 5, **Complexity** Average

Armament

16 medium-range 100-pound missiles (d6 Spaceship-Scale damage); 2 hardpoint grapples; 1 magnetic grapples; Armor 2 W

Price

€ 3,900 at auction

Maintenance Costs

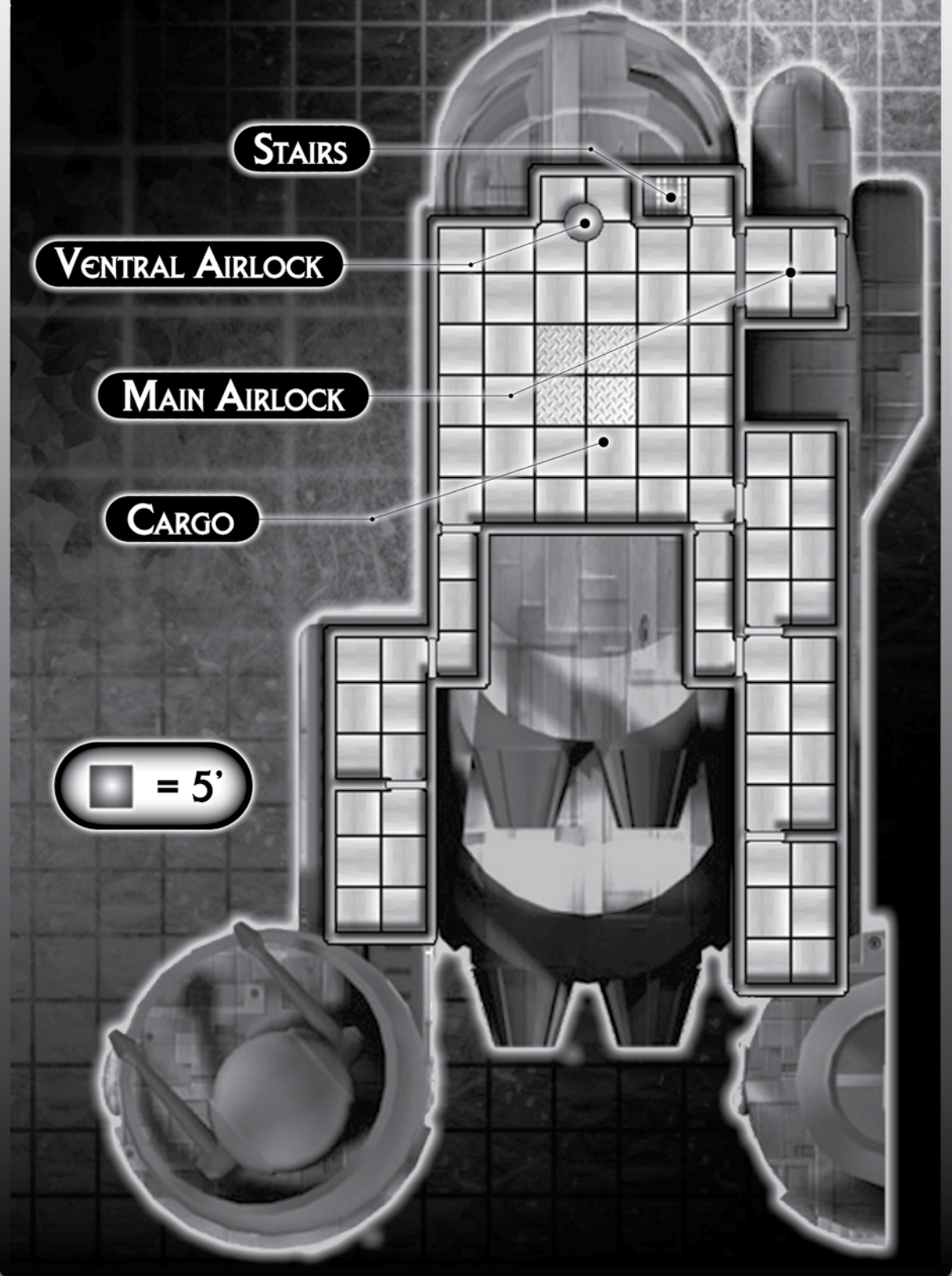
€ 7,200 per year

Description

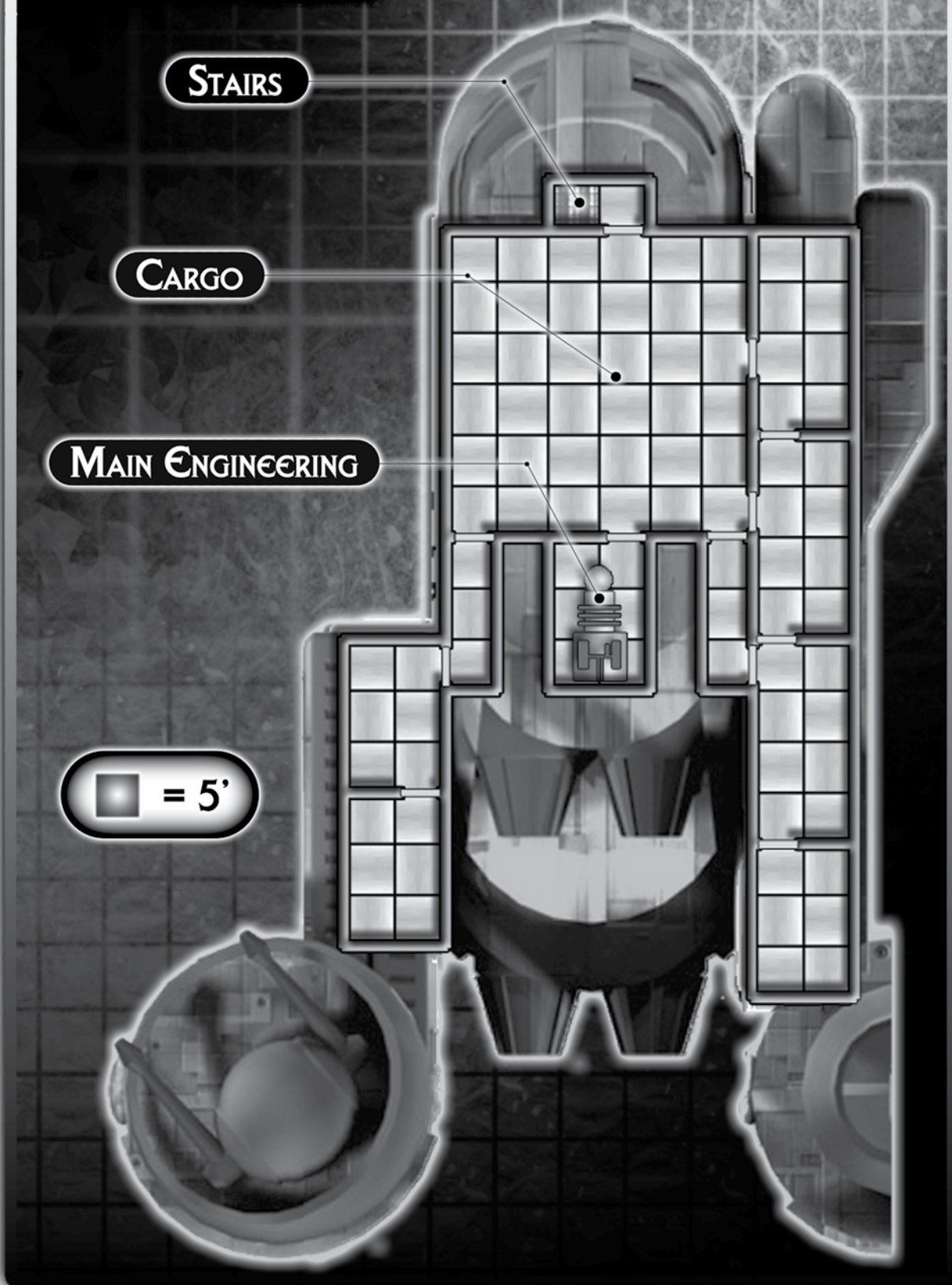
Jack Paper found this old ship at a small space station near the asteroid belt. Most of the useful life of the ship was long gone, but he could see it was sound and what needed fixing wasn't expensive—it just required skill and labor. The starboard magnetic grapples was removed and replaced with a missile battery, to help conserve power and give the ship much-needed protection from boarding. Jack's also made some crucial upgrades to the ship's nav thrusters and controls, giving the ship more maneuverability and acceleration.

Claudia's med-lab is in the storeroom just aft of the main airlock.

Rascal Puff Lower Deck



Rascal Puff Mid Deck



BOOK TWO

Rascal Puff Upper Deck

BRIDGE

HEAD

STAIRS

GALLEY

■ = 5'



CREW OF RASCAL PUFF

Some folk fly the Black looking to make a fortune; others are less-savory types. Some eke out an honest living while others try to make a living out of others' honesty. The crew of *Rascal Puff* just wants to save the 'Verse from the monsters. Set up as a rescue and salvage vessel, *Rascal Puff* has a standard crew of three people with short-term hires always signing on to help their little crusade. With Claudia acting as medical advisor, Jack as the brains of the operation, and Kim Lu keeping the boat from being blown planetside, the *Rascal Puff* rockets into Reaver space to pull folk's asses out of the fire on a weekly basis. Some people think they're crazy, but the crew of the *Puff* knows different. They're not crazy. Crazy would be going in there without a missile battery, a load of warheads, and a prayer to sing 'em back home.

Jack Paper

Captain and Mechanic

Agi d8 **Str** d6 **Vit** d6 **Ale** 6 **Int** d8 **Wil** d10

Init d8 + d6; **LP** 16

Traits Fightin' Type (M), Friends in High Places (m), Leadership (m), Steady Calm (m); Branded (m), Chip on the Shoulder (m), Credo (Bring 'em Home Alive) (m), Loyal (Search and Rescue Workers, m), Traumatic Flashes (m)

Skills Athletics d6/Dodge d10, Covert d4, Discipline d6, Guns d6, Mechanical Engineering d6/Mechanical Repairs d10, Perception d6, Planetary Vehicles d4, Survival d6/Space Survival d8, Technical Engineering d6/Technical Repairs d8

Gear Close-Fit EVA Suit, Pistol (d6 W)

Description Jack is in his late twenties, relatively good looking with black hair cut in a flat top. He wears a custom close-fit hunter-orange EVA suit.

Jack grew up on Bernadette, a sort of boy-next-door, and joined the Planetary Guard a few years after the end of the Unification War. He completed search-and-rescue training, where he excelled in emergency ship repair and personnel extraction. While on a tour rotation into the Rim, he was sent to recover Alliance assets lost under mysterious circumstances—all right hush-hush. What his crew found were the remnants of a massive battle. Some ships still

had close combat aboard, against Reavers. Days of truly grisly work were finally interrupted with a face-to-face encounter. He had to fight for his life, and kill the Reaver to save himself, but somewhere inside, Jack had come to believe that those things weren't rightly human anymore.

