ECHOES OF WAR

THRILLIN' HEROICS



CORTEX PLUS

firefly

ROLE-PLAYING GAME

Worse than the scars left by the Unification War are the echoes of that terrible interplanetary conflict...

Inside ECHOES OF WAR, you'll find four, playable stand-alone Episodes and a pile of characters—everything you need to try out the *Firefly RPG*!



WEDDING PLANNERS

Written by Margaret Weis, your Crew is hired by a wealthy cattle baron to get his daughter to her wedding...whether she likes it or not.



SHOOTING FISH

Andrew Peregrine writes an Episode about saving a Shepherd's orphanage in a no-holds-barred boat race that'll tug at the Crew's heartstrings.



FRIENDS IN LOW PLACES

Monica Valentinelli hints about a secret buried under Serenity Valley. This puts your Crew between a nasty Guild Trader and a determined Alliance colonel.



FREEDOM FLYER

Nicole Wakelin writes about how the Crew needs to help an old friend get her cash, her ship, and her ma to a new life—before her old one catches up with her.



SERENITY CREW

Play as one of nine *Serenity* crewmembers or choose from one of twelve archetypes.



ECHOES OF WAR is compatible with the FIREFLY ROLE-PLAYING GAME corebook, and includes quickstart rules and characters. Be sure to grab a GM and three-to-five of your fellow *Firefly* fans before you sit down for several evenings' worth of fun!

CORTEX PLUS

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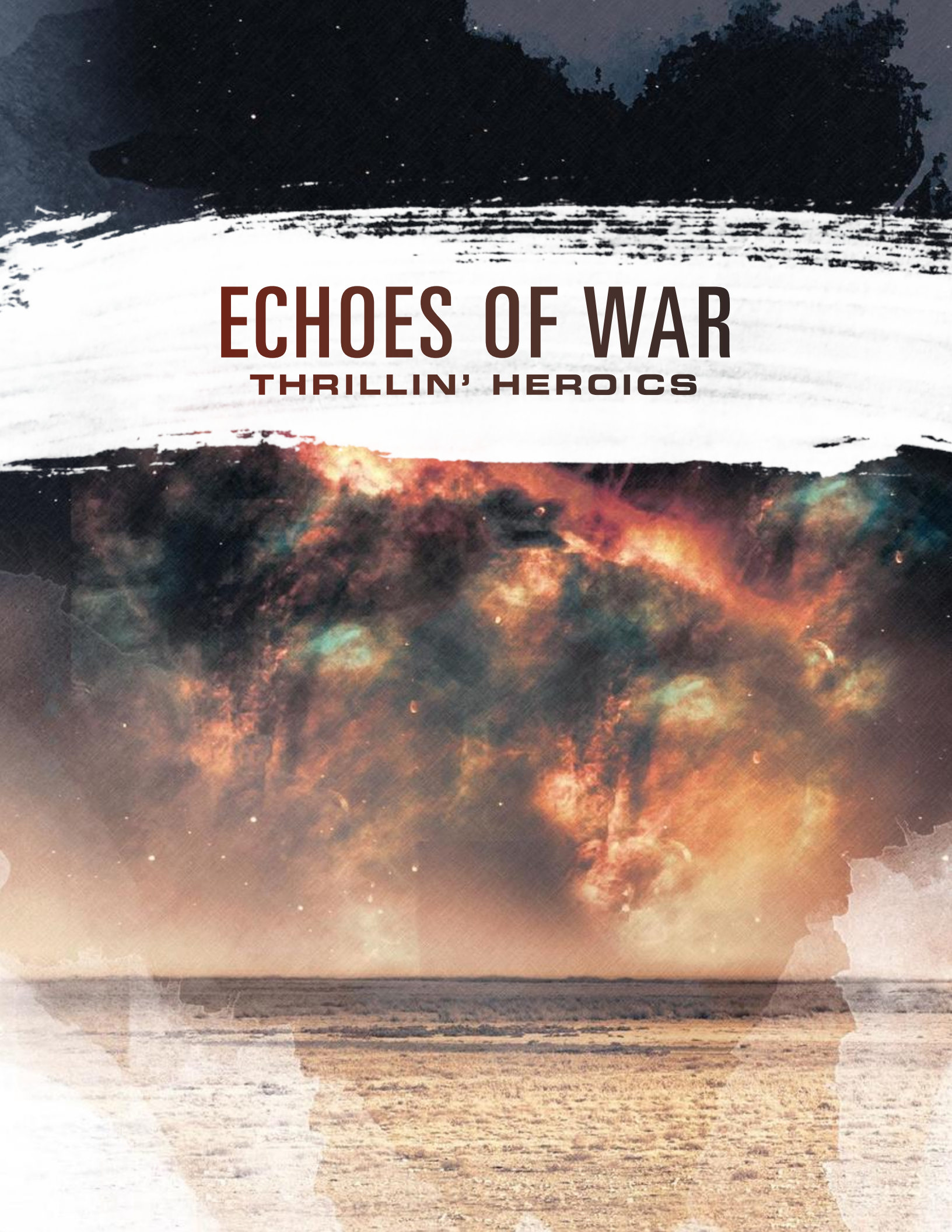
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ECHOES OF WAR

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WHAT'S IN THIS BOOK

ECHOES OF WAR: VOLUME ONE IS A STAND-ALONE rulebook that includes a basic version of the rules found in the **FIREFLY RPG COREBOOK** along with 21 playable characters and four adventures.

The rules presented in each Episode are compatible with the **FIREFLY RPG**. Each Episode, if played "as is" will provide one-to-two night's worth of entertainment. Because each Episode was designed to stand on its own, the rules for characters do not include options for advancement. If you would prefer to run these Episodes as a mini-series, you can supplement these rules with those found in the **FIREFLY RPG COREBOOK**. However, you are not required to buy the corebook to enjoy these adventures.

"Time for some thrillin' heroics."
-Jayne, "The Train Job"

Introduction

What you hold in your hands is the first collection of **ECHOES OF WAR** adventures for the **FIREFLY ROLE-PLAYING GAME**. This wraps up the first five products for the line in a pretty little bow, offering a chance to have some adventures in the setting from Joss Whedon's beloved television series *Firefly*. You may be a fan of the show, a tabletop gamer looking for some new adventures, a Browncoat looking for new stories about your favorite crew, and quite possibly a little bit of all of the above. Each of these stories connects back to the Unification War, the effects of which are still being felt by the good folks throughout the 'Verse.

Why's it called **ECHOES OF WAR**? Well, see that's the funny part. Each adventure will have something to do with the Unification War. It'll be up to your Crew to figure out what that "something" is, and then deal with the situation in your own way—and finish the job, of course.

To be honest, some of the folk you'll meet may seem a bit unsavory, but you should know that crossing paths with rascals and the like is to be expected. There's no question you'll run into trouble. Hell, you may even have a run-in with the Alliance or the Law. Now's not the time to worry, though, 'cause you'll be in good hands. That's where the Gamemaster comes in. Or—if you're the shootin' type—a big, damn gun.

Remember friends: each **ECHOES OF WAR** adventure is an Episode you'll be starring in, but you'll need to split your screen time with the rest of your Crew. Otherwise, they might get a mite sore 'bout that, so don't forget to watch their backs.

The *Serenity Crew* offers a chance to play your favorite

Crewmember from the show, as well as a dozen archetypes that are ready to play in minutes. For fans who haven't picked up the **FIREFLY ROLE-PLAYING GAME**, there's a short bit of rules to get you going so you can sample the full experience. Fans who already own **FIREFLY ROLE-PLAYING GAME** will be happy to have extra copies of these datafiles and rules for easy reference during play.

Our first Episode was written by **Margaret Weis** as a love letter to Browncoats everywhere. *Wedding Planners* puts the Crew in the middle of a complicated love story full of pirates, secret identities, and a woman caught between her duty to her father and her duty to her heart. Margaret is one of the biggest Browncoats in the 'Verse and her love of Firefly drips from every word of her adventure. For fans of our Cortex Classic system, we offer an electronic version of this adventure for free as a token of our appreciation. Contact us through our website at **MargaretWeis.com** for more information.

Many fans got to enjoy the second Episode at Gen Con 2013, where it debuted to tables full of Crewmembers looking to be bad guys for the good kids of All Saints Orphanage. *Shooting Fish* signs the Crew up for a no-holds-barred boat race to save the kids from being put out by the bullying mayor of the nearby town. **Andrew Peregrine** wrote a villain in Buzzard Lake that Crews love to hate and enjoy sending to the bottom of the ocean.

Monica Valentinelli found time in her busy schedule as brand manager and lead writer to deliver *Friends in Low Places*. This Episode pins the Crew between two nasty factions by endangering the one thing every Crewmember loves: the ship. Plenty of double-crosses, triple-crosses, and last-minute reversals ensue in a hidden bunker somewhere near Serenity Valley, with a thrilling climax to settle all accounts before the Alliance shows up in force.

The final Episode in this collection comes from **Nicole Wakelin**. *Freedom Flyer* tells the tale of Maggie Miller, a friend of the Crew looking to make a fresh start. She needs the Crew's help to escape her old life, which involves outwitting the Alliance, outrunning a bounty hunter, and stealing a ship back from an old flame. The themes of starting over on the frontier resonate with the Western feel of the show, mixing in some fun set pieces along the way.



WHAT YOU NEED TO PLAY

To play an Episode for the Firefly role-playing game, you'll need to grab a few essentials beyond this here book.

PLAYERS

To play the **Firefly RPG**, you need a minimum of two other people to play with. The game works best with a ship's **Crew** of three to five players and one **Gamemaster** (GM). The GM acts as the director, producer, and narrator for your Crew.

TIME

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

Episodes may be strung together to create an entire season that lasts for several weeks or may be played in one evening or afternoon. Stand-alone Episodes, like the ones you'll play in **Echoes of War**, are also referred to as **adventures** and are broken down into five major **acts**—just like in the show. All adventures also give you more ideas to create your own Episodes so you can keep playing the game.

DICE

First thing you want to pick up is some dice. If you haven't played an RPG before, these dice may look a mite funny—besides the usual 6-sided dice, you'll need some with 4, 8, 10, and 12 sides. The game will tell you which dice to roll. So, when you see **D4**, that's a single die that has four sides. A **D10** means a die with 10 sides, and so on. When you see a rule that includes **2D8,** you'll need to roll two eight-sided dice. You'll want a small handful of **D6**s and **D8**s since you'll roll them the most.





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

POKER CHIPS

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

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

PENCIL AND NOTECARDS

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

QUESTIONS? GET 'EM ANSWERED!

Have questions about the rules? Visit **MargaretWeis.com**, the home for all things **FIREFLY ROLE-PLAYING GAME** on the internet. Once you've played an Episode for two of **ECHOES OF WAR**, stop by our forums to discuss the game with other fans and maybe even find a new Crewmember or two for your next outing.

Check out our web presence on Facebook (**MargaretWeisPro**) and Twitter (**@MargaretWeisPro**) for all the up-to-date information on new releases and future Episodes of **ECHOES OF WAR** featuring more talented authors and game designers bringing their visions of the 'Verse for you to serve up at your table.



SIMON: …they don't seem to be playing by any civilized rules that I know.

INARA: Well, we're pretty far from civilization.
–"Bushwhacked"

Basic Rules

If this is your first flight tryin' out the Firefly role-playing game, welcome! This section gives you a brief but thorough explanation of how we do things 'round these parts. We wrote these basic rules to get you into the black as quickly as possible, so make sure everyone who wants to play gets a gander at it.

MASTERIN' THE GAME
WHEN TO ROLL DICE

If the Action you're about to undertake is guaranteed to succeed, like Jayne reloading a gun or Inara accessing her personal records, your Gamemaster should not call for you to take an Action. It's only when there is a chance of failure—and the chance that something interesting might happen in the story—that you'll need to take an Action.

CREWMEMBER BASICS

Let's get right to the exciting stuff—rolling dice. Whenever you want to take an **Action** that isn't guaranteed to succeed, you assemble a **dice pool** to determine what happens next.

On the sheet of the Crewmember you're playing, there are **Traits** with **die ratings** that determine the size of die you add to your dice pool and how many dice you get to roll. The more dice you have and they bigger they are, the more likely you are to succeed.

Now, you don't just add dice willy-nilly. You can add dice to your pool provided it makes sense to do so.

Your dice pool *will* always have:

- Attribute die
- Skill die

Your dice pool *may* also have:

- Specialty die
- Distinction die
- Signature Asset
- Big Damn Hero die
- Assets and Complications in favor of your Crewmember

After you've put together your dice pool, you roll those dice and add the two highest results together for your **total**. Compare your total to the stakes set by the Gamemaster. If your total is lower, your luck takes a turn for the worse. If your total is higher, you perform some thrillin' heroics. It's that simple.After you've put together your dice pool, you roll those dice and add the two highest results together for your **total**. Compare your total to the stakes set by the Gamemaster. If your total is lower, your luck takes a turn for the worse. If your total is higher, you perform some thrillin' heroics. It's that simple.

Let's take a look at how you'd create a typical dice pool. Say you're playing Jayne and you want to use your fists to teach some sucker a lesson for makin' fun of your cunning hat. You create a dice pool by adding your **Physical D10** *die (an Attribute), your* **Fight D10** *die (a Skill), and your* **Family Ties D8** *Distinction—because nobody talks about your mother that way! If your total on two dice is higher than the stakes set up by the Gamemaster, you'll knock out that punk with your big fists. If your total is lower, he might just pull the rug out from under you instead.*

ATTRIBUTES

Every Crewmember has three core Traits called **Attributes**. These are **Mental**, **Physical**, and **Social**. All the Actions you take while playing the **FIREFLY RPG** will fall into one of these three categories, making your Attribute die the first die you pick up for any Action. You always get to include one of these in your dice pool to represent your Crewmember's base talents.

*Inara, as a Registered Companion, has mastered the arts of social interactions through years of careful training. While she's pretty sharp—***Mental D8***—her strongest Attribute die is her* **Social D10**. *With such a strong* **Social** *die, she can run circles around people trying to fool or bully her, and she's usually able to one up Mal when he tries to engage in clever banter, i.e. flirting. Anytime she's engaged in a conflict that centers around her social strengths, she starts building her dice pool with a* **D10.**

SKILLS

The stuff your Crewmember can do is covered by **Skills**. Everybody has at least a **D4** in each Skill, which represents an untrained level of expertise. If you've got some idea of what you're doing due to talent, training or experience, your rating will be in the range of **D6** to **D12**. A Skill always gets added into your dice pool, just like an Attribute.

SPECIALTIES

If any of your Skills has an additional word or phrase next to it—like **Know (*Religion*)**, **Shoot (*Trick Shots*)**, or **Perform (*Courtroom Etiquette*)**—your Crewmember has a **Specialty** in that area. You get to add an additional **D6** to any dice pool when your specialty can be used in a particular scene.

There ain't a better engineer in the 'Verse than Kaylee. While there might be folks who shoot better, run faster, or talk prettier, Kaylee has **Fix D12** *with a specialty in* ***Engines****. That means that anytime Kaylee's trying to get Serenity up and running, she gets to throw a* **D12** *and a* **D6** *into her dice pool. Those dice, along with her* **Mental D8**, *mean that it's pretty tough to keep Serenity down when Kaylee's on the boat*

DISTINCTIONS

Distinctions are Traits that define your Crewmember's personality, history, and background. Whenever a Distinction applies positively to a roll, you can add a **D8** to your dice pool.

All Distinctions have up to three triggers that you can use to showcase your character's strengths and weaknesses. Some of these triggers allow you to step up or double dice in your dice pool, while others help you gain Plot Points (see page 19) or access other interesting effects.

For example, the first trigger in any Distinction allows you to gain a Plot Point when you add a **D4** to your dice pool instead of adding a **D8**. To use this trigger in your game, you'd describe your Distinction in a way that shows how that Distinction is acting against your character's interests, making it more difficult to accomplish your character's goals.

Mal has the Distinction **Veteran of the Unification War**. *Whenever he runs into an old Browncoat buddy, gets in a gunfight or other scrape, or sticks it to someone who was proud to be part of the Alliance, you'll add a* **D8** *to your dice pool. When this part of his background gets Mal in trouble, like trusting a soldier he knows he shouldn't, talking with a dandy who never served, or drinking in an Alliance bar on Reunification Day, add a* **D4** *to your dice pool instead and gain a Plot Point.*

If you're brand new to role-playing games, don't worry about the other triggers on your Crew Sheet. Just keep the above example in mind—it's easy to remember and comes in awful handy for grabbing some Plot Points from the Gamemaster.

MASTERIN' THE GAME
CREATIN' ASSETS AND COMPLICATIONS

Each adventure in the ECHOES OF WAR line, along with the FIREFLY RPG COREBOOK, offers suggestions for **Assets** and **Complications** you can use in your game. Since both Assets and Complications may be used over and over again, be sure to track what you or your Crew has created with notecards and the like.

By spending Plot Points, both the GM and the players create Assets and Complications over the course of an Episode. If you're stuck, don't be afraid to ask your Crew or GM for help coming up with interesting Assets and Complications. Though you get final say on any Assets or Complications you create, brainstorming together as a group is a great way to tell an awesome story!

ASSETS

By spending a Plot Point, you can create **Assets** to help you in your scene. You describe something helpful (maybe a **Handy Crowbar** or **Pile of Crates**) and you get a **D6** to add to your dice pool. Assets your Crewmember uses a lot or has handy in their possession are known as **Signature Assets**. Crewmembers typically have a Signature Asset or two when the game begins. You can find them on your Crew Sheet.

COMPLICATIONS

Complications are elements that make your Actions more difficult by adding a free die to your opponent's dice pool when they roll against you. Complications typically

show up when you roll a 1 on your dice, although there are other triggers that might add or step up Complications as well.

Complications are used throughout a particular scene or Episode and disappear when they don't make sense anymore. Once a scene moves to a new location or you've had the chance to clean up the mess, your character no longer suffers the negative effects of most of the Complications you acquired during the scene. The only ones that will stick around are the Complications that have a little more stayin' power, the injuries and consequences that will logically follow your character into the next scene. You can also reduce or get rid of Complications by taking an Action against them.

Kaylee is trying to get Serenity up and running to evade a Reaver ship, but she's already made a few rolls that came up with a bunch of 1s. There's an **Oil Spill D8** *on the deck and she's nursing a* **Broken Arm D10**. *The Gamemaster will add a* **D8** *and* **D10** *to the opposing dice pool when Kaylee tries to repair the engines! That's tough enough that she might try to deal with one of the Complications—mopping up the* **Oil Spill D8**—*before she tackles repairing the engines. If Kaylee was to leave the engine room in search of help, she'd keep the* **Broken Arm D10** *Complication for any future rolls, but the* **Oil Spill D8** *isn't likely to follow her out of the room.*

ADJUSTING YOUR DICE POOL

Certain rules, like Distinction triggers, fiddle with your dice pool. Before you roll, you need to check if you should adjust your dice.

Stepping up a die means taking that dice out and replacing it with the next highest die type. So, instead of rolling a **D6**, you'd roll a **D8**.

Stepping back a die means taking it out and replacing it with the next smallest die type. So, instead of rolling a **D6**, you'd roll a **D4**.

When you **double** a die, you include an additional die of the same type in your pool. Instead of rolling a **D6**, you'd add a second one for a total of **2D6**.



A BASIC TURN

While you're creating your dice pool, the Gamemaster puts together his own pool to represent the opposition to your Action. The difference between the results from the two pools is what shapes the story.

Here's how a basic turn works:

The Gamemaster **sets the stakes** by rolling the opposition dice and adding together the two highest numbers rolled into one total. The Gamemaster may spend Plot Points to add additional dice to the total after rolling, keeping more than two dice. Any dice that come up 1s, however, don't count toward the total; set them aside for now.

The Crewmember then attempts to **raise the stakes** by rolling the player's dice pool and adding the two highest numbers rolled. Like the Gamemaster, the Crewmember may add additional dice to the total by spending additional Plot Points and also sets aside all 1s that come up on any rolled dice.

If the Crewmember exceeded the GM's total, the player **raised the stakes** and the Action succeeds. If the result is a tie or lower than the GM's, then the player failed to raise the stakes and the story changes in an unexpected way.

Intense conflicts between two characters are resolved with a roll of the dice. The loser is **Taken Out** of the battle and leaves the scene. The Crewmember or GM describes what this means in the story. Maybe the loser is knocked out, sits fuming in a corner, marches off in a huff, or is left bleeding out on a rock. Not every roll results in someone being Taken Out, but anytime you've got a gunfight, a heated argument, or a thrillin' chase, the Gamemaster will let you know that it's a high stakes roll that could result in your Crewmember being Taken Out.

Let's go back to Jayne versus the fashion critic. Jayne's basic dice pool included **Physical D10** + **Fight D10** + **Family Ties D8**. *The fashion critic is a* **Minor** *character (see page 20 for more on Minor characters), so the GM decides that character's dice pool includes a* **D6** *and a* **D8**, *which represents an Attribute (***Physical**, *because it's a fight) plus a Skill (***Fight** *seems like the obvious Skill to use when fighting).*

Jayne rolls: **Physical D10** + **Fight D10** + **Family Ties D8**

GM rolls: **Physical D6** + **Fight D8**

The fashion critic rolls 4 and 3 for a total of 7, setting the stakes. Jayne rolls 6, 3, and 2. Taking the two highest, he gets a 9. Jayne raises the stakes and WHAM! The critic is Taken Out of the fight with a sharp, left hook.

STAYING IN THE FIGHT

If you really don't want to lose a conflict, you can choose to press on and keep fighting by paying a Plot Point and accepting a Complication. Rather than be Taken Out, you will immediately receive a Complication equal to the highest rolling die in your opponent's dice pool.

The Complication you create should be related to the conflict that almost knocked you out. Be creative! Did you get a **Broken Arm** or are you a **Wanted Man**?

The Gamemaster can make use of this rule as well to keep Gamemaster characters (GMCs) in the fight when they are about to get Taken Out by player characters. When the Gamemaster protects a character this way, however, the point spent for the GMC has to come from the GM's bank (page 24).

BIG DAMN HERO DICE

If the total you rolled exceeds the total your opponent rolled by 5 or more, you rolled an **extraordinary success**. Congrats! Take one die of the highest-rolling type from your dice pool and add it to your Crew Sheet as a **Big Damn Hero Die**.

The Big Damn Hero Dice are special dice that allow you to do some thrillin' heroics, just like Mal, River, Zoe, and the rest of the *Serenity's* crew. If you ever find that your roll comes up short, either when you set the stakes or when you're trying to raise them, you can spend a Plot Point and roll a Big Damn Hero Die. The result of that roll is added



to your total before it's compared against your opposition's total. This uses up the Big Damn Hero Die—which you should mark off your sheet—but it usually results in your side winning the conflict. You might even earn another Big Damn Hero Die from an extraordinary success!

Aw, Shucks: If your roll comes up a 1, though, your Big Damn Hero die doesn't add anything to the roll and the Gamemaster gets to introduce a Complication, just as if you had rolled a 1 on any other die in your pool. But because your Big Damn Hero Die didn't help you out, you can take it back instead of accepting the usual 1 Plot Point from the Gamemaster.

Them's the Breaks: If the Gamemaster rolls a total that exceeds your total by more than 5, you lose one of your Big Damn Hero dice that you've banked from previous extraordinary successes. However, the Gamemaster can only get rid of Big Damn Hero dice that are equal to or smaller than the biggest die in the Gamemaster's dice pool. You don't lose the largest die you banked just because you caught a bad roll against some Minor opponents.

JINXES AND COMPLICATIONS

If you've watched *Firefly*, you know that the crew's luck ain't always great. If any dice in your pool show a one after you roll them, you have rolled a **jinx**. Your opponent may then spend a Plot Point to create a **Complication** regardless of whether or not you've won the roll. Remember, a Complication is an unhelpful Trait your opponent can use to work against you.

The Complication die starts out at a **D6** and will increase for each jinx you rolled in your die pool. Jinxes don't count toward your total, so you can pretty much set them aside as soon as you roll them.

'Member when Jayne knocked out that fashion critic by rollin' 8, 7, and 2? If he had rolled 8, 7, and 1, Jayne still would have Taken Out the critic, but he's now rolled a jinx. The GM can take advantage of Jayne's bad luck by buying a Complication with a Plot Point.

The GM gives Jayne's player a Plot Point to create a Complication based on the Action Jayne just took. The GM decides the fashion

critic is actually the son of a local Sheriff and titles the Complication **Broke the Nose of the Lawman's Son D6**. *Anytime that issue comes up into the story, like Jayne tryin' to convince the Law that he shouldn't get pinched for puttin' a dandy in his place, the GM'll add a Complication die to their opposing pool.*

BOTCH

If all of Jayne's dice came up jinxes, Jayne would face a far, far worse outcome—a **botch**. Maybe the critic would prove to be an expert brawler (**Fight D10)** who was holdin' back or the leader of a nasty gang itchin' for a fight. Or maybe that father of his would be on the scene to hold Jayne accountable for lettin' his fists do the talkin'. Either way, Jayne would face a much worse outcome than if he just lost the roll against the Gamemaster and ended up Taken Out or with a new Complication.

When you roll a botch, you've earned a big, fat zero on your roll. While this almost certainly means you're going to get beat by the opposition—as you don't even have a total to fight back with—it's also a signal that the Gamemaster should lay on the trouble good and thick. When things go this bad, old foes come lookin' for the Crew and things start to fall apart all around them. A botch isn't just a failure with consequences; it's an invitation for the Gamemaster to spring a whole new world of trouble on the Crew.

OPPORTUNITY

If the Gamemaster rolls a 1 on any dice in their pool, any player may take the opportunity to spend a Plot Point and step an existing Complication back to a smaller die for each 1 rolled.

Whether they apply to the current situation or not, the players may step back any Complication on the table. Like jinxes, Opportunities don't count toward the total from the dice pool, so the Gamemaster should set them aside as well immediately after rolling them.

If you recall, the Gamemaster assigned two dice to the fashion critic's pool. The GM rolls: **Physical D6** + **Fight D8** *and gets a 6 and a 1. The opportunity doesn't count so the stakes fall to 6, but the 1 offers the Crewmembers an Opportunity. If there was a Complication titled* **Noisy Onlookers D6** *any of the players sitting at the table could spend a Plot Point to step back* **Noisy Onlookers** *from a* **D6** *and remove it from play.*

REMOVING COMPLICATIONS

You don't have to wait for the GM to roll and Opportunity to try and remove a Complication. If you want to get out from under the Complication's negative effects, you (or another Crewmember) can put together a recovery roll with the appropriate Attribute, Skill, etc. against a dice pool featuring the Complication and a difficulty die. Of course, not all Complications are easily dismissed; it's going to be pretty hard for Kaylee to deal with a **Broken Arm** all by herself and Jayne is more likely to talk himself into more trouble after he **Broke the Nose of the Lawman's Son**. It might be better to leave the medical treatments up to Simon and the talkin' up to Inara!

If you're successful at your recovery roll, remove the Complication completely. If you fail, step back the Complication die to represent that you've made some progress patching up a broken limb or smoothing things over with the local law enforcement types. There are a few limits on this: you may only attempt to remove a Complication once per scene and the Gamemaster may rule that it's impossible for you to actually make a recovery roll at all. It's pretty tough to clean up an **Oil Spill D8** when you don't have any gear to mop up the mess!

It's also possible that you might roll a jinx on a recovery roll, resulting in a worsenin' situation for you and your Crew. If you roll a jinx on a successful recovery roll, the Gamemaster can hand over a Plot Point to introduce a new Complication related to your attempt to improve your situation—your **Broken Arm D8** is now **A Splinted Limb D6**. If you roll a jinx on an unsuccessful roll, your Complication gets worse by one step for every jinx you rolled without the Gamemaster havin' to pay any Plot Points at all, as your failed attempts to make things better result in you aggravatin' the situation.



PLOT POINTS

Plot Points give your Crewmember more control over what happens in the story, allowing you to improve your dice pool and change the outcome of your rolls. The more Plot Points you have, the more you can do to alter the course of your story.

Players can use a Plot Point to:

- Keep an additional die from your pool in a total after your roll
- Activate a Distinction trigger (when required)
- Create an Asset at a **D6** that lasts until the end of the scene
- Make an existing Asset last for the rest of the Episode.
- Roll a Big Damn Hero Die and add it to your total after you roll

Players begin the Episode with one Plot Point but gain more of them when:

- You activate a Distinction trigger, such as rolling a Distinction as a **D4** instead of a **D8**
- The GM buys a Complication after you've rolled a jinx
- The GM decides you deserve one for great play, a snappy one-liner, or a scene description that impresses your Crew

FOR THE GAMEMASTER

In **ECHOES OF WAR**, the Gamemaster steps into the shoes of a screenwriter, director, sound effects engineer, and executive producer for your group's Crew. When you sit down to play for an evening or afternoon, players will star in an **Episode**, a wild adventure in which the player's characters will face opposition and create drama while trying to accomplish their goals. It's your job to play the world at large, like the folks who want to oppose the players.

Episodes are broken down into **scenes**, individual encounters in which most of the action takes place in the game. Scenes are always framed by the Gamemaster, which means you describe where the scene takes place, which Crewmembers are present, and who else is there. Crewmembers will interact with each other or characters you create to propel the story.

Scenes end when the primary conflict or goal of the scene has been resolved. For example, a bank robbery scene might end when the crew cracks open the safe of a local robber baron. While the chase that follows the robbery might immediately follow the robbery, it's a new scene based around a new conflict. Lots of rules depend on starting and ending scenes, so make sure you always make it clear to your players that a scene is ending and new scene is starting.

Characters the Gamemaster controls come in three flavors: Major, Minor, and Extra. **Major Gamemaster characters** are characters that are featured in an Episode and are indispensable to the story. They have a full set of Traits just like Crewmembers do. **Minor Gamemaster characters** aren't a significant part of the story, but might still interact with any member of the Crew. They're made up of three Traits of any type. **Extras**, on the other hand, are unnamed characters represented by a single Trait.

MASTERIN' THE GAME
ABOUT ECHOES OF WAR

The **ECHOES OF WAR** line is structured to help new and veteran GMs anticipate player Actions and create dice pools, Assets, and Complications that'll help shape the story. Throughout each adventure, you'll find sample Actions that your Crewmembers might undertake.

Here's what you can expect to find for each sample Action:

- **Title of the Action:** This area describes what the Action is and why it's important.
- **Crewmember Dice Pool:** This area describes possible Trait combinations for a dice pool. Don't forget to add in Assets, Complications, Distinctions, and specialties.
- **Gamemaster Dice Pool:** This area describes possible Trait combinations for the GM to set the stakes with. Don't forget to add in Assets, Complications, Distinctions, and specialties.
- **Possible Assets:** This area contains suggestions for Assets that can be created or used here.
- **Possible Complications:** This area contains suggestions for Complications that stem from this roll.

Example results, like the one below, are included throughout all **ECHOES OF WAR** adventures to help you narrate what happens next. They are meant to be reminders to help keep you on track and may be customized to fit your needs.

Example Results:

- **Failure to Raise the Stakes:** The Crewmember doesn't complete the Action as desired. You may help the player figure out what the Crewmember should do next by using suggestions that appear in this box.
- **Raise the Stakes:** The Crewmember completes the Action and the story continues.
- **Extraordinary Success:** The Crewmember performed the Action so well the player also gets a reward—a Big Damn Hero die. You may help narrate the Crewmember's luck by using suggestions that appear in this box.

DIRECTING AN EPISODE

Once you understand the rules, take some time to prepare your Episode. All **ECHOES OF WAR** adventures are broken out into five acts to reflect the structure of a *Firefly* television episode. Each act covers a leg of the story you'll be telling and provides you with suggestions to build dice pools for yourself and the Crew.

Study these adventures carefully before you invite players to join in. Make sure you remember the basic framework of a scene and are comfortable improvising the story and introducing new game elements like Assets and Complications. The more you know what direction your story is headed in, the less you'll be scrambling when the Crewmembers fight, kick, and shoot their way through the Episode.

CONFLICT AND ACTIONS

IN EVERY EPISODE, CONFLICT DRIVES THE TWISTS and turns the story'll take. If Wash didn't pull off a Crazy Ivan, the Reavers would've caught up with them in the pilot episode. If Simon's tranquilizer didn't work on Jayne in "The Train Job," Jayne could've taken over and left Mal and Zoe behind. The core of a story in the 'Verse is rooted in the outcomes of these kinds of conflicts… and the Actions the Crew takes to overcome the bad guys, save the ship, and win the day.

When the Crew takes Action, you will **set the stakes** by creating a dice pool, rolling the dice, and adding the two highest results together. The players will then attempt to raise the stakes by creating their own dice pool and rolling the pool in an attempt to exceed the GM's total. This is called an Action or **Basic Action**. The Crew of any ship is used to takin' Actions to keep their ship running and their cargo safe, so expect your Crewmembers to jump into Action quite a bit over the course of a given Episode.



BEATS

All Actions take place in the space of a **beat**, the smallest unit of time in an Episode. Beats don't have a fixed length: they last just long enough for a Crewmember to take a single Action with a single roll. Some beats last for days or weeks—like when Wash pilots **Serenity** across the black while avoidin' Alliance ships—while other beats take just a few seconds to resolve. There's no fixed number of beats in a scene; they are just a useful way of breaking up the Action within a scene.

ROLLING FOR THE OPPOSITION

Though you'll be directing the Episode, you'll also be interacting with the players to help shape the story. The majority of the time, you'll be fillin' the shoes of a character who's actively opposing a Crewmember. In those cases, your dice pools will mirror the choices the players take to create their own.

Dice pools you create on behalf of a Major Gamemaster Character will always provide you with more dice to roll. These dice pools might include:

- Attribute
- Skill
- Trait die representing the situation or location
- Distinction or Distinction trigger
- Signature Asset
- Complications that work against the player

There are other times, though, when a Crewmember wants to take an Action that isn't opposed by another Major Gamemaster character. Inara wants to send an important wave. Kaylee wants to fix a crucial part to the ship. Mal wants to salvage a derelict. These Actions might fail, but they don't necessarily have a character who is opposing the Crewmember's success.

All GM dice pools that are not centered around a Major GMC will include at least one die to represent the difficulty of the Action. So, the types of dice you'll add to a basic GM dice pool might include:

MASTERIN' THE GAME

DIFFICULTY DICE RATING

The higher the stakes, the harder it is for Crewmembers to accomplish tasks. Choose dice based on the ratings below to relay how easy (or hard) it'll be for a Crewmember to complete an Action. Remember, you will only assign a difficulty die to your dice pool if the Major GMC is *not* involved in the roll.

- **D4**: Very easy
- **D6**: Easy
- **D8**: Challenging
- **D10**: Hard
- **D12**: Really hard

- Difficulty die
- Trait die representing the situation or location
- Minor GMC or Extra die
- Complications that work against the player

BUILDING OPPOSING DICE POOLS

Dice pools are created according to who or what is opposing the Crewmember. A **difficulty die** is assigned for any Action that does **not** involve a Major Gamemaster character. If the Crewmember is opposing a Major GMC with a full set of stats, the Gamemaster will assemble a pool based on the Major GMC the same way a Crewmember does. The Gamemaster only gets to add a difficulty die to a roll when there are no Major GMCs opposing the Crew.

In addition to the difficulty die or Major GMC, the Gamemaster will build a dice pool by picking up one or more dice based on appropriate Traits from the location, opposing characters, ship, etc. These Traits can have a variety of ratings—ranging from **D4** to **D12**—each detailing how the Action will be made difficult by the circumstances the characters face. Sometimes these obstacles are small like a **Slippery Floor D6**, but they can be tough, troublesome problems like an **Ambush D10** or a **Warzone Firefight D12.**



Let's say Kaylee is on board an old derelict. Your neighborhood friendly mechanic is hopin' to get the ship's computers up-and-running again to find out what she can about the cargo and the ship's crew. Now, the ship is busted and there ain't a soul on board. If Kaylee isn't able to operate the older model's computers, the crew is going to miss out on vital data that would help them avoid traps and problems on the ship. In this case, an Action is definitely required.

First thing you'll do as the Gamemaster is grab a difficulty die. Let's say that the information Kaylee might learn is powerful useful, so you add a **Hard Difficulty D10** *to your dice pool. You decide to improvise a little bit and assign two brand new Traits to the computer systems:* **Encrypted D6** *and* **Outdated D8**. *Now, instead of tinkering with an old computer set-up, Kaylee will have to break the code to access the derelict's outdated data files. You roll these three dice (***D10***,* **D8***, and* **D6***) and set the stakes at 11 using your two best dice.*

In response, Kaylee would create a dice pool. She'll add an Attribute, Skill, Distinction, and any relevant Assets she has in her possession, or Complications that might work in her favor. Kaylee will build her dice pool with her **Mental D8** *attribute and* **Operate D10** *skill. She rolls, comes up with a 16, and successfully decrypts the computer to learn that the Alliance is still tapped into the derelict's computers. The derelict is a trap and the Alliance is now on their way!*

CREATING INTERESTING COMPLICATIONS

One of the Gamemaster's primary jobs during an Episode is to create compelling Complications when Crewmembers roll jinxes. Each and every time that the Crewmembers' dice come up with 1s, you've got a chance to make their lives more interestin'. Take advantage of it! Hand over those Plot Points to Crewmembers—which will let them be amazing in a future Action—and throw down a Complication on the table.

The best Complications are problems that snowball into conflicts, leading the Crew to stories that give them a chance to shine. This takes a bit of ingenuity on the part of the Gamemaster because it's easy to default to Complications that dead end into boring injuries or lame problems. Great Episodes in the **FIREFLY RPG** are driven by Complications that draw in new Major and Minor GMCs, provide other Crewmembers with opportunities to help the Crew succeed, and show the Crew that their Actions have consequences that echo throughout the 'Verse.

Say Jayne was the first to break into the derelict's cockpit and rolled a jinx on his first roll in the scene. Because Jayne rolled a jinx, you are now able to buy a Complication that works against the Crew. You hand Jayne a Plot Point and write **Buggy Mainframe D6** *on a card, placing it in on the table for everyone to see. He broke into the ship all*

right, but he managed to damage the ship's computers in the process of crackin' open the derelict. The **Buggy Mainframe** *ain't a problem that Jayne's likely to solve, so it's the perfect kind of Complication to draw in another Crewmember to the Episode.*

USING COMPLICATIONS TO OPPOSE THE CREW

Once you've put Complications into play, you can add them to any roll in which they would make the Crewmembers' lives more difficult. They can apply when a GMC is opposing the Crew or when Crewmembers attempt Actions that are opposed by difficulty dice. You don't need to add in Complications every time that players roll dice, but don't shy away from challenging the Crewmembers when they've gotten themselves into trouble.

Kaylee is now attempting to access the derelict's busted, encrypted, outdated computers—a tough job. You've still got the same three dice: a **D10** *for your difficulty, a* **D8** *because the computers are outdated, and a* **D6** *to show they're encrypted. Since* **Buggy Mainframe D6** *applies to block Kaylee from accessing the information, you'd now add another* **D6** *to your dice pool before you roll to set the stakes. However, you'll only get to keep two of the dice for the total, unless you're willing to spend a Plot Point from the bank to add additional dice.*



USING PLOT POINTS AS THE GM

The GM has two piles of Plot Points: an unlimited number to give to players—the pile—and a limited number—**the bank**—to spend on rolls opposing the Crew. In the first case, GMs give out Plot Points to Crewmembers whenever a Distinction trigger calls for it or when a player says something particularly witty, funny, or dramatic. There's no limit to how many Plot Points GMs can give out to Crewmembers in this fashion.

In contrast, the GM starts each session with one Plot Point per player in the bank. These Plot Points must be

spent by the end of the session or they are forfeited, and can be used to help the Gamemaster provide a more active resistance to the crew. GMCs can put more Plot Points in the bank by using their Distinction triggers and Signature Asset triggers when it's their GMC's turn in the Action Order.

GM's can use Plot Points from the bank to:

- Include additional dice in the total during an Action
- Activate a Distinction trigger for a Major GMC

GM's can use Plot Points from the pile to:

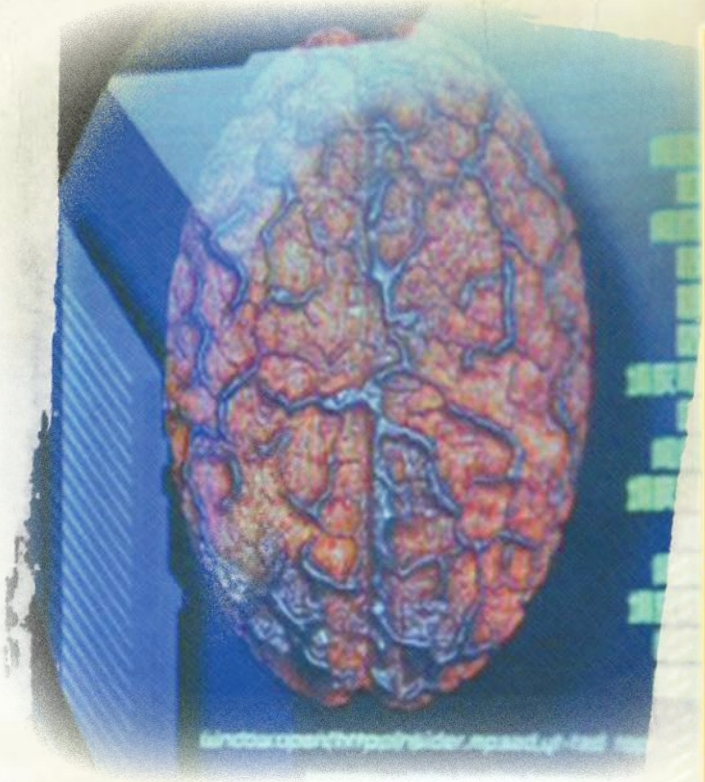
- Buy a **D6** Complication (or higher) when a player rolls a jinx
- Upgrade a Complication when a player rolls a jinx
- Reward players for great moments in the Episode

ADJUSTING THE GM'S DICE POOL

Remember that your dice pools aren't static or boring. Gamemasters can always adjust their dice pools, even if there isn't a Major GMC in the scene.

To adjust your dice pool, you'd:

- **Add a Trait:** In addition to difficulty dice or Major GMC dice, you may also add in additional traits based on the environment at hand. Players may have to outrun a **Speeding Train D8** or search through a **Crowded Room D6**. Sometimes these dice are directly tied to locations—like **Minefield D10**—but they can also be situational and reflect some of the specific obstacles that the Crew faces when trying to get a job done.
- **Use an existing Complication:** Remember, Complications are created when the players roll a jinx. Since you'll set the stakes at the beginning of an Action, you'll only be able to use Complications that are alrea–dy in play for that scene provided they apply to your dice pool. You can, however, add as many Complications as apply without paying additional Plot Points. A character with a **Broken Arm D10** who is slipping around on an **Oil Spill D8** while dealing with a **Buggy Mainframe D6** is in some real trouble!
- **Use a Distinction trigger:** Major Gamemaster characters are key players in an Episode and are represented by a full set of game rules. Distinction triggers are included for Major GMCs in all **ECHOES OF WAR** adventures.
- **Use a Skill specialty:** All Skill specialties appear in parentheses and add a **D6** to a dice pool when appropriate. Both Major or Minor Gamemaster characters may have Skill specialties that could help them in opposing the Crew.
- **Use a Major Gamemaster character's Signature Asset(s):** Major Gamemaster characters may also have Signature Assets that are part and parcel to their character. While you cannot spend Plot Points to create Assets or use any Assets in play, you can use a Major GMC's Signature Asset if it's provided.



PLAYER DICE POOL ADJUSTMENTS

Crewmembers, on the other hand, can adjust their dice pools in a few different ways. Keep these sample adjustments in mind when you're figuring out how to guide and respond to a Crewmember's Action. You might even suggest some adjustments to Crewmembers to help them shine at crucial moments!

- **Spend a Plot Point to create an Asset:** Players can always spend a Plot Point to add a new Asset to the scene. Now, in Kaylee's case, that means whatever she decides to use is significant to the plot in some way and can be used again in that scene. When she creates an Asset, like a set of old Alliance codes, she'll add a **D6** to her dice pool and write it down on a notecard.
- **Use existing Assets or Signature Assets:** Any Assets, regardless of who created them, that are on the table are fair game provided they're usable. Signature Assets, like Kaylee's **Serenity D8** or Shepherd Book's **Ident Card D6**, are cued to a particular character and can't be shared. Signature Assets are permanent and can be used from Episode to Episode while regular Assets are handy for a particular scene. Using an Asset during a scene does not cost a Plot Point once created, and it adds the die value of the Asset to the player's roll.
- **Use their Distinction triggers:** In Kaylee's case, she has a Distinction trigger for **Ship's Mechanic D8** called *Miracle Worker* that she can use to attain a Big Damn Hero Die. (Since she's tinkering with a derelict spaceship, it makes sense she'd try to work miracles to get her up and running again.) So, instead of adding an **Operate D10** skill die, she'd add a **D4** instead and bank the Big Damn Hero Die as a **D10** to use later.
- **Use a Skill specialty:** All Skill specialties appear in parentheses on a character sheet. Players can add a **D6** to a dice pool when their specialty applies to the Action they are undertaking.
- **Spend a Plot Point to use a Big Damn Hero Die:** Players may spend a Plot Point to add a Big Damn Hero Die to any roll, even after they've rolled once already. Players can only add a Big Damn Hero die to a new dice pool if they've already had it in their possession.

TIMED ACTIONS

When tensions run high and the Crew's lives are on the line, consider using a **Timed Action**. This is a special type of Action used to represent time-sensitive tasks and are created by stringing a series of Basic Actions together.

In a Timed Action, time is measured and counted down in a specific number of beats—each beat is equivalent to a single roll of the dice. The more beats you provide your players, the more time they have to complete their task. Each time Crewmembers roll the dice, they lose one beat. You can use checkboxes or tokens to keep track of beats. You will determine when a Timed Action is applicable, how many beats it has, and how many players it involves.

If players beat your total, it only costs them the time spent, one beat. If they achieve an extraordinary Success, it means they found a shortcut and don't lose any time at all; they don't lose a beat for that roll. If they fail to raise the stakes, they didn't accomplish what they set out to do, and the beat is still lost. Move on to the next stage of the Timed Action.

Mal and Zoe have run into an old war buddy in a backwater bar, a friend who has fallen on hard times. Unfortunately, the Browncoat has activated a bomb and won't listen to reason. Instead of escaping, Mal and Zoe want to save the patrons in the bar (and their friend!) and deactivate the bomb.

The Gamemaster declares that diffusing the bomb will require three Actions, finding the bomb in the bar, cracking open the bomb case without setting it off, and defusing the bomb itself. Since the old friend has already activated the bomb, the Gamemaster gives Mal and Zoë five beats to clear the bomb before it goes off.

For the first Action, Mal rolls **Mental** + **Notice** *to find the explosives his old friend had stashed away under the bar itself. He's successful, so he spots the bomb wrapped in an old Browncoat jacket that his friend used to wear. He uses up one of the beats, but they've still got four beats left.*

Zoe tackles the next Action by rolling **Physical** + **Labor** *to force the bomb casing open far enough for Mal to get a look at the detonator. She creates an extraordinary success and rips open the clumsy casing by forcing apart the metal with her bare hands, earning them an extra beat! Mal and Zoë now have four beats left!*

Mal rolls **Mental** + **Know** *to see if he remembers anything about disarming this kind of bomb. He fails, and eats up one of their remaining four beats. They only have three beats left!*

Mal makes his roll again and succeeds. He remembers that he's seen this kind of weaponry before, and he shuts down the bomb before anyone gets hurt. Because he's able to finish the Actions before the beats ran out, the bomb doesn't go off.

Timed Actions are an excellent way of creating tension for your players in a variety of contexts. For an example of how to use a Timed Action in a race scene, turn to page 141 in *Shooting Fish*.

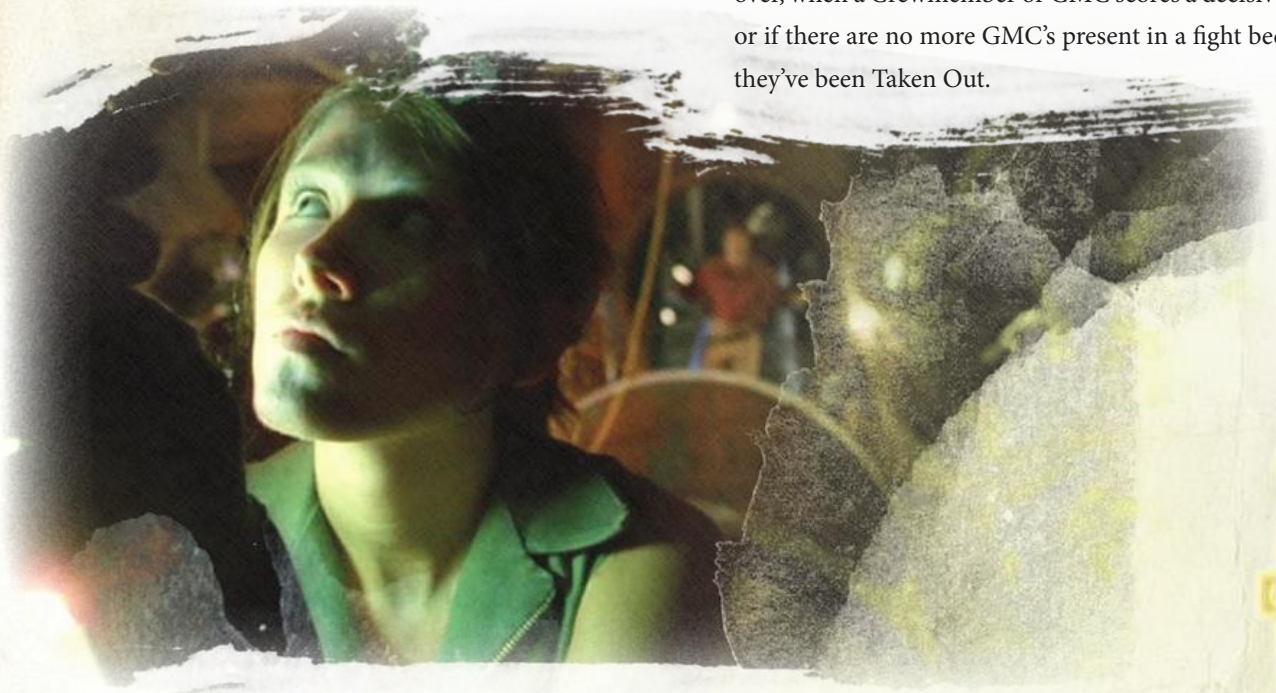
ACTION ORDER

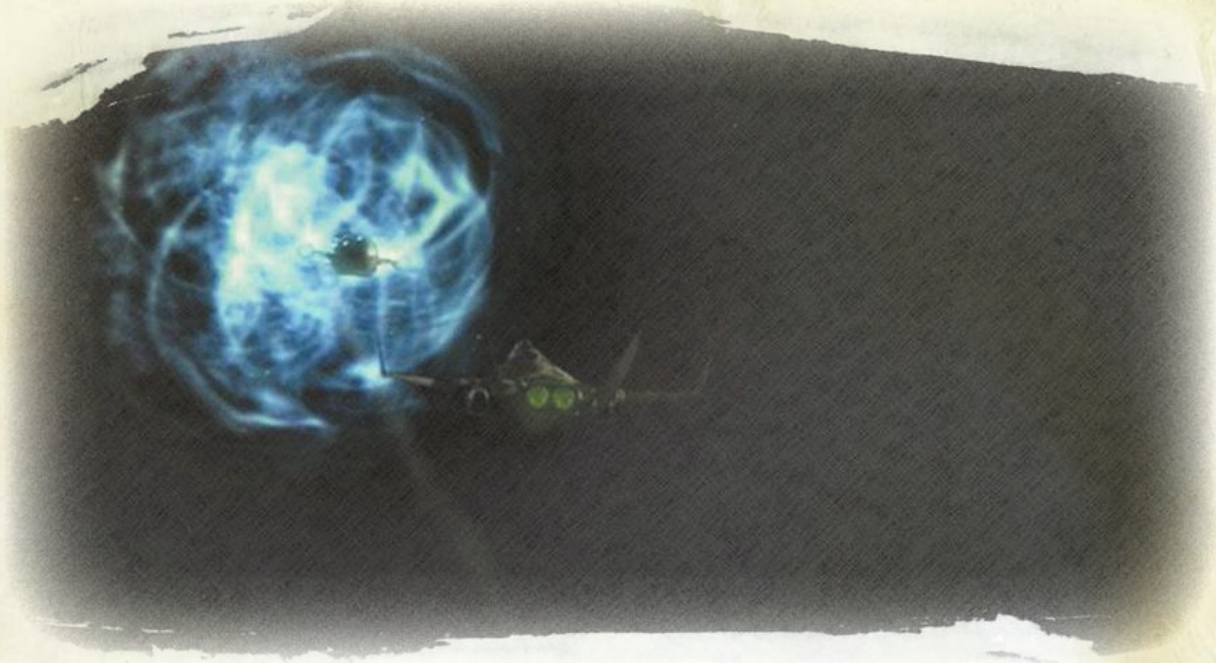
Sometimes, things get a mite hectic—especially when guns are drawn. Any time it's important to know who goes first, you can set an **action order**. You don't need to set an action order for every conflict, but you'll want to clarify who gets to go next when more than one or two characters want to get involved.

As GM, you will initially pick which player goes first based on the situation. For example, you might decide that Jayne's itchy trigger finger makes him best prepared to shoot first or that Zoe's sharp eyes mean that she sees the Reavers coming before anyone else. It's okay to pick one of your own Gamemaster characters to go first, especially if they have the drop on the players because of an ambush or poor planning on the part of the players.

When you declare a player goes first, that person declares an Action, you set the stakes for that action, then the player makes a roll. Once that action is resolved, that player gets to pick who goes next—either another Crewmember or a Major, Minor, or Extra GMC you control. The Action continues until the last player has had their turn. After all the characters—including GMCs—have taken one action, the last character to act starts up the next round picking a new character in the action order, perhaps even himself, to go next.

You can stop an Action Order at any time. Typically, it'll make sense to end the Action Order after the scene is over, when a Crewmember or GMC scores a decisive win, or if there are no more GMC's present in a fight because they've been Taken Out.





SAMPLE DICE POOLS

Not sure what types of dice to throw together? Here are some common situations your Crewmembers might get into over the course of an Episode. These are *suggestions* to help you create dice pools—don't be afraid to take these dice pools as inspiration and come up with your own.

Remember to adjust your dice pool before you set the stakes!

If the Crewmember wants to...	The Player rolls...	The GM rolls...
throw a punch at a Major Gamemaster character	**Physical + Fight**	**GMC's Physical + Fight**
shoot at a thug	**Physical + Shoot**	**Thug d6 + Easy d6**
sneak into a secure area	**Physical + Sneak**	**Guard d6 + Challenging d8**
notice a Major Gamemaster character sneaking up on them	**Mental + Notice**	**GMC's Physical + Sneak**
remember a Browncoat's military service	**Mental + Know**	**Browncoat d8 + Challenging d8**
fix a boat in drydock	**Mental + Fix**	**Hull d6** + the Complication trying to be removed.
sweet talk a saloon gal for info about the town	**Social + Influence**	**Saloon Gal d8 + Easy d6**
con a savvy merchant into a lower price	**Social + Trick**	**Savvy Merchant d10 + Challenging d8**
impress a Major GMC with dancing	**Social + Perform**	**GMC's Social + Focus**

ABOUT SERENITY CREW

The War between the Alliance and the Independents is a sore subject for a lot of folk, some more than others. Take Captain Malcolm Reynolds for example. Now, here's a guy who was at the Battle of Serenity and laid down arms in front of his enemy. That kind of experience changes a man. Now, you can spend your days playing Mal on a ship called *Serenity* or you can pick from Zoe, Wash, Kaylee, Inara, Jayne, Simon, Book, or River. If you're the type that wants to try something new, take a gander at the twelve archetypes we're offering you, too. If the math's right, that's twenty-one different options for you to play a character in the 'Verse.

Serenity Crew is part of the **ECHOES OF WAR** role-playing adventure series, which is centered on a common theme: the Unification War. The characters found in this volume are compatible with all **ECHOES OF WAR** adventures and the **FIREFLY ROLE-PLAYING GAME**.

"Well. We're all running from something, I suppose."
–Inara, "Bushwhacked"

Serenity Crew

Before you can find a job, you'll need to put a Crew together, and that starts with you. What kind of character do you want to play? You the controllin' type who'll captain your own ship? Itchin' to step right into Kaylee's shoes and tinker with *Serenity*? Fancy a life as a backwater matriarch like Patience out on the Rim? 'Member, you'll be meeting all manner of folk and travelin' clear across the 'Verse to do what you do best: find a job and keep flying.

No matter what type of character tickles your fancy, you'll find your perfect Crewmember here. In this chapter, you can choose to play as Mal, Zoe, Kaylee, Wash, Inara, River, Simon, Book, or Jayne. You'll also find two additional ways to create your own characters. You can either build your own in a simple step-by-step process or pick an **archetype**, a template for a character that will come with some choices already made to speed the process along.

Don't forget: your character will shape what role you'll play, what your personality is like, and what you're good at. Take your time pickin' and choosin' how to shape your Crewmember. Though a good character won't guarantee you'll succeed all the time, if you choose one that feels right, you'll have fun no matter what kind of trouble comes your way.

READING CREW SHEETS

Before you pick your character, you'll need to know how to read a **Crew Sheet**. Every Crew Sheet, whether it's one of the nine crewmembers on board *Serenity*, an archetype, or a completely custom character, has a set of game rules attached to the character. Not only will these rules make your character unique, they also determine what dice you put in your dice pool based on the Action you want to take.

Most of what you'll find on a Crew Sheet are called **Traits**, bits of information about your Crewmember that come with dice attached. The larger the size of the die, the more important and impressive that Trait is for your Crewmember. For example, you might have an Attribute like **Social D10** that shows off how clever and charming you are around other folk or a Skill like **Drive D12** that represents your fantastic driving abilities. Traits with lower dice ratings can be useful too—don't rule out the importance of a **Shoot D6** at the right moment! Here are a few common sets of Traits you'll find on your sheet.

ATTRIBUTES

Got a mighty big brainpan? Have legs as big as tree trunks? Or are you real friendly-like? Every character in the **FIREFLY RPG** has three, set **Attributes**: **Mental**, **Physical**, and **Social**. These dice represent your character's relative strengths when engaging in different kinds of tasks, ranging from fixing engines to shooting guns to talkin' your way through a tense situation.

Most characters will have an Attribute that ranges from **D6** to **D10**—unless otherwise noted—with larger die types representin' stronger natural talents. You'll make a lot of use of these Attributes when playin' the game: the Attribute die will be the first one you add to your dice pool, and you will always include this die when taking an Action.



MASTERIN' THE GAME
DICE RATINGS

Every Attribute and Skill on your Crew Sheet will have a die rating that ranges from **D6** to **D10** and **D4** to **D12**. The bigger the die, the more competent you are, and the better chance you have to succeed. The lower the die, the more chance you'll have to jinx or botch.

ATTRIBUTE DIE RATINGS

MENTAL

- **D6:** Average reasoning, logic, and awareness. *Example: Jayne.*
- **D8:** Better than average capacity for reason and comprehension. *Example: Wash, Inara, Kaylee.*
- **D10:** Higher-level logic and quickness of thought. *Example: Simon.*

PHYSICAL

- **D6:** Strictly routine level of fitness, agility, and health. *Example: Inara, Simon.*
- **D8:** Athletic levels of strength, speed, or endurance. *Example: Mal, Shepherd Book, Wash.*
- **D10:** Potentially record-setting levels of physical prowess. *Example: Jayne, Zoe.*

SOCIAL

- **D6:** Nothing remarkable when it comes to interpersonal interaction. *Example: Zoe.*
- **D8:** Outgoing, expressive, or otherwise socially adept. *Example: Kaylee, Jayne, Simon.*
- **D10:** Highly magnetic, personable, or gifted with a forceful personality. *Example: Inara.*

SKILL RATINGS

- **D4: Untrained.** You have no idea what you're doing, but you'll try anyway.
- **D6: Competent.** You've had sufficient training to get by.
- **D8: Expert.** Your talents are second nature to you.
- **D10: Master.** You're one of the best in your field, and those who share your passion know it, too.
- **D12: Grandmaster.** You're so good at what you do, you've got a reputation as the best in the 'Verse.

SKILLS

Skills shape your character by determining what you're good at and what comes naturally to you. Maybe you're handy with a pistol or can blend into a crowd. Maybe you're a mighty fine pilot or can survive out in the wilderness. In the **FIREFLY RPG**, the list of Skills is fixed and constant; every character is comparing the same list of Skills in every game.

In addition, every Crewmember starts with a minimum of **D4** in each Skill, so even if you've never been taught how to drive a hover car you'll still get to roll a **D4**. On your Crew Sheet, you'll notice some Skills have a higher die rating than others. The bigger the die, the better you are at that particular Skill.

- **Craft**: Build, create, and assemble items from scratch.
- **Drive**: Operate land and surface vehicles, including mules, boats, and hover cars.
- **Fight**: Attack with your weapons or fists in close combat.
- **Fix**: Patch up and repair objects with working, replaceable parts.
- **Fly**: Pilot ships and other airborne vehicles.
- **Focus**: Concentrate on a subject to steel your will, intimidate, or find a new solution.
- **Influence**: Persuade others to do, think, act, or feel the way you want them to.
- **Know (*Specialty*)**: Represents general knowledge about the 'Verse.

- **Labor**: Lift, push, dig, pull, and haul in tasks that require manual labor.
- **Move**: Run, sprint, jump, climb trees.
- **Notice**: Spot someone or something out of the ordinary.
- **Operate**: Use mechanical devices ranging from computers to thermal cutting torches.
- **Perform**: Act or put on a big show to impress or entertain.
- **Shoot**: Fire guns, rifles, big rocket launchers—weapons you point and shoot.
- **Sneak**: Camouflage yourself and sneak past opponents. Sneakily.
- **Survive**: Endure less-than-ideal conditions and live to tell the tale.
- **Throw**: Toss things like a grenade or throw opponents across the room.
- **Treat**: Heal folks by treating injuries or counseling them.
- **Trick**: Spin a yarn or con an opponent. Also covers sleight of hand.

SPECIALTY

Some Skills will have a **Specialty** marked next to it in parentheses. This word represents that you're good at a particular aspect of that Skill or have received training in a particular subfield.

For example, you might have **Fix** (***Engines***) or **Treat** (***Cattle***). If you do, you will be able to add an additional **D6** to your dice pool when you use that Skill and its Specialty to take an Action. You can also assume that you have some special knowledge about that particular subsection of the Skill.

Specialties in **Know** indicate that your character knows stuff beyond the kind of things common folk know. You might **Know** (***Botany***) or **Know** (***Backwater Cultures***). Taking one of these Specialties means that if you ever find the need to identify plants or wind up stranded in some Podunk town, you'll be able to put your book-learnin' to good use.

All characters may assign a Specialty to **Know** for free, provided you have **Know D6** or higher. It's hard to get to **Know** the whole 'Verse without learnin' a thing or two about a particular section of interest.

DISTINCTIONS

Whenever you find characters in this release, like Mal or Inara, you will probably see three **Distinctions** listed beneath their Attributes at a **D8** rating. Each Distinction lets you add a **D8** to your dice pool when you take an Action that might involve this Trait, in addition to your Attribute and Skill. Mal might add his **Veteran of the Unification War D8** to his dice pool, for example, if he's fixing to punch a Purplebelly in the nose.

You'll find Distinctions in one of three categories: Roles, Personalities, and Backgrounds. Distinctions shape the character's story and will be presented with a maximum of three **Distinction triggers** for each Trait. Though characters may grow over the course of several Episodes, all characters—even the *Serenity* crew—start out with three, free Distinction triggers and two that are hand-picked to fit the Crewmember: a total of five Distinction triggers for each character.

For more information about Distinctions and Distinction triggers, turn to page 14 in the Basic Rules chapter. You'll want to review page 19 to learn about Plot Points, too!

SIGNATURE ASSETS

Some characters will have **Signature Assets** marked on their Crew Sheet and some won't. These Assets work similarly to regular Assets—they let players add an extra die to their dice pool when they're used. Signature Assets aren't tied to a Distinction, Attribute, or Skill, but may complement any one of those Traits.

Because Signature Assets are tied to a particular character, other Crewmembers won't be able to use that special item the same way. In contrast, an Asset created during (or for) a particular scene may be accessed by any Crewmember sitting at the table. A Signature Asset, however, belongs to the Crewmember and can't be used by any other Crewmember.

Say Mal, Jayne, and Zoe have gone into town to find spare parts for Serenity. On the way there, the trio is ambushed by a local gang itchin' to make a name for themselves. Jayne was using his Signature Asset **Vera D8** *and managed to get Taken Out of the fight.*

If Mal picked up Jayne's gun, he could fire at the gang, but he'd have to spend a Plot Point to create an Asset and add **Vera D6** *to his dice pool, same as any other gun he picked up on the street. Only Jayne has a powerful connection to Vera and gets the benefit of a* **D8** *die rating without creating an Asset by spending a Plot Point.*



MAIN CAST

If you want to step into the captain's shoes, here's your chance to do so. Or, you can pick from any of the other eight Crewmembers included here.

- Malcolm Reynolds
- Zoe Alleyne Washburne
- Hoban "Wash" Washburne
- Jayne Cobb
- Kaywinnet Lee "Kaylee" Frye
- Inara Serra
- Shepherd Derrial Book
- Simon Tam
- River Tam

Now, here's something to keep in mind. Just because you pick Mal or Zoe doesn't mean that you'll get all the screen time. Remember, you're playing a game and you've got two, three, or four other folk to worry about. Wash is a great pilot and Jayne is pretty handy with a gun, but that don't mean they're useless when they're not flyin' or shooting.



MALCOLM REYNOLDS

"...I got people with me, people who trust each other, who do for each other and ain't always looking for the advantage. There's good people in the 'Verse. Not many, lord knows, but you only need a few."
- Mal, "Our Mrs. Reynolds"

Character Type: Protective Captain

Character Description: It takes a special kind of man to stake his life on a cause, and that man is Malcolm Reynolds. Sure, he could've stayed on Shadow and become a prosperous rancher like his folks. But he didn't. Alliance came throwin' their weight around and Mal just didn't like what they were up to. So, he signed up for the big War, all bright-eyed and bushy-tailed. Only thing is: Mal came out on the losin' side of the conflict.

The War destroyed a lot of Mal's illusions, left him bitter and cynical. He was a man of God, but now Mal puts his faith in his crew. He bought his ship, named her *Serenity* after the battle that changed his life, and headed out into the black to make his fortune. His luck ain't all that great, but he has managed to stay alive, and that's not nothin'.

Likes and Dislikes: The list of what Mal likes and dislikes is pretty damn short. Mal cares about getting paid, the safety of his crew, and his boat. Mess with any one of those three, and he'll get a mite testy. When he does, you can be sure a snappy comeback and a gun ain't far behind.

Flashbacks and Echoes: They say that War can break any man's faith and Mal give truth to that saying. A Browncoat volunteer who fought for the Independents in the War, he eventually earned the rank of sergeant and led the final charge against the Alliance during the Battle of Serenity along with his second-in-command, Zoe. To this day, Mal's convinced he fought on the right side—though not the winning side.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4	Know	4	Sneak	4
Drive	4	Labor	4	Survive	8
Fight	8	Move	6	Throw	4
Fix	6	Notice	6	Treat	4
Fly	6	Operate	4	Trick	6
Focus	6	Perform	4		
Influence	10 *Leadership*	Shoot	10 *Pistols*		

DISTINCTIONS

Ship's Captain 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Protect the Crew:* When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.
- ☑ *Lead the Crew:* When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your **Influence** die rating.

Highlighted Skills: Fly, Focus, Influence

Things Don't Go Smooth 8

Life sure seems to be a string of mishaps, mistakes, and misappropriations. But you're still here, ain't you?

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Tough as Nails:* When you take a Complication representing an injury or physical harm, spend 1 PP to step it back or rename it as a mental or social Complication.
- ☑ *Trouble Magnet:* Step up one of your Complications to reroll a die. On your next roll, both 1s and 2s count for Complications.

Highlighted Skills: Move, Notice, Survive

Veteran of the Unification War 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: Fight, Shoot, Survive



SIGNATURE ASSETS

Serenity D8: Mal has a close connection to his ship, a Series 3 Firefly class mid-bulk transport, and won't allow just anybody to fly or fix her.

- ☐ *Keep Flyin':* When negotiating a job for your Crew, spend 1 Plot Point to step back a social Complication.
- ☐ *Peace in the Black*: When you offer wisdom or philosophize with a Crewmember on *Serenity* as part of a recovery Action, step up or double **Treat**.

Liberty Hammer D6: This is Mal's Moses Brothers Self-Defense Engine Frontier Model B handgun, the standard issue officer's sidearm during the Unification War. He's since modified it to suit his needs.

- ☐ *Pointed Emphasis*: When you threaten someone with your sidearm or conduct negotiations at gunpoint, spend 1 Plot Point to double **Influence** for the Action.

ZOE ALLEYNE WASHBURNE

"I don't give a good gorramn about relevant, Wash. Or objective. And I'm not so afraid of losing something that I won't try havin' it."
- Zoe, "Heart of Gold"

Character Type: Loyal First Mate

Character Description: Zoe is *Serenity*'s first mate and Mal's best friend. Some say Mal's only friend. She's handy with a gun and she minds her own business. If she's got something to say, she'll say it. If she don't? Well, you won't hear her going on and on about nothin'. So, you best pay attention when Zoe speaks up.

You might think Zoe's deadly aim means she don't have a sense of humor, but that's not true. She smiles easily—'specially when she's around her husband, Wash. It should be said, though, that Zoe ain't afraid to stand up to Mal or Jayne when she needs to. She may have fought alongside Mal in the War as his second-in-command, but she's not the kind of soldier who won't question a bad call or take matters into her own hands when the job warrants it.

Likes and Dislikes: Zoe don't have a lot of patience for folk who don't respect the captain. She won't like it much if someone comes after Wash neither. Force her to choose between Mal and Wash and there's no question about it—she'll stick by her husband. Mind you, she's loyal to both in her own way.

Flashbacks and Echoes: Of all the members on the crew, Zoe knows more about Mal than anyone. She was there at the Battle of Serenity and fought alongside Mal with the Independents. Zoe is a private person. Hard to say how she was affected by the War. Loyal to a fault, Zoe has yet to abandon her military training and prefers to call the captain "Sir."

ATTRIBUTES

Mental	8	Physical	10	Social	6

SKILLS

Craft	4		Know	4		Sneak	10	
Drive	4		Labor	4		Survive	6	
Fight	10	*Right Hook*	Move	6		Throw	4	
Fix	4		Notice	10		Treat	4	
Fly	4		Operate	4		Trick	4	
Focus	8	*Calm*	Perform	4				
Influence	6		Shoot	10	*Carbines*			

DISTINCTIONS

First Mate 8

You're the captain's right hand, but as often as not you're his fist.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Got Your Back, Sir:* If your captain fails a die roll in your presence, step up or double your Attribute on your next die roll.
- ☐ *Right Here, Sir:* Spend 1 PP to join a scene involving the captain that you weren't already in.

Highlighted Skills: **Fight**, **Influence**, **Notice**

Steady 8

It takes a lot to throw you off-balance.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Got It in One:* Spend 1 PP to roll your **Focus** and add it to your total.
- ☑ *Sea of Calm:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

Highlighted Skills: **Focus**, **Notice**, **Sneak**

Veteran of the Unification War 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: **Fight**, **Shoot**, **Survive**

SIGNATURE ASSETS

Mare's Leg D8: This is a shortened lever-action carbine with extensive refit and an attachable sight. Zoe can also club people in the head with the stock.

- ☐ *Stock Strike*: When you club someone with Mare's Leg, spend 1 Plot Point and add an extra **D8** to your roll for that Action.
- ☐ *Street Sweeper*: Once per scene, when you gun down someone running away from you, double Shoot for the Action. Take a **Cold as Ice D8** Complication after the roll.



HOBAN "WASH" WASHBURNE

"Hey, I've been in a firefight before. Well, I was in a fire. Actually, I was fired, from a frycook opportunity —I can handle myself."
- Wash, "War Stories"

Character Type: Quirky Pilot

Character Description: A ship needs a good pilot to fly her, and there ain't none better or more experienced than Hoban Washburne. Wash may not look like much, what with his tropical shirts and all, but don't let his appearance or tomfoolery fool ya. When it comes to flyin', Wash knows how to handle *Serenity* and often stays behind to make sure she's safe while the rest of the crew's out drivin' around or thievin'.

Wash's an easy-going kind of a guy who's been known to panic on occasion. But, for whatever reason, this quirky pilot manages to keep his cool, even when a ship full of terrifyin' Reavers comes bearing down on *Serenity*.

When he's not at the helm, monitoring the skies or the latest incoming wave, Wash spends his time with his wife, Zoe. You can also find him in the mess hall every day at the same time eating protein bars with the rest of the crew or, if he's been real good, wife soup.

Likes and Dislikes: Wash is a mite jealous of Zoe's relationship with Mal. He doesn't "get" why his wife will put her job over their marriage. He don't like conflict and he makes that known. When the crew starts fightin', Wash'll swoop in and calm things down. 'Course, it should be said this pilot is a touch peculiar, too, for he does fly with a few plastic dinosaurs sitting at the helm.

Flashbacks and Echoes: Wash's role in the War is speculative at best because he never talks about it. One thing for sure, he has no love for the Alliance. When *Serenity*'s up in the air and they're facing down an Alliance cruiser, Wash is the one that helps the crew sneak away.

ATTRIBUTES

Mental	Physical	Social
8	8	8

SKILLS

Craft	4		Influence	6		Perform	4	
Drive	6		Know	6	*Navigation*	Shoot	4	
Fight	4		Labor	4		Sneak	4	
Fix	6	*Vehicle Customization*	Move	4		Survive	6	
			Notice	6		Throw	4	
Fly	12	*Transports*	Operate	8	*Shipboard Computers*	Treat	6	
Focus	6					Trick	6	*Distractions*

DISTINCTIONS

A Little Nervous 8

"Oh God, oh God, we're all gonna die."

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *On Edge:* Step up or double your **Focus** for one Action. After the roll, create or step up the Complication **On Edge**.
- ☑ *Captain Obvious:* Gain 1 PP when you point out how dangerous, stupid, or illegal the Crew's plan will be when they execute it.

Highlighted Skills: **Focus**, **Know**, **Survive**

Hitched 8

You ever been with a warrior woman?

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *In Sickness and in Health:* When you create an Asset or take a Complication related to your relationship with your spouse, step it up.
- ☐ *For Richer or Poorer:* When you share a scene with your spouse, you may share Plot Points with one another.

Highlighted Skills: **Influence**, **Treat**, **Trick**

Ship's Pilot 8

The list of folk wanting to hire you is longer than your arm. You're just that good.

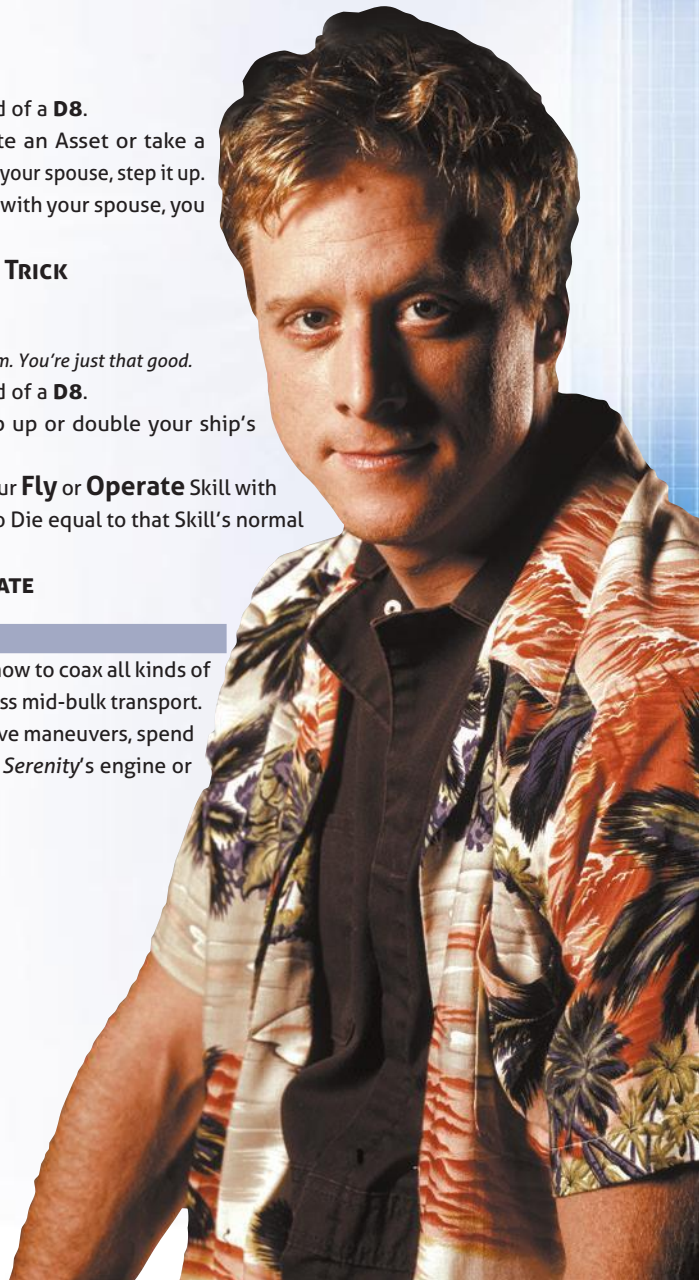
- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Born Behind the Wheel:* Spend 1 PP to step up or double your ship's **Engines** Attribute for your next roll.
- ☑ *I've Never Tried That Before:* If you replace your **Fly** or **Operate** Skill with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

Highlighted Skills: **Fly**, **Notice**, **Operate**

SIGNATURE ASSETS

Serenity D6: It's not his ship, but Wash knows how to coax all kinds of fancy maneuvers out of this Series 3 Firefly class mid-bulk transport.

- ☐ *One With the Ship*: When you engage in evasive maneuvers, spend 1 PP to step back a Complication related to *Serenity*'s engine or systems.



JAYNE COBB

"Yeah, and if wishes were horses we'd all be eating steak."
- Jayne, "Objects in Space"

Character Type: Sly Mercenary

Character Description: Trustworthy ain't exactly in Jayne Cobb's vocabulary on account of the "public relations" part of his job. Tall and muscular, Jayne is the kind of guy that worries more about what's in it for him than anything else. He's got a mouth on him, that's for damn sure.

Jayne is a necessary evil—the muscle Mal needs to get the job done. Jayne's good in a fight and better with a gun. That makes him pretty gorramn valuable, given the crew's line of work. Jayne is known to get stupid if the money's good enough, but most of the time he gets on well enough with the crew and has even been known to stick up for folk from time to time. He's a genuine antihero-for-hire.

Though, it does pay to keep an eye on Jayne. If the opportunity arises, the mercenary'll gladly take over the ship and do the job his way. Good thing Zoe and the rest of the crew won't let him!

Likes and Dislikes: It's no secret Jayne don't like to be told what to do, but he does it anyway on account of his getting paid. He's not that sentimental—unless it comes to the orange hats his momma knits him and his gun, Vera. 'Course, on occasion he does like to break out his guitar and strum a tune or two.

Flashbacks and Echoes: Jayne didn't fight in the War and that's all right with him. He don't care for nothin' unless it's right in front of him and there's some credits on the line. You can find him in an Alliance-friendly bar on Independence Day fightin' alongside Mal or he'd just as easily turn on his captain provided the money's better. When that happens, it will be an interestin' day.

ATTRIBUTES

Mental	6	Physical	10	Social	8

SKILLS

Craft	4		Know	4		Sneak	6
Drive	4		Labor	8		Survive	6
Fight	10		Move	8		Throw	4
Fix	4		Notice	4		Treat	4
Fly	4		Operate	4		Trick	6
Focus	4		Perform	6	*Guitar*		
Influence	6	*Intimidation*	Shoot	10	*Rifles*		

DISTINCTIONS

Crude 8

You're a little gorramn rough around the edges.

- [x] Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- [x] *Rough Talk:* Double **Influence** when you're trying to intimidate or scare folks with more sensitive proclivities. After your roll, step up or create a social Complication on another Crewmember.
- [ ] *Obnoxious:* Gain 1 PP when you choose to disrupt, upset, or challenge the social order of things when you have the option of being mannerly or polite.

Highlighted Skills: **Fight**, **Labor**, **Move**

Family Ties 8

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

- [x] Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- [ ] *Family Gifts:* When you create an Asset or take a Complication related to your relationship with your family, step it up.
- [ ] *Thicker than Water:* Spend 1 PP and invoke a family member's name to reroll your dice.

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

Mercenary 8

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

- [x] Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- [x] *Highest Bidder:* Gain 1 PP when you try to get a better deal than your current contract from the side you're not currently fightin' for.
- [ ] *Time for Some Thrillin' Heroics:* Spend 1 PP to go first in any battle or combat scene. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Highlighted Skills: **Fight**, **Move**, **Shoot**

SIGNATURE ASSETS

Vera D8: This is Jayne's very favorite gun, a Callahan full-bore auto-lock rifle. It's capable of handling multiple types of ammunition and is very intimidatin', even before he pulls the trigger.

- [ ] *Armor Piercing*: When firing upon a vehicle or someone in cover, spend 1 Plot Point to step up or double **Shoot** for the Action.
- [ ] *Finest Gun Made by Man*: When you Take Out a GMC while you are outnumbered, take a **Running Out of Ammo D8** Complication to Take Out another GMC nearby. Step up the Complication to a **D10** to Take Out a third GMC in range.



KAYWINNET LEE "KAYLEE" FRYE

"Grav boot ain't your trouble. I seen the trouble plain as day when I's down there on my back. Your reg couple's bad."
- KAYLEE, "OUT OF GAS"

Character Type: Natural Mechanic

Character Description: Some folks are a ray of sunshine in the black. That would be *Serenity*'s engineer, Kaylee. She's had no formal training, but when *Serenity* talks to her, she knows exactly what's wrong with the boat. Kaylee can scrounge parts that need to be replaced from a junkyard, tell you how far they'll be able to go when they're low on fuel, and knows what to jigger to make her Firefly run more smooth.

Mal offered Kaylee the job after she proved she was more valuable than the previous mechanic, Bester. She's loyal to the captain and, although she's terrified of gunfire, she'll help out on a job if Mal needs her.

Hired right out of her parent's home, Kaylee hasn't seen much of the 'Verse and has an innocent way about her. Her cheerful demeanor can get a mite annoyin', but she keeps spirits high. She's the beating heart of *Serenity* in more ways than one.

Likes and Dislikes: An eternal optimist, Kaylee doesn't like conflict. She's got a soft spot for *Serenity* and will defend her even when Simon, the doctor she's got a crush on, complains. Kaylee loves listening to stories about Inara's glamorous life and wouldn't mind attending one of them fancy dress parties—especially if they're serving real strawberries!

Flashbacks and Echoes: Kaylee was too young to fight in the War, but she's heard the stories of those who did and her soft heart sympathizes.

ATTRIBUTES

MENTAL	8	PHYSICAL	8	SOCIAL	8

SKILLS

CRAFT	4		KNOW	8	*CELEBRITY*	SHOOT	4
DRIVE	4				*GOSSIP*	SNEAK	4
FIGHT	4		LABOR	4		SURVIVE	6
FIX	12	*ENGINES*	MOVE	4		THROW	4
FLY	4		NOTICE	6	*MALFUNCTIONS*	TREAT	6
FOCUS	8		OPERATE	10		TRICK	6
INFLUENCE	8	*CHARMING*	PERFORM	4			

DISTINCTIONS

EVERYTHING'S SHINY 8

Don't worry. Everything's going to come out shiny in the end.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Lightweight:* Gain 1 PP when you choose to get knocked out, drunk, or otherwise affected by incapacitating causes instead of rolling dice.
- ☐ *Lighthearted:* Spend 1 PP to make light of a situation and step back a Crewmember's Complication on account of your positive outlook.

HIGHLIGHTED SKILLS: **FOCUS**, **KNOW**, **SURVIVE**

SHIP'S MECHANIC 8

A ship's a living thing, no matter what they say. You can feel when she's sick, and she makes you proud when she's well.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Zen & the Art of Engine Maintenance:* Spend 1 PP at the beginning of a Timed Action involving ship repair or upgrades. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die.
- ☑ *Miracle Worker:* If you replace your **Fix** Skill with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

HIGHLIGHTED SKILLS: **FIX**, **KNOW**, **OPERATE**

SWEET & CHEERFUL 8

It doesn't seem like there's a power in the 'Verse that can keep you from being cheerful.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Good-Natured:* Spend 1 PP to step up or double your **Social** die when you're using your friendly manner to resolve a tense situation.
- ☐ *Straight-Shooter:* Gain 1 PP when you openly tell the truth even though it might be to your greater benefit to lie or conceal it.

HIGHLIGHTED SKILLS: **INFLUENCE**, **TREAT**, **TRICK**

SIGNATURE ASSETS

Serenity D8: Kaylee has a deep affection and connection to this Firefly class mid-bulk transport; despite its constant need for parts and labor, she wouldn't want to live anywhere else.

- ☐ *Realigned Her Systems Myself*: When you are trying to recover a Complication relating to *Serenity*'s systems, spend 1 Plot Point to double **Operate** for the Action.
- ☐ *She Talks to Me, Captain*: Gain 1 Plot Point when you defend *Serenity*'s reputation or quality. Step back **Focus** for your next scene.



INARA SERRA

"Yes. Because I can bring something that your 'surveyor' or any of the other fish you might have on a line can't—a certain respectability."
- Inara, "Out of Gas"

Character Type: Registered Companion

Character Description: Born into House Madrassa on the planet Sihnon, Inara trained as a Companion since the age of twelve and is well versed in several arts, including seduction. Her Companion's training and Buddhist beliefs, combined with a strong will and keen intelligence, make Inara a match for anyone, includin' Mal.

Inara's Companion talents and her contacts within the Alliance offer an air of legitimacy to Mal's dealings out on the Border Planets. Beautiful and skilled in her art, Inara could be livin' a life of luxury in the fabulous worlds of the Core. Instead, she's chosen to rent a shuttle and fly the black with Mal and the crew. Mal often refers to Inara as "The Ambassador," though he does call her other names not so flatterin'. Don't matter, though. She always has a comeback ready for him.

While Inara mostly keeps to herself, she's very fond of Kaylee and cares for the other members of the crew. She has feelings for Mal, but she isn't ready to reveal them. There's no telling what'll happen when she does.

Likes and Dislikes: Well trained, Inara uses her skills and talents to come to the aid of the crew. Like other Companions, she hates being thought of as a "whore" or "prostitute." She believes in the spiritual—as well as the physical—connection she provides to her clients. Inara tolerates Mal's disrespect for reasons passin' all understanding. Though one gets the feelin' the day will come when she's had enough.

Flashbacks and Echoes: Inara was on Sihnon during the War. Not much is known about why she left a life of luxury there. Many clients have offered to take her away from all this, but she chooses to keep flyin' with Mal and the crew. For now.

ATTRIBUTES

Mental	Physical	Social
8	6	10

SKILLS

Craft	6	*Ritual*	Know	6	*Diplomacy*	Sneak	4	
Drive	4		Labor	4		Survive	4	
Fight	4		Move	4		Throw	4	
Fix	4		Notice	6	*Psychology*	Treat	6	
Fly	6	*Shuttles*	Operate	6		Trick	6	
Focus	6	*Willpower*	Perform	10				
Influence	10	*Seduction*	Shoot	4				

DISTINCTIONS

Alluring 8

You're easy on the eyes and cunning enough to use those good looks to your advantage.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Memorable:* Create a **Memorable D8** Complication on yourself when tryin' to execute a cunning plan. Gain 1 PP.
- ☑ *Turn Heads:* When you're using your good looks as a distraction to help an ally, spend 1 PP to give that ally a die equal to your **Influence** die rating for the ally's next Action.

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

Goodwill Ambassador 8

Experienced in matters of diplomacy and decorum, you're the best candidate to send in to parley before the bullets start flyin'.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Speak Now, Or...:* Spend 1 PP to go first in a scene before any weapons or attacks can be made. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.
- ☐ *Talking Points:* If an ally or associate fails a roll involving their **Social** Attribute in your presence, step up or double your Attribute on your next die roll.

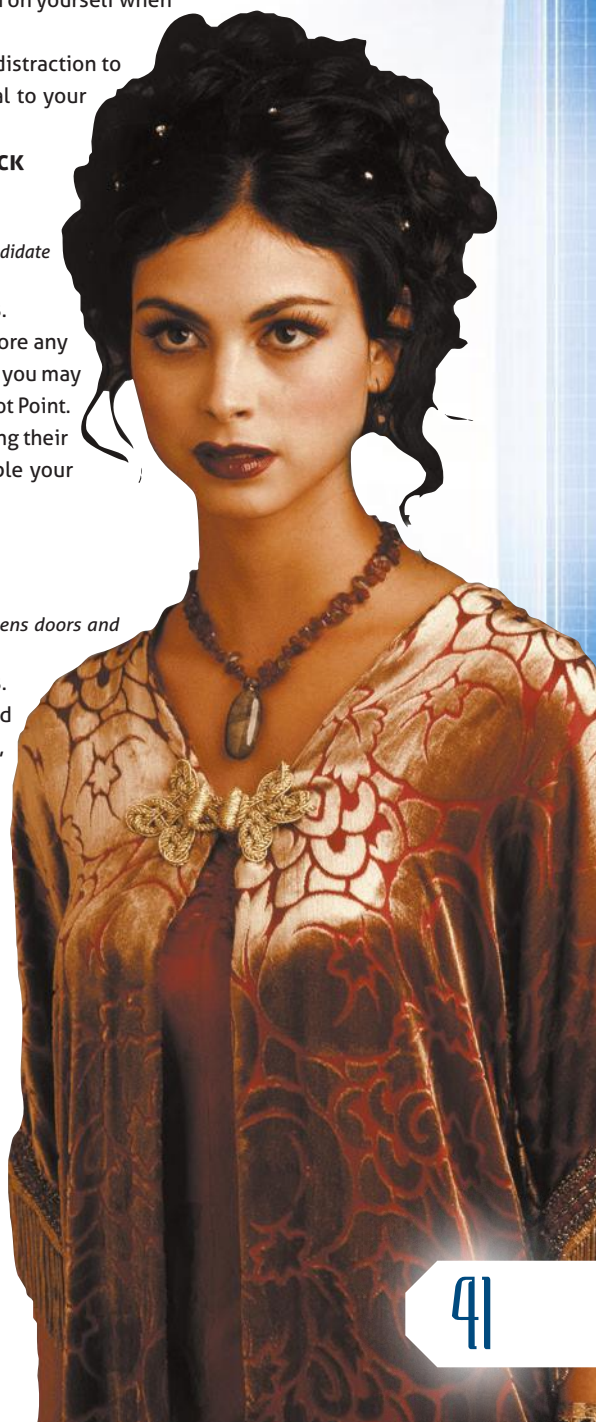
Highlighted Skills: **Influence**, **Know**, **Treat**

Registered Companion 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Inside Knowledge:* When you create an Asset related to an individual's history, biodata, or Cortex record, step it up.
- ☐ *I Know Your Ways:* Spend 1 PP to step up or double **Influence** when you are attempting to follow proper etiquette or put someone at ease.

Highlighted Skills: **Focus**, **Influence**, **Perform**



SHEPHERD DERRIAL BOOK

"It's not about making sense. It's about believing in something, and letting that belief be real enough to change your life. It's about 'faith'. You don't fix faith, River. It fixes you."
- Book, "Jaynestown"

Character Type: Mysterious Preacher

Character Description: Derrial Book is a mystery. Known as "Shepherd Book," he hails from Southdown Abbey on the planet Persephone, having spent the last several years there. Like Inara, the good shepherd has his own reasons for joining the ship—maybe more than "walking the world for a while."

There are a lot of things that don't add up about Book's past. For starters, he's as handy with a weapon as Mal and Zoe, but he won't use 'em. Then, there's his strange relationship with the Alliance, a mysterious ident card, and how he manages to know a lot more about unsavory types like Adelei Niska than he lets on.