When Jack returned to Bernadette, he let some information slip, and found himself dishonorably discharged. He took what jobs he could get, scraped together the funds, and bought himself an old Bernard salvage rig. Finding crew for it—once they learned what his aim was—turned out to be damned hard. A gent has to be desperate or plain crazy to sign up for his gig. Lucky for Jack such folk do exist in the 'Verse. He got Kim Lu because she wanted any job, just to feel needed, and Claudia because . . . well . . . who knows why she came along? Now he goes where few dare, out to the edge of the 'Verse, out to Miranda, to help them that need it most. Sometimes at night that mutilated face of the Reaver invades his dreams, waking him in a cold sweat. In fact, it happens a lot of nights.

Kim Lu

Pilot, EWO

Agi d12 **Str** d4 **Vit** d4 **Ale** d12 **Int** d10 **Wil** d6

Init d12 + d12; **LP** 10

Traits Sharp Sense (Sight) (m), Steady Calm (M); Dull Sense (Smell/Taste) (m), Easy Mark (M), Phobia (Agoraphobia) (m), Scrawny (m)

Skills Athletics d4, Discipline d6, Guns d6, Heavy Weapons d2, Knowledge d2, Perception d6/Sight d12, Pilot d6/Gunship d10/Mid-Bulk Transport d10/Electronic Warfare d12, Scientific Expertise d4, Survival d2, Technical Engineering d2

Gear EVA Suit, Pistol (d6 W)

Description Kim is a petite, nondescript Asian woman who appears to be in her early twenties. Showing an amazing agility and visual acuity from early age, Kim was brought into a special Alliance "top-gun" pilot program. During the Unification War, she was electronics warfare officer aboard a bomber, part of an elite squadron with a 100% kill rating. Warfare to her was an art and a science of precision.

After the war, in an effort to make her even better, the Alliance subjected her to experiments to heighten her optical acuity and response

time. While partially successful, nerve damage has deadened her ability to smell or taste. The resulting loss of appetite and weight caused the Alliance to discharge her. Up to that point, her life had been a single-minded push to perfection in her art. Now, she had been cast adrift due to imperfection, to make her own way.

With so little exposure to the real world, Kim can be profoundly naive. Her flight style is not “natural talent”-oriented but a precise exercise in technical skill. She often has problems understanding outer world colloquialisms. Kim Lu has her call sign (zh n, “sparrowhawk”) on her flight suit.

Claudia Fong Emergency Medic

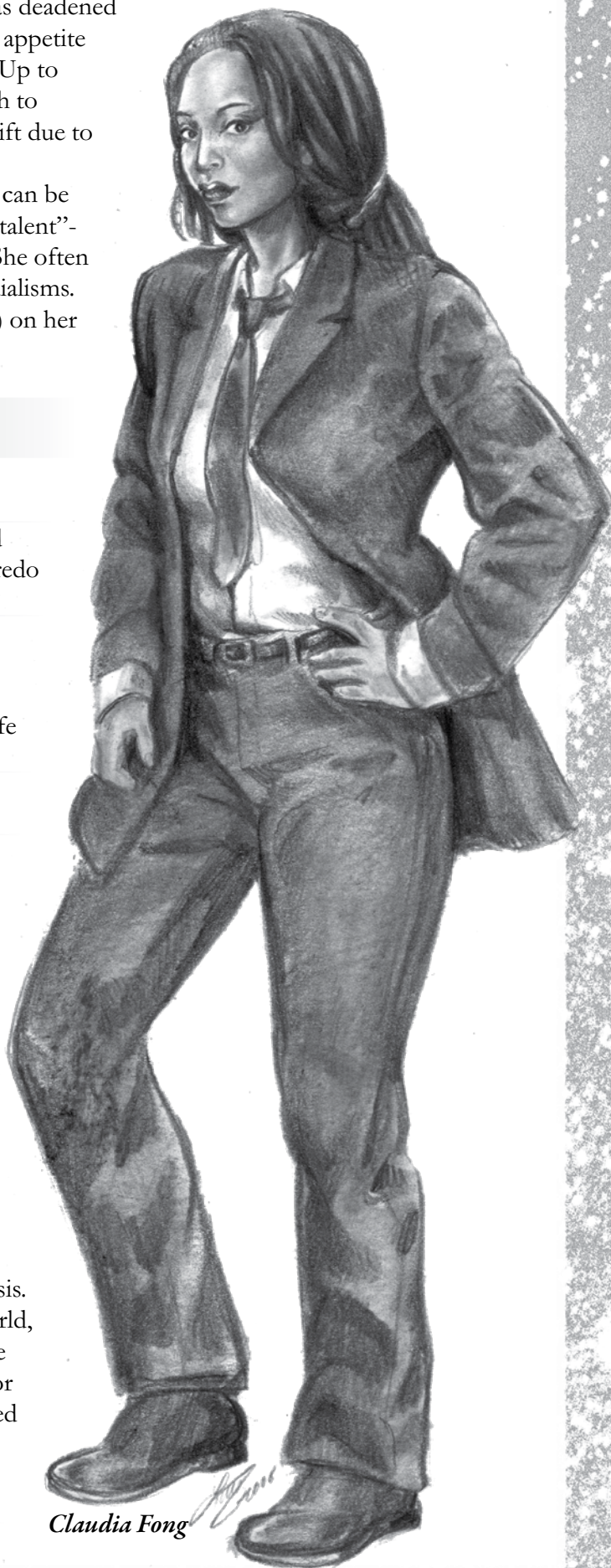
Agi d6 **Str** d6 **Vit** d6 **Ale** d6 **Int** d10 **Wil** d8
Init d6 + d6; **LP** 14

Traits Friends in High Places (m), Highly Educated (m), Talented (Medical Expertise/Surgery, m); Credo (Hippocratic Oath, m), Memorable (m), Soft (m)

Skills Athletics d6, Covert d4, Discipline d6, Influence d6/Counseling d8, Knowledge d6, Medical Expertise d6/Surgery d10, Perception d6/Investigation d10, Scientific Expertise d6/Life Sciences d8, Survival d4

Gear Modular Operating Theater (aboard *Rascal Puff*)

Description Claudia is of mixed ancestry, African and Asian. She wears her hair in dreadlocks, white shirt and tie buttoned all the way up, and a pinstripe suit vest. Pretty, but all business, she grew up on Persephone and put herself through Medical Academy training by serving in the Alliance military. Luckily for her, this was post Unification War. Since leaving the military, she's bound and determined to relieve the suffering of others. She's developed what may seem like an emotional detachment from people, displaying a rather cold and profession demeanor. This is a sort of emotional shield many doctors develop to deal with the suffering of others on a daily basis. Chance brought her to a little town on a Rim world, which was hit by Reavers. Her curiosity about the affliction the Reavers suffer from and concern for their victims drove Claudia right out to the blasted edge of the Verse. She now serves as medic aboard *Rascal Puff*, and has set up a portable medlab aboard ship.



Claudia Fong

SHIP'S LAUNCH

LEEWAY CLASS

AGI **d10**

ALE **d2**

STR **d2**

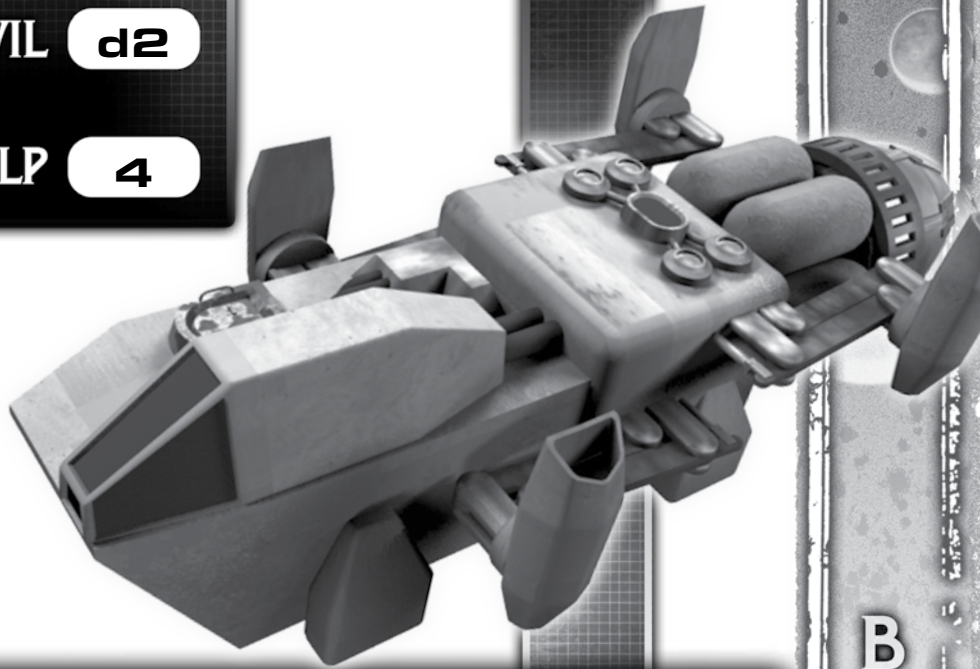
INT **d2**

VIT **d6**

WIL **d2**

INIT **d10+d2**

LP **4**



Traits

Healthy as a Horse (m); Everybody has One (m)

Skills

Perception d2, Pilot d2

Specifications

Tonnage 80 tons, **Speed Class** 4 cruise/6 hard-burn, **Crew** 1, **Crew Quarters** None, **Fuel Capacity** 1 Ton [300 hours], **Cargo Capacity** 20 Tons, **Passenger Capacity** None [unless cargo area is converted], **Complexity** Very Low

Price

€ 1,280

Maintenance Costs

€ 64 per year

Description

The Leeway class is a fair example of a common ship's launch, or jolly boat. There are maybe 15 manufacturers making ships so similar that parts are near interchangeable.

The jolly boat is little more than a flying box. The front is a ramp with inset hatch, allowing for soft-seal docking to other vessels without opening the ramp. Once open, the ship is simply a 20 by 10 by 10 cargo area, with a ladder leading up to the pilot's seat. The ship has ventral cargo latches for attaching and hauling loads larger than will fit inside the cargo hold.

While it has a 300-hour operating capacity, it has right sparse amenities for the pilot, so actual operating times usually do not exceed eight hours.

Aside from standard shuttles, this ship or ones much like it may be the most common vessels in the 'Verse. Most bulk transports have a handful of 'em for ferrying small cargo loads or passengers planetside. If you manage to get past the swarm of fighters escorting a Tohoku-class cruiser, you must then navigate the cloud of ship's launches moving about.