Shepherd Book is the moral compass for the crew, whether they want it or not. He's a peacemaker, wise and strong-willed and not the least judgmental. He's not afraid to stand up for what he believes in.

Likes and Dislikes: Shepherd Book is man of faith, strong in his beliefs. He does sometimes question why God led him to *Serenity*, causing him to fall in with thieves and such, though he is not above helping the crew if they need him. He cares about all the members of the crew and prays for them, whether they want it or not. He keeps himself fit, lifting weights with Jayne.

Flashbacks and Echoes: Shepherd Book has some sort of mysterious connection to the Alliance, which he refuses to reveal. His ties to the War and how he feels about what happened are unknown. He does not talk about himself or his past and will change the subject if that comes up.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4		Know	8	*Cultures of the 'Verse*	Shoot	8	
Drive	4					Sneak	8	
Fight	10		Labor	4		Survive	4	
Fix	4		Move	4		Throw	4	
Fly	4		Notice	4		Treat	8	*Counseling*
Focus	10		Operate	4		Trick	4	
Influence	8	*Alliance*	Perform	4				

DISTINCTIONS

Caring 8

You've a courage and tenacity in carin' for others that most folk don't. You're the light in their darkness.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Heal the Wounded Heart:* Spend 1 PP to step back another character's emotional or relationship-based Complication.
- ☐ *Go the Extra Mile:* While you are taking care of an incapacitated or grief-stricken character, you or that character may reroll any dice that come up 1s instead of taking Plot Points.

Highlighted Skills: **Focus**, **Influence**, **Treat**

Mysterious Past 8

You weren't born to the life you're livin' now.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Cortex Specter:* Whenever anyone uses an information-based Asset against you, spend 1 PP to turn it into a **No Data Found** Complication of the same die rating.
- ☐ *Ghosts of Yesterday:* Create a **D8** Complication relating to your history to step up your **Fight**, **Know**, or **Sneak** for a scene. This Complication cannot be stepped back by spending PPs to activate Opportunities.

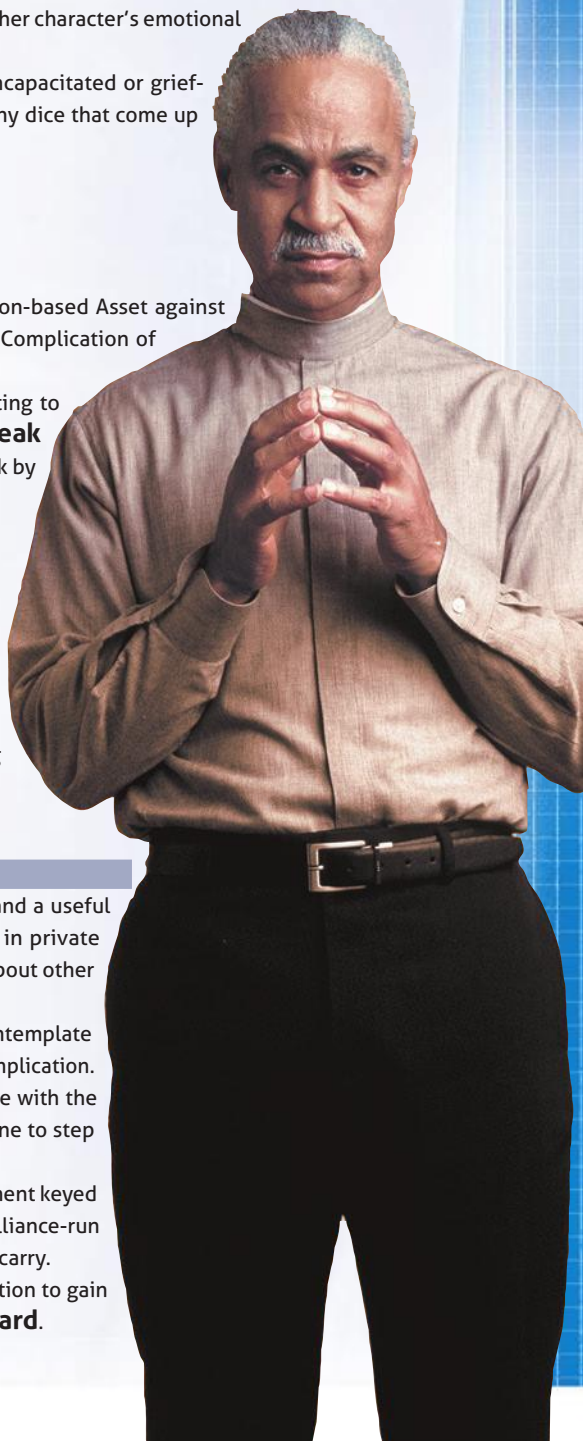
Highlighted Skills: **Fight**, **Know**, **Sneak**

Ship's Shepherd 8

You don't fix faith. It fixes you.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Taken on Faith:* When you create an Asset or take on a Complication relating to your religious beliefs or convictions, step it up.
- ☑ *Religiosity:* Gain 1 PP when you spend time sharing your faith with the unbelievers or the lost.

Highlighted Skills: **Focus**, **Influence**, **Know**



SIGNATURE ASSETS

Holy Bible D8: The Good Book, dog-eared, well-read, and a useful resource when counseling others, seeking guidance in private prayer, or reminding other religious folks that caring about other people is more important than followin' all the rules.

- ☐ *Faith Fixes You*: When you have a quiet moment to contemplate your faith, spend 1 Plot Point to step back a mental Complication.
- ☐ *Conviction*: When making a moral stand in accordance with the teachings of your faith, step back **Social** for the scene to step up **Focus** for the scene.

Ident Card D6: This is an Alliance-issued security document keyed specifically to Book that grants him access to certain Alliance-run facilities. It's not something a simple shepherd would carry.

- ☐ *All Access*: Take a **Haunting Secrets D8** Complication to gain entry to a restricted Alliance area with your **Ident Card**.

SIMON TAM

"You know what they say: history is programmed by the winners."
- Simon, "Serenity"

Character Type: Fugitive Doctor

Character Description: Simon grew up in the Core on a planet called Osiris. Born to a wealthy family, Simon had it all: intelligence, influence, and a belief in the sanctity of the Alliance. Simon became a brilliant young ER doctor and was well on his way to achieving his ambitions when the 'Verse came crashing down around him. His sister, River, who had been recruited for an Alliance-run Academy, sent word to him that she was in trouble. He was the only one in his family who believed her.

It took a lot of money and time, but after two years Simon helped his sister escape from the Academy. He placed her in a stasis chamber and managed to sneak her on board *Serenity*. Once there, however, the doctor's plans went awry and River woke up too fast, too soon.

Though he's the ship's medic, Simon's primary concern is for River. He takes care of her while the crew is out on the job. He's an excellent doctor, cool-headed and quick thinking in an emergency. He doesn't understand life out here on the Rim. He insults folk without meanin' to. It's not that he don't like regular folk; he just doesn't know how to interact with anyone except River. And even she mystifies him from time to time.

Likes and Dislikes: Simon is very defensive of River and is willing to sacrifice his own needs for his sister's benefit. The doctor is growing to like Kaylee more than a little, but he misses his old life and struggles to survive out in the fringes of space. Serious-minded, he doesn't take well to practical jokes or, on occasion, Mal's way of ordering him around.

Flashbacks and Echoes: Simon supported Unification and, while he didn't fight in the War, he was a long-time believer in what the Alliance stood for. That is, up until he found out what they did to his sister....

ATTRIBUTES

Mental	10	Physical	6	Social	8

SKILLS

Craft	4		Know	8	*Medicine*	Shoot	4
Drive	4		Labor	4		Sneak	6
Fight	4		Move	6		Survive	4
Fix	4		Notice	8		Throw	4
Fly	4		Operate	10	*Medical Instruments*	Treat	12
Focus	6					Trick	6 *Outwit*
Influence	6		Perform	6			

DISTINCTIONS

Family Ties 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Family Gifts:* When you create an Asset or take a Complication related to your relationship with your family, step it up.
- ☐ *Thicker than Water:* Spend 1 PP and invoke a family member's name to reroll your dice.

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

On the Run 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Hide in Plain Sight:* Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
- ☐ *Guilt by Association:* Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

Highlighted Skills: **Move**, **Notice**, **Sneak**

Ship's Doctor 8

Sometimes it seems whoever came up with "First, do no harm" never had to deal with the people you have to deal with.

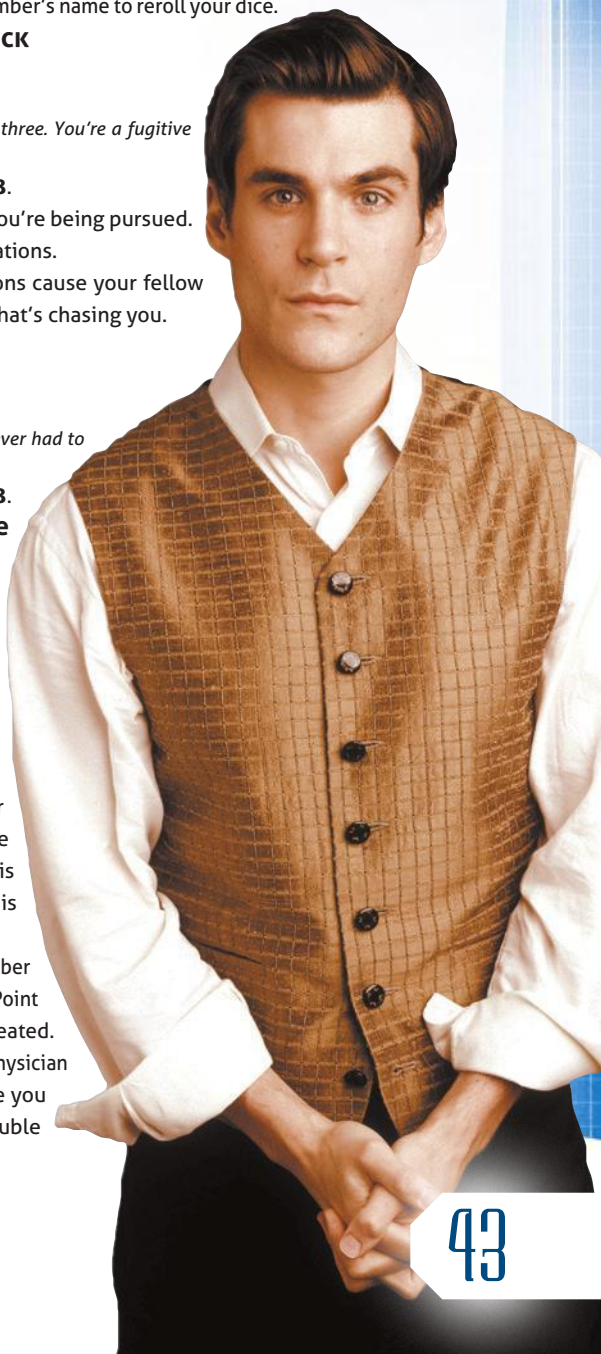
- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Experimental Procedure:* If you replace your **Operate** or **Treat** Skill with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.
- ☑ *Natural Healer:* Spend 1 PP to step back another character's medical or injury-based Complication.

Highlighted Skills: **Know**, **Operate**, **Treat**

SIGNATURE ASSETS

Medical Bag D8: Filled with surgical tools and whatever small supply of medicine Simon was carrying when he fled the Core, Simon's medical bag is his last link to his old life and the first place he turns when someone is hurt or injured on board *Serenity*.

- ☐ *Long Term Care:* When you successfully treat a Crewmember with a **D10** or higher injury Complication, spend 1 Plot Point to gain a Big Damn Hero Die equal to the injury you treated.
- ☐ *Trust Me, I'm a Doctor:* When relying on your status as a physician to gain someone's trust or get access to somewhere you aren't allowed, spend 1 Plot Point to step up or double **Influence** or **Trick** for the action.



RIVER TAM

"I remember everything. I remember too much and some of it's made up and some of it... can't be quantified, and there's secrets and..."
- River, "Safe"

Character Type: Fugitive Reader

Character Description: River grew up alongside Simon on Osiris. While her older brother was smart, she was smarter. Her parents enrolled her in an elite Alliance-run Academy. Once there, River was isolated from her family until she could figure out a way to contact Simon—but it was already too late.

By the time Simon recovered River, the damage had been done. They had operated on her brain and even she's not fully aware of what was done to her. Her behavior is erratic and unpredictable. One minute she's peelin' the labels off cans and the next she's stabbing Jayne with a knife.

Thanks to Simon, the longer River stays with the crew the more time she has to heal. That don't mean the other crewmembers have all taken to River. Some, like Jayne, see her and Simon as "opportunities" to make some money, while others, like Kaylee and Book, are more sympathetic.

Likes and Dislikes: River is a reader with an uncanny ability to see deep inside a person. This makes her scary to some folk. She's a graceful dancer and loves music. At times, River feels bad that she's become such a burden to Simon. She knows she needs help, but she finds Simon overprotective on occasion and rebels against him. She has whimsical sense of humor and mischief, but there is a darkness in River that frightens even herself.

Flashbacks and Echoes: River has lost the ability to connect with other people. She can read their minds, but she can't find a way to process all the sensory data that's flooding her brain. She suffers from flashbacks from her terrifying days at the Academy. She is lucid enough to know that there are people out there who fear her and want to silence her.

ATTRIBUTES

Mental	10	Physical	8	Social	6

SKILLS

Craft	4		Know	10	*Science*	Sneak	8	*Hiding*
Drive	4		Labor	4		Survive	4	
Fight	4		Move	6	*Dodge*	Throw	4	
Fix	6		Notice	12	*Intuition*	Treat	4	
Fly	4		Operate	10		Trick	4	
Focus	6	*Studying*	Perform	6	*Dance*			
Influence	6		Shoot	4				

DISTINCTIONS

Government Experiment 8

You don't remember what they did to you. Mostly. But now that it's done, you can never go back.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Meddled With:* Spend 1 PP to step up your **Mental** Attribute for the scene. Step down your **Social** Attribute for both this scene and the next one.
- ☑ *Two by Two, Hands of Blue:* Create a **Painful Memories D8** Complication to step up your **Know** for the rest of the scene.

Highlighted Skills: **Fix**, **Know**, **Operate**

On the Run 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Hide in Plain Sight:* Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
- ☐ *Guilt by Association:* Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

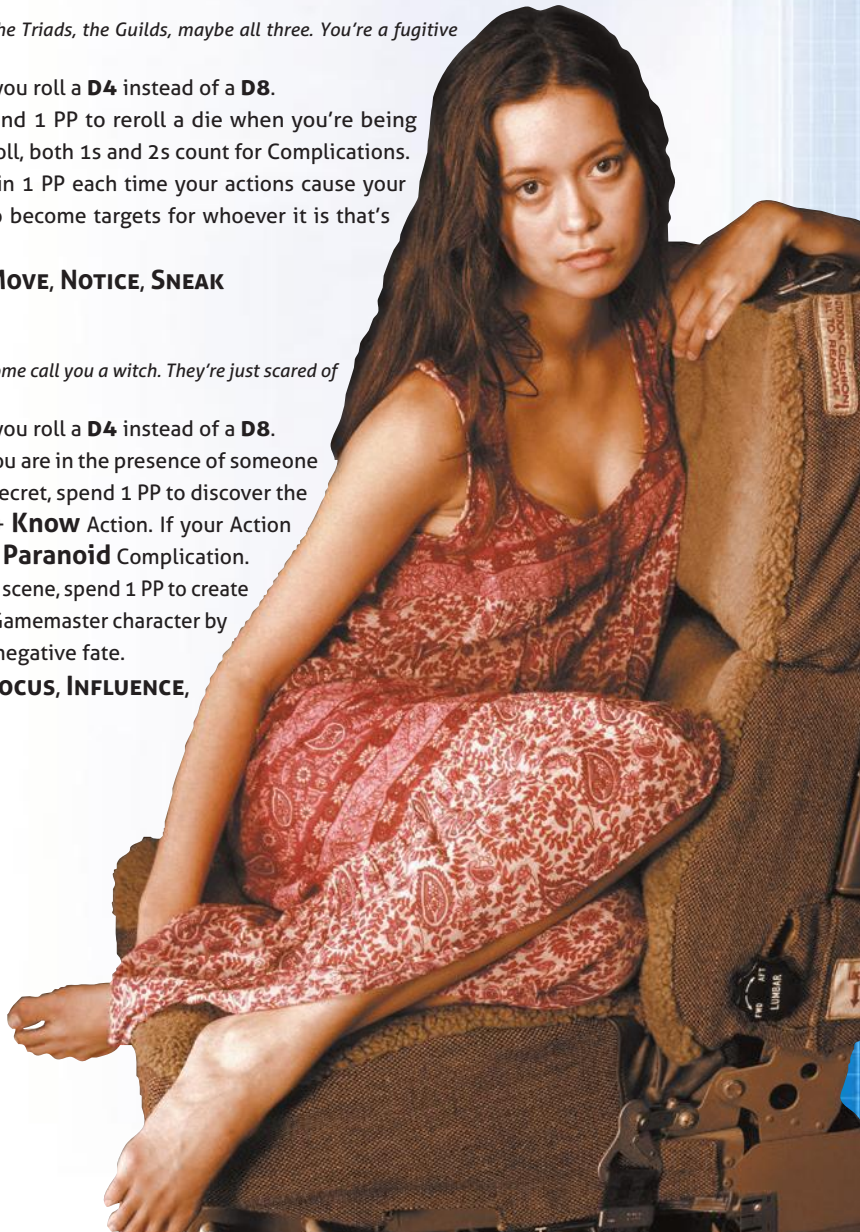
Highlighted Skills: **Move**, **Notice**, **Sneak**

Reader 8

You know things you shouldn't. Some call you a witch. They're just scared of what you represent.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Secrets, Secrets:* When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental** + **Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
- ☐ *Psychic Flashes:* Once per scene, spend 1 PP to create a **D8** Complication on a Gamemaster character by blurting out a secret or negative fate.

Highlighted Skills: **Focus**, **Influence**, **Notice**



OTHER FOLKS IN THE 'VERSE

Mighty as the Crew of *Serenity* is, not everyone wants to play somebody else's character. Some folk like to breathe life into a Crewmember of their own. Maybe you want to play one of the **Echoes of War** adventures with your own Crew, or maybe only one of you wants to go your own way, adding a new Crewmember to *Serenity's* family.

For wide-eyed visionaries like yourselves, we've included an even dozen of appropriate **Firefly RPG** archetypes for you to choose from.

HOW TO USE CREWMEMBER ARCHETYPES

Archetypes are almost-complete Firefly RPG characters, who just need a names, some personality, and a few game-related decisions to make before they're ready to go.

Each archetype comes with Attributes, Distinctions, and several Skills already selected for you. A sample background has been provided, but you should feel free to make changes to make the character your own. You can either play the character as described or you can develop what you love best about the 'Verse to write your own.

In order to finish the process and start flyin', follow these easy steps.

STEP 1: PICK AN ARCHETYPE

- **Academy Dropout:** You hail from a prominent family in the Core and were admitted to a prestigious Academy to study history on account of your mighty big brainpan. The more you learned about the Alliance, the more questions you asked—and wound up dropping out to save your hide and spread the truth about what the Alliance really is. (See page 49.)
- **Alliance Agent:** You fought in the War for the Alliance and managed to infiltrate enemy lines. Though the Independents caught on eventually, you were welcomed back into the Alliance with open arms. Now you're an Alliance agent, through and through. You've got no qualms doin' what you're doin'. Alliance has been good to you, so why wouldn't you work for them? (See page 50.
- **Asteroid Miner:** You don't care none for politics or power-hungry idiots. You were in the War, did your duty, and now you're done. All you care 'bout now is reaching your quota. You've got a mighty fine job, workin' for the Blue Sun Corporation. Though, truth be told, you wouldn't mind a little adventure now and then. (See page 51.)
- **Battle-Worn Bounty Hunter:** You've got a knack for tracking down those that don't want to be found and killing 'em if you have to. You were in the War and you've seen and done things that nobody civilized'll want to hear about. Now, you'll hunt any target—provided you get paid. (See page 52.)
- **Border Planet Farmer:** You're a shrewd farmer who hails from Persephone. You've got a thriving business on a sweet spot of land with a pretty, little house. Your family means everythin' to you and you've taken great pains to make sure they're well protected. Still, that don't mean you're entirely satisfied. You can't help but wonder what else is out there, seein' as how you've never even been to the Eavesdown Docks. (See page 53.)
- **Cortex Hacker:** You've got services that can be bought and paid for by folk who can afford it. You can repair any connection, piece together a shiny, new system, or hack



into secret Alliance databases. You came from the wealthiest planet in the Core, but you can never ever go back there. Let that gorramn governor come after you. In the meantime, you're havin' fun. (See page 54.)

- **Derelict Salvager:** You consider yourself simple folk with a powerful curious nature. Them busted ships out there in the black, those derelict transports and battle-weary military boats, they got plenty of loot waitin' to be gotten, traded, and sold. That's where you come in. (See page 55.)
- **Dishonored Politician:** You were supported by the Alliance and handpicked to rule a little backwater moon. Your job was simple: keep the peace and don't ask any questions. Thing was, you did just that, but you ran away because you knew something wasn't right. And now? You're paying the price for your sudden attack of ethics. (See page 56.)
- **Dockyard Foreman:** You work on the Eavesdown Docks fixing ships, redirecting trade routes, and managing a few apprentices. You'd much rather be a simple mechanic, but you got this job on account of deals your family made to get you this position. Truth be told, you don't care how you wound up as a foreman, you like being in charge. (See page 57.)
- **High Stakes Gambler:** If there's a bet to be made, you'll be makin' it. Win or lose, you don't care, long as you have the chance to keep winning. There's a good reason for it, too—you're not just lucky to be alive, you've done the impossible during the Battle of Du-Khang and you still draw breath. Why not keep tempting fate? (See page 58.)
- **Small-Time Trader:** You've always been a mite squeamish, so you found a way to skip the War altogether. You borrowed a boat and a heap of credits to get a permit from the Trader's Guild. You've managed to stay afloat and keep in business, but you've got piles of debt. You'll keep on flying 'til your ledger's clear. (See page 59.)
- **Triad Enforcer:** You were taken in by one of the largest criminal organizations in the 'Verse: the Triad. You've managed to establish a position for yourself as an enforcer and oversee the comings and goings of an illegal operation. You're not sure you'd leave, but then again, you've never been given the choice. (See page 60.)

STEP 2: CHOOSE TWO DISTINCTION TRIGGERS

Every Distinction lists three triggers. Most are special tricks you can use in the game and include either a benefit, drawback, or both that affects your Plot Points or the dice you add to your pool.

When you choose a Distinction, you automatically get the "Gain 1 Plot Point when you roll a **D4** instead of a **D8**." trigger for each one. You may unlock **two** more triggers, in any order, from the Distinctions you've selected.

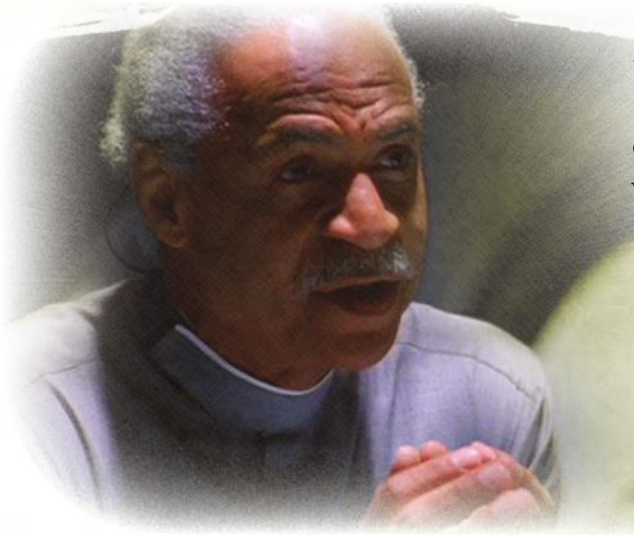
The remaining Distinction triggers will stay locked until you advance your character over the course of multiple Episodes. The **FIREFLY RPG COREBOOK** will explain more about advancing characters and tracking their progress from Episode to Episode.

STEP 3: STEP UP SKILLS

Every Crewmember has a **D4** rating in a Skill by default. Each Distinction lists three Skills that are highlighted for that Distinction. Each archetype's Skills have already been stepped up to reflect the highlighted Skills associated with the chosen Distinction..

On top of your highlighted Skills, you get 9 points to spend. No Skill may be stepped up beyond **D12**. You may spend these 9 points in one of two ways:

- **Highlighted Skills**: Step up the die rating one step for every point you spend.
- **Basic Skills**: For a Skill that isn't listed on your Distinctions, spend 2 points to step it up by one die rating. To take a **D4** to a **D6**, you'll need to spend two points, reducing your total points from 9 to 7.



STEP 4: ASSIGN THIRD SKILL SPECIALTY

A Specialty is a narrow focus for a Skill. It appears next to the Skill in parentheses. Each Specialty provides a bonus **D6** to your dice pool when you use it in connection with that Skill.

Two of your archetype's Specialties have already been chosen for you. You may add a third Specialty to any Skill rated at **D6** or higher. Unlike Skills, there is no limit to the type of Specialty you take—just remember to pick something you'd see yourself using in a game!

In addition to your third Specialty, you also receive a free **Know** Specialty if your **Know** die is a **D6** or higher. Add that additional Specialty now if your **Know** die ended up equal to or higher than a **D6**.

STEP 5: SELECT A SIGNATURE ASSET

All starting archetypes receive a Signature Asset rated at **D8**. Beneath the Distinctions provided, you will see two, unique Assets. Pick the Signature Asset that feels right to you and mark that on your character sheet.

STEP 6: NAME YOUR CHARACTER

One more quick decision and then you're all done! Now, all you have to do is name your character. Come up with your own name or grab two **D12** and use the tables provided. We'll have loads of other options in the **FIREFLY RPG COREBOOK**, too, representin' lots of cultures that existed from Earth-That-Was.

If, you don't want to choose what's presented here, seek out your own name. If you like what you see in the table over yonder? Just roll them bones.

After you're done, share your new character with your Crewmembers and the Gamemaster. Congratulations! You've got a shiny new Crewmember!

CHINESE CHARACTER NAMES

	Male	Female	Family Name
2	Bao (precious)	Ai (love)	Gao
3	Bai (hundred)	An (peace)	Guo
4	Biao (young tiger)	Bai (white)	Hu
5	Cheng (to become; success)	Chun (Spring)	Huang
6	Da (big)	Fang (fragrant)	Jiang
7	De (moral)	He (lotus)	Li
8	Fei (flying; swift)	Hua (flower)	Lin
9	Gong (merit)	Jia (lovely and good)	Liu
10	Hong (great; grand)	Jin (golden)	Ma
11	Jian (healthy)	Lan (orchid)	Pan
12	Lei (thunder)	Li (beautiful)	Su
13	Li (strength)	Ling (exquisite)	Sun
14	Ming (brightness)	Mei (pretty)	Tang
15	Ping (calm; even)	Qi (finest jade)	Wang
16	Rong (glory)	Qiao (clever)	Wei
17	Qiang (strong)	Qin (stringed instrument)	Wu
18	Shen (god; divine)	Qing (clean; pure)	Xie
19	Sheng (sage; saintly)	Wan (gracious)	Yang
20	Tai (highest; greatest)	Xin (heart)	Yu
21	Tian (sky; celestial)	Xing (start)	Zhang
22	Xiong (masculine)	Xiu (elegant)	Zhao
23	Yang (sun)	Yi (happy)	Zheng
24	Zihao (son heroic)	Yue (moon)	Zhou

OLD WEST CHARACTER NAMES

	Male	Female	Family Name
2	Alva	Adeline	Archer
3	Anton	Agnes	Bailey
4	Billy	Annie	Carson
5	Cecil	Bess	Clay
6	Clayton	Beth	Dawson
7	Cleveland	Birdie	Edwards
8	Curtis	Cornelia	Fisher
9	Edmond	Dollie	Floyd
10	Eli	Edith	Gaines
11	Ellis	Electra	Galveston
12	Frank	Eliza	Hamilton
13	George	Flossie	Hays
14	Harley	Harriett	Howard
15	Hubert	Irene	Jefferson
16	Irving	Jane	King
17	Jesse	Lizzie	Lee
18	Ollie	Loretta	Montaghue
19	Robert	Mary	Oldham
20	Rudolph	Myra	Polk
21	Thomas	Olga	Rains
22	Vernon	Rhoda	Shackelford
23	Wiley	Roxie	Upton
24	Wyatt	Sally	Winkler

ACADEMY DROPOUT

"I opened my eyes and now I'm paying the price."

Born into a wealthy family, you grew up in a lavish home on Ariel. Your socialite parents expected you'd go far because of your aptitude for learning, and by all accounts you should have. You've gone to the best schools, had top-notch teachers, and filled your time learning everything you could about Earth-That-Was.

Your parents enrolled you into an Academy the first chance they got. You were well on your way to becoming an expert on terraforming when the unthinkable happened—the more you learned about the consequences of terraforming equipment and how the Unification War brought other planets to heel, the more your faith in the Alliance began to shake. This world of yours, the only one you and your parents knew, it started to feel just plain *wrong*. To wrap your mind around the truth, you started asking questions. A few weeks later, your personal data files were investigated and you were put on academic probation.

Soon, you found yourself faced with a terrible choice—drop out of school and disappear, or pretend the Alliance is the best thing that ever happened.

You chose to follow your conscience, dropped out of the Academy, and left Ariel behind. Now you're on a mission to tell the truth about the Alliance and to help those that need helpin'. Anything else would be uncivilized.

ATTRIBUTES

Mental	10	Physical	6	Social	8

SKILLS

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

DISTINCTIONS

Child Prodigy 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Eidetic Memory:* Spend 1 PP to roll your **Know** and add it to your total once per scene.
- ☐ *Exceptional Talent:* Step up an existing Complication to step up or double a Skill in a non-combat situation.

Highlighted Skills: **Fix**, **Know**, **Operate**

Everything's Shiny 8

Don't worry. Everything's going to come out shiny in the end.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Lightweight:* Gain 1 PP when you choose to get knocked out, drunk, or otherwise affected by incapacitating causes instead of rolling dice.
- ☐ *Lighthearted:* Spend 1 PP to make light of a situation and step back a Crewmember's Complication on account of your positive outlook.

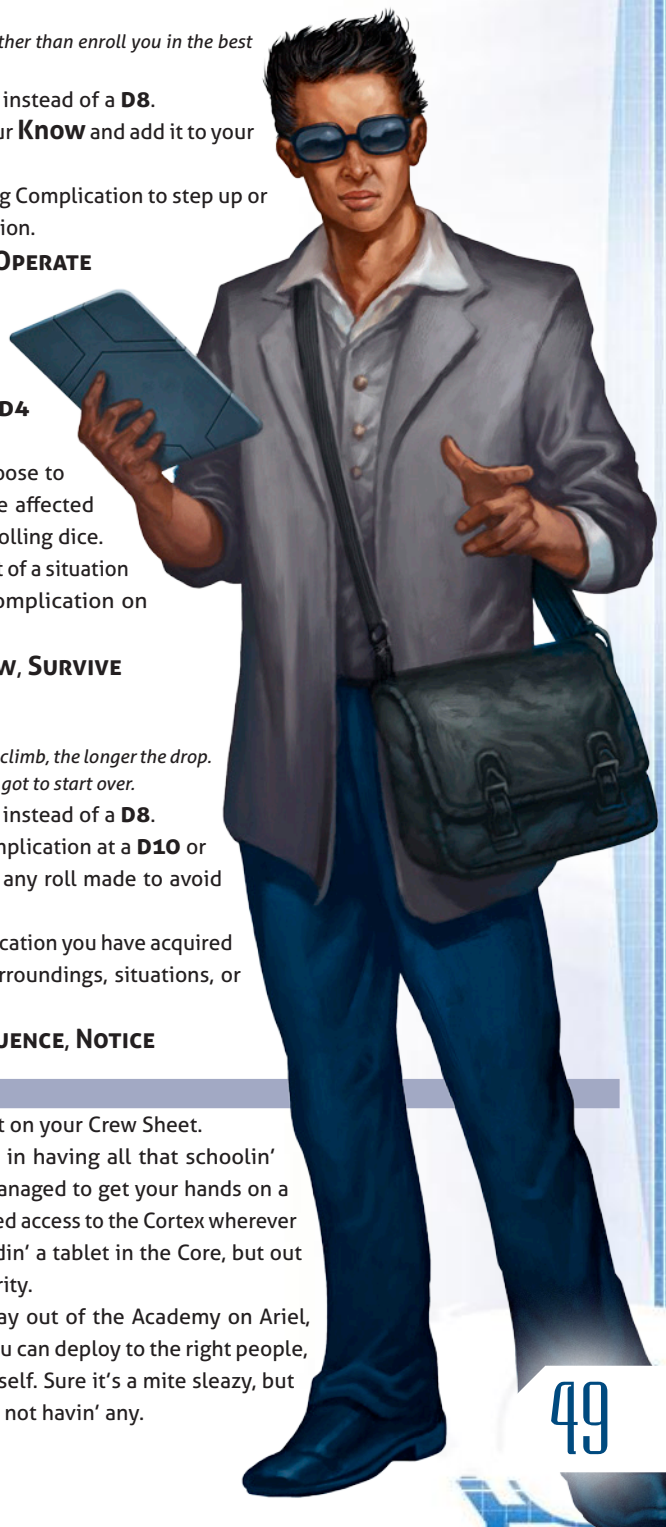
Highlighted Skills: **Focus**, **Know**, **Survive**

Fall from Grace 8

That's the problem with ambition: the higher you climb, the longer the drop. You really put yourself out there and now you've got to start over.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Coping Mechanism:* If you have a Complication at a **D10** or higher, you may add your **Focus** to any roll made to avoid being Taken Out.
- ☐ *Out of Your Element:* Step up a Complication you have acquired as a result of being in unfamiliar surroundings, situations, or circumstances to gain 1 PP.

Highlighted Skills: **Focus**, **Influence**, **Notice**



SIGNATURE ASSET

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

Cortex Tablet D8: You don't believe in having all that schoolin' without nothing to show for it. You managed to get your hands on a fancy tablet that gives you uninterrupted access to the Cortex wherever you go. Oh, folk 'spect to see you holdin' a tablet in the Core, but out on the Rim? You're practically a celebrity.

Academy Blackmail D8: On your way out of the Academy on Ariel, you managed to snag evidence that you can deploy to the right people, should you have need to protect yourself. Sure it's a mite sleazy, but having sleazy insurance is better than not havin' any.

ALLIANCE AGENT

"Forget trying to bribe me. Don't you know who I work for?"

You had a family once, but you've left them far behind. Hell, nobody back home on Persephone would recognize you now, not after the War and all you've done. Most folk would be mighty 'fraid of you if they knew you signed up to be an Independent just so you could sabotage their operations. Thanks to you, a few battles tipped in the Alliance's favor and you're mighty proud of it. You were doin' great until a Browncoat general caught you and tattooed your face all nice and pretty like.

After you escaped, you went back to the Alliance a big damn hero. Not only did they remove your tattoo, the government gave you a brand new identity and reconstructed your face so you'd blend in more. They trained you up, promoted you, and gave you full authority to bring the Law down on those who need it—provided you don't ask questions. 'Course, you're in so deep with the Alliance that if you did manage to turn on them, you'd wake up with a gun pointed at your head.

Doesn't matter if you're out on the Rim arresting illegal salvagers or back in the Core infiltrating a resistance group—you go where the Alliance tells you to go. The Alliance is your father, your mother, and your ever-lovin' spouse rolled up into one. For better or for worse, they're the only family you got. In exchange for your loyalty, you'll keep earnin' them medals and promotions.

Sure, a raise would be nice, but you get what you need to do your job. And that's plenty.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

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

DISTINCTIONS

Alliance Spy 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Alliance Agenda:* When you're interacting with any Alliance personnel, spend 1 PP to reveal that you outrank them or function at a more important level than they do.
- ☐ *Espionage:* Step back an Asset related to surveillance, investigation, or intelligence gathering in order to reroll your dice in appropriate situations.

Highlighted Skills: **Shoot**, **Sneak**, **Trick**

Things Don't Go Smooth 8

Life sure seems to be a string of mishaps, mistakes, and misappropriations. But you're still here, ain't you?

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Tough as Nails:* When you take a Complication representing an injury or physical harm, spend 1 PP to step it back or rename it as a mental or social Complication.
- ☐ *Trouble Magnet:* Step up one of your Complications to reroll a die. On your next roll, both 1s and 2s count for Complications.

Highlighted Skills: **Move**, **Notice**, **Survive**

Master of Disguise 8

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

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

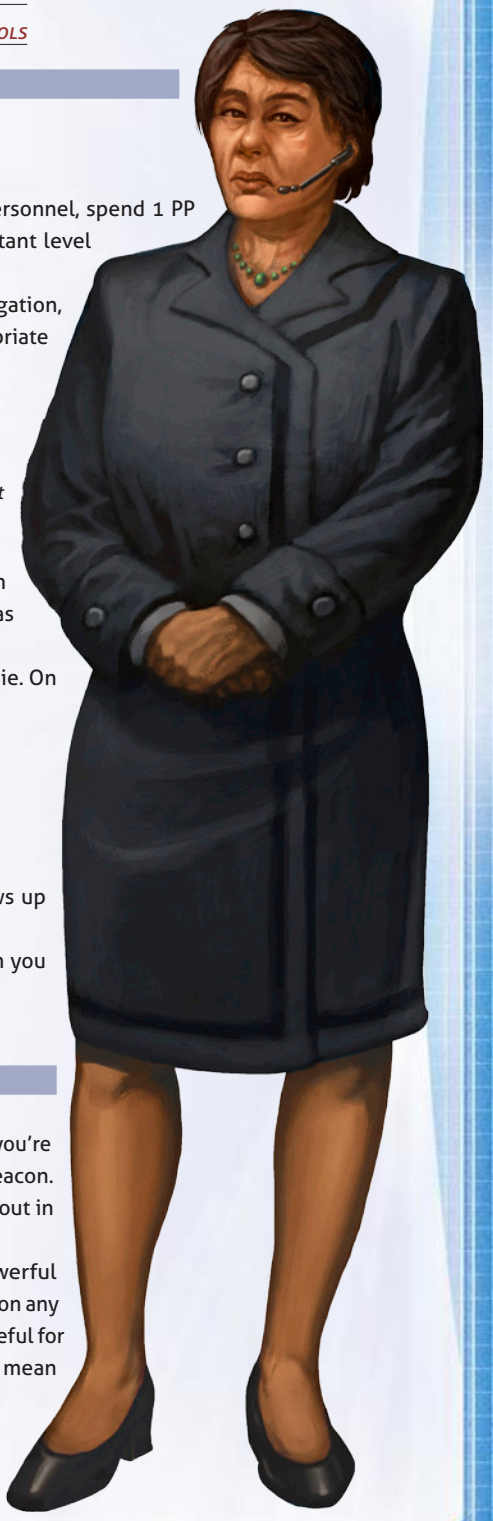
Highlighted Skills: **Influence**, **Perform**, **Trick**

SIGNATURE ASSET

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

Homing Beacon D8: It don't matter where you are or what trouble you're in, once you press that red button you'll activate your homing beacon. Not long afterward, the Alliance will come a-runnin' to help you out in the fastest way they know how.

Stink Bug D8: All that spyin' and gatherin' intel requires a powerful concentration and a mighty fine listening device. Drop a Stink Bug on any nearby target and pick up on their conversations. This li'l bug is useful for surveillance. Though it don't record none, what you learn could mean the difference between arrestin' folks or letting them be.



ASTEROID MINER

"I'm gonna crack this rock like a hard-boiled egg."

Some folks don't care about politics or bein' famous and the like, and you'd be one of them. Sure you fought in the War. You were a soldier for the Alliance and you did your duty. If you had the choice, though, you would have left the Alliance and the Independents far behind. War complicates things and you've seen one too many atrocities committed by soldiers on both sides. That's why, when it was over, you signed up for honest work—mining the asteroids located in the Halo 'round the Core.

You could've stuck to the Border Planets or staked a claim somewhere in the Rim, but you didn't. Settling down don't interest you. Friends? You had them. They died. Not to mention, you're fully aware that the terraforming technology is a mite twitchy. You may like to stand on solid ground, but you don't like them rare diseases none, either. That's why you've chosen to work out in the black mining asteroids for the Blue Sun Corporation. Hell, at least you've got medical.

Truth be told, life is simpler this way and a heck of a lot quieter. All you need to survive is some oxygen, a spacesuit, a decent ship, and a steady supply of them colored protein bars. And you'll keep getting' what you need, too, providin' you check in from time to time and meet your quota.

Still, that don't mean you're not up for a little adventure.

ATTRIBUTES

Mental	8	Physical	10	Social	6

SKILLS

Craft	4		Know	4		Sneak	4	
Drive	4		Labor	6	*Mining*	Survive	8	*Zero-G*
Fight	8		Move	4		Throw	6	
Fix	4		Notice	4		Treat	4	
Fly	4		Operate	6		Trick	4	
Focus	6		Perform	4				
Influence	4		Shoot	6				

DISTINCTIONS

Contract Miner 8

Pulling ore out of the ground—or out of floating rocks—isn't a vocation for the weak. Every rutting day is a battle against the elements.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Blood, Sweat, and Tears:* Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.
- ☐ *Company Ties:* Gain 1 PP when your contract or agreement with the mining company forces you to make an unfavorable or unwanted choice.

Highlighted Skills: **Labor**, **Operate**, **Survive**

Veteran of the Unification War 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

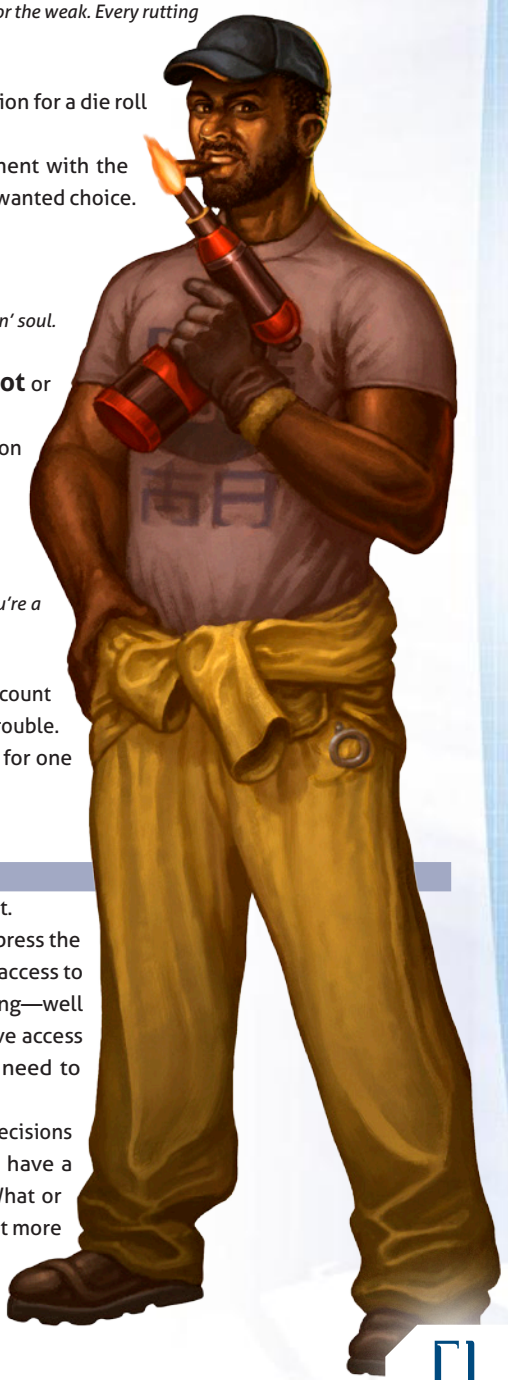
Highlighted Skills: **Fight**, **Shoot**, **Survive**

Temper 8

Some say you're a mite testy when you're courtin' bad news. Truth is, you're a mite testy all the time.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Anger Issues:* Gain 1 PP when you make a bad decision on account of the chip on your shoulder or your short fuse gets you in trouble.
- ☐ *Seein' Red:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

Highlighted Skills: **Fight**, **Focus**, **Throw**



SIGNATURE ASSET

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

Blue Sun Security Pass D8: You've finally managed to impress the right people. You have a Security Clearance that gives you access to the upper-level floors of any Blue Sun Corporation building—well above your boss's pay scale. 'Course, just because you have access to your employer's innermost secrets don't mean you need to uncover all of 'em.

Mag-Pistol D8: To meet your quota, you gotta make the hard decisions and get your hands dirty. Out in space, that means you have a magnetic pistol that can fire in low oxygen conditions. What or who you shoot...well, that's on you. Still, a mag-pistol is a lot more trustworthy than a handgun on an asteroid.

BATTLE-WORN BOUNTY HUNTER

"Cry all you want. I ain't got the heart to listen."

You're not innocent and you never claimed to be. Even as a child, you had a talent for killing things and you've got a lot of blood on your hands to prove it. First your pet fish, then your schoolteacher. You've always had a way about you. You chalk it up to your superior intelligence, 'cause you know the truth—you're not human. You're better than. You operate outside the law and you're so good at what you do, you've managed to keep finding the kind of work you like.

Sure, you have to lie from time to time just to fit in and talk your way out of trouble, but that's part of the job. You've always been the lone wolf type with no family to speak of and no love to call your own. You were sad when your fish died and still get broken up about it from time to time, but that's not a secret you'll ever let slip.

It was only natural you'd become a bounty hunter. You killed men, women, and children on both sides of the War. Don't matter who won. Folks say you aren't right in the head, but they're wrong. You're still alive, and they're not. There ain't nobody better equipped to capture prey than you and you'll keep at it while you still draw breath. Well, provided you get paid. Otherwise, them that's too weak to do their own dirty work will find themselves in an uncomfortable position—with a gun to the back of their pretty, little heads.