SPACE LINER

ILLIAD CLASS

AGI **d4**

ALC **d8**

STR **d6**

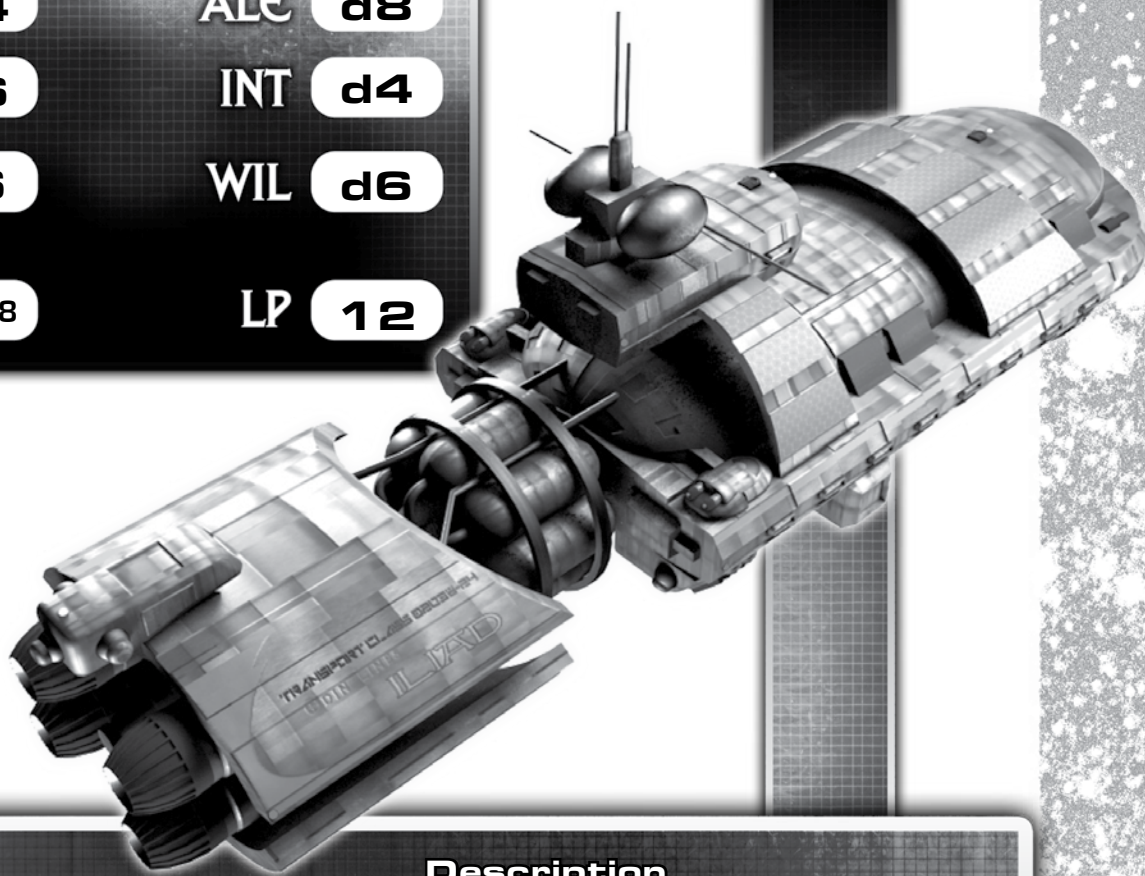
INT **d4**

VIT **d6**

WIL **d6**

INIT **d4+d8**

LP **12**



Skills

Heavy Weapons d4, Perception d4, Pilot d4

Specifications

Tonnage 8525 tons, **Speed Class** 3 cruise/5 hard-burn, **Crew** 4 officers, 12 spacers, **Crew Quarters** 8 double cabins, two single cabins, **Fuel Capacity** 341 tons [1200 hours], **Cargo Capacity** 2,300 tons, **Passenger Capacity** 14 double cabins, **Complexity** Average

Armament

(Pirate) 10 retractable turrets, each a combination 1-pound autocannon (d6 Vehicle-Scale damage) with 1,000 rounds and 8 short-range 200-pound missiles [d8 Spaceship-Scale damage]

Gear

Infirmiry, 14 short-range shuttles; (Pirate) Infirmiry, 4 short-range shuttles

Price

¢ 182,130; [Pirate Version] ¢ 56,033

Maintenance Costs

¢ 19,200 per year

Description

Although the Odin line failed as a business, the problem was not the design or quality of their ships. The Odyssey-class liners were so popular that a second class of ships based on the hull of the liner, the Illiad class, was quickly laid down. Soon, several dozen Illiad-class ships were plying the shipping lanes of the 'Verse as combination bulk freighters and passenger haulers. No longer in production and of advanced years, the Illiad-class vessels are not as common as they once were, but they're still damned popular with the companies that operate 'em. Given their ability to tote a respectable amount of passengers and a great deal of cargo at the same time, they have carved out a special niche as colony resupply vessels.

At least one of these ships has fallen into pirate hands, and plies the space lanes emblazoned with 空间盗 ("Pirate") in luminous paint along its side—the equivalent of running up the Jolly Roger.

ODDEASY

MODIFIED SPACE LINER

AGI **d4**

ALE **d8**

STR **d6**

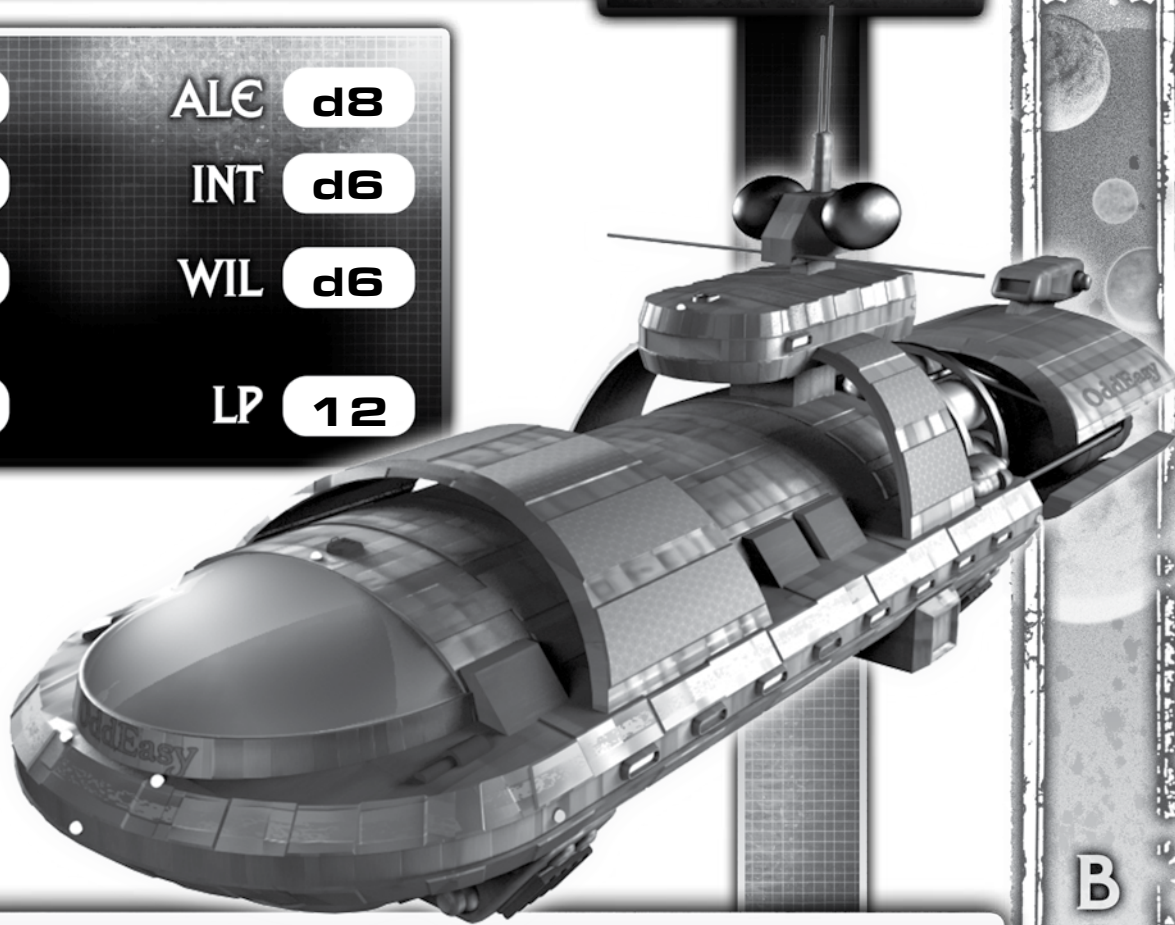
INT **d6**

VIT **d6**

WIL **d6**

INIT **d4+d8**

LP **12**



Traits

Seen Better Days (m)

Skills

Heavy Weapons d4, Perception d4, Pilot d4

Specifications

Tonnage 8,525 tons, **Speed Class** 3 cruise/5 hard-burn, **Crew** 4 officers, 12 spacers, 20 service crew, 20 croupiers, 20 keepers, **Crew Quarters** 37 double cabins, two single cabins, **Fuel Capacity** 341 tons [1,200 hours], **Cargo Capacity** 400 tons, **Passenger Capacity** 20 double cabins, 20 holding cells, 4 VIP suites, **Complexity** Average

Armament

A hidden pop-up turret with 10 short-range 50-pound missiles (d4 Spacecraft-Scale damage)

Gear

14 Standard 20-ton shuttles, Infirmary, casino and full Cortex broadcast facilities.

Price

€ 100,000

Maintenance Costs

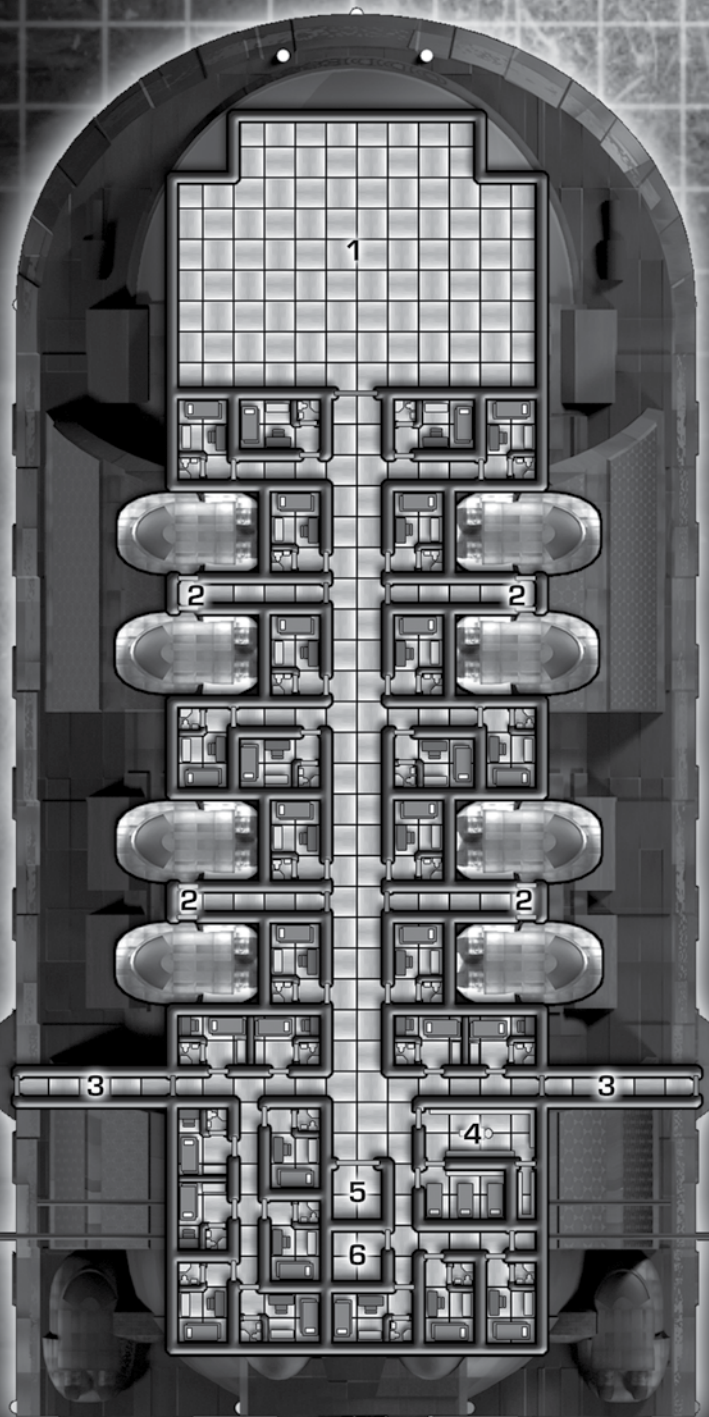
€ 28,800 per year

Description

The OddEasy hosts the illegal fighting tournament known as the Circuit. It has full broadcast capability, and is fully stocked with comforts for its guests.

OddEasy Lower Deck

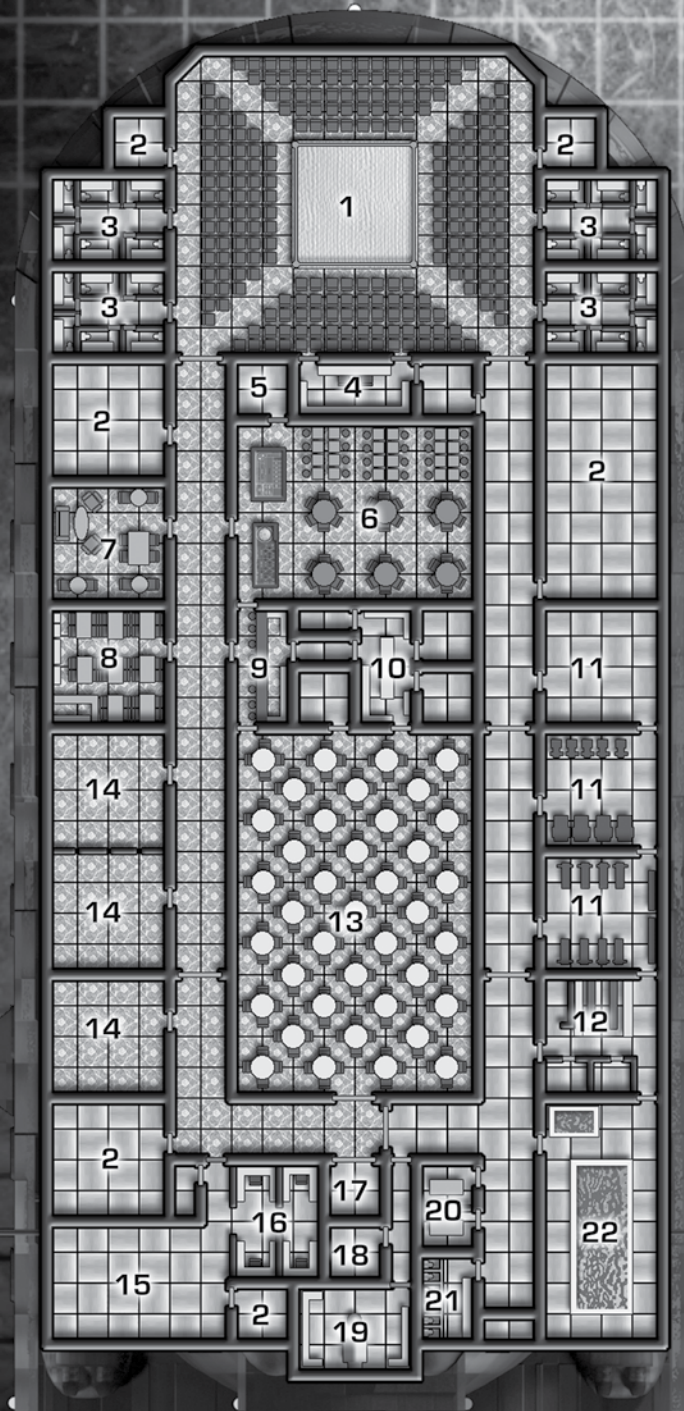
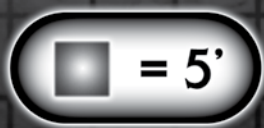
- 1: CARGO
- 2: SHUTTLE ACCESS
- 3: GANTRY
- 4: MEDICAL
- 5: ELEVATOR
- 6: STAIRS



■ = 5'

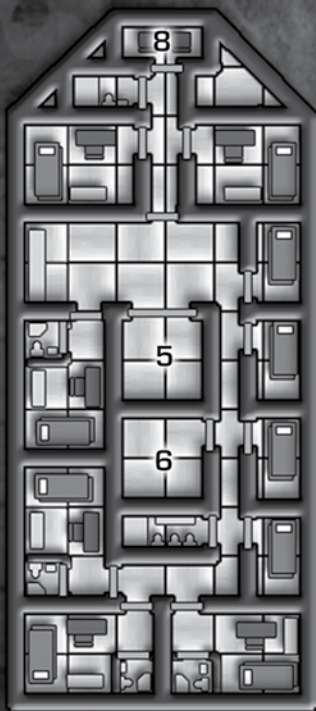
OddEasy Central Deck

- 1: CIRCUIT RING
- 2: CARGO
- 3: HOLDING CELLS
- 4: BROADCAST BOOTH
- 5: VAULT
- 6: CASINO
- 7: LOUNGE
- 8: CORTEX HUB
- 9: BAR
- 10: GALLEY
- 11: EXERCISE ROOM
- 12: SHOWERS
- 13: DINING HALL
- 14: ACTIVITIES ROOM
- 15: HOUSEHOLD SERVICES
- 16: OFFICES
- 17: ELEVATOR
- 18: STAIRS
- 19: MAIN ENGINEERING
- 20: MASSAGE TABLES
- 21: HEAD
- 22: LAP POOL AND HOT TUB

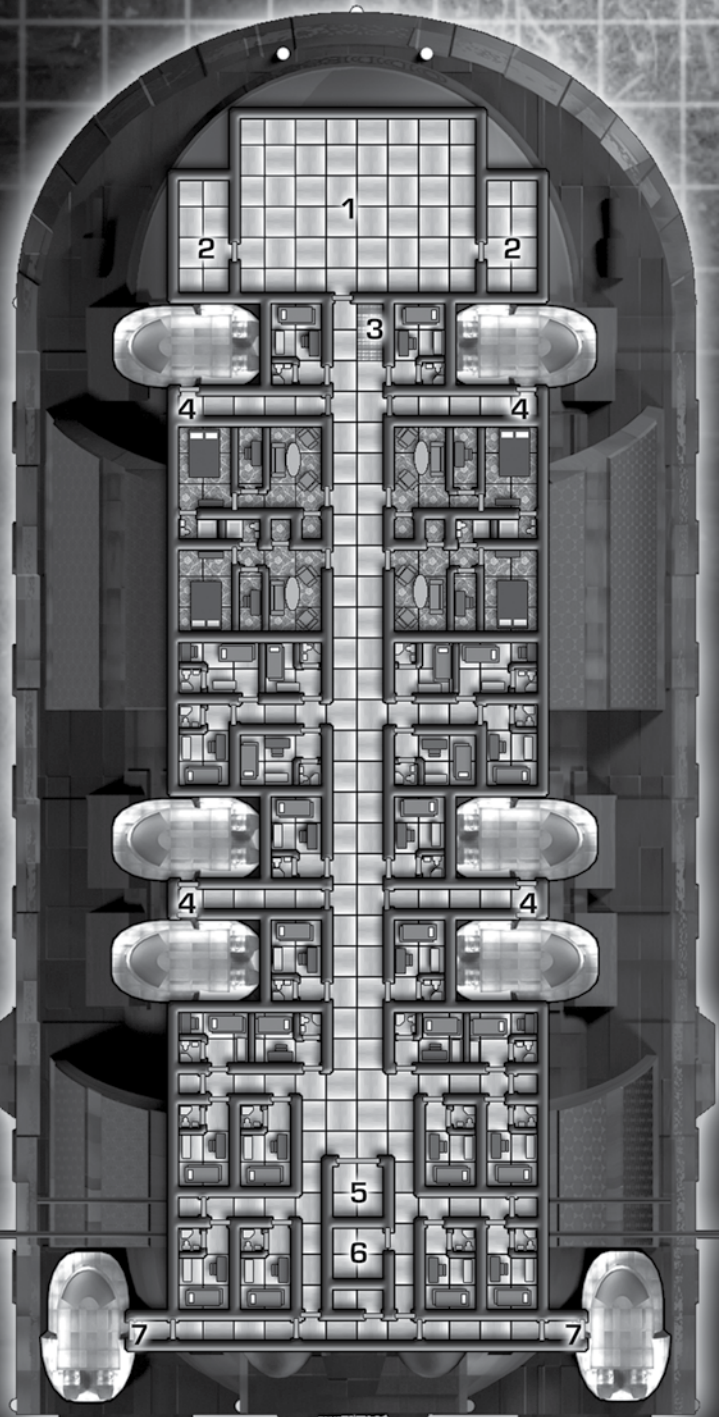


OddEasy Upper Deck

- 1: DINING
- 2: CARGO
- 3: STAIRS TO DOME
- 4: SHUTTLE ACCESS
- 5: ELEVATOR
- 6: STAIRS
- 7: PASSENGER SHUTTLE ACCESS
- 8: BRIDGE



Crew Deck



■ = 5'

CREW OF ODDEASY

The *OddEasy* stands apart from the usual mid-size business operation because of the role the ship plays in the 'Verse. Jamison Meriwether's casino ship, which near everybody knows as the home of the Circuit, is a booming enterprise. The authorities can't quite pin anything on 'em yet, and that's in large part due to Jamison's skill at keeping things just within the law whenever he's in Alliance space. Still, his crew knows that it's only a matter of time before somebody gets 'em in trouble. Jo-Jo, Jamison's Security Chief, has a lot of enemies; Wei's ghosts from the past are closing in; Sheila's fear of debt is a constant source of trouble; Fred's luck can't last forever; and one day Jonathan's going to make a pass at somebody who don't appreciate the attention. At the end of the day, they all know the *OddEasy*'s weathered worse before. Jamison's job is to make sure that don't change.