ATTRIBUTES

Mental	8		Physical	10	
Social	6				

SKILLS

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

DISTINCTIONS

Bounty Hunter 8

There are wanted men everywhere in the 'Verse and people who'll pay good money for 'em. This is what you do. You don't have to like it.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Tracker:* Spend 1 PP to create a **Quarry** Asset at **D6**. Choose your target; they don't have to be in your presence. You may use this Asset in any rolls made to track down and capture your target. Every time you use it in a die roll and fail, you may step it up by one. You may only have one **Quarry** Asset at a time.
- ☐ *Cortex Sniffer:* Spend 1 PP to use **Operate** instead of **Survive** to track down a fugitive.

Highlighted Skills: **Fight**, **Fly**, **Notice**

Veteran of the Unification War 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.
- ☐ *War Stories:* When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: **Fight**, **Shoot**, **Survive**

Smooth Talker 8

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

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

Highlighted Skills: **Influence**, **Know**, **Trick**

SIGNATURE ASSET

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

Mag-Boots D8: Hunting your prey out in the black requires a certain kind of finesse. It's hard gauging how far to jump or what kind of cables to bring with you. That's why you always wear your mag-boots. They may not look like much, but your magnetic boots have saved your life more times than you can count.

Whisper Firearm D8: You know a well-placed bullet to the head will always attract attention—no matter who you're shootin' at. That's why you pack a quiet gun. The Whisper Firearm has a built-in silencer that suppresses the sound of gunfire. Why, it's perfect for a bounty hunter like yourself.



BORDER PLANET FARMER

"You can have your wars and intrigue. Farming's practical. You got the credits, I got what you need."

You're the third generation in a proud line of family farmers. War came and went, and where were you? On Persephone, workin' alongside your sisters, brothers, and dozens of employees to manage your 100-acre farm. You provided care and feedin' to those who needed it on both sides, and got paid handsomely for it.

After the War, you expanded some on a new planet; now you've got sheep, pigs, and cows a-plenty, along with a nice little orchard out back on Boros. What's more, you've just built that pretty yellow house with a white picket fence. You should be mighty happy, but you ain't. You do the job that needs doin' and that's earned you a reputation as bein' a shrewd individual. Your neighbors don't like you much, but that's on account of the deals you made to keep your family farm afloat. There's been a few complaints, but none that you can't handle. You've done things to protect you and yours, secrets you will take to the grave, and you've paid to keep more than a few mouths shut.

Still, you have to wonder what and who else is out there. You've only left Persephone once and have yet to take another trip flyin' through those bright, cheery skies. What backwater moons are waitin' to be explored? What's life really like in the Rim? The black? If the opportunity were to present itself, you'd think long and hard about leavin' your farm and family behind. Well, maybe not that long.

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

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

DISTINCTIONS

Farmer 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Lay of the Land:* Spend 1 PP to reveal a fact about the natural world you're standing on—environmental conditions, weather, or animal life—as a **D8** Asset.
- ☐ *Rugged:* Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.

Highlighted Skills: **Craft**, **Labor**, **Survive**

Hitched 8

You ever been with a warrior woman?

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *In Sickness and In Health:* When you create an Asset or take a Complication related to your relationship with your spouse, step it up.
- ☐ *For Richer or Poorer:* When you share a scene with your spouse, you may share Plot Points with one another.

Highlighted Skills: **Influence**, **Treat**, **Trick**

Steady 8

It takes a lot to throw you off-balance.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Got It In One:* Spend 1 PP to roll your **Focus** and add it to your total.
- ☐ *Sea of Calm:* Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

Highlighted Skills: **Focus**, **Notice**, **Sneak**

SIGNATURE ASSETS

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

Alliance-Issued War Rifle D8: There ain't nothing you'd rather have by your side when you're out inspecting your property than your War rifle. Sure it's not one of them shiny new guns, but your trusty rifle has got plenty of character and that's enough for you.

Farm Animals D8: Other folks may be hunting down protein bars or stealin' loot from derelicts, but you've got a valuable resource all to your lonesome. Them farm animals you keep are great for trading and selling to all manner of folk clear 'cross the 'Verse. Think of them as a walking pile of credits—'cause that's exactly what they are.



CORTEX HACKER

"Of course I can get you access without an ident card. How much were you payin' me again?"

You've got what you like to call a "special connection" to the Cortex. There ain't a program you can't figure out, a system you can't hack, or an ident card you can't mimic. It's not that you had any real trainin', you just picked up bits and pieces here and there on your travels. Your ability to tap and fix them wires that need fixin' is what gets you from place to place.

Thing is, you weren't always as skilled as you are now. When you were experimenting, you did something bad. It was back on Bellerophon. Oh, it's been a few years now, but you were poking your nose into the governor's personal data files and found evidence of his crimes and the affairs he was havin'. If you were from a normal family, you would have been tossed into an Alliance jail cell and forgotten. But you aren't. Your momma's a powerful judge on the wealthiest planet in the Core and she warned you the minute she knew the Law was comin' for you. Before she could convince you otherwise, you decided to run away, takin' those secrets with you.

First chance you got, you hitched a ride aboard a transport. Now, you're taking what jobs you can, selling your services to those who can afford 'em, and flyin' as far away from the Core as you possibly can. You don't care what system you hack or who it affects. There's no way you're going home until that gorramn governor is dead or your momma tells you the coast is clear.

ATTRIBUTES

Mental	10		Physical	8	
Social	6				

SKILLS

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

DISTINCTIONS

Cocky 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Pride Goeth Before a Fall:* Gain 1 PP when your cocky attitude gets you in a mess of trouble that you could have avoided by being silent.
- ☐ *Confidence:* Step up a social Complication to step up or double your **Social** Attribute for your next roll.

Highlighted Skills: **Focus**, **Influence**, **Perform**

Cortex Technician 8

Waves in the black don't just happen. From world to world, you've made sure nobody stops the signal.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *I'm Working Here:* Spend 1 PP at the beginning of a Timed Action involving communications, data, or computer equipment. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.
- ☐ *In the Loop:* You may spend Plot Points for anyone with whom you are in direct contact via a communications network.

Highlighted Skills: **Fix**, **Know**, **Operate**

On the Run 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Hide in Plain Sight:* Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.
- ☐ *Guilt by Association:* Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

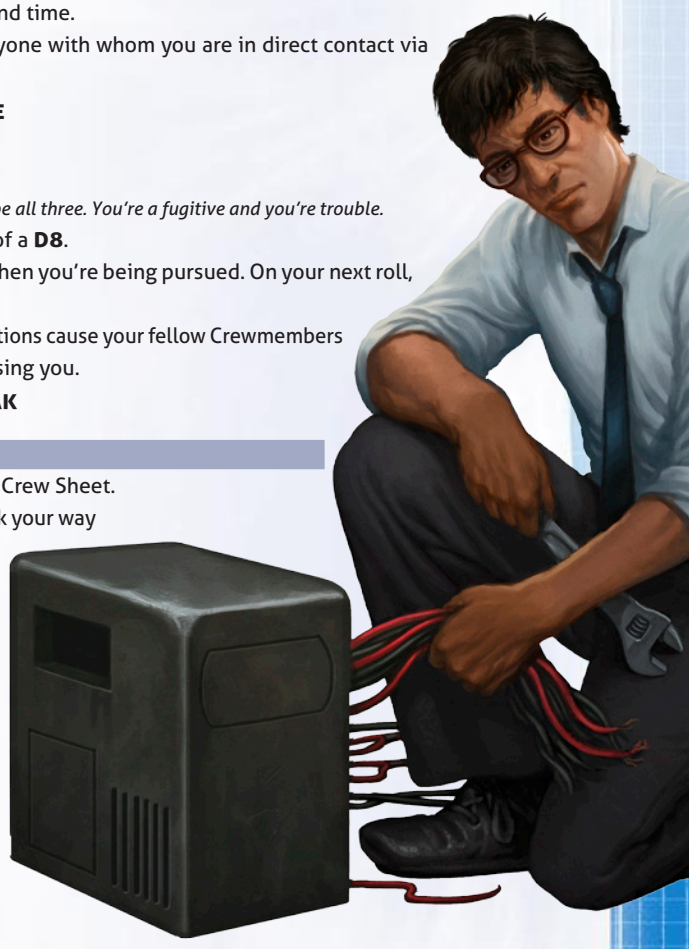
Highlighted Skills: **Move**, **Notice**, **Sneak**

SIGNATURE ASSET

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

Cortex Smokescreen D8: If you're going to hack your way from the Core to one of them backwater moons, you need a way to cover your digital tracks. Luckily, that's what your Cortex smokescreen program is for. It works pretty good, too. Well, most of the time.

Worm Food Computer Virus D8: A computer virus comes in mighty handy in your line of work—especially when there's information that needs to be chewed up and spit out. That's why you've developed Worm Food, a computer virus that'll eat its way through a program or file in seconds, leaving a mighty big hole behind.



DERELICT SALVAGER

"Permit or no permit. There's some good cargo to be had out in the black. I'd be a fool not to take it."

Hard to find decent work once you get past the Border Planets. Not a lot of choices for someone like you. Sure you could settle down on some backwater moon or take a job on a cruise ship, but that don't pay much and it's boring work. You could play some petty mayor's game or join a terraforming outfit, but truth be told, salvagin' ships is a lot more fun. Never know what you're going to find on an abandoned passenger ship or one of them battle-weary warships. You've found weapons a-plenty, but also protein bars, old ident cards, medkits, and more than your fair share of useless parts and sentimental junk.

You hail from a town of mudders on Higgins' Moon. Would've been stuck there, too, only you managed to stash your skinny hide on board some rickety old ship. By the time you were caught, you were halfway to the other side of the system. Intead of takin' you back, the crew put you to work, until the captain went and got herself pinched by the Alliance on account of a bad haul. You never were one to look back, so you fell in with another crew 'cause they paid well and weren't as stupid.

You'll travel to them fancy antique dealers in the Core, get a gorramn Alliance permit, or deal with them backwater traders when you have to, but you *will* get paid. Salvagin' is hard work!

ATTRIBUTES

Mental	6		Physical	10	
Social	8				

SKILLS

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

DISTINCTIONS

Crude 8

You're a little gorramn rough around the edges.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Rough Talk:* Double **Influence** when you're trying to intimidate or scare folks with more sensitive proclivities. After your roll, step up or create a social Complication on another Crewmember.
- ☐ *Obnoxious:* Gain 1 PP when you choose to disrupt, upset, or challenge the social order of things when you have the option of being mannerly or polite.

Highlighted Skills: **Fight**, **Labor**, **Move**

Never Learned to Read Nor Write 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Barely Literate:* Gain 1 PP when pretending that you've read and understood something gets you in trouble.
- ☐ *Underestimated:* Spend 1 PP to ignore a Complication die for an Action when you try to catch your opponent off-guard.

Highlighted Skills: **Focus**, **Influence**, **Know**

Salvager 8

Folk leave all manner of valuable hulks and crates floatin' around waitin' for you to just swoop in and liberate them. Finder's keepers.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Spare Parts:* Spend 1 PP to turn a gear or equipment-based Asset into two new Assets. Step back the die rating of the original Asset to determine the die rating of the new Assets.
- ☐ *This Is Why We Can't Have Nice Things:* Turn one of your Assets into a Complication of the same die rating to gain 1 PP.

Highlighted Skills: **Fix**, **Move**, **Operate**

SIGNATURE ASSET

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

Fancy Six-Shooter D8: Derelicts floatin' aimlessly in the black should be easy game, but, on account of the Alliance and rival crews, they're not. Don't matter none 'cause your six-shooter never leaves your side. You're well prepared for trouble wherever it may be.

Alliance Salvage Permit D8: Alliance don't bother you, but just in case they do? You've sold plenty to get an Alliance salvage permit. If the Law comes a-knockin' on your door up there in the black, you've got a mighty fine (and legal) permit to show 'em.



DISHONORED POLITICIAN

"There's no way I can save face now."

You hail from Ariel. The War was just a blip on your radar. Still, you worked for the Alliance and knew what they're capable of. You were, matter of fact, hand-picked from one of the finest families from Ariel's capital city to run a small, little town clear 'cross the other side of the 'Verse.

Sure, being moved from the Core to a backwater, no-name Border Planet moon like Godforsaken was a little worrisome, but you had every assurance it was for the best. You got a pile of credits for your trouble, your own personal Companion, and a small mansion, too. Your job was simple: keep the townspeople quiet and don't ask questions.

When you couldn't stand the Alliance's silence anymore, you told your family you wanted to come home. So, your father pulled some strings and you did—stripped of title, lands, credits, everything.

You never did find out what was going on back there, what all that silence was covering up. You're dyin' to know, but you have a feeling that if you do, somebody's going to get hurt. Maybe it'll be dear old dad or maybe it'll be you. Are you the kind of person to find out the truth? You could try, but forgetting might be a lot easier. After all, your career is over.

ATTRIBUTES

Mental	8		Physical	6		Social	10	

SKILLS

Craft	4		Know	4		Sneak	4	
Drive	4		Labor	4		Survive	4	
Fight	4		Move	6		Throw	4	
Fix	4		Notice	8		Treat	4	
Fly	4		Operate	4		Trick	6	*Cover-Up*
Focus	6		Perform	6				
Influence	10	*Politics*	Shoot	4				

DISTINCTIONS

Drunk 8

The demon in the bottle drags you in every time. You like to refer to it as having an expertise in beverages; others like to refer to it as a serious problem. One of you is right.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Functional Alcoholic:* Start every Episode with a **Drunk D6** Complication. Step it up to reroll a die on a failed Action. Once it exceeds **D12**, you are out until given medical treatment.
- ☐ *Gaps in Memory:* Gain 1 PP to reveal that you don't remember or recall the events of a previous scene in which you had an active **Drunk** Complication.

Highlighted Skills: **Influence**, **Move**, **Perform**

Fall from Grace 8

That's the problem with ambition: the higher you climb, the longer the drop. You really put yourself out there and now you've got to start over.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Coping Mechanism:* If you have a Complication at a **D10** or higher, you may add your **Focus** to any roll made to avoid being Taken Out.
- ☐ *Out of Your Element:* Step up a Complication you have acquired as a result of being in unfamiliar surroundings, situations, or circumstances to gain 1 PP.

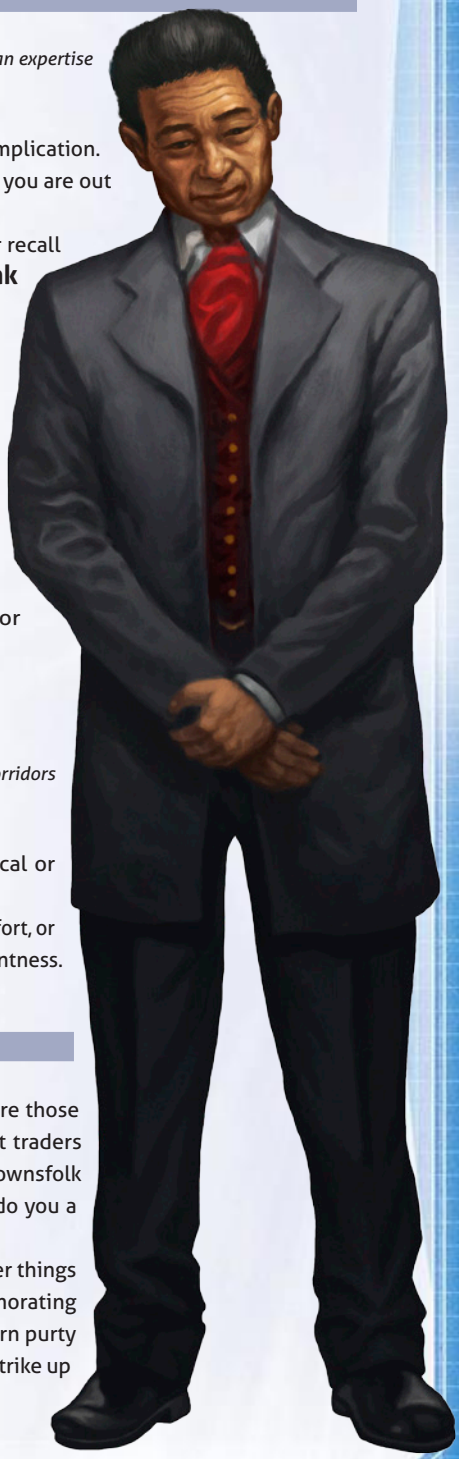
Highlighted Skills: **Focus**, **Influence**, **Notice**

Politician 8

You attained public office, acclaim, and people's trust. You have access to the corridors of power, for what that's worth.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Pulling the Strings:* When you create an Asset based on political or corporate connections, step it up to a **D8**.
- ☐ *Promises, Promises:* Gain 1 PP when an agreement, vote, lobbying effort, or behind-the-scenes deal comes back to cause you grief or unpleasantness.

Highlighted Skills: **Influence**, **Notice**, **Trick**



SIGNATURE ASSET

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

Sympathetic Townsfolk D8: You may be disgraced, but there are those that remember all the mighty fine deeds you done. You brought traders a-plenty, Companions, and socialites, too. Some of your former townsfolk are so appreciative of those deeds they'll go out of your way to do you a favor or fight for you if need be.

Commemorative Flask D8: You've always had a taste for the finer things in life, so it's no surprise you've got your very own flask commemorating your stint as mayor of that fine little town. What's more, it's so darn purty it's become something of a conversation piece—a perfect way to strike up a conversation with those that need a-talkin' (or a-drinkin') to.

DOCK FOREMAN

"Can't figure out the problem? Point me and my crew to it. That's what I'm here for."

You remember when your family migrated to the Eavesdown Docks on Persephone. You were just a wee bit too young to go to War, and that was a good thing. While others were off fightin', you worked the docks with your family and eventually got promoted to foreman. You'd like to think it's because you've earned that position, but you suspect it's more on account of your family being well connected. Oh, they're regular folk all right, without any aims to be social climbers, but they know who's coming and going. That's their specialty: information. Putting you in the position of foreman makes a whole lot of sense—more for them than for you.

But you're not above getting your hands dirty down on the docks. When there are crates to lift and machinery to operate, you're happy to throw your weight into getting the job done. You're likable that way, and most stay clear of ya. You've got an apprentice or two under your watch and you stick to the laborin'. 'Course, you don't mind having charges. In fact, you've gotten used to bossin' folks around. This particular section of Docks is like havin' your own little kingdom. Shiny!

ATTRIBUTES

Mental	6	Physical	10	Social	8

SKILLS

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

DISTINCTIONS

Dockyard Worker 8

So many folk come and go at a spacedock, it's like a daily class in other cultures. It's also gorramn drudgery and pays almost nothing, so why not keep an ear open?

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Cosmopolitan:* Spend 1 PP to add a specialty in a different culture to your Crew Sheet for a scene.
- ☐ *Unsavory Element:* When you create an Asset or take a Complication that relates your less-than-cultured social group of workers, smugglers, and inspectors, step it up.

Highlighted Skills: **Know**, **Labor**, **Operate**

Family Ties 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Family Gifts:* When you create an Asset or take a Complication related to your relationship with your family, step it up.
- ☐ *Thicker than Water:* Spend 1 PP and invoke a family member's name to reroll your dice.

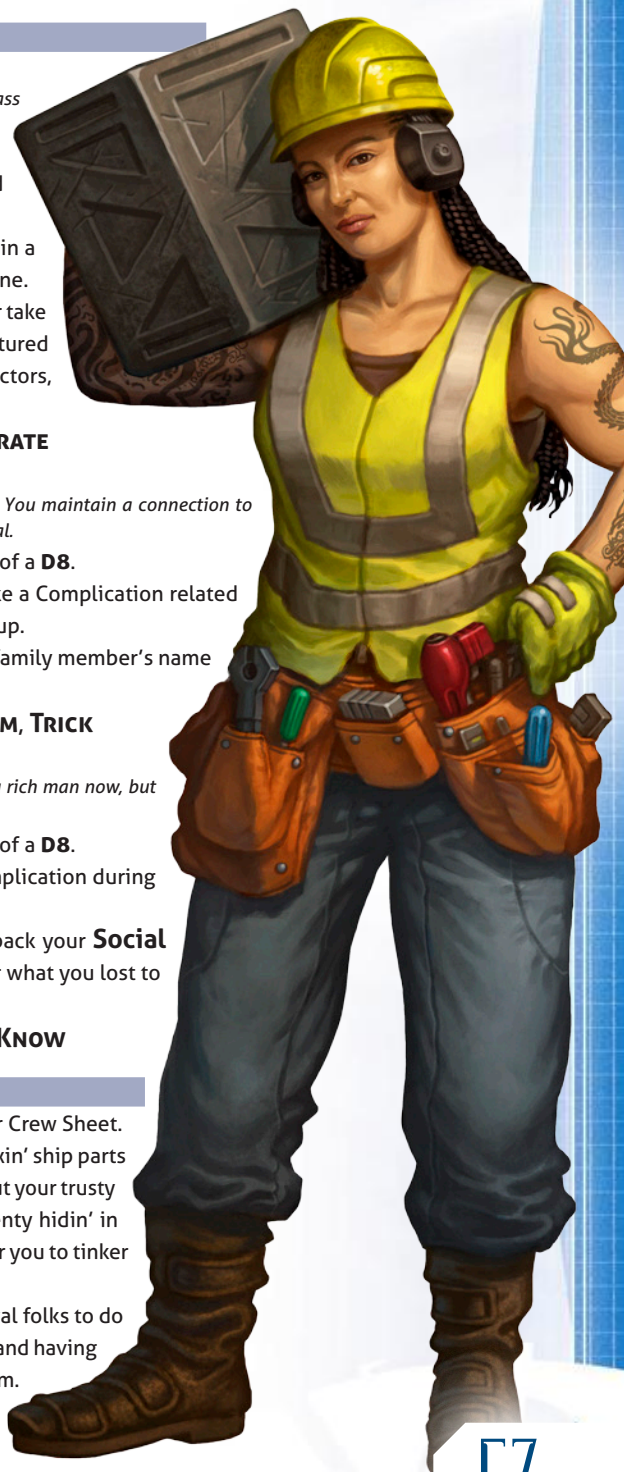
Highlighted Skills: **Influence**, **Perform**, **Trick**

Tough as an Old Leather Boot 8

You built your empire with your own hands. You may be a rich man now, but you're still the same sumbitch on the inside.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Hard Bargain:* Spend 1 PP to step back a Complication during a negotiation.
- ☐ *Singin' the Blues:* Gain 1 PP when you step back your **Social** die during a roll due to your melancholy over what you lost to get where you are.

Highlighted Skills: **Focus**, **Influence**, **Know**



SIGNATURE ASSET

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

Mechanic's Toolbelt D8: You're a natural at fixin' ship parts and the like, but you can't do a darn thing without your trusty toolbelt. You've got gizmos and gadgets a-plenty hidin' in them pockets on your belt, ready and waitin' for you to tinker when you need 'em.

Worker Bees D8: You've got work to do and loyal folks to do it. Supervisin' them dock workers has its perks, and having access to a heap of folks is definitely one of them. Why, your li'l worker bees are so happy with you runnin' the show, they'll gladly stick their necks out for ya if you need a hand.

HIGH STAKES GAMBLER

"Deal out the cards. They can take me to jail when I'm good and ready."

You've got an itch that can't be scratched. You tempt the gods often, on account of your insatiable hunger. There ain't a game you won't play—or bet on. You like cards, dice, cockfights, wrestling, races...heck, you've even bet on a game of *Chinese Checkers* once or twice. You gamble to win and when you don't, you keep on bettin' and playin' until you're forced to stop. That's when things get a little ugly, for you ain't afraid of losin'. You're invincible.

You were in that damnable War right on the front lines at the Battle of Du-Khang. Just a soldier, an Independent, who took a chance on the underdog. You bet high and threw everythin' into your duties, figurin' that you and your fellow Browncoats would take down those *jian huo*. Instead you experienced somethin' you could never forget. You were fightin' alongside your best friend, and what happened? She died. Walking right onto the field of battle—bullets and laser blasts zippin' right past—you shot the *ben dan* who murdered your friend. When you got you got back to your bunker, you didn't have a scratch on you.

Truth be told, that's when you started gambling. Ever since that day, you've never been able to resist tryin' your luck. You don't keep track of your wins and losses. All you've got is the game, 'cause that's the only thing that makes sense.

ATTRIBUTES

Mental	8	Physical	6	Social	10

SKILLS

Craft	4		Know	6		Sneak	4	
Drive	4		Labor	4		Survive	4	
Fight	4		Move	4		Throw	4	
Fix	4		Notice	8		Treat	4	
Fly	4		Operate	4		Trick	8	*Sleight of Hand*
Focus	8		Perform	4				
Influence	8	*Gambling*	Shoot	4				

DISTINCTIONS

Gambler 8

The greater the risk, the greater the thrill. You're addicted to the luck of the draw.

- [x] Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- [ ] *Risky Business:* If you replace your Skill die in a roll with a **D4**, you get a Big Damn Hero Die equal to that Skill's normal die rating if you successfully set or raise the stakes.
- [ ] *All or Nothing:* When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

Highlighted Skills: **Focus**, **Notice**, **Trick**

Smooth Talker 8

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

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

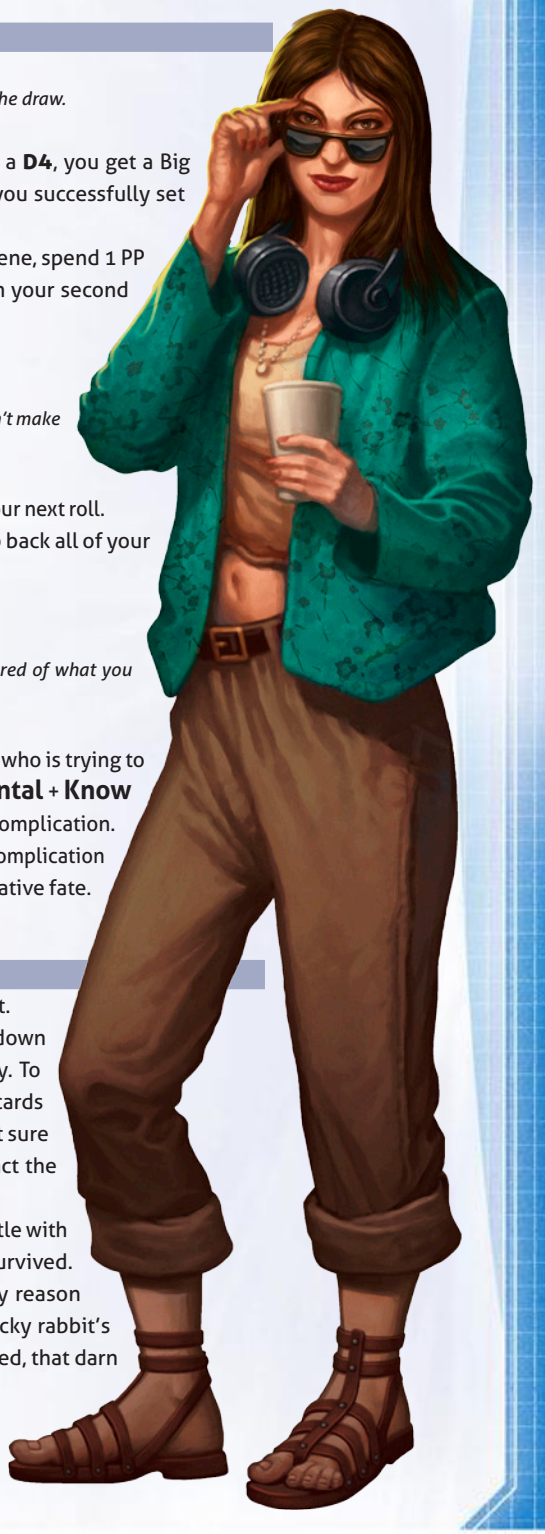
Highlighted Skills: **Influence**, **Know**, **Trick**

Reader 8

You know things you shouldn't. Some call you a witch. They're just scared of what you represent.

- [x] Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- [ ] *Secrets, Secrets:* When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental** + **Know** Action. If your Action fails, create or step up a **Paranoid** Complication.
- [ ] *Psychic Flashes:* Once per scene, spend 1 PP to create a **D8** Complication on a Gamemaster character by blurting out a secret or negative fate.

Highlighted Skills: **Focus**, **Influence**, **Notice**



SIGNATURE ASSET

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

Fake Ident Cards D8: You've got a terrible habit and deep down inside you know your reputation is spreadin' in a bad way. To set your mind at ease, you've got a collection of fake ident cards that you use to get yourself out of trouble. Though you ain't sure who you'll pretend to be next, your ident cards will distract the Law when need be.

Lucky Rabbit's Foot D8: You walked across that field of battle with those gorramn laser blasts whizzing past your ear and survived. Was it skill? Your charming demeanor? Hell, no. The only reason why you're still alive and kickin' is because you carry a lucky rabbit's foot. Never mind how you've been farin' after the War ended, that darn foot is helpin' you keep it together.

SMALL-TIME TRADER

"I'm no lao qian. You deal with me and I'll make sure you get a fair bargain."

Your parents are Alliance supporters who begged you to enlist in the War. To avoid disappointing them, you borrowed some money and a boat and left your home on Osiris over eight years ago. You always liked the travelin' life, but couldn't stomach a life of crime or poverty. You thought you found a way to make it work, by setting up shop as a small-time trader flyin' from place to place.

Thing was, when you started you didn't know the first thing about Guild permits, what goods folks wanted, or how badly you needed a mechanic and the like, so you got in deep. Though you know who to get more credits from, you're in debt up to your eyeballs. You've got a crew to pay, places to roam, and loot to sell.

But you're not worried. You've always managed to come out on top even after that bloody War was done and over with. Now, you run a small shop out of the back of your boat. You trade fair and the Border folk know it, too. Eventually, your ledger will go from red to black, right after you get that fancy new boat and give everybody a raise. 'Course you've always wanted to hire a Companion of your very own. Maybe you'll buy your folks a vacation, too...

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

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

DISTINCTIONS

Debt 8

You're in deep, and it's a hole you can't climb out of easily. But for the time being, you've got resources.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Something Borrowed:* When you create an Asset by spending money to purchase goods or services, step it up.
- ☐ *Pay It Forward:* When you use your financial resources on behalf of another, spend 1 PP to create an appropriate **D8** Asset.

Highlighted Skills: **Know**, **Notice**, **Trick**

Guild Trader 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Get Out of Jail Free:* Spend 1 PP when you're imprisoned, locked up, seized, or held. The Trade Guild springs you but they'll ask you to do something for them later.
- ☐ *Shadow of the Guild:* Gain 1 PP when your decision to go against the Trade Guild's policies, practices, or orders puts you in danger or hot water.

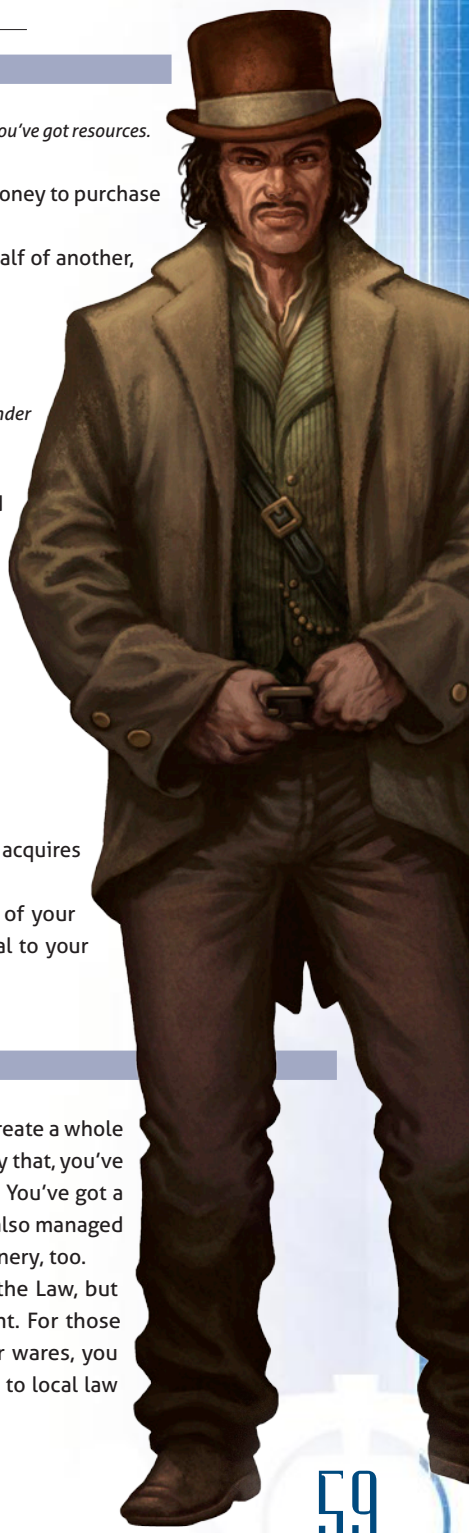
Highlighted Skills: **Drive**, **Fly**, **Know**

Ship's Captain 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Protect the Crew:* When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.
- ☐ *Lead the Crew:* When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your **Influence** die rating.

Highlighted Skills: **Fly, Focus, Influence**



SIGNATURE ASSET

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

Secret Stash D8: You're so business-savvy you've managed to create a whole separate inventory and hide them items on your books. Not only that, you've pinched a few items from your own customers here and there. You've got a few foodstuffs like tobacco, rice wine, and the like, but you've also managed to squirrel away a few important medicines, gems, and other finery, too.

Emergency Alert D8: You like to keep on the good side of the Law, but understand full well that not every deal goes down just right. For those times when you've got suspicious characters eyeing up your wares, you protect yourself with an emergency alert that sends out a call to local law enforcement—whether you're flyin' or not.

TRIAD ENFORCER

"Zhua jin, I do not know what you're talking about. I help people, dong ma?"

You're an enforcer for the Triad, an elite criminal organization with roots in the Earth-That-Was. Most folks think you're head of security for a pharmaceutical company on Ariel that manufactures drugs like Byphodine. According to your official Cortex datafiles, you travel the 'Verse bringin' the local Law medicine that's sorely needed. What you really do is enforce the comings and goings of a highly illegal organ smuggling operation—right under the Alliance's very nose.

After the War, you had a hard time finding a legitimate job. You used your charm and wound up running errands just to stay alive, not knowing who you were really working for. The Triad took you in off the streets, trained you up, and promised food and shelter. You worked your way up the ranks, and now you travel the black as one of the Triad's most trusted agents. So far, they've lived up to their end of the bargain and will continue to do so—provided you do yours.

Now, you're in so deep with the Triad that you couldn't leave even if you wanted to. You've seen what happens when people grow a conscience in your line of work. Sure, the Triad ain't exactly a group of shepherds, but they did give you everythin' you have. To sleep at night, you've convinced yourself that the Triad is a necessary evil. You'd be foolish to leave now, right?

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	4		Know	6		Sneak	4
Drive	4		Labor	4		Survive	4
Fight	6	*Kung Fu*	Move	4		Throw	4
Fix	4		Notice	6		Treat	4
Fly	4		Operate	4		Trick	8
Focus	6		Perform	4			
Influence	10	*Triads*	Shoot	4			

DISTINCTIONS

Shady Business Man 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Fell Off a Truck:* Step up a Complication involving the authorities to create a **D8** Asset that was acquired from less than reputable sources.
- ☐ *Loan Shark:* Spend a PP to pass off a social Complication onto another character who owes you something.

Highlighted Skills: **Influence**, **Notice**, **Trick**

Tough as an Old Leather Boot 8

You built your empire with your own hands. You may be a rich man now, but you're still the same sumbitch on the inside.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Hard Bargain:* Spend 1 PP to step back a Complication during a negotiation.
- ☐ *Singin' the Blues:* Gain 1 PP when you step back your **Social** die during a roll due to your melancholy over what you lost to get where you are.

Highlighted Skills: **Focus**, **Influence**, **Know**

Triad Ranking 8

You fought, swindled, and bargained your way to a position of minor leadership in the Triad. Only problem is what to do now that you're here.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☐ *Brutal:* Step up one of your own Complications to step up a Complication you caused another character to acquire this scene.
- ☐ *Gang Warfare:* Gain 1 PP when your criminal background and deadly connections lead to violence against you or your allies.

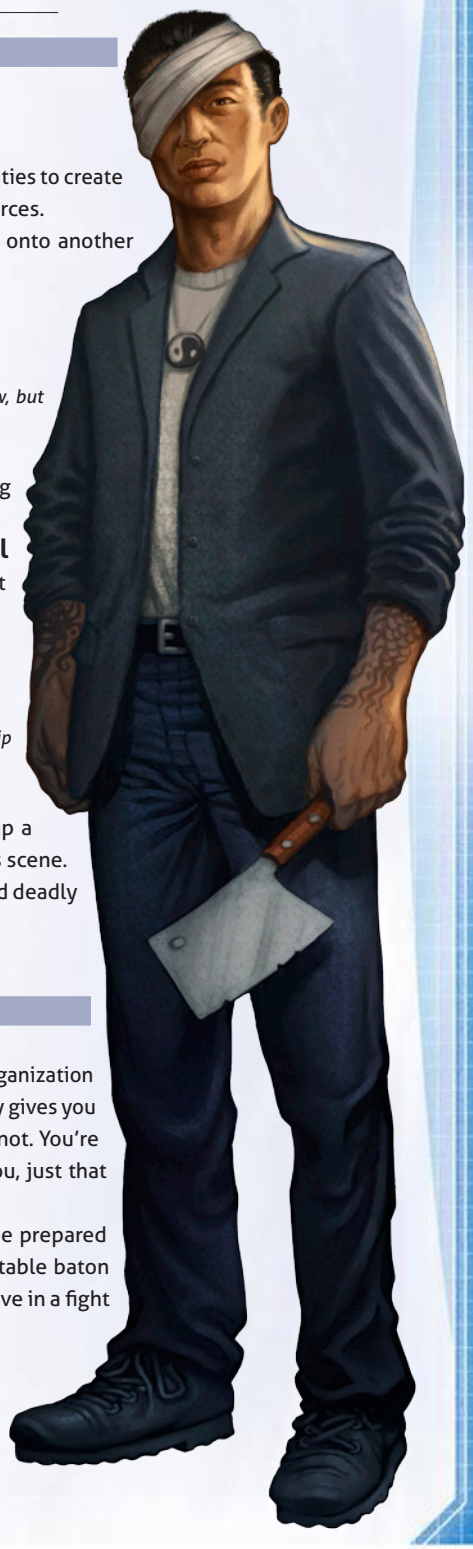
Highlighted Skills: **Fight**, **Influence**, **Trick**

SIGNATURE ASSET

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

Experimental Drugs D8: Being a member of a clandestine organization has its perks. Your cover identity at a pharmaceutical company gives you access to all the latest experimental drugs—both legal and not. You're not sure what these powders, pills, and liquids do, mind you, just that there's those that would kill to get their hands on 'em.

Retractable Baton D8: In your line of work, you have to be prepared to use force when necessary. That's why you carry a retractable baton around with you. It's cheaper than bullets and mighty effective in a fight to bring an opponent screaming to their knees.



ABOUT YOUR SHIP

Remember, each Episode in Echoes of War is unique. Most of the time, your adventure won't require you to roll dice to determine what happens with your ship—it's gonna get you from place to place just fine. Whether or not you're flying high and taking risks will depend on where you are in the 'Verse and what job you'll be taking on. For those times if'n you need to take Actions in your ship, the rules included here for *Serenity* will keep you covered.

If you're running your own Crew, take the *Serenity* rules and modify them slightly to your liking. Remember, your ship's Attributes will typically range from **D6** to **D10** and your Distinctions will all be at **D8**. Signature Assets, even for armor plating and the like, will be a **D8**. You've likely got two Signature Assets on an average boat. These dice ratings are perfect for playing an Episode or two.

The **Firefly Corebook** expands upon rules for your boat, provides you with new ship examples, and shows you how to upgrade and modify her over time. Those rules are compatible with what you find here, too.

Yep. A real beauty, ain't she? Yessir. A right smart purchase, this vessel. Tell you what, you buy this ship, treat her proper, she'll be with ya for the rest of your life.

– Salesman, "Out of Gas"

Ship Rules

When you're out in the black, you'd best have a good boat to rely on and a Crewmember who can fly, fix, jerry-rig, and connect with her. The 'Verse is filled with all kinds of ships, from Alliance cruisers to small transports and everythin' in between. Each boat has her own crew, history, and character and they can perform all manner of functions from transporters to patrol ships to med ships and beyond.

In *Firefly*, ships are more than just vehicles for transportin' folks from places like Persephone to Ariel. In many ways, your boat is a part of your Crew. Treat her right and she'll serve you well.



RULES FOR YOUR BOAT

In the Firefly RPG, your boat is a vital member of your Crew. Starships work similarly to how your character does. Though your ship won't be able to fly herself, you'll be able to pull stunts, fly farther, outmaneuver the Alliance, and line up with a salvage boat by cooperatin' with her. Or, to put it nice and simple like, you'll be working in *tandem* with your ship, just like Mal and his crew on *Serenity*.

When you take an Action using a starship—whether you're the pilot flying, the gunner shooting, or the first mate operating the com—you'll create a dice pool. A basic dice pool includes a combination of the ship's statistics and your own. You always use an Attribute from the boat itself and the Crewmember's appropriate Skill. You might also add the boat's and/or the Crewmember's Distinctions, and maybe some Assets, too. We'll tell you about all those pieces next.

ATTRIBUTES

Ships come in all shapes and sizes. Some boats zip through the atmosphere and others crawl along the Rim. Though they may look mighty different, all ships in the 'Verse have three Attributes—**Engines**, **Hull**, and **Systems**.

ENGINES

Engines make your ship go. Some boats are better at maneuvering and others have more raw speed. The **Engines** drive the ship from one end of the 'Verse to the other. The higher the **Engines** die rating, the faster and more agile the ship is. A lower **Engines** die rating might indicate the ship is awkward to fly or just plain slow.

You might create a dice pool using the **Engines** for a variety of circumstances.

EXAMPLE HULL ROLLS:

- Roll **Engines** + your character's **Fly** Skill to lose an Alliance patrol ship in an asteroid field.
- Roll **Engines** + **Fix** to give your pilot an extra boost dodging Reavers.
- Roll **Engines** + **Focus** to keep your ship steady while a firefight is going on just outside the cockpit.

MASTERIN' THE GAME
IT'S COMPLICATED

Complications are a natural occurrence—even for your ship. Sometimes your fuel cells are plain used up or your wing's cracked. Complications might be any problem that could crop up and cause you trouble later. They may affect just you or the entire ship you're on. A Complication like **Fuel Leak** probably will only affect the pilot when he's trying to fly, but if **Life Support's Down**, that's going to affect everybody on board that needs to breathe.

Each Attribute in this section has a few example Complications for the GM to mull over and use as appropriate when 1s are rolled, but they ain't the only ones. When you're flyin' from planet to planet, dodging Alliance, Reavers, and the like, you have to expect for a job to go haywire.

EXAMPLE ENGINES COMPLICATIONS:

- **Out of Gas**
- **Tailspin**
- **Fire!**

MASTERIN' THE GAME
CRAZY IVAN

'Member when Wash pulled that Crazy Ivan to escape the Reaver ship after Kaylee and Shepherd Book worked their magic in the engine room? If you were a pilot and wanted to pull a fancy stunt like that, you'd put together a dice pool to roll against whatever stakes the GM set.

Here's how it'd work. Take your **Fly** Skill and the Ship's **Engines** Attribute. This here is your "basic dice pool," usually made up of two dice. To increase the dice pool for a little more luck, add a **D8** for a Distinction from your Crewmember Sheet, like **Ship's Pilot**. Then see if your ship has an appropriate Distinction, like **Built for Speed.** If you got one, you can add a **D8** for that, too. Don't forget, if you've got a specialty in your Skill that's appropriate, like **Fly** (*Transports*), you may also add a **D6** to your dice pool on account of that extra help. Got that? Great, but you're not done just yet. Also check to see if you have a Signature Asset on the ship that'll help. By this point, you probably have more than those two basic dice to work with. Shiny!

HULL

The **Hull** is the structure that contains the interior of the vessel and keeps everything together. A higher **Hull** die rating don't mean your boat's invincible. It might indicate your ship has a reinforced chassis or a high storage capacity for passengers, crew, and loot. A low **Hull** die rating might indicate your boat's not very good in a firefight or it could mean you've got a small, cramped vessel like a shuttle.

EXAMPLE HULL ROLLS:

- Roll **Hull** + your character's **Fly** Skill to survive a rough landing.
- Roll **Hull** + **Fix** to make sure that gunfire ain't piercin' any important systems.
- Roll **Hull** + **Sneak** to hide your ship in the middle of a salvage heap.

EXAMPLE HULL COMPLICATIONS:

- **Violent Shaking**
- **Air Leak**
- **Cracked Wing**

SYSTEMS

Systems are the computerized systems that help the ship operate, including life support, communications, Cortex access, targeting computers, and astrogation. The higher the **Systems** die rating, the more technically sophisticated the ship is. A lower **Systems** die rating indicates a no-frills ship, or one with a lot of hotwired parts.

EXAMPLE SYSTEMS ROLLS:

- Roll **Systems** + your character's **Notice** Skill to scan for a hidden scout ship.
- Roll **Systems** + **Operate** to jam outgoing communications.
- Roll **Systems** + **Shoot** to target and fire ship-mounted weapons.

EXAMPLE SYSTEMS COMPLICATIONS:

- **Cortex Disconnect**
- **Gravity Issues**
- **Lost in the Black**

DISTINCTIONS

Your ship's Distinctions work similarly to your Crewmember's Distinctions. They may be used as a **d8** in cases where it's beneficial to you, and each Distinction has a number of triggers that can be used as benefits or drawbacks.

When you're taking an Action using a ship, you'll most likely use one of the ship's Distinctions to create your dice pool. If you have an appropriate Distinction of your own (like **Ship's Pilot**), you can add that die, too.

Ships have three types of Distinctions:

- **Class** determines the ship's starting Attributes and indicates the ship's base model.
- **History** reveals how old or new the ship is. It can also indicate the ship's current use.
- **Customization** reveals how the ship has been modified, remodeled, or upgraded since its initial build.

In the **Firefly RPG**, all three Distinctions combined capture the essence of your ship in a few short phrases.

Masterin' the Game
Ships for Gamemaster Characters

If you've been followin' along, you know that ships won't fly or operate without the use of the Crew's Skills. Now, that's easy enough if you're a player, but if you're the Gamemaster? Typically, you use a fourth Attribute called **Crew** instead of a character's Skill.