Jamison Meriwether Captain and Fight Manager

Agl d8 **Str** d8 **Vit** d8 **Ale** d8 **Int** d6 **Wil** d10
Init d8 + d8; **LP** 18

Traits Friends in Low Places (m), Nose for Trouble (m); Branded (m), Greedy (m)

Skills Athletics d6/Dodge d10, Covert d6, Discipline d6/Intimidation d10, Guns d6, Influence d6/Persuasion d8/Streetwise d12, Perception d6/Gambling d10/Intuition d8, Unarmed Combat d6/Brawling d10

Description By the time Jamison was 17, he was a street thug, and a force to be reckoned with in his neighborhood. When he heard tell of a new sport called pit fighting, he was one of the first jump into the ring. While a decent fighter, he soon found he was far better at picking the winner. He stopped fighting after only two months to concentrate on betting on the matches.

Jamison made enough money to move up in the vicious business and become a pit fighter promoter. Instinctively knowing that there was an audience for an even more violent form of the brutal sport, he put everything he had into purchasing the derelict liner *Odyssey* and refurbishing it into the purpose-built home of the Circuit. His reasons for renaming the ship

have become clouded in fanciful lies, but the simple truth is that Jamison has never been book-smart and didn't how to spell "Odyssey" when he went to get the ship re-registered. In a flash of inspired creativity, he went with *OddEasy*, and it's proved appropriate ever since.

Wei Mingxiong Crew Chief

Agi d6 **Str** d6 **Vit** d6 **Ale** d10 **Int** d10 **Wil** d10;
Init d6 + d10, **LP** 16

Traits Steady Calm (m); Straight Shooter (m)

Skills Athletics d4, Discipline d6/Concentration d8/Leadership d8/Mental Resistance d8, Guns d4, Influence d6/Persuasion d8, Mechanical Engineering d4, Perception d6/Deduction d8, Pilot d6, Planetary Vehicles d4, Survival d6/Space Survival d8/Zero-G d8, Technical Engineering d4, Unarmed Combat d4

Description A rarity on the Rim, Wei is a former purplebelly. He was a good officer known for being unflappable regardless of the circumstances. He was on the fast track within the Alliance military until an incompetent superior covering for his own mistake framed him. Plumb disillusioned by this gross violation of everything he believed in, Wei drifted to the Rim and was snatched up by Jamison as soon as he saw Wei's qualifications.

Sheila Grabowski Helm

Agi d8 **Str** d6 **Vit** d6 **Ale** d8 **Int** d8 **Wil** d6
Init d8 + d8, **LP** 12

Traits: Talented (Pilot/Odyssey-Class Liner, M), Dead Broke (m), Soft (m)

Skills: Athletics d6, Covert d4, Guns d6, Influence d6, Mechanical Engineering d4, Perception d6, Pilot d6/Odyssey-Class Liner d10, Planetary Vehicles d6, Survival d6, Technical Engineering d4, Unarmed Combat d4

Description: Sheila is a competent pilot that is absolutely unable to hang onto any money that reaches her hands. She came from a middle-class family, but paying her way through flight school put her into debt. She's only just

managed to get out from under that debt. Desperate for money, as always, she took Jamison's offer despite her better judgment.

Jo-Jo

Security Chief & Circuit Fighter

Agi d12 **Str** d6 **Vit** d8 **Ale** d6 **Int** d6 **Wil** d6

Init d12 + d6, **LP** 18

Traits: Fightin' Type (M), Mean Left Hook (M), Tough as Nails (M); Deadly Enemy (m), Memorable (m), Superstitious (m)

Skills Athletics d6/Dodge d10/Running d8, Covert d6, Discipline d6, Guns d6, Knowledge d4, Melee Weapon Combat d6/Baton d10, Perception d6/Search d8, Unarmed Combat d6/Mixed-Martial Arts d12

Description In addition to providing security for the ship, Jo-Jo is currently the Circuit's top fighter in her weight class. Jo-Jo is a skilled warrior who is freakishly fast, striking and dodging out of the way before your brain's had time to actually register you being clobbered.

Jo-Jo grew up with four brothers—two died in the War, one's in a penal colony, and the other's a dockworker. All of 'em are, or were, bruisers, so it's pretty easy to see where Jo-Jo gets her spunk from. She's a comely girl with more than a few scars, and her nose has been broken more than once in her fighting career.

Fred Claussen

Chief Engineer

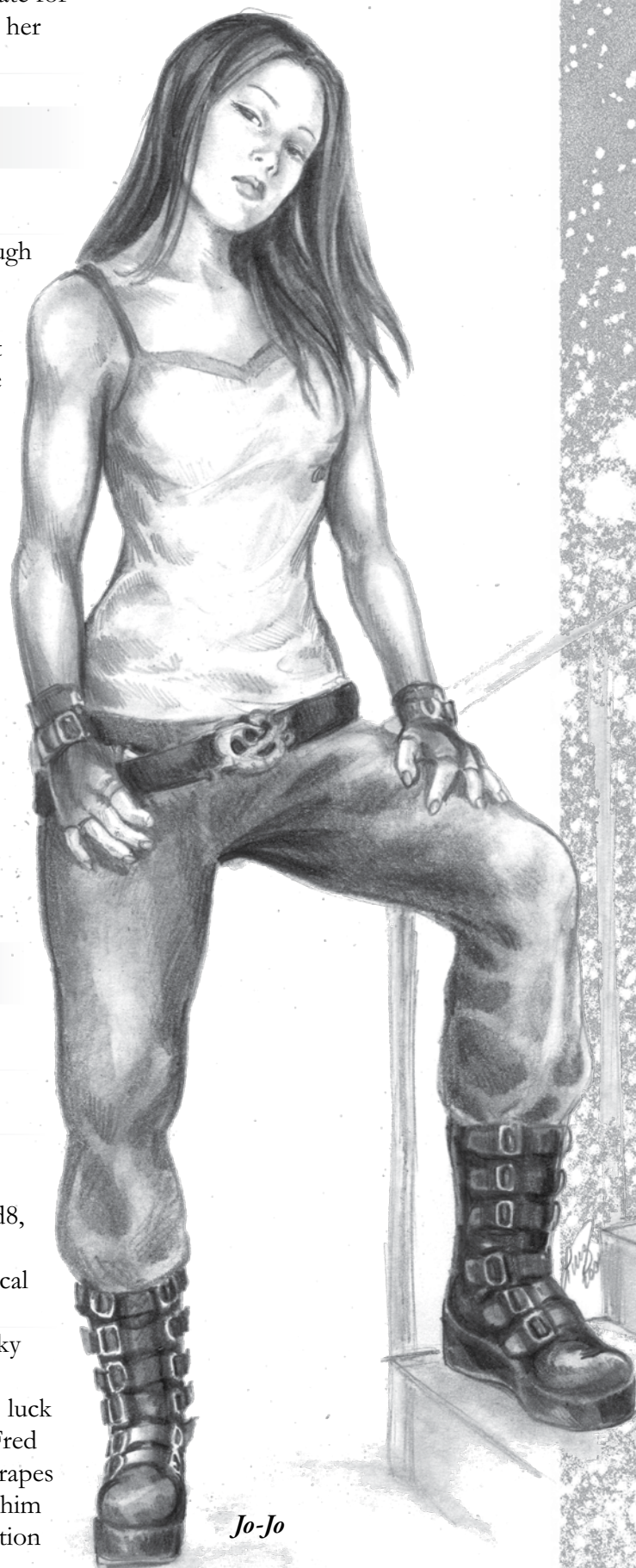
Agi d6, **Str** d6, **Vit** d6, **Ale** d8 **Int** d10, **Wil** d6

Init d6 + d8, **LP** 12

Traits: Math Whiz (m), Things Go Smooth (m); Coward (m), Lightweight (m)

Skills: Athletics d6/Dodge d8, Covert d6/Stealth d8, Influence d4, Mechanical Engineering d6/Mechanical Repairs d10, Perception d6/Hearing d8, Planetary Vehicles d4, Survival d6/Space Survival d8/Zero-G d8, Technical Engineering d6/Technical Repairs d10

Description: If the expression "It's better to be lucky than good" had a poster child, it would be Fred Claussen. Although a damned good mechanic, his luck has helped him out of more jams than his skills. Fred has never been a fighter and his ability to avoid scrapes was remarkable even when he was young, leaving him a life-long reputation for being a coward, a reputation that is well deserved.



Jo-Jo

Jonathan Fisk Medical Officer

Agi d6 **Str** d6 **Vit** d6 **Ale** d8 **Int** d8 **Wil** d8
Init d6 + d8, **LP** 14

Traits: Trustworthy Gut (m); Amorous (m)

Skills Athletics d6, Discipline d6/Concentration d8, Guns d6, Influence d6, Mechanical Engineering d4, Medical Expertise d6/Internal Medicine d8/Physiology d8/Surgery d8, Perception d6, Scientific Expertise d6, Technical Engineering d4, Unarmed Combat d4

Description Fisk is a recent graduate from the not-so-finest Medical Academy in the ‘Verse. This is not to say that Fisk is a bad doctor by any means, he just didn’t have the high falutin’ education to get a better job than working for Jamison. What actually kept him from getting the recommendations that would have allowed him better choices was the near constant womanizing, a habit that came to the attention of his school’s administration. This continues to create friction between Fisk and Jo-Jo. Still, the scrappy Security Chief has made it clear that when she needs Fisk to fix her up, he’d best keep his hands where they belong. She’s quite capable of leaving him in a world of hurt.

Mr. Cooper Casino Manager

Agi d6 **Str** d6 **Vit** d6 **Ale** d10 **Int** d8 **Wil** d6
Init d6 + d10, **LP** 12

Traits: Intimidatin’ Manner (m), Natural Linguist (m), Total Recall (M); Loyal (Jamison Meriwether, m), Portly (m)

Skills Covert d6/Sleight of Hand d8/Surveillance d10, Influence d6/Conversation d10/Persuasion d8, Knowledge d6/Games d12/“Gaming Community” d10, Linguist d6/(GM’s choice of seven languages) d8, Perception d6/Sight d10/Read Lips d10, Technical Engineering d6

Description Mr. Cooper—no first name has ever been provided—is a consummate professional. He dresses sharply, speaks precisely, and knows the “whales” of the gambling community by their first names. He also knows all their stats, their playing habits, and what they like and dislike . . . basically he knows everything he needs to get ‘em at Jamison’s tables.

Mr. Cooper is an average-looking guy who’s slightly overweight. More often than not, people who don’t know him underestimate him. There isn’t a game he hasn’t played or heard tell of. Mr. Cooper is a natural linguist who speaks several languages.

Sean O’Fallon Executive Chef

Agi d8 **Str** d6 **Vit** d6 **Ale** d8 **Int** d8 **Wil** d8
Init d8 + d8, **LP** 14

Traits: Sharp Sense (Taste) (m), Talented (Craft/Cooking, M), Branded (m), Chip on the Shoulder (m)

Skills Craft d6/Cooking d12, Influence d6/Barter d12/Intimidating d10, Knowledge d6/Recipes 12, Melee Weapon Combat d6/Knives d10, Perception d6/Smell d8/Taste d10

Description As a human being, Sean is a piece of *ri shao gou shi bing*. He flies into a rage at the drop of hat. He yells at guests if they dare send their food back; he once had to be restrained from attacking a woman who had the audacity to ask for ketchup with her meal. Sean is pretty much despised to a man aboard the *OddEasy*.

The only reason he hasn’t been made to take a long walk out a short airlock is because when it comes to cooking, Sean’s a bonafide genius—he is simply amazing in the kitchen. His food is so good, Jamison has used it to lure high-profile clients and even bribe officials and placate mobsters. Beyond his skill in the kitchen, Sean knows a large number of people that can provide the best and rarest ingredients and fresh food in the ‘Verse.

It’s too bad that most Reavers are Emily Post incarnate compared to Sean. He’s constantly spouting off that thousands of powerful and affluent people across the ‘Verse are trying to get him to come and cook for ‘em. Yet here he is, cooking for Jamison’s passengers and crew. More than a few of the crew wonder why he’s out here in the Black instead of taking one of them there fancy jobs.

INTERCEPTOR

WARHAMMER
CLASS

AGI **d12**

ALC **d8**

STR **d2**

INT **d4**

VIT **d6**

WIL **d10**

INIT **d12+d8**

LP **12**



Skills

Perception d4, Pilot d4

Specifications

Tonnage 15 tons, **Speed Class** 10 cruise/12 hard-burn, **Crew** 2, **Crew Quarters** None, **Fuel Capacity** 100 lbs [48 hours], **Cargo Capacity** None, **Passenger Capacity** None

Armament

0.2-pound autocannon nose (d2 Vehicle-Scale damage) with 1,500-round magazine; 2 medium-range 20-pound missiles (d2 Spacecraft-Scale damage), 2 short-range 10-pound decoy missiles; Armor 6 W

Price

£ 2,680

Maintenance Costs

£ 48 per year

Description

This is the primary fighter used by the Longbow-class patrol cruisers. Although they have right limited range due to the amount of fuel carried, they are fast enough to intercept any ship and have a sensor suite capable of catching most smugglers. The crew consists of a pilot and a weapons officer.

SPECIAL OPERATIONS CORVETTE

VICTORIA CLASS

AGI **d8**

ALE **d10**

STR **d8**

INT **d10**

VIT **d6**

WIL **d6**

INIT **d8+d10**

LP **14**



Traits

Memorable (m)

Skills

Athletics d4, Covert d6/Stealth d10, Perception d4, Pilot d2

Specifications

Tonnage 80,000, **Speed Class** 5 cruise/9 hard-burn, **Crew** 50, **Crew Quarters** 50, **Fuel Capacity** 1600 tons [600 hours], **Cargo Capacity** 16,000 tons, **Passenger Capacity** 20 Officers 300 Enlisted, **Complexity** Very High

Armament

2 50-pound main guns (d4 Spacecraft-Scale damage); 1,600 tons of missiles, mission specific; Armor 4 W

Gear

50 escape pods

Price

€ 10,120,000

Maintenance Costs

€ 384,000 per year

Description

The Victoria-class corvette was designed to allow surreptitious insertion of Special Forces and their equipment. Due to its ability to move undetected, and its relatively high amount of firepower, a Victoria-class corvette is often put under the command of Parliament Operatives who need a fast ship with sufficient firepower to resolve any likely armed conflict.

STAR CLIPPER

DELMAR
CLASS

AGI d2

ALC d4

STR d12

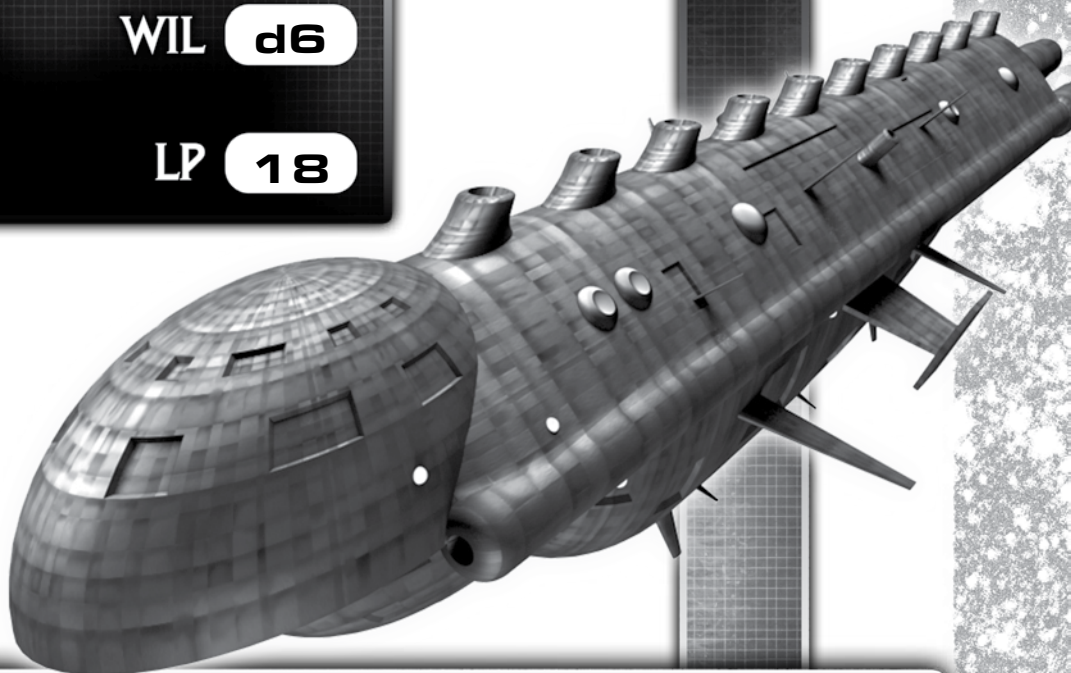
INT d6

VIT d6

WIL d6

INIT d2+d4

LP 18



Traits

Allure (m); Slow Throttle (m)

Skills

Perception d6, Pilot d6

Specifications

Tonnage 2,500,000 tons, **Speed Class** 3 cruise/4 hard-burn, **Crew** 1000, **Crew Quarters** 800, **Fuel Capacity** 200,000 Tons [3 months], **Cargo Capacity** 200,000 tons, **Passenger Capacity** 1,000 First Class, 4,000 Second Class, Gear 400 Standard 20-ton shuttles, **Complexity** Average

Price

€ 75,000,000

Maintenance Costs

€ 5,000,000 per year

Description

This luxury ship is the definition of comfort in space. Vast portions have been set aside for passenger entertainment and recreation, and the ship has a large staff to cater to every whim of them who can afford a trip aboard this mobile resort. Five ships of the class were created, and one had the misfortune of being in orbit around Miranda when the Reavers came calling. It is now host to a horde of the bloodthirsty killers, and modified beyond recognition.

SURVEYOR

THUNDERBIRD CLASS

AGI **d10**

ALC **d10**

STR **d2**

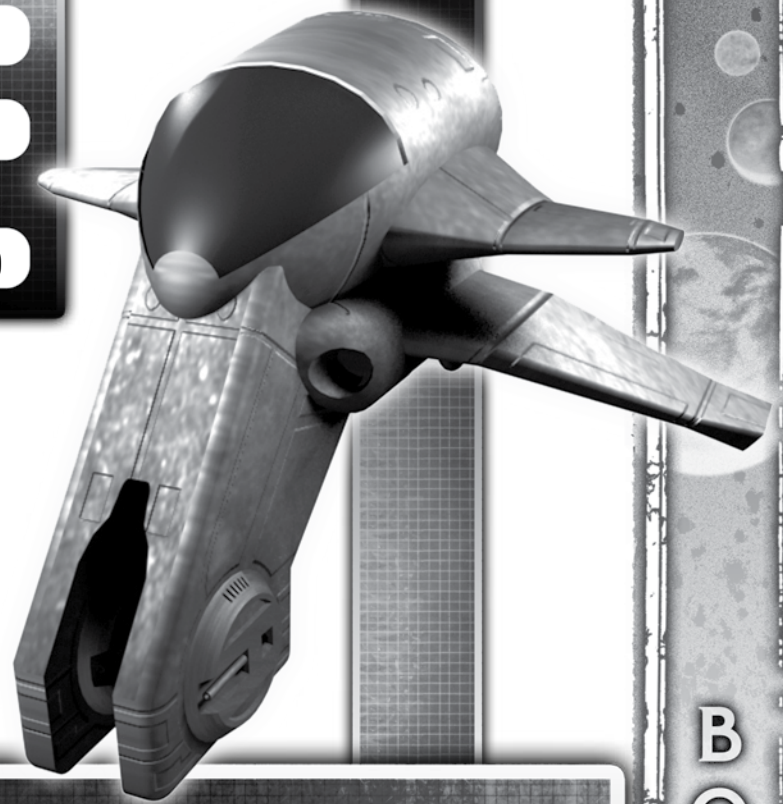
INT **d8**

VIT **d6**

WIL **d8**

INIT **d10+d10**

LP **10**



Skills

Covert d4, Perception d6, Pilot d2

Specifications

Tonnage 20 tons, **Speed Class** 6 cruise/8 hard-burn, **Crew** 1, **Crew Quarters** 1 steerage-class, **Fuel Capacity** 200 lbs (150 hours), **Cargo Capacity** 1,500 lbs, **Passenger Capacity** None, **Complexity** High