If the boat won't be flown by any named friend or foe, make a roll by taking your ship's appropriate Attribute + **Crew**. A higher **Crew** die rating (**d8** or **d10**) indicates your boat is flown by a veteran crew familiar with all the ship's inner and outer workings. A lower **Crew** die rating (**d4** or **d6**) means you've got an inexperienced (or otherwise complicated) crew tryin' to fly your boat.

Now, just 'cause a crew ain't sophisticated or technically-minded don't mean they automatically have a lower **Crew** die rating. Reavers are mighty crazed, but no less of a threat when they're flyin' their ships chasin' after innocent folks.

SIGNATURE ASSETS

Now, it ain't no secret that no two boats are alike. Besides being tougher, faster, and more high-tech, your boat might have a Signature Asset like a fancy medical bay or some extra firepower.

Your ship's Signature Assets represent added features that are purely beneficial for you and your Crew to use. What makes them so special? Well, those areas ain't exactly standard to the class of ship you're flying.

In your game, a Signature Asset adds an extra die to your dice pools on account of it bein' so useful. Not to mention, an Asset might even have an extra beneficial trigger like a Distinction. 'Member, though, if you want to use your Asset, think of how it'll affect your story. If you're tryin' to outrun one of Niska's boys, your Companion's **Mighty Fine Quarters** ain't gonna do you a heap of good.

Now, if your ship don't have a Signature Asset, that don't mean it's lacking—that area's just not an important part of your boat.



firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME
Serenity

CLASS
Series 3 Firefly-class mid-bulk transport

HISTORY
The parts are crap, but you put it together and you got a Firefly. Thing'll run forever if the Crew gets a mechanic that's even half awake. Needs new compression coil.

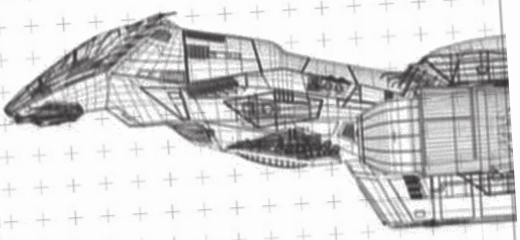
SIGNATURE ASSETS
Crybaby (d8)
Medsuite (d8)

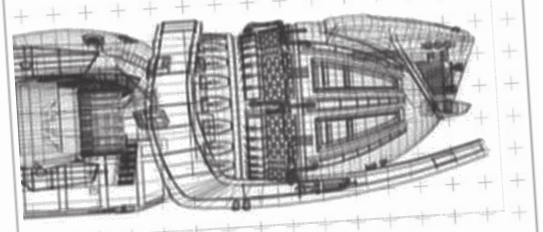
ATTRIBUTES

	4	6	8	10	12
ENGINE					
HULL					
SYSTEMS					

CREW
Crewmember uses own Skill and Specialties when operating the ship (4 6 8 10 12)

SPECIFICATIONS AND FLOORPLAN





DISTINCTIONS

8 Firefly Class Transport
☑ Use this as a 4 to earn 1 PP.
☐

☐

8 Been Around the 'Verse
☑ Use this as a 4 to earn 1 PP.
☐ Well-Loved: Crewmembers on the ship may share Plot Points with another Crewmember operating the ship.

☐

8 Smuggler's Delight
☑ Use this as a 4 to earn 1 PP.
☐ Hidey Holes: When a Crewmember is trying to conceal cargo, add the ship's Hull die to the roll.

☐

WEDDING PLANNERS

Presented by Margaret Weis

"Always make sure you can run in a bridesmaid's dress.
As a Companion, I've learned that the hard way."
— Inara

The Way of Things

***Wedding Planners* is a fun, fast-paced adventure** meant to emulate one of Joss Whedon's *Firefly* television episodes. The adventure is written for the Crew from the series; however, if you and your group would like to create your own Crew, feel free!

The adventure requires at least three players. The major Crewmembers featured in the adventure are **Captain Malcolm Reynolds** and **Inara Serra**. A good choice for a third character could be **Kaylee** (someone who would be sympathetic to our heroine), **Jayne** (the muscle, who is infatuated with the heroine), or **Zoe** (the competent voice of reason). All the Crewmembers have a role to play in the adventure. If you have a limited number of players, they could each enact the roles of two Crewmembers or you can run the others as Gamemaster characters. If you have more players, you can include more Crewmembers. You might also try it with Archetypes instead of members of the main cast!



MASTERIN' THE GAME
RUNNING WEDDING PLANNERS

This adventure's meant to be playful and fun, on the order of "Our Mrs. Reynolds." There's lots of action, but not a lot of gruesomeness and killing. Reward players who use their charm, wits, fists, fancy talk, or chair throwing instead of bullets.

It's also meant to emulate a television episode, which means there's a plot. The adventure is broken down into acts and scenes. The players have no script, however! They have to figure out how to deal with the various situations they encounter, such as coming up with a cunning plan to help the heroine escape her wedding or freeing hostages being held by pirates on board the cruise ship. Play up the plot twists. Just when the characters think everything is going smooth, make sure all hell breaks loose.

Don't be a slave to the rules. If a situation comes up during the game and you can't find a rule to cover it, don't stop the game to go searching through rulebooks. Just wing it! The game is about the fun and the action, not the rules.

The Unification War hasn't been over that long. Memories are vivid. The losers may be bitter and disillusioned or they might just want to forget and move on. The winners may be insufferable and gloat over their fallen foes or they could feel proud that they did what was required of them. In the *Wedding Planners*, echoes of the War still haunt those who fought in it. Two of the supporting characters served in the War—one an Alliance soldier, the other a member of a secret elite unit for the Browncoats. We provide the opportunity for you and your players to role-play some interesting discussions around the dinner table on board *Serenity* regarding the War.



Like most *Firefly* episodes, this one's about finding a job, doing the job, and getting paid for the job. That shifty low-life entrepreneur Badger hires Mal and his Crew to transport a wealthy land baron's celebrity stepdaughter to her wedding ceremony on board a luxury cruise liner. Sounds simple enough, but for the *Serenity* crew, no job is simple and nothing goes smooth. Turns out the young woman is being forced into the marriage by her stepfather, who is holding her lover hostage to make sure she goes through with the wedding. She wants to hire the Crew to free her lover and help her escape marriage to a man she hates.

Helping a damsel in distress is something a big, damn hero like Captain Reynolds would do—until he finds out he won't get his pay until *after* the bride is safely on her honeymoon. Adding to his problems are a beautiful wedding planner who takes a shine to him and pirates who try to kidnap the bride. Seems like someone else has a reason for stopping this wedding!

So gather your friends around the table. See to it that everyone has their "funny" dice and lots to eat, be it wife soup, a protein cake, or mystery food from cans without labels. You and your Crew are about to board a boat named *Serenity* and head out for adventure in Joss Whedon's wonderful world of *Firefly*.



CHINESE PHRASES

You'll find a couple of phrases in Mandarin Chinese throughout this adventure. Here's a quick guide to what those phrases mean. Interested in learning more? Check out the **FIREFLY RPG COREBOOK** for more phrases and help with pronunciation.

Chinese (Mandarin)
English Translation

hún dàn
Jerk

mǐ tián gòng
Excrement

gǒu shǐ
Dog poop

fèn duī
Pile of dung

lè sè
Garbage

wáng bā dàn
Jackass

Guǎi mǎ jiǎo!
Throw a monkey wrench into things!

Zāo gāo
Something's wrong.

CASTING CALL

WHAT FOLLOWS ARE YOUR GUEST STARS AND FRONTRUNNER types, folk who're protagonists or antagonists depending on the way your story goes. Give 'em a read. These descriptions'll help you shape *Wedding Planners* to your liking.

BARON OPTIMUS FAIRCHILD

"You drive a hard bargain, sir. Shall we adjourn to the observation deck of my yacht for cigars and refreshments?"

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Fight	6		Know	8	*Politics*	Shoot	8	*Rifles*
Focus	8		Labor	8	*Ranchwork*	Survive	6	
Influence	10	*Intimidation*	Notice	6				

DISTINCTIONS

Cattle Baron 8

Everybody's got to eat. Ain't nothing in the 'Verse like a juicy steak. 'Cept maybe what folks are willing to pay for one.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *New Money:* Step up a Complication involving social graces to reroll a die.

Friends in High Places 8

The Alliance thinks highly of you. That's the only opinion that matters.

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

Tough as an Old Leather Boot 8

You built your empire with your own hands. You may be a rich man now, but you're still the same sommbitch on the inside.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Hard Bargain:* Spend 1 PP to step back a Complication during a negotiation.

SPECIAL

The Baron's Bodyguards

Role: These guards are hired from a Core agency. They're experts in their field, but they may or may not believe they are paid enough to take a bullet for the Baron. They are **Expert Bodyguards D8.**

SIGNATURE ASSET

Alliance Influence D8: Baron Fairchild is known throughout the Rim as an influential man in Alliance politics. While he doesn't like to throw his weight around needlessly, he's not above calling in a few favors to get unsavory situations resolved.

Character Type: Planetary Robber Baron

Role: Baron Fairchild hires the ship through his intermediary to protect his stepdaughter and teach her a lesson.

Acts: The Crew goes to get paid by him in Act III and he's there for the wedding in Act IV.

Character Description: The Baron is in his sixties. He's tall and muscular, deeply tanned, with iron gray hair and deep wrinkles. He still works most days on his ranch. He's good with his fists and a gun. He's a hard man who's used to getting' what he wants and no backtalk. The only person he ever really loved was his first wife. Her desertion left him embittered and distrustful of women. He married his secretary because the circles in which he traveled demanded he have a wife and she happened to be handy.

What Came Before: The Baron and his first wife moved to Persephone with a few head of cattle and a dream. Give the Baron his due, he worked hard and now owns the biggest cattle ranch in the entire White Sun system. When his first wife broke his heart by runnin' off with a ranch hand, the Baron married his lovely secretary, Belle, a young woman who had accompanied him here from the Core.

Belle was an unwed mother with a baby daughter named Lilianna. Belle married the Baron on condition he would adopt her daughter. The childless Baron agreed to the terms. Some folk wondered why he wasn't eager to have a son. But the Baron said his daughter would marry and bring him a son—that'd work out better anyway, since he'd have the choosing of the man.

Connection to Lilianna Fairchild: When Lilianna developed into a remarkable beauty, the Baron realized he had a saleable commodity. He started showin' her off, taking her with him to visit his powerful and influential friends in the Core worlds. He lavished her with jewels, designer dresses, gave her everything she wanted, but rarely ever paid much attention to her.

He was a mite displeased when Lilianna began to work for her mother's charities on the Rim, until he saw how this made her even more popular. He heard that folks started calling her "Princess" and they meant it in a nice way. He liked that, as it enhanced his status. To add to his good fortune, any number of powerful men sought Lilianna's hand in marriage. The Baron eventually chose one of them, a fellow name of Templeton Steele.

Connection to Templeton Steele: As for the reason the Baron chose Steele, it happens that when the Baron was staking his claim to those 900,000 acres, he was thinkin' of what was above ground. He wasn't thinkin' of what was below. Turned out that was a mistake. He recently learned from a secret surveyor's report that a parcel of land adjacent to his property is stuffed to the gills with platinum. That land belongs to Steele. He refuses to sell it, but he'll be glad to give it to the Baron in return for the beautiful Lilianna.

The Story So Far: The Baron always assumed Lilianna would go along with his plans and it came as a shock when she refused to marry Steele on the grounds that he "gave her the creeps." The Baron did some snooping and discovered his daughter is carrying' on with a ranch hand name of **Daniel Blake**. Not only does the affair with a ranch hand bring back bad memories of the ex-wife, this no-account threatens to derail the Baron's plans.

A man of action, the Baron didn't bother to argue or plead with his stepdaughter. He hired some thugs from a low-life name of **Badger** to abduct Daniel. Badger handled the job with his usual efficiency and now the Baron is holding Daniel hostage, threatening to sell him into indentured servitude if Lilianna doesn't go through with the wedding.

He also wants to show his daughter what her life will be like if she goes through with the wedding, so he uses Badger to hire a run-down ship to take her in secret to the event. Just to be on the safe side, however, the Baron hires a Companion, **Nova Norling**, to take Lilianna's place in public during her secret trip.

Likes and Dislikes: The Baron is unhappy with Lilianna's affair with the ranch hand Daniel. His first wife ran off with a ranch hand and he'll be damned if his stepdaughter does the same. He wants the wedding to Steele to go off without a hitch, and he's willing to do whatever it takes to make it happen.

Flashbacks and Echoes: The Baron was a minor government functionary with the Bureau of Terraforming who saw the potential to make lots of money out on the Rim. He acquired the 900,000 acres of land he owns on Persephone in return for setting up certain influential politicians with some very sweet deals on other planets. Though he didn't serve in the War, his influence within the Alliance is not to be ignored.

DANIEL BLAKE

"The Baron can lock me up, but once I'm free? I'm a-comin' after him."

ATTRIBUTES

Mental	6	Physical	8	Social	4

SKILLS

Fight	6		Know	6	*Livestock*	Shoot	6
Focus	6		Labor	8	*Ranchwork*	Survive	6
Influence	8	*Charming*	Move	6		Treat	6

DISTINCTIONS

Animal Lover 8

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

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

Handsome Ranch Hand 8

All that hard work in the fields keeps you fit.

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

Never Learned To Read Nor Write 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Barely Literate:* Gain 1 Plot Point when pretending that you've read and understood something gets you in trouble.

Character Type: Earnest True Love of Lilianna Fairchild

Role: He's being held by Baron Fairchild to force Lilianna to go through with the wedding. He'll also go into foolish action if the Crew dawdles too long with their plans.

Acts: Daniel is likely rescued in Act III and shows up to stop the wedding in Act IV.

Character Description: Daniel is twenty-six years old, very handsome, with a down-home kind of charm. He's good with his fists and a fair shot with a handgun and a rifle. He doesn't know squat about "fancy" weapons. He's knowledgeable about diseases that affect ranch animals, including horses, dogs, cats, cows, and pigs. He has no formal education, but he has learned to read some and has picked up some rudimentary cipherin' skills.

What Came Before: He was born on the Fairchild Ranch and started workin' there when he was old enough to shovel manure. His mother was a cook and his father was a ranch hand. Daniel had no schooling except what he could pick up on his own. The Baron didn't care 'bout booklearnin' for folks like him.

Connection to Lilianna Fairchild: Daniel was so good with horses that when the Baron's stepdaughter wanted to learn to ride, the ranch foreman assigned Daniel to work with her. Lilianna was a natural when it came to riding. She loved horses as much as Daniel did. They took long rides together over the vast prairie, talking of their hopes and dreams, and fell hopelessly in love.

Lilianna rekindled Daniel's dream of going to the university. She knew he'd need more schoolin', but she could help him with that. She told her mother about the relationship. Her mother was going to talk to the Baron, hoping to persuade him to let the two young people be happy. But then her mother died and the Baron told Lilianna she had to marry Templeton Steele.

The Story So Far: Daniel put up a good fight when thugs came for him, so he'll be somewhat the worse for wear by the time of the wedding. He has a split lip, a bruised face, a concussion, and two broken ribs. He's being held in the mansion under lock and key at the beginning of the adventure, but he'll be transferred to the yacht for the trip to the cruise liner. Once there, he'll be kept aboard the yacht, locked up in his room with two guards.

Likes and Dislikes: Turns out, though, that Daniel didn't need to read a book to know he had a gift for working with animals. He learned to ride and break horses at an early age. The ranch's resident vet began teaching him how treat diseases in both horses and cattle. Daniel's dream is to go to university to study to become a vet. Fat chance of that happenin' to a fella who can't read above a first-grade level.

Flashbacks and Echoes: Daniel and Lilianna talked about runnin' away together, but they had to face facts—there's really nowhere in the 'Verse the "Princess" can go without being recognized. Still, they made desperate plans that ended when Badger and his thugs abducted Daniel. If they end up together, the Baron will use his Alliance influence to keep them on the run as long as it takes.

SPECIAL

Daniel's Guards

Role: Daniel's guarded by two thugs provided by Badger, since the Baron can't trust any of his ranch hands, who like Daniel. These are typical thugs Badger would hire: **More Brawns Than Brains D6.**

LILIANNA FAIRCHILD

"This ship... What did you call it? A Firefly? It's so rustic and, um... charming. What's that smell?"

ATTRIBUTES

Mental	6	Physical	4	Social	8

SKILLS

Drive	6	*Horses*	Know	6	*High Society*	Throw	6	
Focus	6		Labor	6		Trick	6	
Influence	10		Perform	6		Treat	6	*Animals*

DISTINCTIONS

Alluring 8

You're easy on the eye and have the cunning to back it up.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Memorable:* Gain 1 Plot Point when you choose to have your alluring nature keep you from remaining incognito, even if it would be to your advantage otherwise.

Pampered Upbringing 8

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

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

Princess of the Rim 8

You turned a nasty nickname into a reputation for kindness..

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Charity Ball Staple:* Spend 1 Plot Point to run into someone familiar with you and your charity work.

Character Type: The Rim's Princess

Role: The center of the conflict. She's being forced into a political marriage that only the Crew can stop.

Acts: All

Character Description: Lilianna is twenty-two, a stunning blue-eyed blonde, tall with an elegant figure. She loves Persephone; loves the bleak, vast landscape; loves riding her horse across the prairies. Most of all she loves a horse-trainer name of Daniel Blake, who is twenty-six-years old and not so bad lookin' himself.

What Came Before: Stepdaughter of land baron Optimus Fairchild, Lilianna grew up on the Baron's vast estate on Persephone. When Lilianna began to develop into a stunning beauty, the Baron saw how she could be good for business. He began taking her places and showing her off. She was only sixteen when she became a media darling and paparazzi followed her every move. Folk elsewhere, out on the Rim, started callin' her Princess. They didn't mean it kindly.

Lilianna might have grown up spoiled rotten, but her mother was there to keep her daughter's feet on firm ground. Her mother was raised on one of the Core Planets, so when she visited newly terraformed planets like Regina after her marriage, she was shocked at the conditions she found among folk struggling' to make a living on the Rim. She worked to help farmers and miners until she fell victim to one of the many maladies floating' around the 'Verse and became housebound back on Persephone.

Lilianna took over supporting her mother's charities, using her celebrity status to raise money. Her reputation grew past Persephone and she is now much beloved all throughout the Rim. Now when folk call her Princess, they mean it as a compliment.

Connection to Optimus Fairchild: Optimus is a cold and calculating hun dan who spent lots of platinum on Lilianna over the years, giving her everything she wanted. He then expected her to give him something in return by marrying his business associate, Templeton Steele.

The Story So Far: As things stand now, Lilianna has no choice but to go through with the wedding. The Baron found out about her affair with Daniel and is holding her lover hostage, threatening to sell Daniel into indentured servitude if she doesn't marry Steele. To add to Lilianna's troubles, her mother has recently died, so she has no one to turn to for advice.

Lilianna devised a cunning plan. The wedding is going to be held aboard a luxury cruise liner. This is the wedding of the century and the press is clamoring to know all about it. She invents a kidnapping plot, complete with fake threatening letters. The Baron has always been paranoid about kidnappers and he swallows the story—or seems to. She suggests to the Baron that it would be safer if she could travel to her wedding in a nondescript transport ship. She hopes to try to convince someone among the Crew of the transport to help her find a way out of this fix she's in.

Likes and Dislikes: Lilianna's been well raised; she tries to hide her revulsion for Serenity's conditions and her shock over being told she'll be expected to do her share of the chores. Her over-polite responses can make her seem patronizing and stuck-up, especially if some in the Crew are predisposed not to like her. She's afraid to get too friendly with any of the Crew for fear her bodyguard and chaperone will notice and start to suspect her of having an ulterior motive. She needs to trust someone, however, and that has her in a quandary.

Lilianna may dress and act like a sophisticate, but beneath all that rouge and lipstick and designer clothes, she's a vulnerable, frightened, lonely young woman who yearns for love and affection. She's learned to keep her feelings on ice, but if anyone in the Crew is the least bit kind to her, she'll start to thaw. She can turn on the charm to get what she wants, but she'll drop the act in the presence of someone she can trust.

If the Crew wants to take the time to teach her, Lilianna will come to appreciate what it means to have to work for a living and to find that such notions as honor and courage and friendship still matter to some folk. She'll find that her accommodations aren't so bad and she may even learn to have fun at playin' poker to get out of doin' some of her chores.

Flashbacks and Echoes: Lilianna learned firsthand about the effects of the Unification War during her charity work. She's helped veterans on both sides try to improve their lot.

TEMPLETON COLT STEELE

"Boy, fetch me your so-called captain. The less time I spend here, the more likely I won't have to burn these clothes when I return home."

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Craft	8	*Weapons*	Influence	8		Operate	6	
Fix	10	*Weapons Systems*	Know	6	*Law*	Shoot	8	*Energy Weapons*
Focus	8		Notice	6		Trick	6	

DISTINCTIONS

Brilliant Gunsmith 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Design Flaw:* Spend 1 Plot Point to step back a firearm Asset (including a Signature Asset) by exploiting an inferior weapon.

Heart of Ice and Dust 8

All that hard work in the fields keeps you fit.

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

A Lawyer's Dream 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Litigious:* Gain 1 Plot Point when you threaten to sue someone out of house and home for a minor reason.

SPECIAL

Steele's Hired Men

Role: Steele doesn't use personal bodyguards. He never truly trusts anyone. He has two guards on hand to take charge and watch over Lilianna. They're the best that money can buy, of course. (Think ex-Secret Service.) Mrs. King (**Master Bodyguard D10**), Mr. Westin (**Expert Bodyguard D8**).

SIGNATURE ASSET

PUB H 30 Energy Pistol D8: Steele is never far from his PUB H 30 Energy Pistol, a personal firearm he designed for use in the Unification War.

Character Type: The Disdainful Groom

Role: He's got something everyone wants. The Baron wants his mineral rights, Asante (page 78) wants his guns, and Lilianna wants him to curl up and die.

Acts: Steele arrives in Act III and likely sticks around till Act IV.

Character Description: Templeton Steele is in his fifties. He has black hair (that he colors) and wears slicked back. He has a pale complexion and oddly colorless eyes. He's relatively good-looking, well dressed, manicured, and clean-shaven. He is, as one might imagine, good with a gun. He's always armed, generally with his newest invention.

What Came Before: Like his distant ancestor, Samuel Colt, Templeton Steele invented a weapon—the MPE40 (Managed Pulse Energy Gun)—that gained immense popularity during the War due to its comparatively low price and an interchangeable high-yield battery. Also like his ancestor, Steele had no scruples about selling his weapon to both sides during the Unification War. Both sides considered him a traitor, but they kept buyin' his gun, so he didn't mind. Steele was probably the only winner in the devastating War, emerging as one of the wealthiest men in the 'Verse.

Connection to Optimus Fairchild: Optimus Fairchild (the Baron) was one of the many government officials Steele bribed to wade through the bureaucratic *mi tian gong* so that he could sell weapons to the Alliance military. The Baron was enthusiastic about the future of the Border Planets (once the War ended) and convinced Steele to invest in property on Persephone where the Baron has his estate.

Connection to Lilianna Fairchild: It was love at first sight when he met Lilianna. She listened when he talked. She seemed to sympathize with his troubles and she smiled at him so sweetly. She wasn't a gold digger. She had all the money she could want. Steele has honestly convinced himself she loves him.

The Story So Far: Steele had no idea at the time that the mineral rights would make his land immensely valuable. Now both the Baron and the Blue Sun Corporation would dearly love to acquire the platinum that lies beneath the surface. The fact that Steele is currently suing Blue Sun for patent infringement means that he won't likely be selling' to them. Steele is absolutely smitten with Lilianna Fairchild and he agreed to hand over the mineral rights in exchange for her hand and considerable dowry.

He plans to take Lilianna away from the press and the photographers. The moment the wedding is over, he'll whisk her away to a splendid mansion on a remote island where she'll live in luxury. They'll go together to society balls, where he'll revel in the looks of jealous longing from every other man in the room.

Steele is not completely blinded by love, though. He drafts a pre-nup agreement that will leave Lilianna with nothing, which the Baron forces her to sign. (Picture her lover with a gun to his head.) And in case she's thinkin' about divorce, Steele will contest it. His lawyers will tie up the case for years.

Likes and Dislikes: Steele is not a likeable man. One Companion described him in the Companion Registry as having the personality of a comet—"a core of ice and dust." He is blacklisted among the Companions. Such information is confidential, available only through the Companion Registry. Still, there are many women who would be glad to marry him for his fortune. He's well aware they're all gold diggers.

He's a brilliant inventor and continues to find new and creative ways for folks to kill each other. He's extremely litigious with armies of lawyers working courts all over the 'Verse to defend his many patents. He's not above using bribes and coercion to advance sales.

Flashbacks and Echoes: Steele is amoral. He finds a way to sell his weapons to anyone. Some of his best customers, besides the government, are members of ruthless Tongs, organized crime, and terrorists. If the law tries to stop him, he uses bribery or blackmail or intimidation. If that fails, he'll sue.

He has contracts with the Alliance military. He's in cozy with the government. No one likes him, but everyone needs to keep him happy. Not even Blue Sun dares come after him—at least openly. Templeton Steele is the most popular *gou shi* in the 'Verse.

SETH LIANG

"There's no need to shout. We can be reasonable, until it is time to be...unreasonable."

ATTRIBUTES

Mental	6	Physical	8	Social	4

SKILLS

Drive	6		Influence	8		Notice	6
Fight	8	*Swords*	Know	6	*Alliance Tactics*	Shoot	8
Focus	6		Move	6			

DISTINCTIONS

Strong, Silent Type 8

You're big, strong, and you follow orders. You get trusted with valuable things of all sorts.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Silent Protector:* Gain 1 Plot Point when you do what's best for your charge, not your master.

Decorated 8

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

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

Wudang Style 8

Also known as Practical Tai Chi. Being dangerous when your sword is back in your room is pretty dang practical.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Fighting Spirit:* Step up a Complication created to avoid being Taken Out in a fight to reroll your dice.

SIGNATURE ASSET

Double-Edged Sword (Jian) D6: Seth's Jian is his weapon of choice, a deadly blade in the hands of a trained warrior. Although Seth is not a superstitious man, he believes the Jian brings him luck on the field of battle; he carried it with him at the Battle of Serenity Valley.

Character Type: Loyal Bodyguard
Role: Lilianna's quiet protector.
Acts: All

Character Description: Seth is in his early thirties. His father is Chinese, his mother Caucasian. He's of medium height, very strong and muscular. He works out daily, lifting weights and running to keep himself fit. He's an average shot, for he doesn't practice. He has killed his fair share of men and will do everything in his power to avoid killing any more. He's skilled in the wudang style of martial arts, including the use of the *jian* or double-edged sword.

What Came Before: Seth was born on the Baron's ranch, son of a ranch hand. When war broke out, he left to join the military, fighting on the side of the Alliance. He was wounded during the War and received the Silver Citation Starburst for bravery under fire.

Connection to Optimus Fairchild: After the War ended, Seth returned to visit his parents. While there, he happened to save the Baron's life when a drunken ranch hand tried to slit his throat. Impressed with Seth's skill and courage, the Baron hired him as his own personal bodyguard. The Baron trusts Seth implicitly, which he why he chose him to accompany his daughter, Lilianna, on board *Serenity*.

Connection to Lilianna Fairchild, Daniel Blake, and Templeton Steele: Seth knows both Lilianna and her lover, Daniel, from his days on the ranch. He's fond of them, but he thinks that Lilianna can do better for herself than an impoverished ranch hand. Might as well fall in love with a rich man as a poor one. He knows nothing about Templeton Steele beyond his name and the fact that he is said to be very wealthy.

The Story So Far: Seth is very loyal to his employer. The Baron ordered him to bring Lilianna safely to her wedding and Seth obeys orders. If some fellow soldier were to take Seth aside, however, and tell him the truth about Templeton Steele, that his millions are drenched with the blood of good men, Seth might change his mind and help Lilianna escape her fate.

Seth doesn't trust Asante. He has a gut feeling about her. She just doesn't fit his picture of a wedding planner. As Lilianna's bodyguard, he keeps an eye on Asante. He won't be surprised to find out she's not who she claims to be.

Likes and Dislikes: When he was first told that Lilianna was going to be travelin' on a boat named *Serenity*, Seth did not connect the name with the site of the battle. (He figured the owner was a Buddhist who hoped for calm and peaceful voyages!) The moment Seth was told that the captain was a former Browncoat, he made the connection.

Seth knows the voyage could be difficult for him if a Browncoat loyalist finds out about his past. That said, he's never met anyone else who was in Serenity Valley and he wonders if meeting someone who was there—even the enemy—could help heal old wounds. His counselor has encouraged him to talk about his experiences, though he finds it hard to do so.

Flashbacks and Echoes: He won't bring up the War, but if someone else does, he talks about his experiences. Seth isn't ashamed of his part in the War. He did his duty as a soldier. He won't mention his medal, however, though he keeps it with him, hidden in his duffle bag, in a plain cardboard box.

NOVA NORLING

"Whatever you say, Father."

ATTRIBUTES

Mental	6	Physical	4	Social	8

SKILLS

Focus	6	Operate	6	*Cortex Network*	Treat	6	
Influence	10	Perform	10	*Acting*	Trick	8	

DISTINCTIONS

Master of Disguise 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Evil Twin:* Gain 1 Plot Point when someone you're disguised as shows up to ruin your illusion.

Registered Companion 8

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

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

Undercover 8

Is this who you really are? Or are you working for someone else?

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Identity Crisis:* When you choose to let slip one of your former clients, gain 1 Plot Point and step up any related Complication.

Character Type: Companion in Disguise

Role: Nova plays the role of Lilianna in public until the time of the wedding.

Acts: Acts III and IV

Character Description: Nova is in her mid-twenties. She's a registered Companion. A stunning blonde, she's disguised herself to look almost exactly like Lilianna. She tries to avoid appearing in public as much as possible, but she needs to attend certain pre-wedding functions in her guise as Lilianna. These include the rehearsal dinner and wedding breakfast.

Connection to Optimus Fairchild: The Baron hired Nova, a registered Companion, because of her resemblance to his stepdaughter, Lilianna. Nova is about an inch shorter, but in high heels, who will notice? She uses stage and special effects make-up to alter her appearance and the resemblance is damn near perfect.

The Story So Far: Nova is a good actress. She's learned to walk and move like Lilianna. Nova's voice is much deeper and richer. She's tried to learn to mimic Lilianna's higher-pitched voice, but she hasn't succeeded all that well. She therefore feigns to have laryngitis brought on by the stress of her upcoming' nuptials. This also provides her with an excuse not to talk to the press or spend time with any of the Baron's friends. She knows some of them through her work as a Companion and fears they might penetrate her disguise.

She travels aboard the Baron's yacht to the cruise liner. She keeps to her room and doesn't mingle with the other guests. Everyone puts this down to pre-wedding jitters. Nova will keep playin' her part until the wedding ceremony itself. After that, she'll remove her disguise and mingle with the crowd aboard the luxury liner.

Likes and Dislikes: Nora's done some research on Templeton Steele. Her gut instinct is that he's a creep. Her hunch pans out: he's been blacklisted on the Registry. She wants to warn Lilianna to be careful around him, but to do so is against the laws of the Companions.

Flashbacks and Echoes: Inara knows Nova from the days when they were in training together. If Inara attends any of the wedding functions, she could recognize Nova, although she'll have to be able to penetrate her disguise, which is a good one. If Inara does recognize Nova, she could try to enlist Nova's aid in helping Lilianna. This might prove difficult. As a Companion, Nova has a contract with the Baron and could be risking her career if she breaks it. Some clever person might be able to find a loophole.

BADGER

"Now, you want to be doublin' your coin, or pretend you're on a bloody quiz show?"

ATTRIBUTES

Mental	8	Physical	4	Social	6

SKILLS

Craft	8	Influence	6	*Criminals*	Sneak	4	
Focus	4	Notice	6		Trick	6	*Sleight of Hand*

DISTINCTIONS

Big Plans 8

Always working the best angle.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Did I Forget to Mention That?:* Spend a Plot Point to turn a Complication into an Asset.

Gang Boss 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Menacing Growl:* Step up a personal Complication to reroll any pool containing **Badger's Thugs D6**.

Shady Businessman 8

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

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

SPECIAL

Badger's Gang

Role: Badger hires out his best guys for top rates. That means the guys he keeps with him are still under his dubious tutelage.

Badger's Thugs D6

Character Type: Petty Thief with "Delusions of Standing"

Role: Badger is hired to provide a Crew, but also to provide goons to keep Daniel under wraps.

Acts: Act I

Character Description: Badger fancies himself a crime boss. He leads a gang of armed thugs and, in addition to shaking down the local businessmen and dabbling' in the slave trade, Badger acts as a middleman for certain powerful folk who need to conduct the occasional shady transaction and don't want to get their hands dirty.

The Story So Far: Badger is thrilled when the Baron hires him. Badger sees the Baron as his pot of gold at the end of the rainbow. To that end, Badger takes extra care with this job. Although Badger claims to the Crew he chose Serenity because she is a fen dui, (a term some members of the Crew, namely Kaylee, might take exception to) the truth is he chose *Serenity* because she's a reliable boat and he knows that the Princess will be safe under Mal's protection.

Likes and Dislikes: Badger won't admit as much to Mal, of course, since Mal would use this to drive up his price. Instead Badger maintains this is a simple job, not worth much. Truth is, the Baron has offered a shitload of money, most of which Badger hopes to pocket. If the Crew knows anything about the Baron and the Princess (maybe from the gossip rags), they realize that the Princess is much prized by her wealthy daddy. They can force Badger to raise his price, which turns out to be a hefty sum that'll keep them flyin' for a good long while.

Badger doesn't want to screw up this deal, a fact he impresses upon Mal and the Crew a great many times during their meeting. If they want to get paid, they better deliver the Princess to the cruise liner and see to it that she goes through with the wedding.

If somethin' goes wrong, there will be all manner of hell to pay.

Flashbacks and Echoes: Badger has history with many crews looking for jobs like these. Any time they get a job, they should be ready for anything.

MASTERIN' THE GAME

Is This the Same Badger?

If you've been paying attention to Badger's stats in other adventures, you might notice that we've presented him with different stats elsewhere. That's not an uncommon thing for Gamemaster characters, as they often need to be tweaked to fit the Episode at hand. Sometimes you might even change a Minor GMC to a Major GMC or a Minor GMC to an Extra based on the role you expect the character to play in a particular Episode. In this case, we've simplified his Skills to fit this Episode.

ASANTE OKORO

"You got a pretty face, Mal. But you'll be more beautiful when you know I've beaten you."

ATTRIBUTES

Mental	10	Physical	12	Social	8

SKILLS

Fight	10		Know	6	*Military Tactics*	Shoot	10	*Shotguns*
Fly	6		Move	6	*Take Cover*	Sneak	8	
Focus	8		Notice	6		Trick	8	*Undercover Ops*
Influence	8	*Intimidation*	Perform	6				

DISTINCTIONS

Blue Sun Agent 8

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

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

Cocky 8

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

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

☑ *Pride Goeth Before the Fall:* Gain 1 Plot Point when your cocky attitude gets you in a mess of trouble that you could have avoided by being silent

Shadows of the War 8

You built your empire with your own hands. You may be a rich man now, but you're still the same sommbitch on the inside.

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

☑ *Nightmares:* Start every Episode with an **Exhausted D6** Complication. Step it up to reroll the dice on an Action. Once it exceeds **D12**, you are out until given medical treatment.

SIGNATURE ASSET

Blue Sun Contacts D8: Asante's work in the Corporate Espionage division has put her in contact with a wide range of Blue Sun operatives. In addition to being a Blue Sun Agent herself, Asante can scrounge up information and resources from a variety of Blue Sun sources.

Semper Fi D8: Asante has served with her crew since the Unification War. She's got a deep loyalty to them, yet they all know that sometimes a sacrifice is required to finish the mission. They'll fight hard for her, and she'll do everything she can to bring them all back alive.

Character Type: Blue Sun Double Agent

Role: Asante means to kidnap Lilianna and force either the Baron or Templeton to sign over mineral rights to her employers.

Acts: All

Character Description: Asante is in her early thirties. She's a highly trained combat veteran, a skilled professional. She has the ebony black skin of her African heritage. She shaves her elegantly shaped head, which makes her brown eyes seem even larger than they are. She's tall, very muscular. She's an expert in the use of weapons and explosives.

What Came Before: Born on Lilac, fiercely independent, Asante fought on the side of the Browncoats as a member of an elite force sent out on secret missions. When the War ended, Asante considered her options. She knew for damn sure she wasn't goin' back to the farm on Lilac. She'd developed a taste for adventure and danger. Nothin' like that good old adrenaline rush to make you feel alive. She let it be known to a certain favored few that she was on the market, in need of a job. She was willin' to do dirty deeds, but they would *not* come dirt-cheap.

Connection to Templeton Steele: She was hired by the Blue Sun Corporation and sent to work in their Corporate Espionage division. When Templeton Steele interfered with Blue Sun's plans to purchase the mineral rights on the planet Whitefall, Blue Sun turned to Asante to handle the matter.

While Blue Sun would dearly love to see blood oozin' out of Steele's orifices, they need him and his genius inventions. They want this marriage stopped and, if possible, his lawsuit against them dropped. If Steele's bride goes missin', maybe he'll take the hint. At some point, even genius inventors are expendable.

The Story So Far: In order to facilitate the kidnapping, Asante arrives on Persephone in the guise of the wedding planner. Her plan is to take Lilianna from *Serenity* under cover of a pirate attack. If that doesn't work, she'll hijack a ship full of guests arriving to the event and send her crew on board to masquerade as well-wishers. The crew will put weapons and an escape route in place so she can make a grand entrance during the ceremony itself, while everyone's guard is down.

Likes and Dislikes: Asante has no feelings one way or the other for the Princess. Lilianna is a job, nothing more. As for Lilianna's bodyguard, Seth Liang, Asante respects him as a worthy adversary and keeps an eye on him. She knows he served in the War on the side of the Alliance. She makes it a point to bring up his past to foment discord on board *Serenity*. Maintaining her cover as wedding planner, she's careful not to reveal any past military experience. All she talks about are place settings and flowers.

She refuses to discuss what she did during the War, even with former comrades. The War is over. She can't understand those Browncoats who still wrap themselves in the bloody flag. Asante has put all that behind her. Unfortunately, her experiences won't *stay* behind her. She's troubled by terrifying dreams that jolt her wide awake, leave her shivering in a cold sweat.

Flashbacks and Echoes: Once she finds out the Princess is traveling on *Serenity*, Asante researches the members of the *Serenity* Crew. She's pleased to learn the captain is Malcolm Reynolds. They met before during the War, only he doesn't know it—she was under cover. Asante never forgets a pretty face.

Asante hired on four veterans from her covert ops days. Her crew appears to be a band of roving space pirates, one of many who rove the black, routinely kidnappin' wealthy people and holdin' them for ransom. Only in this instance, the Baron will never receive a ransom demand. Lilianna will simply disappear.

ASANTE'S CREW

Role: Asante's elite crew of pirates. Each **Elite Pirate d8**has one Skill at **D6**. They obey Asante's commands, including the command not to kill unless driven to extremes. They all served with her during the War. She should have a full complement at least equal to the Crewmembers for the boarding and the raid on the luxury liner. They've also stolen and refitted a Firefly-class transport and renamed it *Hard Burn*.

Notes: When Asante dispatches her agents to capture the Baron's stepdaughter in Act IV, two obtain access to the bridge, forcing the ship to stop, allowing the pirate ship to dock, and preventing any other boats from leaving. Others are attending the wedding with orders to grab the Princess. Again, no killing, though they might rough up Steele some.

Hicks: **Elite Pirate D8** + **Shoot D6**
Hudson: **Elite Pirate D8** + **Fight D6**
Wieczerbski: **Elite Pirate D8** + **Fly D6**
Apone: **Elite Pirate D8** + **Operate D6**

HARD BURN

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

DISTINCTIONS

Firefly-Class Transport 8

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Everybody Has One:* An enemy knows your ship's weakness. Step up or create a **D8** Complication to earn a Plot Point.

Stolen 8

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

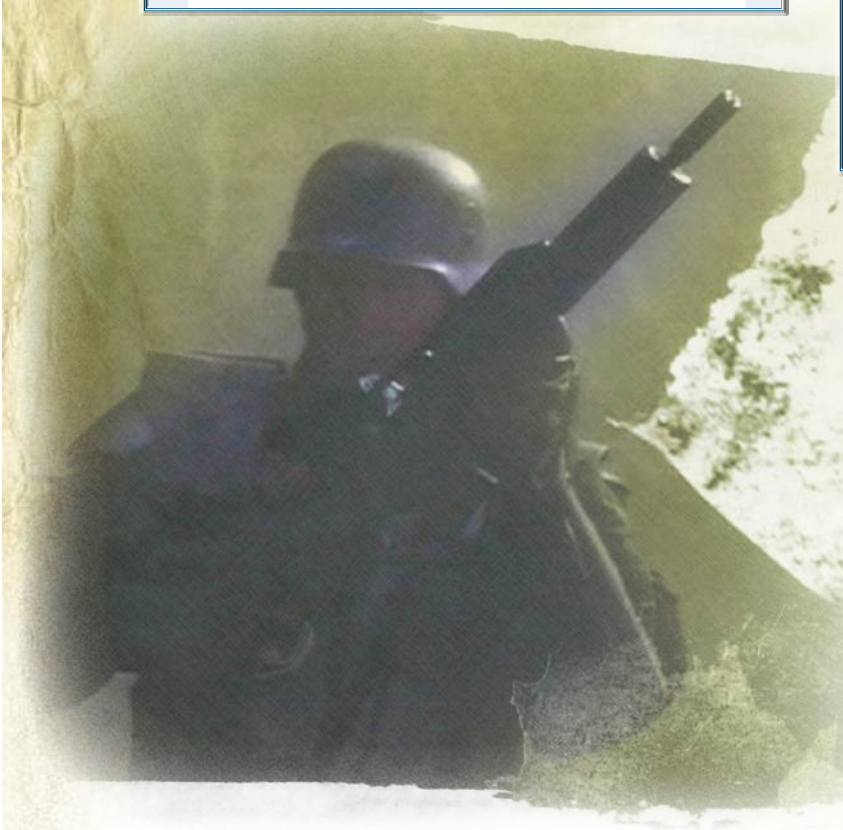
Built for Speed 8

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

SIGNATURE ASSETS

Bristling with Guns 8

Portable Airlock 8





PRELUDE: TWO JOBS IN A ROW?!?

"Sounds easy enough. Wish I was gettin' married"

— Kaylee

The crew arrives in Badger's Office to receive payment for a previous job to find that he's already got the next one lined up. All they have to do is escort a rich girl to her fancy wedding. What could possibly go wrong?

Located below street-level, Badger's office is filled with all manner of junk. Fishnet hangs from the ceiling. A pin-up girl adorns one wall, along with signs in Chinese characters. Badger sits in a leather office chair behind a desk made of overturned crates. His desk is cluttered with old timey objects, such as an apple peeler, two types of scales, an old-fashioned office phone, wire baskets stuffed with papers, and a funny-lookin' lamp, among other stuff. Sacks of grain are underfoot. An ornate curtain doublin' as a door lends an air of sophistication to the place—at least to Badger's way of thinkin'.

Badger isn't overly trustful of Mal and his crew. Four armed goons are in attendance. Badger wears his usual bowler hat, a shabby suit, no shirt, a vest, and a tie. He sports a fancy pocket handkerchief and a dusty plastic flower in his lapel.

THE LOWDOWN

Captain Malcolm Reynolds and two members of his Crew (his choice) are meeting with Badger to collect pay for a job. The job was a piddly one and the pay is less than Mal would like, but it's what was agreed to.

Mal expects Badger will, as usual, try to squirm out of the deal. To his surprise, Badger pays without a quibble. What's more, Badger already has another job lined up. Mal may find this more than a mite suspicious.

The job involves chaufferin' the stepdaughter of some well-to-do land baron on Persephone to her wedding aboard a luxury cruise liner, the *Rim's Dream*. The girl's name is Lilianna Fairchild. According to Badger, the job is simple—deliver the girl to the cruise liner in time for her wedding. Of course, Mal won't expect to be paid much for such a simple job. Enough to cover the cost of fuel, and room and board for the girl, her bodyguard, and chaperone.

THINGS DON'T GO SMOOTH

Depending on which Crewmembers are present, some might recognize the name Lilianna Fairchild. Inara knows all the wealthy and influential people in the 'Verse and has, in fact, been invited to the wedding. Kaylee reads about Lilianna from the tabloids. Oddly, Jayne also knows about her. Seems Jayne has a sneakin' fondness for followin' the doings of beautiful women. Simon has heard of her.

Any of these Crewmembers know, without having to make a dice roll, one or more of these facts:

- Lilianna Fairchild is extremely beautiful, an international celebrity nicknamed the "Princess."
- The wedding is the wedding of the millennium.
- Her father is the fabulously wealthy Baron Optimus Fairchild, well known throughout the 'Verse.

This may lead Mal and the rest to wonder why the daughter of this wealthy man would be travelin' on board *Serenity*. There's more goin' on here than meets the eye—and certainly a lot more money involved.

If none of these Crewmembers are present, the rest must roll the dice to see if they recognize the name.

If someone knows details and presses Badger or if Mal refuses to take the job, Badger reluctantly reveals all the information he knows about the Princess and the reason why she's travelin' aboard a transport rather than her stepdaddy's fancy yacht. Seems there've been threats to kidnap the rich kid and the Baron figures she'll be safer aboard *Serenity*. No offense, but no one in the 'Verse would dream she'd be caught dead in such a garbage scow. Badger also reluctantly admits that this threat does mean the job is worth more than he first offered.

Badger adds that he's thrilled to have the Baron for a client and he emphasizes the importance of this job and that Mal better not screw it up or there'll be hell to pay.

GETTING THE SKINNY ON LILIANNA FAIRCHILD

Crewmembers can try to remember it on their own, or get Badger to cough up the details.

Crewmember Dice Pool: Mental + Know, Social + Influence

Gamemaster Dice Pool: Easy Difficulty d6 + Lilianna's Celebrity Status d6

Possible Assets: Gossip Girl, High Society Connections, Trust Badger?