Armament

4 0.2-pound autocannons (d2 Vehicle-Scale damage), each with 200-round magazines; 10 short-range 20-pound missiles (d2 Spaceship-Scale damage); Armor 1 W

Price

€ 2,730

Maintenance Costs

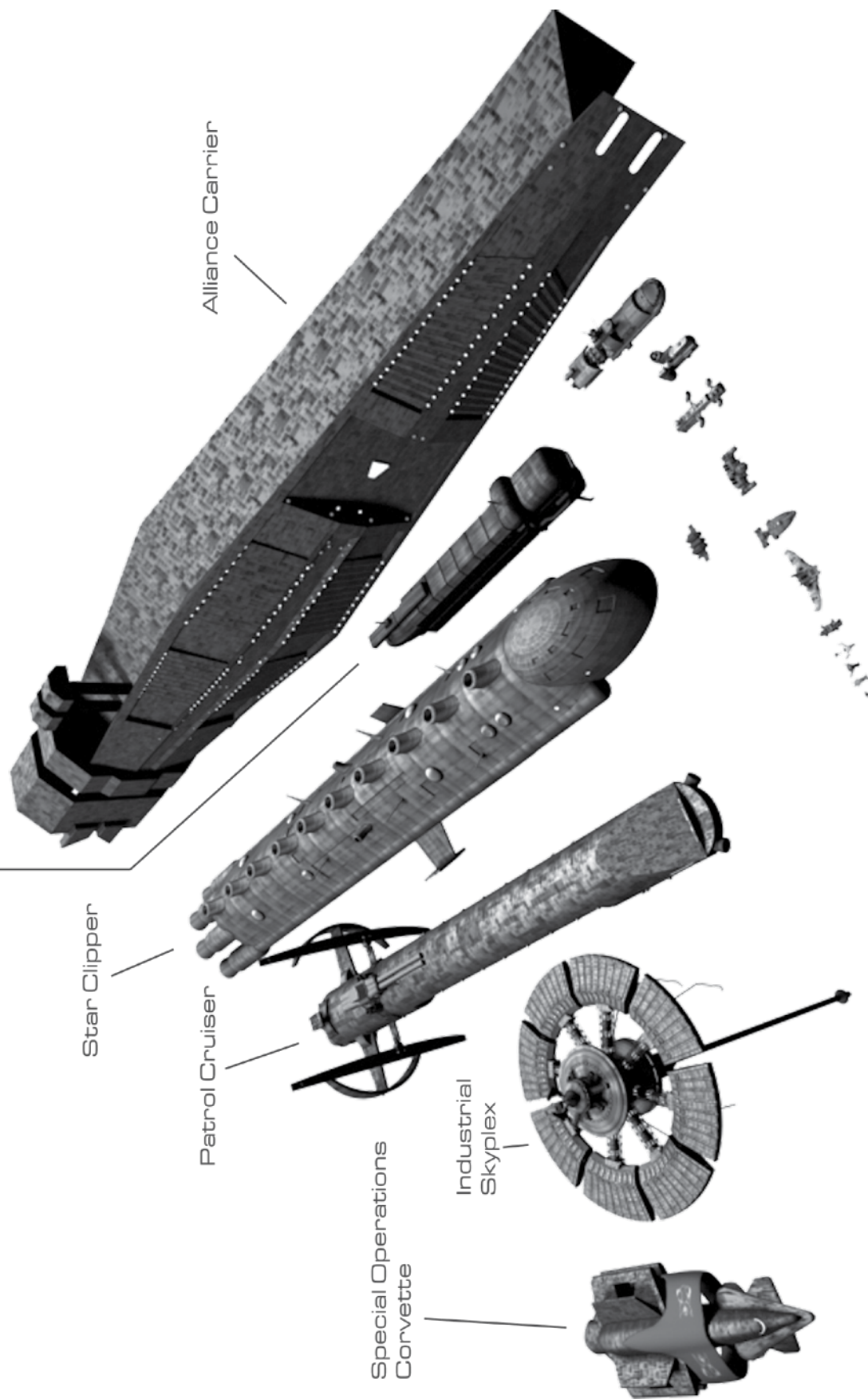
€ 64 per year

Description

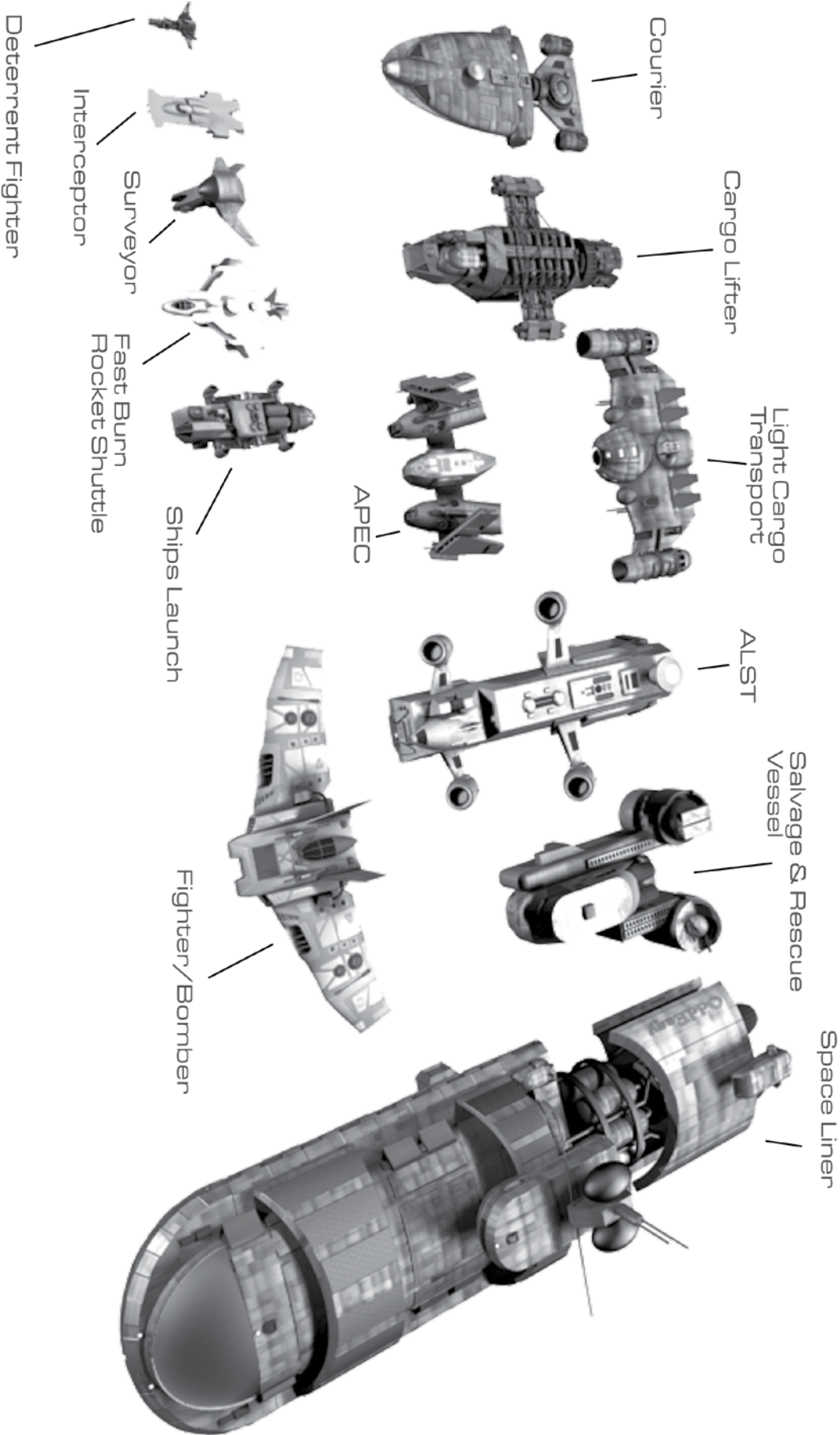
This relatively short-range survey ship is usually launched from larger prospecting ships or space stations. While its advanced sensors and armor are intended to keep the ship alive in asteroid fields, the vessel's become popular with a select group of bounty hunters who put up with the cramped conditions in exchange for an alert, agile, and relatively robust vessel. While its launcher is designed to release probes, it can easily be modified to hold light missiles, and two hardpoint grapples (Strength d10) fore.

SCALE COMPARISON

Heavy Cargo Carrier



SCALE COMPARISON



NEW VEHICLES

HOVER BIKE

Hover bikes are smaller versions of small hover-mules, preferred by youth for their higher speed. The racing versions are significantly faster and more expensive, capable of actual competition.

Hover Bike: P d4, M —. Seats: 2. Speed: 120 mph. Weight: 400 lbs. Cost: 50. Capacity: 200 if passenger isn't carried.

Racing Hover Bike: P d4, M —, Seats: 1. Speed: 210 mph. Weight: 400 lbs. Cost: 75. Capacity: 40 lbs.

HOVER TRAIN

Hover trains are a right economical method of shipping freight and passengers along planetary surfaces. The one described below represents an eight-car train. One car is the engine, and the other seven may be either passenger or freight cars. In theory, trains of this type could reach speeds double what's listed, but most run much slower.

Hover Train: P d12 + d12, M d4. Seats: 64 per passenger car. Speed: 300 mph. Weight: 200 tons. Cost: 3,000 (not including track). Capacity: 20 tons per freight car

MECHANIZED CAVALRY

Long a staple of ground-based planetary warfare, mechanized cavalry includes tanks, armored personnel carriers, mobile turrets, and other weapons platforms. The Roller is essentially a wheeled anti-personnel cannon, famous for its role in the Unification War. It was often dropped off planetside by an ALST.

Roller: P d12, M d10. Armor: 8 W. Seats: 4. Speed: 60 mph. Weight: 50 tons. Cost: 5,500. Capacity: 1 ton. Weapons: 5-pound turret autocannon (d10 Vehicle-Scale damage) with 100-round magazine, 0.1-pound anti-personnel gun (Basic Vehicle-Scale damage) with 2,000-round magazine.

Variant Rule: Advanced Vehicle Creation

Instead of only having grouped Physical and Mental Attributes, Vehicles may be built like ships. In this case, all ship-building rules apply; tonnage, complexity, etc. with the following exceptions; Ground and Water vehicles can carry twice the cargo load of space craft of equal tonnage, Hover Mules can carry 1.5 times the cargo load of space craft, and full hovercraft (including skiffs) carry the same load as Space Craft. Speed is listed below. In addition, smaller vehicles have a higher cost multiplier. D8 strength (x2.5), d6 (x5), d4 (x10), and (d2 x 20). It is assumed all vehicles have "Born to the Blue" automatically, and must buy a major advantage to be space worthy.

Speed Class	MPH
1	10
2	20
3	40
4	60
5	100
6	150
7	240
8	300
9	600
10	1,200

SPECIALIZED MULES

Standard mules come in many different models, including grav and wheeled varieties, and are frequently repurposed on the Rim for duties they weren't no how designed for. Eager to seize a potent market, mule assembly plants have produced all manner of specialized mules for discerning folk. 'Course, even these are seeing extensive customization. The two types provided here—the cargo hauler (or rig mule) and the construction crawler—represent a fraction of this new and ever-popular market.

Cargo Hauler (Rig): P d10, M d2. Seats: 2. Speed: 60 mph. Weight: 12 tons. Cost: 400. Capacity: 25 tons (pulled in a trailer).

Construction Crawler: P d12, M —. Armor 4 W. Seats: 1. Speed: 10 mph. Weight: 50 tons. Cost: 200. Capacity: 70 tons (push/pull), 20 tons (lift).

SHIP GEAR

There's more to a properly outfitted boat than what's flying around out on the Rim. Matter of fact, there's gear and guns from the Core that'll make your ship shiny as ever, even if you have to steal 'em from the Alliance first. This section compliments the Gear section from *Serenity Role playing Game* page page 112; use it much the same way as you've been using that.

WEAPONS SYSTEMS

Cannon

The prices listed in tables 4.15 (on page 113) and 4.18 (on page 132) of the *Serenity Role playing Game* are for automatic weapons with Rate of Fire 3. For autocannons with a ROF 1, the cost is half that listed.

Quaker Guns: Sometimes you don't rightly need a gun. You just need to *look* like you have a gun. Dummy weapon emplacements, known as Quaker guns, can be installed on a ship for 5 credits per 100 pounds of gun being simulated, so a 5-ton (10,000 lbs.) Spacecraft-Scale Quaker gun costs 500 credits.

Energy Weapons

Due to their energy requirements, a ship can't mount an energy weapon (or weapons) with a combined die rating that exceeds its Strength die. For example, a ship with Strength d6 could have a d4 EMP cannon and a d2 plasma cutter, but no other energy weapons. All energy weapons have a Rate of Fire 1.

EMP cannon: The electromagnetic pulse cannon does stun damage only. EMP cannons are limited to short range.

Lasers: Spacecraft-Scale lasers are feasible, but not truly practical due to cost. Targets suffer a -2 step when dodging, and the range penalty is reduced by one bracket (e.g., firing at long range only incurs penalties as if firing at medium range). Lasers do not need ammunition.

Plasma Cutters: Used by boarding parties to quickly penetrate another ship's hull or by scrappers to dismantle old hulks, plasma cutters are point-blank weapons. Plasma cutters ignore a ship's Armor Rating. If a plasma cutter produces more than 4 Wound damage, it has breached the ship.

Plasma Packet: Plasma packet weapons have no need for ammunition, but are limited to medium range. Their projectiles are treated as

TABLE 2.1: VEHICLE SCALE WEAPONS

Bonus Weapon Damage	Weight	Laser Cost	Plasma Cannon Cost	Plasma Cutter Cost	EMP Cannon Cost
d0	100	2,500	€ 100	€ 25	€ 50
d2	250	5,000	€ 200	€ 50	€ 100
d4	450	10,000	€ 500	€ 100	€ 250
d6	600	25,000	€ 1,000	€ 250	€ 500
d8	1,000	50,000	€ 2,500	€ 500	€ 1,000
d10	1,500	100,000	€ 5,000	€ 1,000	€ 2,500
d12	2,000	250,000	€ 10,000	€ 2,500	€ 5,000

TABLE 2.2: VEHICLE SCALE GRAPPLERS

Grappler Strength	Weight	EMP Web	Magnetic Grappler	Hardpoint Grappler	Crane
d6	20 lbs	N/A	N/A	€ 75	€ 5
d8	100 lbs	€ 2,500	€ 1,000	€ 200	€ 10
d10	400 lbs	€ 5,000	€ 5,000	€ 500	€ 25
d12	800 lbs	€ 10,000	€ 10,000	€ 5,000	€ 50

armor piercing (ignore the first three points of Wound armor), but they suffer a –1 step to their damage die.

Grapplers

Grapplers have a slow as molasses Rate of Fire, so once an attack is made with one it may be several turns before another attack can be made. Because of this, EMP webs and magnetic grapplers don't count against a ship's allotment of energy weapons for power usage.

EMP Web: New versions do Stun damage only. Older versions do Basic damage. Both types also physically stop vessels. The EMP web's rating is not only the damage but the maximum Strength of a ship they can capture. Ships or stations can only install webs of Strength equal to their own Strength –1 step. So, a Strength d12 station could install at best a d10 EMP web.

Cranes: Like hardpoint grapplers, these devices can move large masses. Unlike grapplers, they can't take shock loads. Cranes can move items within point-blank range.

Hardpoint Grappler: This is a physical line connecting to another vessel. It conforms to the description of the magnetic grapples in all ways except it may only be used at point-blank range. It can handle shock loads equal to its Strength +1 step.

Magnetic Grappler: Magnetic grapplers allow you to affect other objects at up to short range. The grapples rating is the maximum Strength of an object you can affect (meaning, a d4 grapple can affect up to a 1,000 ton object). Ships and stations can only mount grapplers with a rating equal to their own Strength, but in no case can they move an object larger than their cargo capacity. In the event that you attempt this, your ship is moved, not the object you are trying to grapple.

TABLE 2.3: SHIP SCALE WEAPONS

Bonus Weapon Damage	Weight	Laser Cost	Plasma Packet Cpst	Plasma Cutter Cost	EMP Cost
d0	1 ton	€ 250,000	€ 10,000	€ 2,500	€ 5,000
d2	2 tons	€ 500,000	€ 20,000	€ 5,000	€ 10,000
d4	5 tons	€ 1,250,000	€ 50,000	€ 10,000	€ 25,000
d6	10 tons	€ 2,500,000	€ 100,000	€ 25,000	€ 50,000
d8	25 tons	€ 5,000,000	€ 200,000	€ 50,000	€ 100,000
d10	50 tons	€ 10,000,000	€ 500,000	€ 100,000	€ 250,000
d12	100 tons	€ 20,000,000	€ 1,000,000	€ 200,000	€ 500,000

TABLE 2.4: SHIP SCALE GRAPPLERS

Grappler Strength	Weight	EMP Web	Magnetic Grappler	Hardpoint Grappler	Crane
d0	400 lbs	€ 5,000	€ 5,000	€ 500	€ 25
d2	800 lbs	€ 10,000	€ 10,000	€ 5,000	€ 50
d4	4 tons	€ 25,000	€ 25,000	€ 10,000	€ 100
d6	40 tons	€ 50,000	€ 50,000	€ 25,000	€ 250
d8	400 tons	€ 100,000	€ 100,000	€ 50,000	N/A
d10	4,000 tons	€ 250,000	€ 250,000	N/A	N/A
d12	40,000 tons	N/A	€ 500,000	N/A	N/A

SHIP TRAITS

Ships are defined not only by their guns and gear but by their Traits. The *Serenity Roleplaying Game* includes a wide range of Assets and Complications designed for spaceships, but more ways exist to describe a boat. The following section introduces a set of new Traits that you can add to the original list when customizing your own vessels.

ASSETS

Nimble (Minor)

Pick atmosphere or vacuum. In that environment, this ship is more agile.

Bonus: The ship's pilot enjoys a +2 step to Pilot actions while in the chosen environment.

Overgunned (Minor)

This ship has an oversized power plant, intended to power high-energy weapons.

Bonus: The ship has the capacity to handle a total rating of energy weapons equal to its Strength +1 step.

Strong As An Ox (Minor)

The boat is made to haul large external loads.

Bonus: The ship may tote twice its normal load at half speed, or four times its normal cargo load at quarter speed.

Submersible (Major)

One would think that going underwater was easier than going into space, but space is zero bar of pressure. You gain a bar of pressure for every 15-foot depth of water. A Submersible vessel is sealed against water intrusion, equipped with underwater sensors, and has engines capable of propelling it safely underwater.

Bonus: The vessel can go underwater.

COMPLICATIONS

Born to . . . (Major)

Pick atmosphere or vacuum. If atmosphere, the vessel is "Born to the Blue" and can't enter a vacuum. If vacuum, the vessel is "Born to the Black" and can't perform atmospheric insertion.

Penalty: This ship can't enter the environment not chosen.

Jury-Rigged System (Minor)

Some minor system aboard was jury-rigged in the past, instead of proper repairs being made. Now, the system simply shorts out occasionally. This complication may be taken more than once to represent multiple systems.

Penalty: Once per game session, the GM may request that the ship make a Hard Resistance roll (Vitality + Vitality). If the roll fails, the system goes down until re-rigged.

Poor Flier (Minor)

Pick atmosphere or vacuum. In one environment, this ship is not as agile.

Penalty: The ship's pilot suffers a -2 step to Pilot actions while in the chosen environment.

APPENDIX: SHIP CREATION CLARIFICATIONS AND GUIDELINES

Having trouble with some of the finer points of ship creation and customization? The following information may help clear things up.

FUEL CAPACITY

Tonnage for fuel tanks is equal to 1/10 the ship's tonnage. Fuel capacity is equal to 1/50 the ship's tonnage for a standard 600-hour cruise duration.

CARGO AND PASSENGER CAPACITY

The percentage of space for ship systems can be roughly figured as (cruise Speed Class times 5 plus 20). So, a ship with Speed Class 4 has $(4 \times 5) + 20$, or 40 percent of its tonnage dedicated to ship systems. The remaining 60 percent can be used for cargo, passengers, weapon systems, additional fuel, etc.

CREW REQUIREMENT

Minimum crew required to operate a ship can be estimated by dividing the ship's tonnage by 200, then dividing by the ship's maximum Intelligence, then multiplying by its Complexity Multiplier (round up). So, a Firefly would be 2400 (tons) divided by 200, divided by 2 (Intelligence), times 0.4 (Complexity Multiplier), or 3 (rounded up from 2.4). Mal, Kaylee, and Wash could run the ship. A skeleton crew—mandatory crew for running a ship short-term—is half the normal crew requirement (again, round up). So, Serenity could get by short-term with just Kaylee and Wash running her (3 divided by 2 is 1.5, rounded up to 2).

STATIONARY OBJECTS

A space station's price is calculated as if it had a Speed Class 0.5. Fuel consumption is 1/10 that of a ship (meaning it gets 6,000 hours of operation from a standard load of fuel). The vessel can't move under its own power, can't make Dodge rolls, etc. It does have stabilizing thrusters that allow it to maintain orbit, or stay at a LaGrange point.