Possible Complications: Bad Reputation, Lousy Deal, Mistaken Identity

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** None of the Crewmembers have heard of Lilianna, though they might wonder why Badger is being unusually nice to them and seems so eager for them to take this job. The Crew is pretty sure it's not gonna be as simple as described. Create a **Lousy Deal D6** Complication.
- **Raise the Stakes:** A Crewmember seems to have heard Kaylee goin' on about some rich girl name of Lilianna gettin' hitched.
- **Extraordinary Success:** One of the Crew ran out of readin' material while on the toilet one day and for lack of anythin' else read one of Kaylee's tabloids. That Crewmember knows all about the Princess. Create a Gossip Girl **D6** Asset to represent the information gained by reading the tabloids.

MASTERIN' THE GAME
LOW ON FUEL

Ask the players to justify why they need to take the job. They know *Serenity* is falling apart. This could expand into a short flashback scene where everyone around the table (even those not present) reminds the captain what needs fixin' on the boat. Award the most entertaining examples with Plot Points.

HERE WE ARE

If Mal doesn't want to take the job, Zoe or one of his Crew might remind him that Kaylee says if they don't have some sort of new part for the engine, *Serenity*'s likely to fall out of the sky. In addition, Badger tells Mal he'll be mortally insulted, he'll never forgive him, and good luck findin' any more jobs here or anywhere else in the 'Verse. Mal might want to reconsider.

If Mal and Crew agree to take the job, Badger tells them that the Baron has arranged for Lilianna, her bodyguard, and chaperone to be smuggled secretly onboard *Serenity* in the dead of night. The sooner they get her there, the sooner the Baron pays them.





ACT I: WE DIDN'T SIGN UP FOR THIS!

"One of you gorramn buzzards blinds me again, I'm gonna return fire!"

—Jayne

Lilianna starts out to be a walking headache, but a hidden note soon reveals she's a damsel in distress.

SCENE ONE: SPOILED LITTLE RICH GIRL

A METAL RAMP LEADS TO THE GROUND. THE INTERIOR OF the Firefly is cavernous and, although well lit, the lighting is strategically placed to leave some areas in shadow. Footsteps ring on the metal floor. Metal stairs and ladders lead to the upper levels. Catwalks crisscross overhead. Crates and various other pieces of cargo are barely visible stacked against the walls.

THE LOWDOWN

Mal and the Crew are gathered in the main airlock to witness the arrival of the Princess. By now, folk should know some details about Lilianna Fairchild.

CORTEX RESEARCH ON THE BRIDE

If anyone bothers to research Lilianna Fairchild or her family on the Cortex, make this roll. The better the roll, the more info they get.

Crewmember Dice Pool: Mental + Know, Mental + Operate

Gamemaster Dice Pool: Easy Difficulty d6 + Cortex Network d6

Possible Assets: Fan Pages, Gossip Pages, Already Done It

Possible Complications: Sketchy Browser History, Slow Connection, Tracking Wave Sent

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember doing research finds that Lilianna is a wealthy cattle baron's daughter.
- **Raise the Stakes:** The Crewmember doing research discovers that Lilianna is marrying a man named Templeton Colt Steele. The gossip rags say that he's smitten with her. Her stepfather, the Baron, says that his daughter's very much in love and can't wait for the wedding. Reporters who try to gain access to Lilianna have failed. She's said to be in seclusion, busy with her plans for the wedding.
- **Extraordinary Success:** As above, plus: Lilianna is involved in raising money for various charity organizations that try to help the impoverished folk on the Border Planets. Photos and videos abound of her in beautiful designer dresses, wearing gorgeous jewels, attending parties with vid stars and such like. She's no "wild child." The tabloids have a hard time comin' up with gossip or scandal about her.

CORTEX RESEARCH ON THE GROOM

If anyone bothers to research Templeton Steele, make this roll. The better the roll, the more info they get.

Crewmember Dice Pool: Mental + Know, Mental + Operate

Gamemaster Dice Pool: Easy Difficulty d6 + Cortex Network d6

Possible Assets: Fan Sites, Gossip Sites, Already Done It

Possible Complications: Sketchy Browser History, Slow Connection, Tracking Wave Sent

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember doing research discovers that Templeton Steele is the genius inventor of the famed **MPE40**, a weapon much prized among troops during the Unification War.
- **Raise the Stakes:** The Crew finds, in addition, that Steele is notorious for having sold weapons to both sides of the War, that he's one of the richest men in the 'Verse, and that he has multiple lawsuits for patent infringement pending against all manner of folk.
- **Extraordinary Success:** As above, but the Crew also finds that Steele was viewed as a traitor by both sides during the War; those as fought in it know his name and won't think too kindly of him, which might make them more sympathetic to Lilianna in her quest to avoid marrying him.

Lilianna arrives in a sleek, black limo with two more limos accompanying her—one filled with bodyguards and the other with her luggage consisting of heavy trunks, a good many suitcases, and hatboxes. Accompanying her are her own personal bodyguard, Seth Liang, and her wedding planner/chaperone, Asante Okoro.

Lilianna's dressed in a silk suit by Mizz Lizz of Osiris. She wears a mink throw over one shoulder, high heels, leather gloves, and a hat with a veil. Her blonde hair beneath the hat is beautifully coifed. When she removes the veil, she's extraordinarily beautiful, though her face is pale and drawn, as though she hasn't slept much lately.

Asante Okoro is dressed in no-nonsense business clothes and low-heeled shoes. She wears dark-rimmed glasses. She has a leather satchel and one piece of luggage, which she carries herself. Asante has taken care to make sure that anyone who researches her finds she's what she claims to be: a wedding planner. Her **Shadows of the War** Distinction helps keep her true profession off the Cortex.

CORTEX RESEARCH ON THE WEDDING PLANNER

If anyone bothers to research Asante Okoro, make this roll. The better the roll, the more info they get.

Crewmember Dice Pool: Mental + Know, Mental + Operate

Gamemaster Dice Pool: Hard Difficulty d10 + Cortex Network d6

Possible Assets: Wedding Sites, Gossip Sites, Already Done It

Possible Complications: Sketchy Browser History, Slow Connection, Tracking Wave Sent

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember doing research finds a boring site advertising her services as a wedding planner.
- **Raise the Stakes:** The Crewmember doing research discovers captures and videos of her attending various weddings, an impressive list of satisfied customers, and some how-to advice for engaged couples.
- **Extraordinary Success:** The Crewmember researching Asante finds something strange—outside of her wedding planner stuff, there's little information on Asante.

Seth Liang has a military-style duffle bag containing clothes and a book of meditations. He's wearing combat fatigues—no patches or insignia. He carries a pistol in a holster and a *jian* (double-edged Chinese sword) on his back.

CORTEX RESEARCH ON THE BODYGUARD

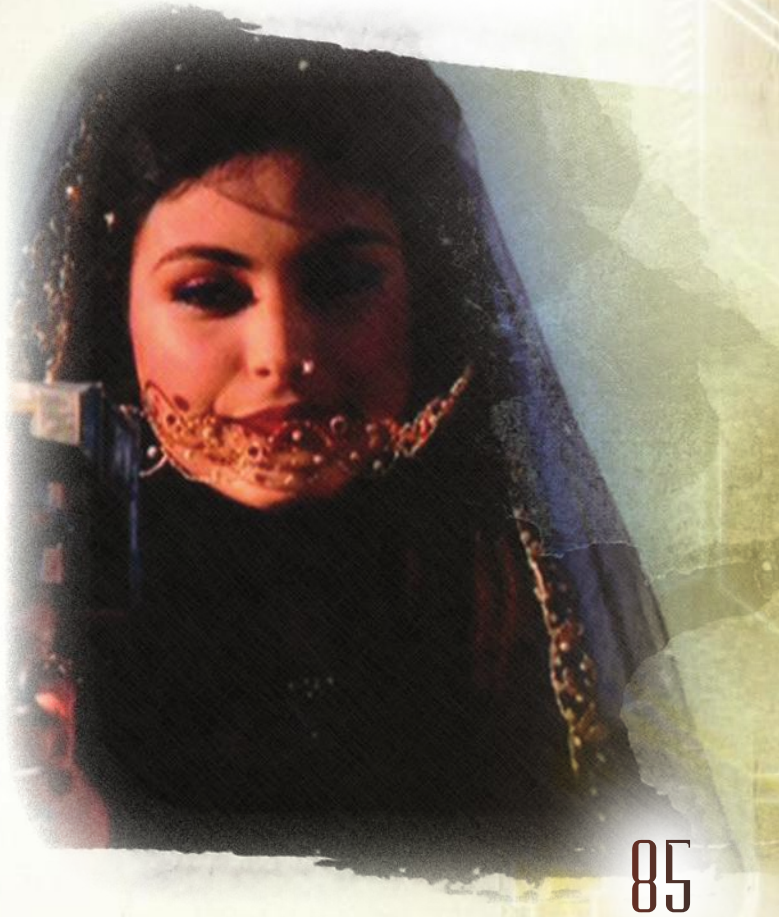
If anyone bothers to research Seth Liang, make this roll. The better the roll, the more info they get. Seth can also use his **Decorated** Distinction as a **d4** to add a Plot Point to the Gamemaster's bank, as his reputation makes him an easy target to find on the Cortex.

Crewmember Dice Pool: Mental + Know, Mental + Operate

Gamemaster Dice Pool: Easy Difficulty d6 + Cortex Network d6

Possible Assets: Combat Sites, Old War Buddies, Already Done It

Possible Complications: Sketchy Browser History, Slow Connection, Tracking Wave Sent



EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember doing research finds captures of Seth at his dojo or at functions providing security for Baron Fairchild.
- **Raise the Stakes:** The Crewmember doing research discovers that Seth Liang was a decorated Alliance officer.
- **Extraordinary Success:** The Crewmember doing research finds that Seth was wounded during the War and received the Silver Citation Starburst for bravery under fire.

THINGS DON'T GO SMOOTH

LILIANNA DOES *NOT* MAKE A GOOD FIRST IMPRESSION. She expects the Crew to carry in her luggage, of which there is a considerable amount. When she removes her veil and looks at her surroundings, she recoils in shock and horror. Being well raised, she tries to cover her initial reaction, murmuring something like, "The interior is very...um... functional" or "I suppose one gets used to the smell of cows."

Such remarks won't endear her to the Crew. If there are any GMCs on board, their reactions might be any of the following:

- Downright hostile: ("She ain't nothin' but a spoiled brat." "I'll be damned if I'll fetch and carry for her!")
- Star struck and infatuated: ("She's a real beauty." "I'll be in my bunk.")
- Gracious and welcoming: ("Don't worry, dear, you'll get used to the smell." "Didn't we meet at the Vanderbilt's party on Osiris?" "I remember when you visited the mission, Miss Lilianna.")
- River is likely not here, since Simon would keep her out of sight. If River does make an unexpected appearance, she might divine some of Lilianna's secrets, though it's doubtful they would make sense to anyone.

Lilianna introduces Mr. Liang and Miss Okoro, revealing that Miss Okoro is her wedding planner.

Seth takes in the Crew at a glance. He says simply to call him, "Seth." If asked to hand over his weapons, he politely declines, citing with perfect reasonableness that he is Miss Lilianna's bodyguard. If the Crew really wants to put this to the test, Seth won't argue. He simply takes hold of Lilianna by the arm and escorts her off the boat, ignoring her protests. The Crew best be ready to either let him keep his weapons or start lookin' for another job.

Asante is all business, though she does allow her gaze to linger noticeably on Mal. Asante has a tracking device in her luggage. She waits to plant it on board the ship until they leave atmo. Her satchel contains pamphlets on flower arrangements and bouquets, pictures of wedding cakes, seating charts, guest lists, etc. If anyone thinks to search her suitcase, they see that it contains clothes and shoes. She has concealed a machine pistol in a secret compartment in one of Lilianna's trunks. She will have no trouble slipping down one night to retrieve her weapon.

SEARCHING THE PASSENGERS' LUGGAGE

If anyone decides to search the passengers' luggage, they either need to do it themselves or convince the passengers to open up their bags.

Crewmember Dice Pool: Mental + Notice, Social + Influence

Gamemaster Dice Pool: Challenging Difficulty d8 + Passenger Luggage d6

Possible Assets: Searched During the Tour, Holographic X-Ray Scanner, Made Up Customs Law

Possible Complications: Something's Missing, Something Broke, Lock's Busted

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The search doesn't yield anything of interest, and the Crew gains a **Suspicious D6** Complication because the passengers figure out they've been searched without permission.
- **Raise the Stakes:** The Crew doesn't find anything unusual.
- **Extraordinary Success:** Depending on whose luggage they search, the Crew finds something hidden. Lilianna: a capture of her and Daniel; Seth: his medal; Asante: her tracking device, unless she's already planted it, in which case they find her machine pistol.

If the Crew is itching for a little action, have the sudden flash of captures erupt out of nowhere. Someone tipped off the press to Lilianna's secret rendezvous and these **Annoying Reporters D6** are looking to score an exclusive. The tip off was from Asante; she wanted to see how the Crew handled unexpected situations. She adjusts her plans accordingly.

SCARING OFF THE PRESS

Let the Crew handle it how they want, either by scaring off the reporters, firing a warning shot to scatter everyone, or hiding Lilianna in a secret compartment until things quiet down.

Crewmember Dice Pool: Social + Trick, Mental + Sneak, Physical + Shoot

Gamemaster Dice Pool: Challenging Difficulty D8 + Annoying Reporters D6 + Annoying Reporters D6 + Annoying Reporters D6

Possible Assets: Gun Fired into the Air, Start the Engines Now!, Diagnostic Scan

Possible Complications: Blinding Flash, Stowaway Reporter, Who's Gonna Pay for That?

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crew will have a **Minor Celebrity D6** Complication when onboard the *Rim's Dream* because they got caught in the pictures.
- **Raise the Stakes:** The Crew gets Lilianna on board without any clear pictures of her.
- **Extraordinary Success:** Lilianna and her entourage's opinion of the Crew improves. The Crew gets a **Job Well Done D6** Asset. A Crewmember may spend a Plot Point to make the Asset last for the Episode

HERE WE ARE

Once the Princess's luggage is inside, the guards and the limos leave. Mal closes the airlock. Wash goes to the bridge and *Serenity* heads out into the black.

SCENE TWO: THE NOTE

THE LOWDOWN

Lilianna asks for someone to give her a tour of the boat. She chooses a person she thinks she can trust. This could be another woman such as Kaylee or Inara (likely not Zoe!), a man of the cloth such as Shepherd Book, or someone like Simon who comes from "her world."

Seth accompanies Lilianna. He walks behind her and her escort, keeping close watch on everything.

Asante pleads fatigue and asks to be shown to her quarters. If Mal is present, she asks him directly. Asante does not flirt. She's cool and straightforward, letting it be known right up front that she's taken a fancy to him. Mal may or may not take her up on her offer. Her obvious admiration for the captain may occasion snickers and rude comments. If Mal escorts Asante, she's cool and quick with the wisecracks. She asks to see the bridge. Asante plays on any Complications she can to get inside the bridge.

During the tour, Lilianna is polite, but seems preoccupied. She gulps a little at the sight of her spare, uncomfortable bedroom, but by now nothin' much can shock her.

Seth says nothing during the tour unless he sees the weight-lifting equipment in the back of the cargo bay. He then asks if he can use it. This could be a good way for some of the Crew to get to know him.

SERENITY

Here are some of the important locations aboard *Serenity*.

BRIDGE, ENGINE ROOM, CREW DORMS, CARGO BAY

These areas are off-limits to the client and her entourage. They may be part of the initial tour.

CATWALKS AND STAIRS

Made of metal. Might be difficult to traverse in high heels!

GALLEY

A cheerful room with yellow walls decorated with flowers and vines. A large wooden table surrounded by chairs gives a homey feeling. The kitchen area is neat and clean. The cupboards are a mite bare, but Lilianna brought some of her favorite foods on board, which she'll generously share with the Crew.

INFIRMARY

With its stark white walls, hospital beds, operating table, and other medical equipment, the infirmary appears to be a hospital in miniature.

PASSENGER DORMS

The walls are painted a color somewhere between yellow and beige with rust stains in the corners. The bed's the type you might find in a one star motel. The best that can be said is that the rooms are clean. Outside the rooms is a common lounge area with chairs and a beat-up couch.

THINGS DON'T GO SMOOTH

Somewhere along the tour, Lilianna attempts to pass her tour guide a note. The note, folded four times, is on a piece of paper torn out of a notebook. She keeps it tucked in the palm of her leather glove. She tries to either find or create a moment when she and her guide are in close proximity.

And, of course, the note reads: *I'm desperate! Help me!*

She might trip on the stairs in her high heels. If the Crewmember comes to her aid before Seth can, Lilianna hands off the note. She might ask for an explanation of some piece of medical equipment, which puts her close to the Crewmember. She might be interested in the type of food they eat and want to look in the cabinets. She might take advantage of Seth's interest in the weight-lifting equipment. However it happens, Lilianna manages to get a note into the hands of one of the Crewmembers.

HIDING THE NOTE FROM SETH

Lilianna makes it clear she doesn't want Seth to know about the note. The Crewmember can try to hide the note on their person, try to read it fast and then get rid of it, or possibly distract Seth and hand off the note to someone else.

Crewmember Dice Pool: Physical + Trick, Mental + Notice, Social + Trick

Gamemaster Dice Pool: Seth's **Mental d6 + Notice d6 + Strong, Silent Type d8**

Possible Assets: Loud Engines, Dark Corridor, AaaaaaaCHOOO!



Possible Complications: Attracting Attention, Suspicious Activity, Why Should We Bother to Help?

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Seth picks up the note and reads it. He looks at Lilianna, who immediately denies that the note is hers.
- **Raise the Stakes:** Seth does not see the note.
- **Extraordinary Success:** Seth commends the Crew of Serenity for their helpfulness, totally oblivious to the note. Create the Asset Seth Trusts Me **d6** for the Crewmember who has the note. The Crewmember may spend a Plot Point to make the Asset last for the rest of the Episode.

After passing the note to a Crewmember, Lilianna pretends as though nothing has happened. If the Crewmember tries to question her about the note's contents or the fact that she tried to pass a note, Lilianna casts an alarmed glance at Seth and shakes her head. She pleads fatigue and asks to be taken immediately to her room.

If the Crewmember has the note, he could decide to show it to the others and ask them what to do. Or he could decide that Mal wouldn't be sympathetic and show it to someone who might be more willing to help, such as Inara or Shepherd Book.

There could be a difference of opinion. Mal might say it's none of their business and won't get involved. Kaylee, Inara, and Shepherd Book could feel differently. Kaylee and Inara might not even tell Mal, knowing in advance what he'd be likely to say, and either decide to undertake the mission on their own or seek help from other Crewmembers they think they might be able to trust. It's largely up to the players.

The Crew has to decide what to do. They can try to help Lilianna and at least find out the nature of her problem. They can decide it's none of their business and they don't want to get involved. If so, skip to Act I: Scene Four.

SCENE THREE: LILIANNA'S SECRET

THE LOWDOWN

Some or all the Crewmembers try to get Lilianna alone and find out why she needs help. If the Crew doesn't decide to try to help her, skip to Act I: Scene Four.

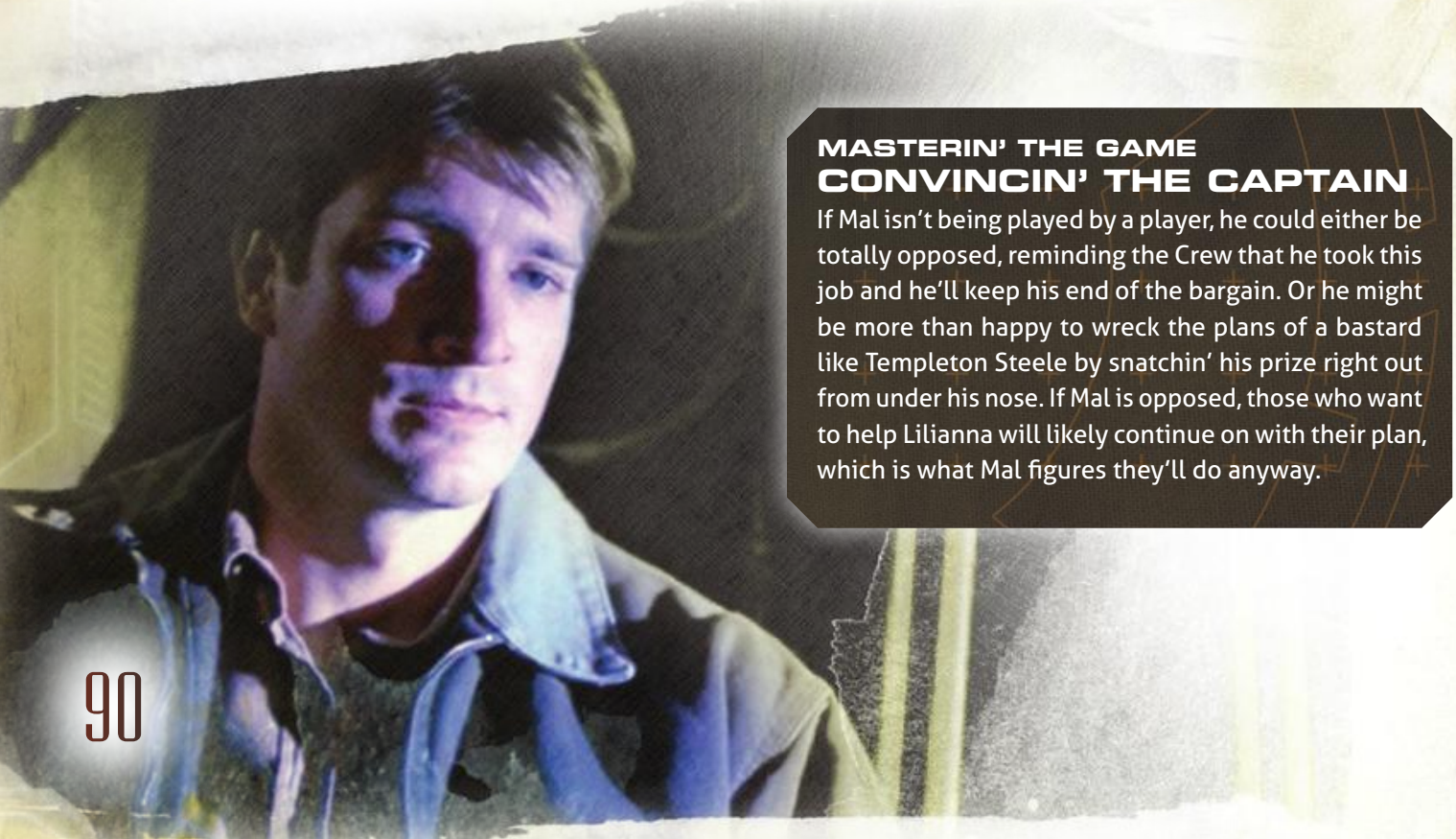
THINGS DON'T GO SMOOTH

The main problem is finding a way to deal with Seth and Asante. Seth's room is right next door to Lilianna's. Asante's is on the other side. Seth accompanies Lilianna everywhere. His job is to see to it that she arrives safely at the wedding and he takes his job seriously.

GETTING LILIANNA ALONE

Separating Seth from his charge isn't easy. Inara might try to convince Seth to allow Lilianna to spend time alone in her shuttle to arrange her hair. Jayne and Shepherd Book might try to influence Seth to come lift weights with them while Kaylee keeps Lilianna company. Jayne might even brag to Seth to allow Lilianna to see Jayne's gun collection. If Seth has seen the note, he gets a bonus **D6** in his pool.

Asante is generally found with Lilianna, making wedding plans. Asante has other interests, however. She readily leaves the room if Mal asks her. If Asante suspects that some nefarious plot involvin' Lilianna is afoot, she tries to find out what's going on to make certain nothing is going to interfere with her plans. Asante relaxes once she realizes that Lilianna is just trying to get out of her wedding. After all, Asante is planning to help Lilianna do just that.



MASTERIN' THE GAME
CONVINCIN' THE CAPTAIN

If Mal isn't being played by a player, he could either be totally opposed, reminding the Crew that he took this job and he'll keep his end of the bargain. Or he might be more than happy to wreck the plans of a bastard like Templeton Steele by snatchin' his prize right out from under his nose. If Mal is opposed, those who want to help Lilianna will likely continue on with their plan, which is what Mal figures they'll do anyway.

Crewmember Dice Pool: Social + Shoot, Mental + Influence, Social + Trick

Gamemaster Dice Pool: Seth's **Mental d6 + Notice d6 + Strong, Silent Type d8**

Possible Assets: Work Out, Chicks Love Guns, Perfect Wedding Day Hair

Possible Complications: Attracting Attention, Suspicious Activity, Why Should We Bother to Help?

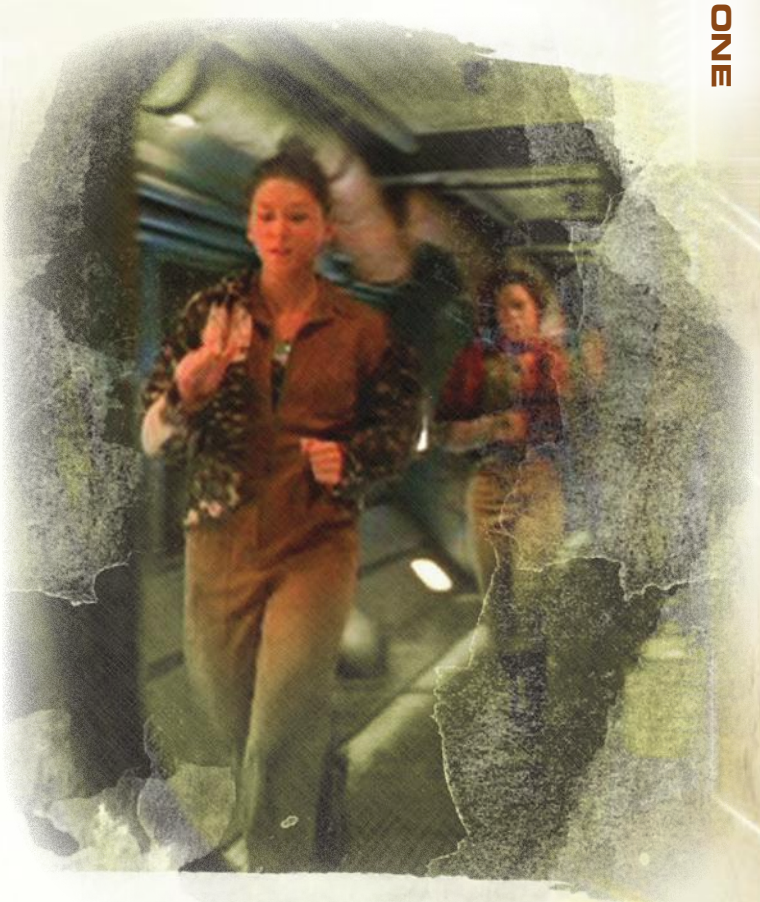
EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember gets Lilianna alone. When Seth finds out about her plan, he takes an **Angry d6** Complication and tries to stop the Crew.
- **Raise the Stakes:** The Crewmember gets Lilianna alone without Seth noticing that she's gone.
- **Extraordinary Success:** The Crewmember gets Lilianna alone. Seth is initially suspicious, but decides that if Lilianna needs space he's willing to give it to her.

HERE WE ARE

If the crew manages to talk to Lilianna, she tells them all her woes:

- She's in love with Daniel, but the Baron is holding him hostage.
- She loathes Templeton Steele and is afraid of him.
- She has no money on her but Steele is giving her a diamond and sapphire necklace as a wedding gift the morning of the wedding. The necklace is worth a fortune and she'll give it to Mal or to anyone who rescues Daniel and helps her marry the man she loves.



If the Crew fails to talk to her, the desperate Lilianna continues trying over the next few days while *Serenity* is en route to the cruise liner. She keeps reaching out to them until she manages to tell her story and persuade them to help her.

If the Crew does decide to help her, they'd best start comin' up with a cunning plan. Lilianna has traveled on board the *Rim's Dream* and can provide information on the layout of that ship, as well as the Baron's yacht, where she thinks it most likely he's holding Daniel.



SCENE FOUR: DAYS IN THE BLACK

This scene takes place on board Serenity.

THE LOWDOWN

The following scenarios can provide a chance for some interestin' role-playing. No need to do them all unless you want to. Pick those that suit your Crew and your adventure.

MASTERIN' THE GAME
ASANTE, SIMON, AND RIVER

Asante works for Blue Sun and she knows they'd like to get their blue-gloved hands on River, though she doesn't know exactly why. If she recognizes them, Asante might consider bringing in the two fugitives, for there's a hefty reward. She could reject the idea for several reasons:

- One: it's not the job she was hired to do.
- Two: she has only a four-hand crew, which would make it tough to kidnap and guard three people.
- Three: after spending time with River and Simon, even the hardened Asante is appalled by what they've done to River.

If you'd like to have Asante and her pirate crew try to apprehend Simon and River along with Lilianna, feel free. Mal and his Crew will be highly motivated to fight back. If Asante succeeds, Mal won't take kindly to havin' a member of his Crew snatched. Asante will be in for the fight of her life.

THINGS DON'T GO SMOOTH

ECHOES OF WAR

At some point, Mal finds out that Seth fought with the Alliance and that he was at Serenity Valley. This makes for an interesting day. Seth is naturally the strong, quiet type so he wouldn't be likely to bring it up himself. Asante could mention it either out of sheer cussedness, just to see how Mal would handle it, or because she wants to foment trouble. Someone doing research on the Cortex could finally discover Seth's military record. River might start talking about the ghosts that are on board *Serenity*—ghosts of the past that come with the boat's name, ghosts that haunt more than a few on board.

Seth won't be drawn into a political argument over who was right and wrong. He did his duty and he's not ashamed of it. He'll admit that he doesn't think the War was worth the terrible cost. He talks about the horrible sights he witnessed in Serenity Valley.

If Mal is inclined to violence, Zoe could encourage him to at least listen to Seth, hear him out. This scene might end in a fistfight or it could end with Mal and Seth developing a new respect for each other and maybe even a grudging friendship.

LILIANNA LEARNS HOW THE OTHER HALF LIVES

The Crew could take the time to show Lilianna what it means to work for a living and how difficult life can be for some folk. True, Lilianna has worked for charities and visited the poor, but she always left the missions and the hospitals and went home to her servants and her mansion.

The sheltered young woman might also learn some life lessons. Kaylee might teach her to cook using whatever you find in a can that has its label missing. Wash could talk to her about the joys and sorrows of marriage. She could play a game of ball with the Crew. If the Crew does take time to try to get to know her, she's touched and pleased. She realizes people actually care about her—not just for her looks or her money. The more sympathetic Lilianna becomes, the more likely the Crew can help her get out of her rough situation.

SHEPHERD BOOK

Shepherd Book might seek to counsel Lilianna. The Crew might come up with the idea, as part of the cunning plan, to have Shepherd Book perform the ceremony. Lilianna thinks that's a splendid idea. Shepherd Book might take some convincin'.

ASANTE AND THE CAPTAIN

Asante has taken a likin' to Mal and she doesn't bother to hide her feelings. If Mal reciprocates, she'll use their relationship to try to gain as much information as she can about *Serenity* and the crew (where weapons are stashed, how to obtain access to the bridge) before her "pirate" friends attack.

FLIRTING WITH THE WEDDING PLANNER

Mal probably won't allow the relationship to advance too far, but it's likely he won't mind doin' a little flirting of his own, especially if he sees that this annoys Inara. Zoe could be skeptical of Asante and try to warn Mal to be careful. Shepherd Book could sternly remind Mal that they have an impressionable young woman aboard and to mind his manners. You could have some fun with opposed **Social** Actions as Asante attempts to charm Mal into providing information while Mal uses Asante to make Inara jealous.

Crewmember Dice Pool: Social + Influence, Mental + Trick

Gamemaster Dice Pool: Asante's **Mental d10 + Focus d8 + Cocky d8**

Possible Assets: Cozy Spot, Cheap Moves, Bottle of Wine

Possible Complications: Hurt Feelings, Hungover, Indisposed

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Asante gets more out of the Crewmember than he does out of her. If she needs to take a hostage at some point in the game, she takes her partner hostage and creates a **Bad Romance d8** Complication for the scene.
- **Raise the Stakes:** The Crewmember has the opportunity to take Asante to bed. If he or she opts out, Asante heads off to her bunk alone to sulk.
- **Extraordinary Success:** Someone might hear Asante crying out or talking in her sleep. She won't reveal any information that would give her away, but someone such as Simon or Seth who has experience with PTSD might be curious as to the cause of her nightmares.

THE TRACKING DEVICE

Asante has hidden the tracking device somewhere aboard *Serenity*. The device is state-of-the-art, designed by Blue Sun.

If the Crew does identify the bug, that raises the question: who's keeping tabs on them and why? Mal might suspect the new passengers, but they all deny it. Wash may have to admit that he has no idea how long the device has been on board the boat. They could have picked it up anywhere anytime.

Could make everyone a mite jittery.

DISCOVERING THE TRACKER ONBOARD

Once Asante plants the device, it emits a small signal to the pirates on the *Hard Burn*. They might be keeping an eye on Asante and follow her as she walks through the ship. If the GM wants to tip off the Crew to its existence after it's been planted, suggest it in an unrelated Complication like **Weird Interference** or **Who's Been on the Cortex All Day?** to get Crewmembers looking around.

Crewmember Dice Pool: Physical + **Notice**, **Mental** + **Operate**

Gamemaster Dice Pool: Asante's **Mental d10** + **Sneak d8** + **Blue Sun Agent d8**

Possible Assets: Wrangling Kittens, **Confined to Quarters**, **Diagnostic Scan**

Possible Complications: Power Drain, **Systems Hitch**, **Sensor Blind Spot**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The device is not found.
- **Raise the Stakes:** The device is found, but its exact nature is unknown.
- **Extraordinary Success:** The device is identified as a whistler, a device that uses short waves to send discreet signals to another ship.

"One of them, Simon. A hard, cherry red shell and a blue beating heart. I can smell it."
— River



ACT II: WE'RE HUMPED!

The Crew likely expected something to go wrong with the trip. But who thought they'd have invited a pirate on board?

SCENE ONE: PIRATES!

You can just tell this scene isn't going to be a sunny day on the beach by the title.

THINGS DON'T GO SMOOTH

The Crew's settled into the usual routine aboard ship. They're only two days out from arriving at the cruise liner. Determine where the passengers and members of the Crew are located on board the boat and what they're doing when this event occurs.

DETECTING THE PIRATES

As the pirates draw closer to the boat, the Crew might have a chance to spot them before they get too close. If they succeed, the Crew has a much better chance of outrunning the pirates rather than fighting them.

Crewmember Dice Pool: Mental + Systems

Gamemaster Dice Pool: Easy Difficulty d6 + Pirates Approaching d6

Possible Assets: Paranoid, Pirates Round These Parts, Brew Another Pot

Possible Complications: Distracted by Dinosaurs, Sensor Malfunction, I thought It Was a Glitch!

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The pirates have the advantage if *Serenity* tries to run. Create a **Bushwhacked d6** Complication for the scene.
- **Raise the Stakes:** They see a ship on the scanner, headed their direction and closing fast.
- **Extraordinary Success:** They see a ship on the scanner, headed their direction and closing fast. *Serenity* has the advantage if it tries to run. Create an **Incoming! d6** Asset for the scene.

The ship is a modified tramp freighter and it fairly bristles with guns. Anyone who travels in the black immediately recognizes the ship as belonging to the pirates that frequent the Rim, preying on unarmed transport ships, stealing the cargo, and taking hostages to hold for ransom.

If the ship is detected in time, Mal could decide to run.

MAKING A RUN FOR IT

If the GM wants the chase to be resolved in one roll, use this table.

Crewmember Dice Pool: Engines + Fly

Gamemaster Dice Pool: Engines d10 + Elite Pirate d8 + Built for Speed d8 + Pilot d6

Possible Assets: Reroute Emergency Power to the Boosters, Put That Moon Between Us and the Other Ship, Everybody, Hang On!

Possible Complications: Target Lock, Gun to Your Head, Sabotage

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The pirates catch *Serenity*.
- **Raise the Stakes:** *Serenity* outruns the pirates.
- **Extraordinary Success:** Asante doesn't make her move, but she does something that catches the attention of the Crew. She gains a Suspicious **d6** Complication until the Crew docks with the luxury liner.



RUNNING AWAY AND CHASES

Serenity is an unarmed trading vessel. Guns often bring unwanted Alliance scrutiny. Also, Mal doesn't want to give Jayne any more chances to shoot something than he has to. Most Crews in this situation do the same thing when confronted by an armed pirate vessel bearing down on them—they run.

The chase between *Serenity* and the *Hard Burn* can be resolved in just few high stakes rolls. Like a gunfight or intense argument, both parties to the conflict run the risk of being Taken Out when they get involved in a chase.

ASSETS CAN HELP

Just because it's a chase doesn't mean only the pilots get to have fun. Any Crewmember can create an Asset for something involving the ship or situation by spending a Plot Point. Perhaps Wash is pulling a **Crazy Ivan** or Kaylee has **Redirected Power** in order to keep the boat from being captured. Creating Assets might even force the pursuing or fleeing ships to adjust their tactics, rolling weaker Traits in order to contend with the changes the Assets make to the pursuit.

Jayne smiles and spends a Plot Point to create an Asset. Jayne has **Blown the Cargo Out the Damn Airlock Again**. *Mal groans, but he knows that losing the cargo is better than getting caught by the Alliance. Not only does Wash have an extra die to roll, the GM rules that the patrol boat must use its weaker* **Hull** *Trait in the next roll, on account of having to smash through a cloud of crates to continue its pursuit.*

RESOLVING THE CHASE

Asante isn't in contact with her *Hard Burn* crew, but the attack was scheduled for today so she's armed and ready for action. If she's on the bridge at the time the ship is sighted, she draws her gun and puts it to the head of the pilot, ordering him to stop and prepare to be boarded.

If she's not on the bridge, she knows the moment she hears the alert that her ship has been sighted. She takes a hostage (whoever happens to be near her at the time) and uses the hostage to gain access to the bridge. If Mal has decided to run, Asante tells him to stop or she'll shoot the hostage.

Asante tells the Crew she doesn't want any killing. She's no threat to them. She just wants to make sure Lilianna doesn't go through with the wedding. Asante guarantees the girl won't come to any harm. She also informs them that her comrades are former members of the Browncoat Elite Forces and that they'll be real upset if anything bad happens to her

THRILLIN' HEROICS

Now's the time for action. A lot depends on what the Crew decides to do, which could be somethin' we never thought of, so best be quick on your toes. A bunch of stuff happens all at once.

RUNNING

If Mal decided to run, he could obey Asante and bring *Serenity* to a halt, in which case the pirate ship catches up and soon boards them. (See **Boarded!** on page 98) If he wants to keep running, he and any Crewmembers that are on the bridge likely attempt to rescue the hostage. A fight ensues.

Note: It's probably *not* a good idea to have bullets flyin' about the bridge. If someone does fire a gun, it's likely the bullet could hit someone or somethin' vital to the workings of the boat.

MEANWHILE IN ANOTHER PART OF THE BOAT...

The moment Seth hears the alert, he attempts to take Lilianna to a pre-arranged hiding place on board *Serenity*. Lilianna's alarmed and confused, and she refuses to go with him, telling him this has nothing to do with her. He reminds her of the threats issued by kidnappers.

If Lilianna hasn't had a chance to plead for help, she seizes hold of one of the Crewmembers and tearfully blurts out the truth—that she made up the kidnappers because she doesn't want to marry Templeton Steele, that the Baron

is holding her lover hostage, and so on. She relates as much as she has time to before Seth manages to drag her off. If the Crewmembers already know her story, Lilianna goes with Seth without a murmur.

If any Crewmembers offer to help, Seth declines, saying he's going to take Lilianna to her quarters. In truth, he's taking her to the hiding place. He makes certain no one follows them or sees them.

OUTCOME

If *Serenity* manages to outrun the pirate ship, Asante is overpowered, the hostage is rescued, and we have a happy ending, boys and girls—at least for the time being. Asante ain't overly worried. She has a back-up plan. She readily admits that she planted the tracking device and tells them where to find it. The fact that she's so forthcoming might strike some folk as suspicious.

If *Serenity* stops, then the pirates board. Go to **Boarded!** in the next section If the pirate ship catches up to *Serenity*, the pirates fire a warning shot first. *Serenity* being outgunned, Mal should surrender. If he doesn't, this adventure could come to a real speedy end.

If Asante is killed and her crew boards the ship, Mal and his Crew better be prepared to fight—her comrades will be out to avenge one of their own. If the fight goes badly for the Crew, the Elite Force members rough them up, lock them up, and summon the nearest Alliance cruiser.

If her comrades on board the cruise liner find out their commander is dead (they'll know somethin' is wrong when she turns up missing), they track down Mal, demanding to know what happened to her. They know she was on board *Serenity* because of the tracking device she planted and they won't believe Mal if he tries to lie. They enjoy beating the truth out of him. If possible, they do their best to apprehend him and any other member of the Crew and hand them over to the Alliance.

MASTERIN' THE GAME
SOLD INTO SLAVERY

If the Crew hands Lilianna over to Asante and her pirates or if Asante and her crew succeed in taking Lilianna by force, the Crew lands a boatload of trouble:

- For one, they're not going to get paid if they don't show up to the wedding with the bride.
- Mal can now count the Baron and Templeton Steele among folk who would most like to see him dead.
- While Mal may not think highly of Badger, the little creep does find jobs for them.

Either the Crew can spend the rest of their days hungry and on the run or they can try to rescue Lilianna. This means they have to dog the pirate ship, and find out where Asante is bound. If they lose the ship, some of their underworld connections know where to look for her.

The trail leads to a slave trader on one of the Outer Planets, holed up in an abandoned prison ship. He's holding a big slave auction, sellin' off men, women, and children. The Crew likely arrives right as the auction is about to begin. They have a chance to rescue Lilianna and put an end to the slave trafficker. He's well armed and he has a large gang of goons. The Crew is in for a fight.

BOARDED!

Asante's team of Elite Force members board *Serenity*. They're armed to the teeth, but that's mostly for show. They really just want to intimidate the Crew, frighten them into giving up Lilianna. As Asante says, no need for killin'.

If the Crew fights, Asante and her crew put up a token resistance and beat a strategic retreat. She has a back-up plan, after all. She figured it would be shiny if they could snatch the Princess quickly out here in the black, but she's not willing to risk her life or those of her crewmembers. She says she doesn't want to mess up Mal's pretty face. Some might find her willingness to back down more'n a mite suspicious.

If the Crew agrees to give up Lilianna, they have a problem. They won't be able to find her. Seth and Lilianna have both disappeared, presumably gone into hiding. And there are a lot of places on board *Serenity* to hide! Even Mal doesn't always know where to look for them.

Once Asante realizes she has to take *Serenity* apart to find Lilianna, she and her crew depart. Not worth the time and effort. When Asante and her crew are gone, Seth and Lilianna come out of hiding. Seth might not be too pleased if he hears the Crew was ready to give them up.

REPEL BOARDERS

Run one round of an Action Order. As soon as one of the pirates (or Asante) is Taken Out, the remaining pirates retreat to the *Hard Burn* and flee on their Action. Asante's pirates fight with her as a gang (see Ganging Up on page 151).

Crewmember Dice Pool: Physical + Fight, Physical + Shoot

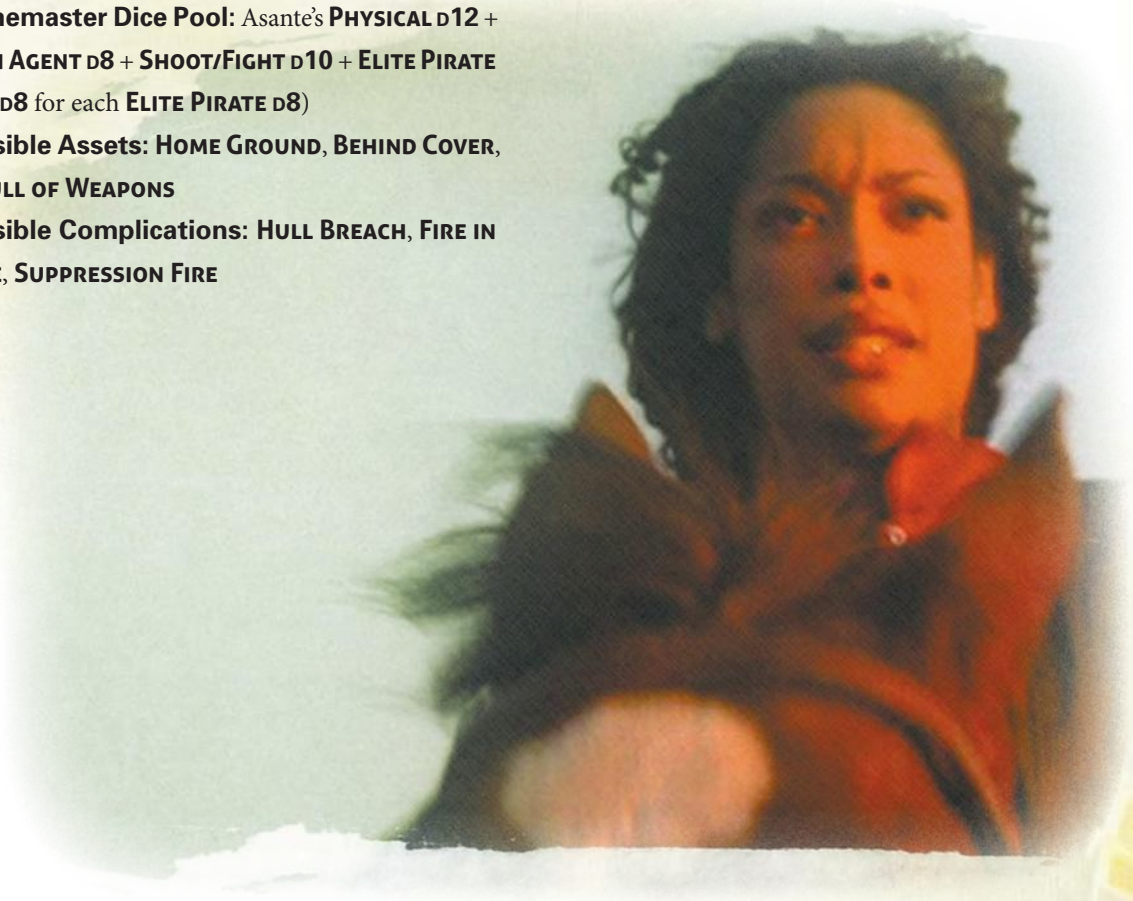
Gamemaster Dice Pool: Asante's **Physical d12 + Blue Sun Agent d8 + Shoot/Fight d10 + Elite Pirate 4d8** (one **d8** for each **Elite Pirate d8**)

Possible Assets: Home Ground, Behind Cover, Crate Full of Weapons

Possible Complications: Hull Breach, Fire in the Hole, Suppression Fire

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** A Crewmember is Taken Out by a pirate counterattack. The player can spend a Plot Point and take a Complication equal to the highest rolling die in the pirate's pool to avoid being Taken Out.
- **Raise the Stakes:** One **Elite Pirate d8** is Taken Out. If there are no more pirates, Asante can spend a PP to take or step up a **Winged** Complication.
- **Extraordinary Success:** Two **Elite Pirate d8** are Taken Out. If there are no more pirates, Asante can spend a PP to take or step up a **Winged** Complication.





ACT III: THE WEDDING PLANNERS

"You telling me we have to stay here, swim in the pool, and eat a few five-course meals until the wedding happens? Well, sir, you know how much of a stickler I am for the chain of command."

— Zoe

The wedding is at hand, but the Crew doesn't get paid until Lilianna says, "I do." In the meantime, surely they can stay out of trouble on a luxury liner?

SCENE ONE: RIM'S DREAM

This scene takes place on a luxury cruise liner, *Rim's Dream.*

RIM'S DREAM

Engine Room: Located at the bottom of the ship, the engine room is under the command of the Chief Engineer. This area is restricted.

DECK 1: CREW QUARTERS

Crew's Dorms: The majority of the crew of *Rim's Dream* lives on this deck in dorm rooms. The crew's mess hall and a crew "pub" are located on this deck, as well as a gym and a movie theater.

The officers have their own wardrooms on this level. These rooms are quite elegant, as the officers often entertain favored guests among the passengers.

Passengers are permitted on this deck, but only if they have an invitation from one of the officers or if they're escorted by someone on the crew.

DECK 2: MAIN FLOOR

Verbena Restaurant: The largest restaurant aboard ship features elegant fine dining with white tablecloths, crystal, silver, and wait staff in fancy dress. Reserved seating. Tables are assigned when guests board the ship.

Verbena Club: Private bar, members only. Dark wood and low light. Cigars and brandy.

Lucky Lady Casino: The casino is huge, located in the center of the ship, for this is one of the main attractions. To reach the Verbena restaurant, passengers are required to walk through the casino (and thus be tempted to drop some cash).

The casino operates twenty-four hours a day and features faro, blackjack, poker, slot machines, pachinko, and mahjong. Rooms for private, high-stakes games are available to high rollers. Security is tight aboard ship and tighter in the casino. Cameras keep watch on players as well as the dealers. No money changes hands in the casino. Players gamble for credits that are exchanged for cash at the Purser's Office. A tab is extended to those who run a bit short. Losers are not permitted to leave the ship until their gambling debts are paid.

Pioneer Pub: One of the most popular bars on board, it's meant to resemble a pub on one of the frontier planets. It features cedar plank wood walls, polished bar, and leather cushioned bar stools, with a large mirror behind the bar. Anyone who's ever been in a real frontier bar would find this pretty darn amusin'.

Grand Lobby: Stunning area where passengers are welcomed aboard. Decorated in gold and red velvet, with sweeping staircases leading to the mezzanine on Deck 3 and a domed ceiling six stories above the floor, the lobby is an impressive sight. Passengers can find room assignments here, book tours, and request information at the reception desk.

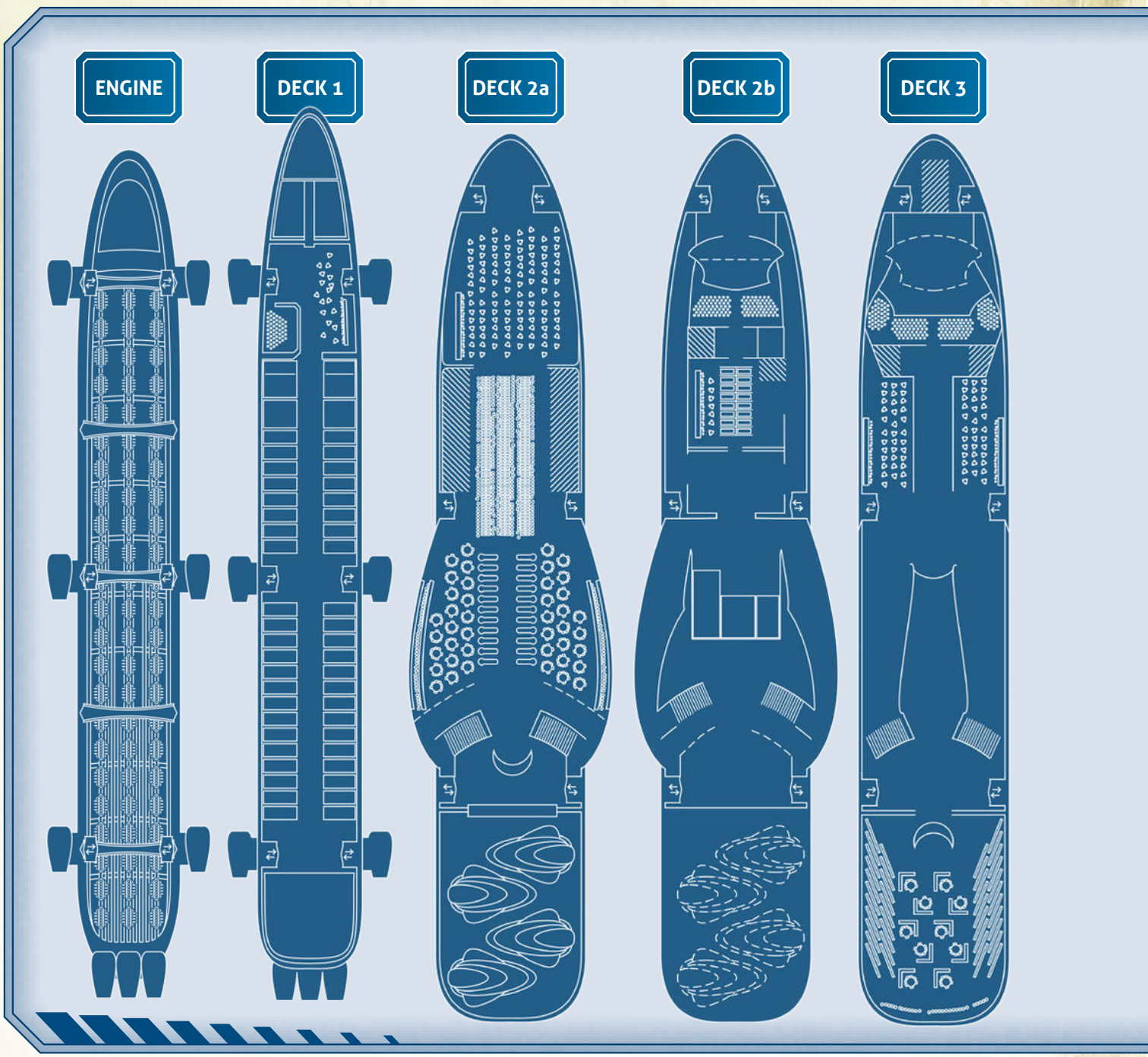
Purser's Office: Located behind the reception desk. The Purser is in charge of all money matters on board ship, including credit transfers. A vault contains large amounts of standard Alliance-issued paper notes. Just how large is a well-guarded secret.

Infirmary: Medical facility staffed by a doctor and two nurses. Four hospital beds. Small operating theater, for use only in case of emergency. Extremely ill patients are transported to the nearest Alliance hospital.

Docking: The docking areas can handle up to four yachts, as well as the ship's lifeboats that double as shuttles. They don't handle private shuttles due to security. Once docked, an airlock provides safe passage from the docked vessel to the cruise liner. Security personnel are on hand to check for weapons using an electronic weapons sweep.

The Bijou: Theater featuring live performances at night. High-kicking show girls in feathers and not much else.

Dance Hall: For those who like their dancing a bit more lively than quadrilles in the Grand Ballroom, the Dance Hall features a live band nightly. Popular with the young people.



DECK 3: LOUNGES, FINE DINING, AND SHOPS

Lilac Dining Room: Smaller and more elegant than Verbena. Tables are assigned when passengers board. Only those with penthouse staterooms are permitted to dine here.

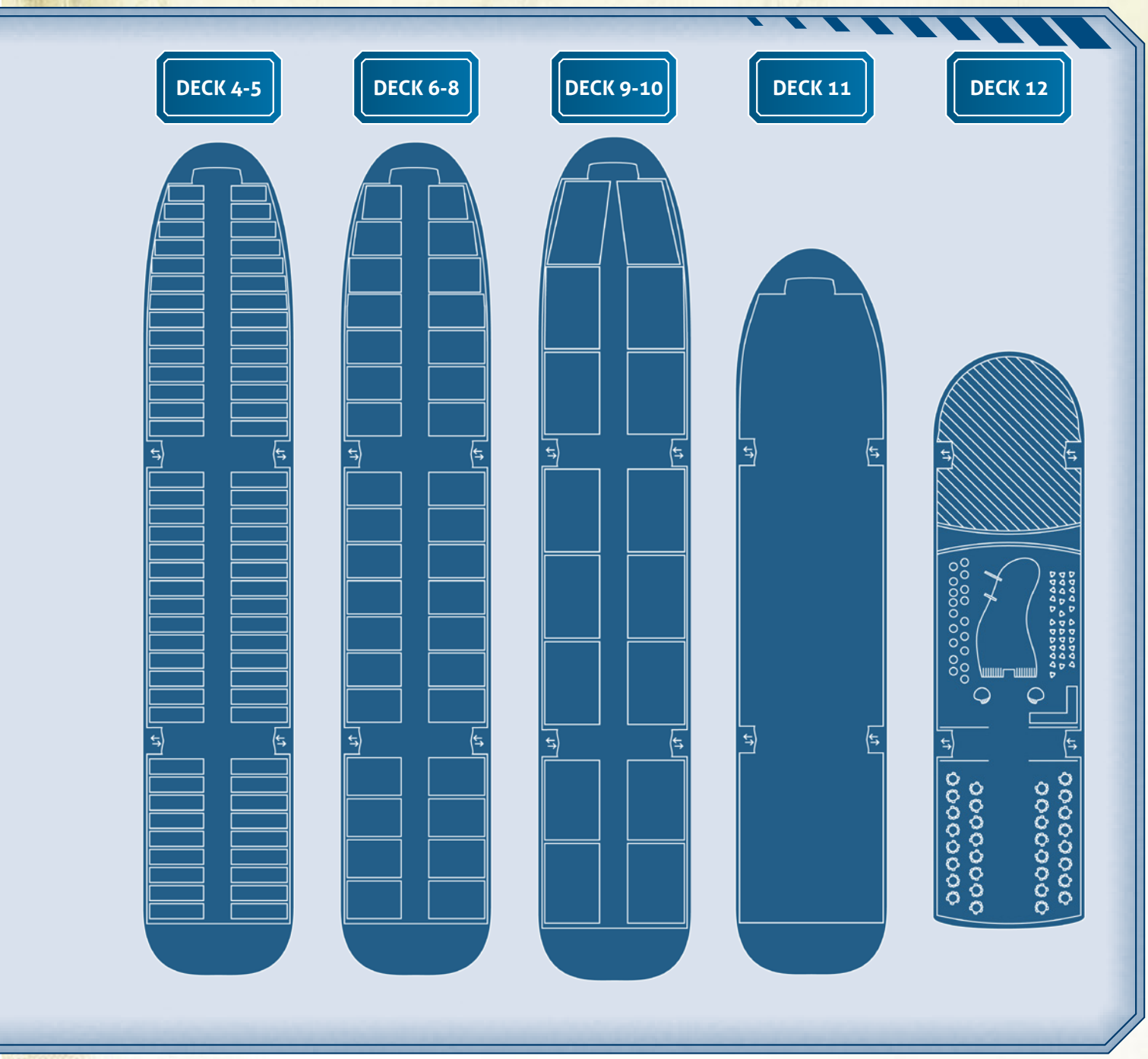
Chart Room: Elegant bar that plays Chinese classical music. Walls are decorated with navigational charts.

Champagne Bar: Champagne and champagne cocktails are the only drinks served. Small, dark, romantic.

Grand Lobby Mezzanine: Overlooks the Grand Lobby below. Sweeping staircase leads down to Deck 2. Shops offering designer clothes for men and women, jewelry, sculpture, paintings, and sundries.

The Bijou: Balcony seating for the theater.

Library Bar: Walls are shelves lined with books. Leather chairs and couches. A cozy, quiet place for a drink.



DECKS 4-5: ECONOMY STATEROOMS

Rooms on these levels are small with two beds that can be separated or combined into one. Small toilet with tiny shower. Small closet and chest of drawers. Porthole looks out into the black.

Early morning maid service.

DECKS 6-8: MID-LEVEL STATEROOMS

These rooms are larger and have a picture window with a stunning view. Couch and coffee table. Two beds that can be separated or combined into one. Larger closet, nicer bathroom. Morning maid service.

DECKS 9-10: LILAC STATEROOMS

Ornate rooms with small living area, separate bedroom. Includes access to Lilac Dining Room. Afternoon maid service and specialty services available when scheduled in advance.

DECK 11: PENTHOUSE SUITE

The Suite is the size of a small estate and has an entry hall, living room, dining area, and separate bedrooms. Comes with butler and access to Lilac Dining Room.

DECK 12: LIDO

This deck's main attraction is an indoor swimming pool, tennis courts, shuffleboard, and walking track.

Greenleaf Cafeteria: Open twenty-fours a day with food ranging from hot dogs to Peking duck. Dessert buffet at midnight.

Osiris Spa: Relax and enjoy a few hours of pampering. Mud baths, herbal wraps, massages, whirlpools, and steam rooms.

Grand Ballroom: Ballroom is a large room, beautifully decorated with living palm trees and exotic flowers. Tables and chairs surround a dance floor in the center.

Lookout Lounge: Connected to the Grand Ball, separated by the bar area, the lounge at the prow beneath the bridge. Large panoramic windows provide a breathtaking view of the heavens.

Bridge: Located at the top of the ship at its prow, the Bridge has state-of-the art navigational equipment. The First Officer is in charge of navigation and the Bridge. The captain will be on the Bridge during tricky maneuvers or emergencies. The Chief Radio Officer is in charge of communications.

The Bridge area is secured. Door is locked and only those officers and crew with special keycards can enter. There are no guards, however, and none of the officers carry weapons. An alarm will send armed security personnel to the Bridge on the run.

THE LOWDOWN

After the Crew has patched up any wounds and dealt with any lingerin' problems, they arrive at the cruise liner, *Rim's Dream*. The captain has been told to expect them, so they have no difficulty docking with the cruise liner. The Baron's yacht, *Star Voyager*, is docked with the cruise liner. Templeton Steele is already on board.

Note: If the Crew considers taking shuttles from *Serenity* to *Rim's Dream*, their request is denied. Due to security concerns, *Rim's Dream* is not equipped to handle shuttles. *Serenity must* dock with the cruise liner and be secured.

If Mal doesn't enrage the Baron, he graciously gives the Crewmembers their own staterooms located on Deck 4. They have access to all the places on board the ship where passengers are allowed, with the exception of private clubs and the restaurant reserved for upper class guests. The Bridge, the Engine Room, Crew Quarters, Galley, and Officer's Quarters are all off limits.

That said, there are ways the Crew could gain access to some of these.

GETTING ACCESS TO RESTRICTED PARTS OF THE SHIP

Kaylee might become friendly with one of the ship's engineers and persuade him to take her to see the engine room. Inara could try to obtain an invitation to the captain's private party in his stateroom.

Crewmember Dice Pool: Social + Fix, Mental + Influence, Physical + Sneak

Gamemaster Dice Pool: Challenging Difficulty d8 + Cruise Crew d6

Possible Assets: The Guard Is Sweet on You, Old Friends, Former Client

Possible Complications: Escorted, Caught Red Handed, Where Do I Know You From?

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is unable to get into the secure area.
- **Raise the Stakes:** The Crewmember is able to get into the secure area.
- **Extraordinary Success:** The Crewmember is able to get into the secure area. When another Crewmember creates an Asset due to your access, such as **Engine Room Lockdown** or **Captain's Orders**, the Asset is a **d8**.

THINGS DON'T GO SMOOTH

By now, the Crew likely has a cunning plan for helping Lilianna find true love with her ranch hand. Here's some of what will happen or could happen, all dependin' on the Crew.

THE BARON

Likely Mal will send a wave to the Baron askin' to meet, since Mal would like to get paid. The Baron invites Mal to meet on his yacht. The Baron requests that Lilianna remain on *Serenity* until time for the wedding. He's spotted some reporters from the gossip rags around.

NO WEAPONS

Once *Serenity* has docked, an airlock opens leading to the Grand Lobby. Security is standing at the entrance. Everyone must pass through an invisible electronic weapons detector that sweeps the entire body searching for weapons. No weapons of any type are permitted on board the cruise liner, including all manner of firearms, any type of knife, or anything else security deems might be used as a weapon.

Anyone who puts up a fuss is refused entry onto the cruise liner.

SMUGGLING WEAPONS ON BOARD

If Jayne is caught with a weapon the first time he tries to board, he receives a polite warning and is ordered to take the weapon back to *Serenity*. If Jayne tries a second time, his weapon is confiscated and kept in the vault in the Purser's Office, to be returned prior to departure. If Jayne tries a third time to smuggle a weapon on board and is caught, his weapon is confiscated and he's escorted to the brig.

Crewmember Dice Pool: Social + Influence, Mental + Sneak

Gamemaster Dice Pool: Challenging Difficulty d8 + Weapon Detectors d8 + Ship's Security d6

Possible Assets: Inside a Wedding Gift, I Have a Permit for That, It's Just a Toy

Possible Complications: Unloaded, Forgot the Power Cells, Guard Took Vera

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The security staff detects the weapon.
- **Raise the Stakes:** The security staff does not detect the weapon.
- **Extraordinary Success:** Create or step up a **Malfunctioning Security Scanners** Complication on the security staff for the next time someone does something troublesome on board.

MALFUNCTION

Security has been having problems this voyage with the weapons scanners malfunctioning. They have managed to keep this quiet, but every so often, at various times during the day and night, the screens shut down for no apparent reason. During these times, which come at irregular intervals, someone could manage to sneak a weapon past security. These lapses never happen at the same time and cannot be predicted. The system is down for only a few moments at a time. This malfunction could manifest itself as a Complication, or it could be created as an Asset by a Crewmember for a Plot Point.

The reason these are occurring is that Asante has some of her crew posing as wedding guests. She's on board the *Hard Burn* biding her time. Her crew has disabled the security systems to allow the pirates to smuggle weapons on board in wedding gifts.

THE BRIDEGROOM ANNOYETH

Templeton Steele has heard that *Serenity* has docked. He's in the Grand Lobby with two of his guards and an attorney who goes everywhere with him. Steele knows that Lilianna is supposed to remain on board *Serenity* until time for the wedding while Nova Norling takes her place, but he wants to see Lilianna and make certain she's safe. He also wants to have some time with his wife-to-be, regardless of her feelings on the manner. He assumes he can bribe his way onto the ship and into her room.

Steele doesn't want to put Lilianna in danger or let the press know where to find her. Mindful that people can hear him, he politely, if coldly, asks Mal for a tour of *Serenity*. Steele says he's never been on a Firefly class boat. If Mal's agreeable, Steele is escorted on board *Serenity*. He asks to bring his bodyguards, but if refused, he orders them to stay put. His attorney is allowed to accompany him.

Once on board *Serenity*, Steele demands to see Lilianna. If he is refused, he uses intimidation, threats, and bribes to try to persuade someone to take him to her. He's not armed, but he might be inclined to throw a punch. Mal or Zoe, who have reason to consider Steele a gorramn traitor, might be glad to let him know how they feel.

SCUFFLING WITH TEMPLETON STEELE

Templeton is as likely to throw a punch as a barbed insult.

Crewmember Dice Pool: Physical + Move, Mental + Focus

Gamemaster Dice Pool: Steele's **Physical d8 + Fight d4 + Heart of Ice and Dust d8** or **Social d6 + Influence d8 + Heart of Ice and Dust d8**

Possible Assets: I Am Not in the Mood, Bad Luck to See the Bride, Seth Insists You Back Off

Possible Complications: You'll Hear From My Attorney, Broken Nose, Battered Pride

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Word of this altercation gets back to Baron Fairchild. Any further interactions with the Baron or Steele must contend with a **Grudge d6** Complication.
- **Raise the Stakes:** Templeton backs off for now, though he continues to sling insults at whoever got him to stand down.
- **Extraordinary Success:** Steele suffers a **Put in His Place d6** Complication till the end of the adventure.

MASTERIN' THE GAME
THEM'S SOME MIGHTY FINE GUNS, BARON

The Baron will be pleased and flattered if any of the crew comments on the Baron's collection of Templeton Steele's newest patented firearms, like the MPE40. He'll be pleased as punch to talk about them. Some folk might find it interestin' to note that, although they're prototypes, all the weapons are in working order and that Steele has thoughtfully provided ammunition in case the Baron wants to do any target practice.

- The weapons don't come with instructions.
- They aren't loaded with power cells, though any spare cell will do.
- Using one of these weapons in a **Shoot** roll adds a **Prototype Gun d10** the Crewmember's dice pool. However, both 1s and 2s count as jinxes when using a prototype weapon, leading to Complications such as **Burned Out Power Cell** or **Stuck on Full Auto**.

The weapons are on display during the day. A single armed guard watches over them. The guns are locked away at night in a vault in the Baron's stateroom. More details on page 117, Guns and More Guns.

If Mal's feeling mischievous and decides to escort Steele to Lilianna's cabin, she keeps the door locked and refuses to see him. Her bodyguard, Seth, is there to tell Steele that he's following the Baron's orders to keep Lilianna safe and secure until the wedding. Seth's polite and respectful, but firm. Steele can take this matter up with the Baron.

Steele's not stupid. He can see that Seth isn't someone he wants to mess with—and if he somehow overlooks that, his attorney points out to him that it would not be wise to make trouble. Steele backs down and leaves *Serenity*, though he makes it clear he won't forget how he was mistreated.

GETTING PAID

In order to reach the Baron's yacht, Mal has to leave *Serenity*, pass through security, and cross the Grand Lobby to the other side to enter the airlock that leads to the yacht. He won't be carrying any weapons unless he has somehow managed to smuggle them past security.

If the Crew has a cunning plan that requires access to the Baron's yacht to find Daniel, this would be an ideal time to do some reconnaissance.

- If Mal's a participant in the plan, he could provide a diversion so that another member of the Crew could slip off and try to find out where Daniel is being held.
- If Mal's not involved with the plan, he might unknowingly provide a diversion because he's about to find out he's not going to get paid.

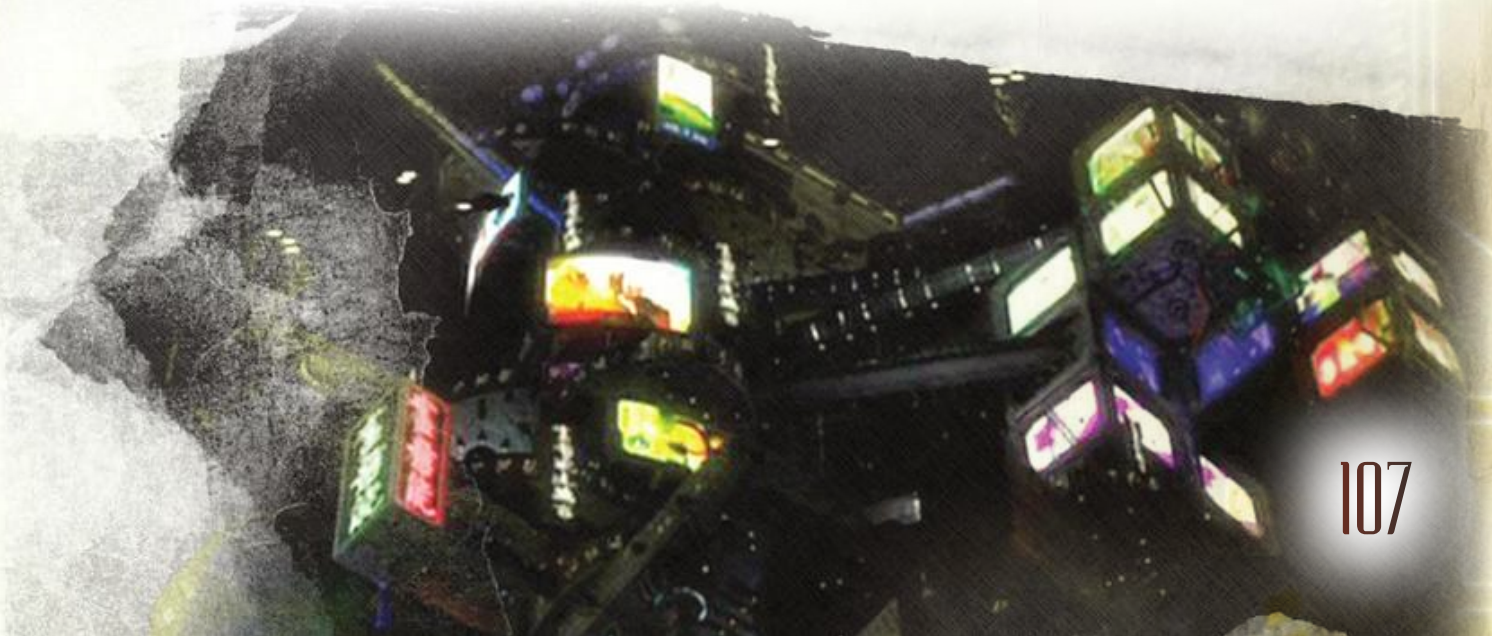
The butler greets Mal and Crew as they enter. The butler tells Mal that the Baron is in the Library, which is on the Owner's Deck. The butler escorts them the short distance. The butler answers any questions with very polite words, "Yes, sir. Precisely, sir."

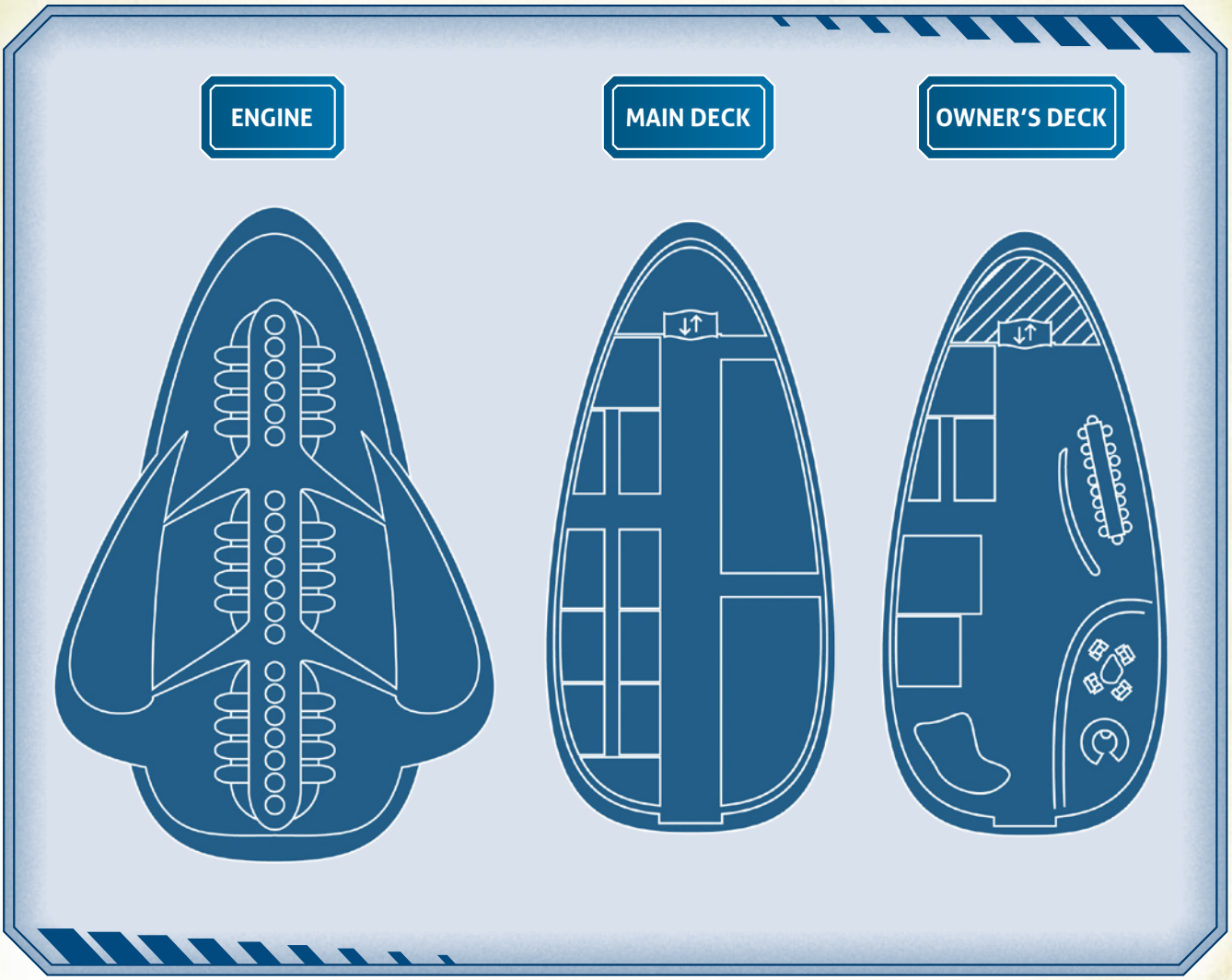
The Baron meets with Mal in the Library. He tells Mal that the agreement he made with Badger states that Mal won't receive his money until Lilianna is married. (Seems Badger forgot to mention this little detail!)

Mal could raise hell, but he won't get anywhere, except to anger the Baron. Mal is likely not armed, since he had to go through security. The Baron *is* armed, as well as his bodyguards, since they're on board his yacht.

If Mal brings up the pirate attack, mentions that they damn near died, the Baron will be shocked that Lilianna was in danger and grateful that they saved her, but he won't change his mind about payin' them. A deal's a deal.

The wedding is tomorrow at noon. Mal will make certain the bride arrives safely to her suite of rooms on Deck 11 where she'll change into her wedding dress. The Baron will escort her to the ceremony, which will be held in the Grand Ballroom, Deck 12. Once Lilianna says her vows and she's away on her honeymoon, Mal can collect his pay. Until then, the Baron allows the Crew the run of the cruise ship. They have access to all the fun and free food they want.





STAR VOYAGER

LOWER DECK

Crew cabins and main engine room. Small area for crew dining.

MAIN DECK

Guest cabins to accommodate twenty guests, plus the infirmary and dining area. Airlock. When the yacht is docked, guests depart from this level. The Baron has his own security on board the yacht. Access to the yacht is by invitation only. Guests of the Baron's may come and go as they please, but they must pass through security.

OWNER'S DECK

The Baron's Stateroom: Decorated in a frontier style with sheepskin blankets on the four-poster bed. A big walk-in closet that's mostly empty. (The Baron travels light.)

Lilianna's (Nova Norling) room: Canopy bed, elegantly decorated. Large walk-in closet filled with clothes and innumerable pairs of shoes and boots.

Library: The Baron spends most of his time in this room. Although called the Library, there are no books. He sits at his desk, which has the latest in communication devices, doing deals and keeping tabs on everything that is happenin' at the ranch. He has on display three of Templeton Steele's newest patented firearms—prototype energy pulse weapons like the MPE40.

Small Dining Room and Bar: Table and chairs seat about twenty guests. Bar is at the far end. Bartender is on always on duty.

Swimming Pool: A swimming pool under a fake blue sky with an artificial sun. A cabana boy is on hand with towels and sunscreen. A bartender serves fruity cocktails with tiny umbrellas.

Guest Rooms: These rooms are all locked; guests only.

Bridge: Only the Baron, his pilot, and first mate are allowed on the bridge. The bridge is secured by a locked door and an armed guard.

DIVERSION

DISTRACTING BARON OPTIMUS FAIRCHILD

If members of the Crew need time to try to locate Daniel, Mal needs to keep the Baron busy. If Mal wants to turn on the charm, he should make a roll to find out if he succeeds. The difficulty increases if Mal and the Baron have traded insults. If another member of the Crew is present, Inara for example, she could add her roll to Mal's to try to smooth things over.

If Mal succeeds, the Baron shows off Steele's weapons. The Baron permits Mal to handle them, but not to fire them.

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Fairchild's **Mental d8 + Focus d8**

Possible Assets: A Box of Fine Cigars, Discussing the Cattle Business, A Lovely Registered Companion

Possible Complications: Political Disagreement, Don't Touch That, Are We Done Here?

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Baron is aware something is up. Crewmembers aboard the Star Voyager must deal with an **On Alert d6** Complication.
- **Raise the Stakes:** The Baron is distracted long enough for the Crewmembers to snoop around.
- **Extraordinary Success:** The Baron takes a shine to the Crewmember spending time with him. Any Assets created related to the Baron's assistance begin at a **d8**.

LOOKING FOR DANIEL

If at any point Inara, or another Crewmember, can provide some excuse for leaving the Library (such as she needs to powder her nose, she's never been on a yacht before, she's really hankerin' to see the engine, etc.), the Baron grants permission. He's not worried. Daniel is well hidden, he's under guard, and, besides, these folk aren't going to do anything to jeopardize gettin' paid. He summons one of the maids, Annie (**Maid d6**), to give his guests a tour of the yacht.

Annie's a talkative soul, but none too bright. She's very gullible and believes anything anyone tells her. She's a font of misinformation, though some of it may be true.

WHAT ANNIE KNOWS

- The Princess was involved with a ranch hand named Daniel. (True)
- The Baron shot Daniel in a duel. (False)
- The ghost of the Baron's dead wife haunts the yacht. (Mmmm)
- Lilianna is on board the yacht. (True/False)
- A room in the crew's dorm is always kept locked. (True)
- The room is kept locked because that's where the ghost lives. (False)

WHAT EVERYONE ELSE KNOWS

If the Crew questions the guests, they don't know anything. They have never seen a person matching Daniel's description on board the yacht.

QUESTIONING THE CREW

The Crew could ask Annie for a tour, or take a moment or two to sneak around the yacht.

Crewmember Dice Pool: Social + Influence, Physical + Sneak

Gamemaster Dice Pool: Easy Difficulty d6 + Maid d6

Possible Assets: The Baron Sent Me, Crewman Uniform, Looking for the Restroom

Possible Complications: Security Breach, Stumbled Across Steele, Security Lockdown

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** No one is talkin' and the crewmember announces his intention of immediately telling the Baron they've been askin' questions. Might be time for the Crew to make themselves scarce.
- **Raise the Stakes:** One of the bedrooms on the lower deck is kept locked at all times. Mighty suspicious, no?
- **Extraordinary Success:** One of the bedrooms on the lower deck is kept locked at all times. The crew delivers food for three people, and the man who answers the door is always armed.

THE OTHER LILIANNA

Nova Norling, Registered Companion, has been hired by the Baron to play the role of his stepdaughter. She uses make-up and special effects to play the part and the resemblance is striking. She doesn't want to push her luck and she's been keeping to herself on board the yacht, secluding herself on the Owner's Deck. She wears a broad-brimmed sun hat that shades her face, and masks her voice by claiming she has a cold.

Nova can be found by the pool on the Owner's Deck, sunning herself beneath the artificial sun. A cabana boy hovers nearby, as well as another servant. If any of the Crew except Inara happens to come to the pool, Nova immediately gets up and leaves. If Inara visits this deck, Nova recognizes her as another Companion and, after a moment's hesitation, motions her to come closer.

Nova whispers that she needs help. She can't talk here, too many people. She asks Inara to meet her tomorrow morning at the wedding breakfast. Nova then gets up and walks away. She won't answer any more questions.

HERE WE ARE

Mal has to see to it that Lilianna marries Steele. If not, he won't get paid. If Mal knows a cunning plan is afoot to prevent the marriage, he has to make a choice between honoring his agreement with Badger and the Baron and getting paid, or helping Lilianna find happiness with the man she loves.

Mal could go one of two ways. As far as he's concerned, he did the job as it was stated up front and he expects to be paid. Seems like the Baron might be tryin' to welsh on the deal. Mal doesn't owe this man or Badger anything. The notion that Lilianna has offered to pay him with the diamond and sapphire necklace could help resolve any lingerin' doubts, though he does recall that Lilianna won't get the necklace until the day of the wedding.

Mal could tell the Crew the plan is off, he's a man of his word. He made an agreement and he'll stick to it, despite the fact that the Baron is a *wáng bā dàn*. If Mal decides the plan is off, the Crew has to decide what they're going to do.



ALTERNATE SCENE: BLACKJACK BLACKY

This encounter is designed for Wash, but it can be sprung on any unsuspectin' member of the Crew who doesn't generally get to be a Big Damn Hero (such as Simon or Shepherd Book).

Wash and Zoe finally get to have some time to themselves. There's free food and drink in the Verbena Restaurant. And then there's the casino. Seems Wash did some gamblin' back in his wild and misspent youth. He knows his way around a blackjack table and would be pleased to show off in front of his wife.

Other members of the Crew might go along. Jayne is a faro player. Kaylee loves watchin' folk.

The casino has additional security. The Crew has to go through another weapons sweep. If they did manage to smuggle a weapon through the first time, they have to roll again. If they're caught with a weapon, it's confiscated and they're asked to leave.

Once inside the casino, a lovely waitress offers them free drinks. Two armed security guards descend on Wash. They refer to him as "Blacky" and politely, but firmly, insist that he should come with them.

If Wash demands to know why, they tell him that they know he's the notorious card-counter known to casino owners throughout the 'Verse as "Blackjack Blacky." Wash can protest his innocence, show them his ident card, refer them to his captain, whatever he likes. Turns out he's the spittin' image of Blacky. The guards don't believe him.

If he refuses, the guards tell him that they don't want a scene. He should go quietly.

If Zoe's present and she tells them she's his wife, the guards let her accompany them. If Wash goes peaceably, they do *not* throw him in the brig. He's just confined to his room for the duration of the voyage, then handed over to the Feds.

If Wash resists and a fight ensues, four more security guards arrive. The guards are armed with sonic pulse guns, meant to subdue the victim, not kill. More guards continue to arrive until Wash and any other members of the Crew are restrained. They're all hauled off to the brig and their misdeeds reported to the Baron. Alternately, the Crew might fight their way out of the casino and into relative safety elsewhere.

The Baron isn't pleased, but he convinces the casino owner to free the Crew. He deducts damages from the Crew's pay. The exception is Wash. The casino owner won't release "Blacky." The best the Baron can do is to have Wash confined to a room on Deck 4, where he'll stay the duration of the voyage, when they'll hand him over to the Feds.

Now the Crew has to come up with a cunning plan to free Wash.

Zoe can visit her husband for an hour each day. A single guard armed with a sonic stun pistol is posted outside the cabin. The guard lets Zoe in and out. No other members of the Crew are allowed to visit. The door can't be opened from the inside. In addition to Zoe, there's a guard who delivers three meals a day to Wash.

A bit of gambler, the stateroom guard would love for "Blacky" to give him tips on how to win at blackjack. If "Blacky" agrees to help, the guard brings in a deck of cards for a lesson inside the stateroom. The **Casino Guards D6** aren't pushovers, but compared to the other unsavory folks in this tale, they can be beat.

Might seem pretty easy to free Wash or Wash might free himself. Once he's freed, there's a problem. If he manages to escape safely to *Serenity*, security won't come on board after him. They don't have the authority. But the captain does have the authority to refuse to release *Serenity*'s docking clamps unless Wash is returned to custody.

In that case, the Crew has to do somethin' pretty damn heroic to convince the captain to let them depart. Hopefully they at least acquired a stun pistol.

ACTION: BUSTING OUT OF THE SHIP'S BRIG

Busting out of the Brig might involve one or all of these steps—conning a guard, sneaking past a guard station, and picking a secure lock. It could be one Crewmember that has to handle these situations, or multiple members of the Crew.

Crewmember Dice Pool: Social + Trick, Mental + Operate, Physical + Sneak

Gamemaster Dice Pool: Challenging Difficulty d8 + Casino Guards d6

Possible Assets: He's Got Braverman's Disease, Guard Bribed with Winnings, Don't I Get One Free Wave?

Possible Complications: Be on the Lookout, Blacky's Crew in Town, The Real Blacky Is Watching

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Create or step up a **Wanted** Complication.
- **Raise the Stakes:** The Crew busts their Crewmember out of the brig.
- **Extraordinary Success:** "Blacky" overheard some useful information from some guards involving the layout of the ship. Creating an Asset involving the *Rim's Dream* with a Plot Point starts the Asset at a **d8**.

SCENE TWO: THE WEDDING BREAKFAST

Inara receives an invitation to attend the Wedding Breakfast. She may take one member of the Crew with her, maybe someone who looks good in tight pants. The breakfast is served poolside on Lido Deck. The breakfast is a lavish buffet with all manner of delicious food. Waiters circulate with glasses of champagne on silver trays. Guests are free to mingle and chat until the Baron is ready to toast the bride. He sits at the head table. Templeton Steele is with him, along with the ever-present attorney.

Nova is made-up to look like Lilianna. She wears a big hat with a floppy brim, so that no one gets a really close look. She avoids talking if she can. If not, she talks in a husky voice, which she claims is caused by a cold.

The Baron taps his spoon on the glass, calling for everyone to be quiet. He proudly shows off his stepdaughter, Lilianna—or rather, the woman pretending to be Lilianna, Nova Norling, Registered Companion. There are toasts to the bridge and groom.

Steele presents Lilianna (Nova) with the groom's gift: a stunningly beautiful diamond and sapphire necklace in a blue velvet case.

Lilianna (Nova) accepts the gift, saying (with a sneeze), she'll wear it on her wedding day. The Baron takes the case from her, saying he'll return it to her tomorrow. He gives it to the Purser, to be locked in the ship's vault.

After the speeches, there's mingling and more champagne.

If Inara hasn't met Nova before now, she immediately recognizes her as a Registered Companion. Inara won't blow Nova's cover, but she could try to find a chance to talk to her. The Baron isn't much of a "mingler." He stays seated at the main table talking to a few of his friends. Nova is thronged with well-wishers, but once she recognizes Inara, Nova whispers that she needs to talk. If Inara doesn't seek out Nova, Nova spots her in the crowd and comes to her.

The crowd is noisy, having fun. The Baron has hired a band. Nova and Inara can sit at a table and have a private conversation without drawing suspicion, though they may be interrupted by well-wishers.

Nova reveals that after she was hired for this job, she looked up Steele on the Companion's Registry. She seemed to remember having heard something bad about him. Sure enough, she found out he was banned for having been physically abusive. Nova likes Lilianna and she doesn't like the thought of Steele getting his hands on her.

Nova doesn't know what to do. The Registry is confidential. She isn't permitted to reveal the contents to the Baron and she's pretty sure he wouldn't believe her



anyway. He's dead set on this marriage. She'd like to stop the wedding, but she has no idea how.

ACTION: CONVINCING NOVA TO HELP

Nova is glad to assist the Crew in the cunning plan. She's unwilling to take Lilianna's place at the altar. She signed a Guild contract with the Baron and she fears reprisals.

Crewmember Dice Pool: Social + Influence

Gamemaster Dice Pool: Nova's Social d8 + Focus d6 + Registered Companion d4

Possible Assets: Companion Solidarity, Sucker for a Love Story, Everybody Hates Steele

Possible Complications: Double Agent, The Baron's Influence, Companion Reprisals

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Nova refuses to help directly. Later, out of guilt, she confesses everything to the Baron. Create a **Guilty d8** Complication.
- **Raise the Stakes:** Nova agrees to help, but the Crew will have to execute the plan in a way that doesn't implicate her.
- **Extraordinary Success:** Nova agrees to help directly. She may even be convinced to continue her impersonation of Lilianna on the wedding day. When creating an Asset involving Nova's help, it begins at a **d8**.

HERE WE ARE

If the Crew wasn't inclined to help Lilianna before now, once they hear that she could be subject to physical abuse, they might want to consider helpin' her.



ACT IV: THE WEDDING CRASHERS

"Remind me to thank Mal for not getting us a firefight as a wedding present."

— Wash

The ceremony is but minutes away, with a true love and a hardened pirate bearing down on it at full burn. Luckily, the Crew has a cunning plan for a happy ending.

SCENE ONE: THE COURSE OF TRUE LOVE . . .

THE LOWDOWN

The wedding is scheduled at noon in the Wedding Chapel on Deck 12. The chapel is small, seats only twenty guests. The Baron chose the room to keep out the paparazzi. The ceremony will take place underneath a wedding canopy that's been set up on the dance floor. The ship's captain will marry the happy couple, although he'll happily give way to Shepherd Book. Chairs have been set up to accommodate the guests. A string quartet provides the music.

There's a single entrance to the wedding chapel. The wedding is invitation-only and ship's personnel are on hand to ask for invitations. A photographer is on hand to take pictures. No reporters are permitted.

Two members of Asante's pirate crew have tied up the security guards and taken their uniforms. They're standing at the entrance, checking invitations. Their weapons are stashed in a prearranged hiding place in the potted palms. If the Crew avoided Asante's pirate ship earlier in the adventure, double the number of pirates present.

The rest of the guests are assembled in the Grand Ballroom, watching the ceremony on closed-circuit television.

THINGS DON'T GO SMOOTH

THE FATHER OF THE BRIDE

Presuming nothing untoward has happened, the Baron arrives on board *Serenity* to escort Lilianna to her suite on Deck 11, where she'll change into her bridal clothes. He's in an extremely good mood. If Lilianna seems nervous, he puts that down to wedding day jitters.

He thanks Mal and the Crew for their hard work and promises them a little something extra in their paycheck, which Mal can come collect right after the ceremony.

Lilianna asks that Inara come with her to the chapel. The Baron grudgingly gives permission. Seth goes with Lilianna, as well. The Baron has cleared it with security for Seth to carry his handgun.

Someone could suggest that since the Crew is going to be separated and hopefully preparin' to spring into action with their cunning plan, it might be a good idea if they were wearin' some sort of communication devices.

Mal or Zoe or Jayne could offer to come along as extra bodyguards.

ACTION: CONVINCING THE BARON HE'S IN DANGER

If Seth and Mal have become friends, Seth says that he could use the help. He could add his roll to increase the odds. If Mal and the Baron have traded insults, be sure to add in any Complications.

Crewmember Dice Pool: Social + Influence, Mental + Trick

Gamemaster Dice Pool: Fairchild's **Social d8 + Focus d8**

Possible Assets: The Pirates Are Here, Lilianna Throws a Tantrum, Seth Vouches for the Crew

Possible Complications: Weddings Always Make Me Cry, The Baron Brushes You Off, Pirates Hiding Among The Guests

MASTERIN' THE GAME
"MINE IS AN EVIL LAUGH"

Let's say for once in Mal's life, things *do* go smooth. He and his Crew manage to rescue Daniel and reunite him with Lilianna on board *Serenity*. Shepherd Book performs a hasty wedding ceremony. All without a shot bein' fired or a punch bein' thrown. Mal would think that was too good to be true.

He'd be right.

Guăi mă jiăo!

The thing with throwing a monkey wrench is that it has to be plausible, somethin' the Crew believes could likely happen. Best if it happens just when the Crew is knockin' holes in each other's backs for a job well done.

Serenity's not going anywhere. For one or more of the following reasons, the captain refuses to release the docking clamps. *Serenity*'s stuck.

- The Baron discovers Daniel's missing and he's pretty sure he knows who's responsible. If Daniel and Lilianna are married, the Baron will see to it that the marriage is annulled—at gunpoint if need be.
- Jayne lost heavily at faro and tries to leave without payin' his gamblin' debt.
- Some of the passengers aboard the cruise liner report missing jewels. No boats are bein' allowed to depart until security does a thorough search for the thief.
- Templeton Steele puts a lien on *Serenity*. Angered by Mal's treatment of him, Steele prevents *Serenity* from leavin', claimin' he's now the rightful owner. The lien won't hold up, but that's not Steele's intent. He wants to teach Mal a lesson in manners. The captain has no choice but to obey the court order and lock down *Serenity* until the matter can be settled.

Serenity will be free to leave once Lilianna is away on her honeymoon and the necklace is restored (in case it got "lost").

The Crew will have to come up with a new cunning plan.

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Baron snorts derisively and walks off with Lilianna, accompanied by Seth. The Crew is escorted back to their ship and told to wait there until the ceremony is complete.
- **Raise the Stakes:** The Baron is persuaded to allow the Crew to accompany Lilianna and to obtain permission to carry weapons. They are not, however, allowed inside the chapel.
- **Extraordinary Success:** The Baron is persuaded to allow the Crew to accompany Lilianna and to obtain permission to carry weapons. They're allowed inside the chapel.

FREEING DANIEL

If the Crew hasn't already freed Daniel, this would be an excellent time, since the Baron and all the guests will be attending the wedding.

Once on the yacht, they find that most of the crew has been given leave to board the cruise liner. Only a skeleton staff remains. This includes the person guarding the guns and the goons guarding Daniel.

Lilianna's ranch hand is being held in a room in the crew's quarters on the lower deck of the Baron's yacht. Two armed goons are guarding him. It should be noted that the sound of a gun shot would alert security personnel on the yacht *and* on the cruise liner and bring them running.

The goons won't be expectin' trouble. Daniel is handcuffed to the bed. He's in despair, believing he has lost Lilianna. He'll be overjoyed to see his rescuers and he'll assist the Crew any way he can.

He knows that one of the goons carries the key to the handcuffs in his pocket. If the Crew searches the pockets of both goons, they find the key to the handcuffs and a pass for each goon to carry a weapon. Such a pass could get them through security.

Once Daniel is free, he insists on going to the wedding. If the Crew explains that they have a cunning plan to rescue Lilianna, Daniel promises to keep his mouth shut and go along with it. This is *not* a promise he intends to keep. He means to save Lilianna or die tryin'.

FREEING DANIEL FROM THE STAR VOYAGER

Nova could help them board. She's no longer needed to play Lilianna and she's removed her disguise. Security allows her and her friends to board without question. Otherwise the Crew needs to come up with a plausible reason for why they need to board the yacht.

Crewmember Dice Pool: Social + Trick, Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Challenging Difficulty d8 + More Brawn than Brains d6 + Dumb Thugs Xd6

Possible Assets: The Baron's Distracting Daughter, Cut the Power, Room Service

Possible Complications: Daniel's Wounded, More Thugs Than We Thought, Voyager Lockdown

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crew is pinned down on the deck where Daniel is being held.
- **Raise the Stakes:** The Crew gets Daniel free and clear.
- **Extraordinary Success:** Daniel is thankful for the Crew's assistance and is on board with whatever plan they have, rather than going off on his own.

THE BARON'S GUNS

The Crew could try to make off with one or more of Steele's prototype Newtech guns. If they don't think of this, Daniel will. An armed guard guards the guns, which are all variations on Pulse Energy weapons (**Pulse Energy Weapon d6**). If they manage to overpower the guard and grab the guns, they have to find a way to smuggle them through security. The passes the goons were carryin' could help if someone thinks to take them.

The guns aren't charged up. Hopefully someone remembers to grab the power cells. There may be a slight learning curve in figurin' out how they work, since they don't come with instructions.

GUNS AND MORE GUNS

Templeton Steele has sold all of these to Alliance bases for a considerable amount of platinum. Remember, using one of these weapons in a **Shoot** roll adds a **Prototype Gun d10** to the Crewmember's dice pool. However, rolling a 1 or 2 counts as a jinx, which could result in a Complication such as **Burned Out Power Cell** or **Stuck on Full Auto**.

PEB 30 (PLASMA ENERGY BURST) CLOSE INFANTRY ASSAULT RIFLE

Fires controlled bursts of high-energy plasma.

Damage **d8**, automatic fire, burst, 60 charges via power cell.

The PEB 30 is a medium-range, infantry weapon that fires a high-energy plasma burst in any environment. It even works in vacuum. The weapon's unique design uses chemical energy stored in cartridges to create a burst of high-energy plasma. A specialized set of conduits directs the energy along the barrel and out the muzzle at a velocity of 3200 fps. Energy cohesion of the plasma burst begins to break down after approximately one hundred yards, and accelerates quickly after three hundred yards, so targeting an enemy more than four hundred yards away is not recommended.

The PEB 30 uses a cartridge similar in size to a standard 410 shotgun and requires an energy source in the weapon to power the conduits needed to channel the plasma. An interchangeable high-yield battery provides energy for a guaranteed two hundred rounds of firing before needing replacement. The battery change out is easily completed in less than thirty seconds.

A standard clip holds thirty rounds.

Both versions of the PEB weapon system's plasma burst provide a large release of energy upon impact, causing the target considerable damage.

PEB H8 (PLASMA ENERGY BURST) PISTOL

Fires controlled bursts of high-energy plasma. The PEB H8 is the sidearm version of the PEB30 Rifle.

Damage **D6**, automatic fire, burst, 30 charges via power cell.

The PEB H8 is a pistol that fires a high-energy plasma burst in any environment. It even works in vacuum. The weapon's unique design uses chemical energy stored in cartridges to create a burst of high-energy plasma. A specialized set of conduits directs the energy along the barrel and out the muzzle at a velocity of 3200 fps. Energy cohesion of the plasma burst begins to break down after approximately thirty yards, and accelerates quickly after sixty yards, so targeting an enemy more than one hundred yards away is not recommended.

The PEB H8 uses a cartridge similar in size to a standard 410 shotgun and requires an energy source in the weapon to power the conduits needed to channel the plasma. An interchangeable high-yield battery provides energy for a guaranteed one hundred rounds of firing before needing replacement. The battery change out is easily completed in less than thirty seconds.

A standard clip holds 8 rounds.

Both versions of the PEB weapon system's plasma burst provide a large release of energy upon impact, causing the target considerable damage.

MPE40 (MANAGED PULSE ENERGY) CLOSE INFANTRY ASSAULT RIFLE

Uses a high-energy pulse to fire a variety of 8mm projectiles.

Damage **D8**, automatic fire, burst, 60 charges via power cell.

The MPE40 is a medium range, infantry weapon that fires a high-velocity projectile in any environment, even works in vacuum. An interchangeable high-yield battery provides energy for a guaranteed one thousand rounds of firing before needing replacement. The battery change out is easily completed in less than thirty seconds. The MPE40 has a lower rate of fire than a standard gunpowder fired assault weapon, but makes up for it by offering a variety of caseless (no shells/brass bullet casings) munitions, including armor piercing, high-explosive anti-personnel, and tracer rounds. The standard 40 round clip can be loaded with any mixture of ammunition allowing for a flexible firing solution. The rugged design keeps the MPE40 battle ready in any environment.



HERE WE ARE

Daniel is goin' to rescue Lilianna come hell or high water. He insists on trying to get into the wedding chapel. If the Crew tells him about the cunning plan, he agrees to go along with it. The moment Daniel suspects someone is going to try to stop him he bolts. Good luck tryin' to catch him.

If Daniel shows up at the wedding chapel prior to the ceremony, he tries to force his way inside. Inara and everyone else in the room hears him arguin' with security. Inara could say that he's with her. If so, security lets him enter. If Inara doesn't do anything, security tells Daniel he can watch on TV like everyone else and escorts him to the Grand Ballroom.

SCENE TWO: SOMETHIN' OLD, SOMETHIN' NEW

What was that old sayin' about marriage on Earth-That-Was? Anyway, moving along…

THE LOWDOWN

The Baron takes Lilianna to her private suite on Deck 11. Only women allowed inside. The Baron goes to his suite to change. Seth stands guard by the door. Inara or any other female member of the Crew can go inside with Lilianna.

Four bridesmaids are present to help with the dressing of the bride. Lilianna doesn't really know these young women. The Baron chose them because their families are influential in the Alliance government. They gush over Lilianna, though they roll their eyes and giggle behind her back. They are in awe of Inara. They make snide remarks to Kaylee.

THINGS DON'T GO SMOOTH

THE PIRATES

One of Asante's crew has been masquerading as one of the ship's officers with access to the Bridge. He has a gun hidden on the Bridge. The moment the pirate ship is sighted, he takes the First Officer hostage in time to prevent him from sending out a distress call to the Alliance or summoning security. He orders the crew at gunpoint to allow Asante's pirate ship to dock.

Asante boards the cruise ship without incident. She has all the proper identity and passes. She enters the Grand Lobby with three of her crew, all of them dressed as if to attend the wedding. The pilot remains on board her ship. No one pays any attention to her. They first retrieve weapons their crew have hidden for them and proceed to the Grand Ballroom.

HUMPED!

You can run Asante's attack on the ship any time that seems likely to give the Crew the most grief. Remember, combat scenes can make use of an Action Order (page 27) to keep things clear. You don't have to wait for the wedding scenario to play out. Right when the Crew thinks everything is shiny, they find themselves in a big pile of *mǐ tián gòng*!

ATTACKING ASANTE DURING THE CEREMONY

The Crew might decide to throw down immediately once Asante stops the ceremony. It's not the wisest course of action, since she's anticipating resistance from the Crew. But bull-headed Crewmembers might go ahead anyway. Note that Asante's **Fight** and **Shoot** dice are the same (**d10**).

Crewmember Dice Pool: Physical + **Fight**, **Physical** + **Shoot**

Gamemaster Dice Pool: Asante's **Physical d12** + **Blue Sun Agent d8** + **Fight/Shoot d10** + **Elite Pirate 4d8** (one for each **Elite Pirate d8**)

Possible Assets: Covering Fire, **Dive Behind the Altar**, **Found This in the Pile of Presents**

Possible Complications: Innocent Victims, **Cake Everywhere**, **Fleeing Guests**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by Asante's forces. The player must spend a Plot Point and take or step up a Complication to stay in the fight.
- **Raise the Stakes:** The GM chooses if Asante is Taken Out, spends a Plot Point and takes or steps up a Complication, or removes one of the **Elite Pirate d8** dice from her pool.
- **Extraordinary Success:** The GM chooses if Asante is Taken Out, spends a Plot Point and takes or steps up a Complication, or removes two of the **Elite Pirate d8** dice from her pool.

DEFENDING AGAINST ASANTE'S ATTACKS

On Asante's turn, she aims for whichever Crewmember is giving her the most grief. Her pirates concentrate fire with her to make her pool larger. Remember that, in this case, the Crewmember sets the stakes and Asante tries to raise them.

Crewmember Dice Pool: Physical + **Fight**, **Physical** + **Move**

Gamemaster Dice Pool: Asante's **Physical d12** + **Blue Sun Agent d8** + **Fight/Shoot d10** + **Elite Pirate 4d8** (one for each **Elite Pirate d8**)

Possible Assets: Covering Fire, **Dive Behind the Altar**, **Found This in the Pile of Presents**

Possible Complications: Innocent Victims, **Cake Everywhere**, **Fleeing Guests**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Asante's attack is ineffective and the Crew counterattacks. The GM chooses if Asante is Taken Out, spends a Plot Point and takes or steps up a Complication, or removes one of the **Elite Pirate d8** dice from her pool.
- **Raise the Stakes:** The Crewmember is Taken Out by Asante's forces. The player must spend a Plot Point and take or step up a Complication to stay in the fight.
- **Extraordinary Success:** Same as raising the stakes, but Asante's forces impose an additional Complication—**Pinned Down d6.**

THE WEDDING CRASHERS

The Baron arrives with two of his bodyguards fifteen minutes before the ceremony to escort Lilianna to the chapel. Seth also accompanies them.

The Baron, Lilianna, and the bridesmaids take their places outside the wedding chapel. Templeton Steele is by himself at the altar. The musicians play the wedding march. The bridesmaids walk up the aisle. The Baron escorts Lilianna up the aisle. The guests stand. Seth takes a seat in the back, near the door. If Daniel is present, he

keeps his head down so that the Baron won't spot him.

The Baron escorts Lilianna to the wedding canopy. He gives her to Templeton Steele. Everyone sits down. The ceremony begins.

The marriage celebrant (which might be Shepherd Book after all) comes to the part where he asks if anyone knows why these two should be not married. Daniel breaks free (if anyone is hangin' onto him), leaps to his feet, and cries out Lilianna's name. She turns, sees him, and starts to run to him. The Baron goes for Daniel. All hell breaks loose.

At that moment, Asante takes advantage of the chaos to enter the back of the room accompanied by two more of her crew. She fires her weapon in the air and tells everyone, "I have a reason these two aren't going to get married. You're going to give me the wedding ring, plus all the rest of your jewels."

If Daniel isn't present, Asante simply enters the room and makes the same announcement.

The two pirates masquerading as security guards shut and lock the door to the wedding chapel. They cut the feed to the closed circuit TV, but not before those watching in the Grand Ballroom (including any members of the Crew) see what has happened.

Inside the chapel, the guests are stunned. The pirates accompanying Asante move to the front and order everyone to stay put and no one will get hurt. To enforce this, one takes Lilianna hostage.

The Baron is outraged, but there's not much he can do except swear. The guards disarm the Baron, Steele, and their bodyguards, collecting six handguns, which they stuff into their belts.

Asante orders everyone in the room to sit on the floor in one place. She doesn't want any trouble. Besides the jewels, this bunch will fetch a hefty ransom. The pirates go around collectin' necklaces, rings, and bracelets. They put these in a sack.

Asante takes Steele with her as a hostage. She heads for the bridge, along with two of her crew, leaving the other two members of her crew behind to guard the hostages with orders to shut and lock the door behind her. She and two pirates enter the Grand Ballroom where the crowd is milling about in panic. She gets their attention, orders everyone to their staterooms. She doesn't want to hurt anyone. She needs Steele to send a wave to get the rights and to prove to her bosses her work is complete.

If Mal is in the Grand Ballroom, she spots him and orders him at gunpoint to come with her. She reminds him and any other members of the Crew who are present that she's holding people hostage and they better do as she says.

If Mal isn't in the Grand Ballroom, Asante summons him to the Bridge, threatening the lives of the hostages if he doesn't come.

MASTERIN' THE GAME
MAYHEM!

If the Crew gets stupid and goes in with guns blazin', they stand a good chance of killin' hostages. If that happens, they'll be in a heap of trouble. Asante knows that the resultant publicity will be very bad for her and her crew if they're caught. Blue Sun will not be pleased.

She and her crew leave in haste, returning to their ship. She's already sent the signal to the Alliance cruiser telling them that the Crew of a Firefly hijacked the cruise liner. She won't bother to tell Mal that the Alliance cruiser is on the way and that they believe he and his Crew are bloodthirsty pirates who murdered a bunch of innocent Alliance citizens.

Mal and the Crew will be in for a very unpleasant surprise.

Zāo gāo...

HERE WE ARE

Time for truly thrillin' heroics!

THE CREW

The passengers return to their staterooms as ordered. None of this crowd wants to be a hero. Once inside, their doors are locked down from the bridge. During the confusion, as guests rush off, the Crew can take this opportunity to return to *Serenity*. They will have to act fast and get to *Serenity* before the pirates do. That means lickety-split. If they take time to yak about it, they'll arrive too late.

If they reach *Serenity* ahead of Asante's pirates, they find the security guards have left their posts to deal with the panicked passengers. They can make it on board without a problem, but when they try to leave they find two pirates at the airlock.

If the Crew reaches *Serenity* too late, two pirates are already there and are guarding the airlock. They might let them back on board *Serenity*, but they won't want to let them off.

The Crew can arm themselves with what weapons they think might be useful, though they should keep in mind that the pirates are holding hostages and it might not be a good idea to go in with guns blazin'.

There's also the problem of Mal being held hostage on the Bridge. The Crew could conclude (rightly) that he can take care of himself.

THE HOSTAGES

Two pirates are guarding the hostages. They've taken the handguns that the Baron's bodyguards were carrying, as well as those belonging to Steele's bodyguards. They're in communication with Asante on the bridge. They'll keep the guests together, seated on the floor. They'll allow Lilianna to join them once it appears that the situation is under control. If Daniel is present, Lilianna immediately goes to him, much to the Baron's ire.

OVERCOMING THE PIRATES

Inara, Shepherd Book, Seth, and any other Crewmembers present can try to escape. If the Crew doesn't think of a way, Seth could come up with the idea that Inara should suddenly fall terribly ill and insist on summoning her personal physician, Simon. The pirate crew allows Simon to enter, bringing with him a "nurse." The pirates are under orders not to kill, but if someone shoots at them, they'll shoot back. The Crew might want to keep in mind there are twenty innocent people in that room.





Crewmember Dice Pool: Social + Influence, Mental + Trick, Physical + Fight

Gamemaster Dice Pool: Hard Difficulty d10 + Innocent Bystanders d8 +Elite Pirate d8 + Elite Pirate d8

Possible Assets: We Need to Get to the Med Bay, Gun Up Your Sleeve, Let Us Pray

Possible Complications: Innocent Victim, Gun to Your Head, Dissent Amongst the Guests

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember who attacked the pirates is Taken Out and must spend a Plot Point and take a Complication to keep fighting. If the Crewmember is Taken Out, the pirates take the captive straight to Asante.
- **Raise the Stakes:** The guards are Taken Out.
- **Extraordinary Success:** The guards are Taken Out. If the Crew moves to the Bridge to deal with Asante personally, they may spend a Plot Point to create a **Surprise! d8** Asset for the next scene.

MAL, ASANTE, AND TEMPLETON STEELE

Mal is with Asante and Steele on the Bridge. Her two crewmembers are holding them at gunpoint. Steele pleads for his life, offering her money, anything she wants. She tells him that she wants him to drop the lawsuit against Blue Sun and forget about marryin' Lilianna. Blue Sun would like to open negotiations on those mineral rights he owns on Persephone. Steele will promise anything in return for his life.

She stands by while he sends a wave to his attorneys, telling them to drop the lawsuit and to sell the mineral rights to Blue Sun.

Once he's finished, Asante tells her crew to take Steele to her ship. There's a guy named Higgins in a town name of Canton lookin' for workers and he's not too particular who he hires. Steele howls in protest. She orders her crew to take him away.

That leaves Asante and Mal together on the bridge. He could be startin' to figure out some of what's goin' on. If he questions her, she tells him everything, how she was hired by Blue Sun to break up the wedding. Hijacking the cruise ship was a way to cover her tracks. He's the only person who knows the truth. As for Steele, he'll probably find a way to escape Higgin's Moon, but a few months hard labor might be good for him.

The Alliance will be here in about thirty minutes. She points to the ship's scanners. An Alliance cruiser is definitely on the way. He could wait around, turn her over to the Alliance. But who are they going to believe?

Her or him?

OVERPOWERING ASANTE

Mal may overpower Asante and take her gun, convince her to stand down, or try to discover why she's doing this. Truth is, she won't put up much of a fight. She'll tell him they met once in the War and he's just as pretty now as he was then. She'll also tell him that an Alliance cruiser is on the way with word that a group of pirates in a Firefly transport have hijacked a cruise ship.

Crewmember Dice Pool: Social + Influence, Mental + Trick, Physical + Fight

Gamemaster Dice Pool: Asante's Attribute **d10/d12/d8 + Blue Sun Agent d8**

Possible Assets: I Remember You Now, Picked the Lock, Push Any Button on the Command Console

Possible Complications: All Part of Her Plan, Something About Her, She'll Be Back

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember's attempts to stop her prove to be futile. Asante and whatever is left of her crew gets away clean.
- **Raise the Stakes:** Got her! Asante is Taken Out but the Crew has to hustle unless they want to end up in Alliance hands.
- **Extraordinary Success:** Not only does the Crew get to Take Out Asante, but they do it in a way that leaves her exposed to the Alliance. The Crew gets the satisfaction of knowing Asante was captured by Alliance forces once they get clear.

TIME TO GET THE HELL OUTTA DODGE!

The moment Asante gives the signal, her crew departs, heading for their ship. Asante has seen to it that the docking clamps for her ship are released. If Mal thinks to try to stop her by locking the docking clamps on her ship, Asante simply blasts her ship free. More likely at this point, Mal is in too much of a hurry to gather up his Crew and escape before the Alliance shows up to worry about Asante.

UNLOCKING THE DOCKING CLAMPS

Mal has to remember to release the docking clamps holding *Serenity*, which he can do from the Bridge. If he doesn't think of this, Asante reminds him. He could use the ship's loudspeaker to ask Wash for help if he needs to. He could also use the loudspeaker to tell the Crew that trouble is coming.



Crewmember Dice Pool: Social + Fix, Mental + Operate

Gamemaster Dice Pool: Challenging Difficulty d8 + Dock Clamps d8

Possible Assets: Point the Thruster at the Clamp, Cutting It from the Outside, Wave a Virus to the Ship's Computer

Possible Complications: Spotted by the Patrol Boat, Took the Clamp With Us, Power Failure

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crew must choose to either be spotted by the inbound Alliance cruiser (possibly triggering another chase) or take a **Damaged d8** Complication to *Serenity* by pulling free of the clamps.
- **Raise the Stakes:** The ship clears for a jump just as the Alliance cruiser jumps in.
- **Extraordinary Success:** The entire disaster is attributed to the *Hard Burn* and her notorious pirates. The Crew and their ship are in the clear.

THE END

THE WEDDING GIFT

If Inara and the Crew manage to overpower the guards, the hostages immediately flee, leaving the Crew to figure out what to do next. If the Crew doesn't manage to escape, the guards are still holding them hostage.

Asante arrives with Steele in handcuffs—her gift to the happy couple.

"I plan one hell of a wedding," Asante says.

She warns them that the Alliance is on the way and she and her crew depart, dragging the protesting Steele with them.

At this point, it might occur to some member of the Crew to notice the pirates left the sack of jewels behind.

MASTERIN' THE GAME
ALL THAT GLITTERS...

How bad can a pretty little thing be? Whoever has the necklace in their possession is treated as if they have the **Rotten Luck d8** Complication.

Here's an example of what the Crew'll find out when they try to sell the necklace to Badger.

After Mal gets rid of the necklace, Badger comes banging on *Serenity*'s hatch in the middle of the night. He's bleeding from a head wound and limping. Badger tells Mal that the necklace is cursed, it nearly got him killed. The first night he had the necklace, he slipped going down the stairs to his office and knocked himself out cold. When he woke up, he found a note lying on his chest. The note marked with a cat's paw and the message: "Bad luck will end when the lost is found."

He brushed it off until he tried to sell the necklace. The moment buyers heard it described, they said it's cursed, brings bad luck to those who own it. Seems one of the sapphires was stolen centuries ago from the collar of one of the Siamese cats that was a guardian of a long-lost temple. The monks cursed the thief, saying that bad luck would follow him and any who came into possession of the sapphire.

HAPPILY EVER AFTER

Lilianna and Daniel want to go with the Crew on board *Serenity*. If Mal and the Crew agree to take the couple with them, Lilianna keeps her promise and gives them the diamond and sapphire necklace in payment. There's a small college on one of the other Border Planets where Daniel can study to be a vet. Lilianna will give up the life of a celebrity. Shepherd Book can perform the ceremony on *Serenity*.

Of course, now they have to smooth things over with Badger....

ROLL CREDITS

It might happen that you and your Crew want to continue on with this adventure. Depending on the outcome, here is an idea for carryin' on with the tale.

COME AGAIN?

Let's say the story has a happy ending. Mal and the Crew make it safely back on board *Serenity* and they even get paid. As a reward, Lilianna has given the crew the diamond and sapphire necklace.

Only thing is, there's a kind of hitch. The necklace ain't no prize after all. It's cursed and the crew's going to have a hell of a time getting rid of it.

THE MAD BADGER

Mal flies back to Persephone, hands over the necklace to Badger to fence. Badger isn't happy that Mal messed up his cozy relationship with the Baron, but he figures he'll make enough money off the necklace (by cheating Mal, of course) that he'll even the score.

Badger says he didn't believe in the curse, but that very day, he was kicked by a horse and got robbed. He wants nothing more to do with this necklace. It's not just bad luck, it's cursed. He gives the necklace back to Mal, saying Mal still owes him, but he has to find another way to pay. Badger, on account of him being a nice guy, will refer Mal to his competitor on Persephone.

Mal thinks Badger's gone off the rails until the next time they try to fence the prize jewels. When they do, they're ambushed by Tong thugs, who demand the necklace, claiming it belongs to them.

Turns out that Templeton Steele won the necklace from a Tong overlord in a game of faro. The Tong lord wants it back. Steele wants it back, as well, claimin' Mal stole it.

HOCUS POCUS

Mal eventually finds another buyer, Patience, who isn't superstitious and doesn't believe in curses. She's not willing to leave her backwater moon, and forces the crew to come to her—no doubt there's a bullet or two waitin' for them.

On the way to Whitefall, however, *Serenity* starts to break down. Their connection to the Cortex is humped. The targeting system has stopped working. Whatever their trouble, Kaylee's skill and Wash's piloting are the only two things saving the boat from sinkin' in the black. Either one of them might fix the problem, only to find a note lying nearby with a cat's paw and a message which reads: "Bad luck will end when the lost is found."

RUN FOR YOUR LIFE

Mal and his Crew'll eventually discover the true owners of the sapphire—monks in a remote temple on Sihnon. Maybe River spouts a prayer when they least expect it. Maybe Inara managed to contact someone in her House. Rumored to be centuries old, the long-lost monks are the true owners of the original collar—which, as it turns out, is priceless for it's a Buddhist relic from Earth-That-Was.

The only way to end the crew's streak of bad luck is to return the sapphire to the monks. But Mal and his Crew have to find a way to make it back to the Core. They've got curses a-plenty and they're a ways away from Sihnon. Will they make it to the temple before the Tong or Templeton Steele catches up with them? Or will *Serenity* finally take her last flight....

SHOOTING FISH

Presented by Andrew Peregrine

"I wouldn't have done shot all these folks if was just for a bunch of gorramn orphans."
—Jayne

The Way of Things

In *Shooting Fish*, the Crew comes to the aid of a Crewmember's old friend who runs an orphanage on the frontier world of Newhall. The orphanage owes a lot of money to a local "pillar of the community" named Buzzard Lake. Unfortunately, Lake is looking to close the place down so he can turn it into a brothel and make some "real money." Needless to say, he doesn't care much what happens to the orphans. Luckily, there's a local speedboat race due to take place, celebrating the founding of the town, and the prize money will be more than enough to pay the orphanage's debts.

First, the Crew has to fix up the orphanage's boat to make it seaworthy. A lot of folk in the town owe the orphanage a favor, but they'll have to be convinced to help, as it means going against Lake. Once the boat is repaired, or even enhanced, the Crew needs to enter the race. This is harder than it sounds, as Lake controls who enters and he isn't looking for more competition.

The Crew will have to fight hard to win. In this race, it's more about being the last one standing than being the first boat over the finish line. Anything goes and the Crew will have to fight dirty to stand a chance of winning. While those in the boat will be in the thick of the action, any Crewmembers not in the race can still run their own schemes to take out the competition.

Win or lose, Lake's not a man to let a challenge go unpunished. He'll come after the Crew and the orphanage after the race, with a lot of armed men. If he lost the race, too, he'll just be a lot meaner. During this final showdown, the Crewmembers have to protect the orphanage as Lake takes out his anger on everything in sight.

SHEPHERD MORDEKAI RUST

"Captain, I don't care that you have a crew of sinful men. I find myself in need of sinful men"

ATTRIBUTES

Mental	8	Physical	4	Social	6

SKILLS

Craft	6	Influence	8	Treat	6
Fight	6	Know	8	*The Unification War*	
Focus	10	Shoot	6		

DISTINCTIONS

Caring 8

You've a courage and tenacity in carin' for others that most folk don't. You're the light in their darkness.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Heal the Wounded Heart:* Step up a Complication involving social graces to reroll a die.

Dedicated 8

You don't take much sitting down. You have a cause that gives your life meaning.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Never Back Down:* Spend 1 PP to step back a Complication during a negotiation.

All Saints Orphanage Shepherd 8

You don't fix faith. It fixes you.

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

SIGNATURE ASSET

All Saints Orphanage d8: Since the War, Shepard Rust has dedicated his life to the orphans at the All Saints Orphanage. He won't let the place go without a fight, and he expects the Crew to see the value in the little bit of hope he's built for these kids.

Character Type: Shepherd

Role: Shepherd Rust is the contact that brings the Crew into the adventure.

Acts: All

Character Description: The Shepherd is a small, academic looking man, but hard work has made him very fit and strong for his size. He's proud to let folk see he's a Shepherd, but he only offers preaching to those that ask for it. Every Sunday he runs a small service at the orphanage for the townsfolk that want it.

Rust served in the War on the Alliance side, but the color of the uniforms didn't matter much to him. He got in trouble with the brass for offering spiritual aid to both sides. He protested the cruelty he saw in the treatment of prisoners. He administered medical support when Alliance medics refused. Because he was a Shepherd, the brass was loath to move against him. For every officer who disapproved of his actions, there were ten enlisted men who owed him big. Rust called in one of those markers to get the Crew here to help him with his problem.

Rust is one of those rare folk who takes his ease in helping others. He believes faith means little without action and he's happy to roll up his sleeves and do some good. He set up the orphanage after the War when he visited Newhall and found so many lost children. To his mind, he was brought here for a reason. The War cost both sides so much and he sees that cost every day running around the orphanage. These kids need every chance they can get. Rust couldn't save all those souls in the War, but he's doing his best to save the ones he can after the War.

Rust is a man of faith, and it's a sad sign of the times that such a man can make a lot of enemies. Few folk like to be preached at, but those same folk don't object none when a preacher starts working for the community for free. He never got along with Lake, but he had no quarrel with the man until Lake delivered the eviction flanked by two of his thugs. Rust views this as a test of faith. If he can beat this test, the future looks much, much brighter. He can start getting these kids away from Newhall.

Likes and Dislikes: Rust is quite selfless, happy to put the needs of others before his own. Having said that, he does love music and dancing, even if he has little talent for either. He believes God brought him here to do his work, so he stands fully against any form of injustice and oppression.

Flashbacks and Echoes: Rust was a Chaplain during the War. He tried to bring peace and faith to the Alliance soldiers he served with. He saw a lot of engagements with the Independents from the other side.

ROSCOE "BUZZARD" LAKE

"I don't take kindly to folks trying to tell me what to do in my own town.
Especially Independents who don't have the sense to quit when they know they've been beaten."

ATTRIBUTES

Mental 8	Physical 10	Social 8

SKILLS

Drive 6	Influence 8 *Intimidation*	Shoot 8
Fight 8 *Dirty Tricks*	Know 8 *Endurance, The Alliance*	Throw 6
Focus 10	Notice 6	

DISTINCTIONS

Backwater Mayor 8

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

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

Sore Loser 8

They cheated! You weren't ready! The sun was in your eyes! Double or nothing!

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

Temper 8

Some say you're a mite testy when you're courtin' bad news. Truth is, you're a mite testy all the time.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Anger Issues:* Gain 1 PP when you make a bad decision on account of the chip on your shoulder or your short fuse gets you in trouble.

SIGNATURE ASSET

Surplus G-Cav Unit D8: Whenever Lake tools around town, he does so in a beat-up military vehicle he bought surplus from the Alliance. It's loud, intimidating, and still armored.

Character Type: Town Mayor, Bully

Role: Buzzard Lake is the villain of the piece and a nasty piece of work at that.

Acts: All

Character Description: A man doesn't get a name like Buzzard because he's a gentleman and tips his hat to every man in the street. Roscoe got the nickname early on for his fighting tactics on the streets of Endurance. He'd have his boys rough up someone in an unfair fight and then kick the poor bastard in the ribs until his foot got tired. He blew town the day he was old enough to join the Alliance. He figured he'd kill a bunch of Browncoats, become a big war hero, and never see Newhall again. He was only partially right. After the War, he ended up back in town, backed by a crew of washouts and thugs, willing to loan out money to those in desperate need. Out here on the frontier, that's just about everyone.

He ain't to be underestimated, though; he was clever enough to get voted in as the town mayor. He just ain't quite as clever as he likes to think he is. Lake has a bad attitude towards most people, but he loves to talk about the uselessness of Browncoats. Or women. Or offworlders. Anyone, really, that doesn't immediately bow to him or his Purple Gang.

Buzzard is a big man, a mixture of fat and muscle, and he loves using his size to intimidate those who stand up to him. He dresses in fine clothes, but doesn't wear them very well. Even though he's a bully, you'd do well not to underestimate him. He served several hard tours of duty during the War and ain't no stranger to a fight.

Likes and Dislikes: Lake likes to win. He doesn't care how; only losers whine about cheats. He's at his happiest when he proves himself better than any other man. So, unsurprisingly, he hates to lose. It disrupts his carefully orchestrated status quo. He also hates the fact that he's still stuck in Endurance and will likely never get to leave. It's why he takes it out on the townfolk.

Flashbacks and Echoes: Lake fought on the frontline in the War as a sergeant in the Alliance army. He motivated his men with his leadership style—unfortunately, that usually involved shooting those who disobeyed orders rather than using his nonexistent charm or optimism..

THE CHILDREN OF ALL SAINTS ORPHANAGE

Character Type: Orphans

Role: The children put a human face on the suffering, and their interactions with the Crewmembers help remind them why they are really doing this job.

Acts: All

Character Description: This orphanage ain't just bricks and wood, it's a place for children. Those children have already seen too much, but life just keeps piling on the heartache for them. It's made them tough, maybe too tough sometimes, but that just reminds folks that someone needs to give them a helping hand.

There are around thirty children in the orphanage. Here are a few that might interact with the Crew and remind them who and what they are fighting for:

Alice: Small, shy, and with a cute button nose, Alice hasn't spoken since her parents died. However, she'll pick a Crewmember to hug like a limpet at every opportunity.

Thomas and Li: Brother and sister. Thomas tends to get a lot wrong and make a mess. Li looks after him like a mother, constantly huffing as if she's too tired to deal with him. Thomas does things wrong to get her attention, which she actually loves to give him despite her complaining.

Molly and Nathan: Not brother and sister, but best friends. Both are obsessed with war and fighting. They'll constantly nag to see any of the Crew's weapons and possibly play with them. They'll also ask oddly awkward question, like how many folk each of them has killed.

Nichelle: One of the oldest girls, Nichelle has to help look after the younger children. She's constantly tired and her eyes seem always weary. She would love to dance, but never has the time or the energy, although she practices when no one is looking.

John: The oldest boy, John has many of the heavier chores and considers himself the children's leader (not all of them agree). He's tough, resolute, and lectures the others to push away their troubles, focus on working hard, and make their own lives. At night he cries to himself.

MASTERIN' THE GAME
WALKIN' TALKIN' COMPLICATIONS

Even if Shepherd Rust's orphans aren't Major Gamemaster characters, you should still use them actively. They make great Complication fodder when Crewmembers form bonds with them. Don't hesitate to make the orphans scared, missing, crying, or even injured to tug at the heartstrings of the Crewmembers when the Crew rolls jinxes during conflicts that occur in or near the orphanage.

In addition to creating orphan-based Complications, you can also use their **Oprhan d6** or **d8** Traits in an Action against a Crewmember. For example, to catch a terrified Alice before she runs straight into Lake's thugs, a Crewmember would roll **Physical + Move** against **Average Difficulty d6 + Orphan d6** to catch Alice in time.

Jackie: A small wide-eyed boy who is always carrying a blanket and sucking his thumb. He asks every female Crewmember he meets, "Are you my mummy?"

Ashleigh: One of the more difficult girls, Ashleigh refuses to do anything anyone tells her, on principle, no matter how dangerous it might be. She's also no stranger to throwing a tantrum.

Ken: Loves to draw, on any surface with whatever he has on hand. Some of his drawings are quite strange and abstract. Actually he draws battles with the lines being troop movements, but this is only apparent from a distance.

Likes and Dislikes: The children's likes and dislikes are pretty simple. They think they want adventure and candy, but actually want nothing more than to have a family. They dislike whatever is annoying them at the moment or being denied adventure or candy.

Flashbacks and Echoes: The children are living echoes of the War and it's etched in all their faces. Each one lost their parents to the conflict, but that hasn't made any of them give up.

Stats: The orphans usually have just one stat: **Orphan d6**. A few of the older kids—Nichelle, John, and Ken—have **Orphan d8** and a lower level Skill like **Craft d6** or **Influence d6**.

SERENITY CREW

TUGGING THE HEARTSTRINGS

Connecting the kids to your Crew is a great way to get them motivated to help. A connection to one of orphans will motivate a Crew far more than any unspecified amount of credits. Suggestions for the *Serenity* Crew follow.

Mal: He finds out one of the kids is related to an Alliance soldier who died in Serenity Valley.
Jayne: One of the kids buys into his tall tales and starts acting like him.
Inara: She notices a special necklace marking the kid as a Companion's child.
Wash: One of the kids stows away on the ship because he wants off this rock.
Zoe: Watching the children triggers her maternal instinct.
Book: A mute kid latches onto him for protection.
Simon: One of the kids wears the same glasses Simon wore as a kid.
River: She senses one of the kids is a latent "reader."

THE PURPLE GANG

Character Type: Skilled goons

Role: To make Lake more intimidating by glaring at, punching, and shooting Crewmembers, as necessary.

Acts: All

Character Description: While Lake don't have friends, he ain't bereft of back up. A lot of his old unit stayed with him, helped him take the town even. He's looked after his people, too; got them decent weapons and sees they are well provided for. Not all of them are willing to die for him, but they won't lose any sleep after killing for him.

Each of Lake's goons wears something purple to show their allegiance. Some wear old, beat-up Alliance military gear. Others wear purple sashes or scarves. One even has a purple eye patch.

Likes and Dislikes: Lake's men want an easy life and know Lake's wealth can give that to them. They like things to go smooth; they get real upset when people start getting ornery.

Flashbacks and Echoes: As many of the thugs are ex-Alliance soldiers, the Crewmembers might even recognize a few. One might have been given a bad scar in a tussle with a Crewmember long ago and is looking for payback. Most of them are washouts and screw-ups, but still handy with the steel.

Stats: **Purple Gang Member d8**

TOWNSFOLK

Character Type: Background Characters

Role: To show off Lake's dominance of the town, but also be convinced to help shake him loose.

Acts: Most, but mainly Acts I and II

Character Description: There are plenty of good folk in town; only trouble is they've learned to avoid trouble. It ain't that they don't want to help each other out, just that none of them want to go up against Lake and his men. They ain't bad people, just a bit spineless is all.

Likes and Dislikes: They like things to stay as they are, and dislike those who rock the boat.

Flashbacks and Echoes: Being an Alliance friendly world, the townsfolk here are rather suspicious of Browncoats. Everyone knows someone who lost someone in the War, and chances are it was an Independent responsible.

Stats: **Townsfolk d6**

MASTERIN' THE GAME

PLAYING TOWNSFOLK

Much like playing children (see The Children of All Saints Orphanage on page 131), townsfolk are Minor Gamemaster characters. If a Crewmember wants to perform any type of action against one that goes beyond simple roleplaying, make the **d6** Traits represent any Skill or quirk needed to round out the roll.

For example, if the ship's mechanic wants to swipe a spare part she absolutely needs, but can't pay for from a dour-faced merchant, she'd roll **Physical + Sneak** vs. **Challenging Difficulty d8 + Dour-Faced Merchant d6**

OTHER RACE COMPETITORS

Apart from the Crew and Lake's gang, there are three other crews looking to get the prize money. Each of them is led by a captain.

MEEMAW CLEETUS

Character Type: Swamp Matriarch

Role: The Cleetus family is a race crew from just out of town who don't like outsiders much. That includes the townsfolk of Endurance.

Acts: II and III

Character Description: The Cleetus family lives way out of town, but not so far the smell of money don't draw them to the race. The whole family of five is geared up to win that money for a new shed. Meemaw nailed her favorite chair to the boat so she could drive. Ma and Pa got the shotguns out. They told their kids to sneak around and mess with the other crews as much as they could. The Cleetus family might seem like outsiders, but they've been boating around the swamps to the north for a long time.

The captain of the Cleetus boat is Meemaw Cleetus. She's a shriveled husk of a woman, but has a keen mind. She rarely leaves her rocking chair, instead being carried in it by Mabel and Pappy Dan Cleetus, who are hard to tell apart. She's cool to any alliances between ships, but might just have a soft spot in her heart for someone who's a sweet talker.

Likes and Dislikes: The Cleetus family likes money and keeping to themselves. They dislike the townsfolk and want to win the race out of spite. While they can be convinced to team up against Lake, as soon as it's over they'll betray the Crew to win.

Flashbacks and Echoes: Meemaw lost all her boys in the War. Sides don't matter none.

Crew: Mabel Cleetus, Pappy Dan Cleetus, Kowloon Cleetus, Cindy Lou Cleetus **(Local Yokels d6)**

MEEMAW CLEETUS

"Mabel, help Pa reload while I kick some varmints off our property."

ATTRIBUTES

Mental	Physical	Social
8	4	6

SKILLS

Craft	6	Perform	6
Drive	6	Shoot	6
Focus	6	Sneak	6
Influence	8	Survive	6
Notice	6	Trick	6

DISTINCTIONS

Family Ties 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Family Gifts:* When you create an Asset or take a Complication related to your relationship with your family, step it up.

Local Yokel 8

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

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

Invalid 8

You can't get much of anywhere without somebody's help.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Ain't Dead Yet:* Spend 1 PP to use a Complication as an Asset for one action; step up the Complication afterward.

SIGNATURE ASSETS

Meemaw's Sawed-Off Shotgun 8

Only a fool would mess with Meemaw when she's wielding her double-barrelled, sawed-off shotgun. Only a fool.

BRETT AND BART MCQUEEN

Character Type: Good Ol' Boys Never Meanin' No Harm

Role: The Red Saloon Goons are a race crew sponsored by a local watering hole.

Acts: II and III

Character Description: These men and women are looking to have a good time and win the prize to improve their second home, the Red Saloon. They have their name, The Red Saloon Goons, sloppily painted on the side of their boat. The owner promised that if they win, they'd drink for free for the rest of their lives. There are five of them on their boat, three men and two women, and all of them are armed and blind drunk before the race even starts. Their boat is carrying more booze than ammunition.

The captains of the Goons are Brett and Bart McQueen (use the same stats for both). They are handsome, young, and looking for a good time. These brothers have taken full advantage of the Red Saloon's hospitality, rarely seeing sobriety since they announced their intention to win the race. They are too wild to stick to any plans hatched before the race, but a clever Crew could likely use them as a weapon.

Likes and Dislikes: They want to win and they want to drink, and not necessarily in that order. They aren't interested in any alliances or clever plans.

Flashbacks and Echoes: Most of the team earned their gun skills in the War. Some drink to remember. Some drink to forget.

Crew: Red Saloon Goons d6

BRETT AND BART MCQUEEN

"Last one to shoot a bad guy buys the beer!"

ATTRIBUTES

Mental	Physical	Social
6	6	6

SKILLS

Drive 8	Perform 6
Fight *(Barfights)* 10	Shoot 8
Fix 6	Trick *(Practical Jokes)* 6
Influence 8	

DISTINCTIONS

Brothers 8

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

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

Here for the Party 8

Let the good times roll. Life is too short to be serious all the time.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8.**
- ☑ *Non-Stop Party:* Spend 1 PP to create a **D8** Asset involving good times, liquor, or loud music.

YEE-HAW!!!! 8

If a plan don't involve explosions, jumping off a building, and laughing while the law chases you, it ain't a plan worth doing.

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

SIGNATURE ASSETS

Meemaw's (Stolen) Scattergun 8

Those rascally McQueens stole Meemaw's scattergun after last year's race. They love telling the story to anyone that will listen and have kept it hidden every since, just so they can bring it out during this year's race. This has caused bad blood between the McQueen boys and the Cleetus family.

SGT. THEO CANTERBURY

Character Type: Secret Browncoats

Role: A crew of Browncoats looking to settle a score with Buzzard Lake

Acts: II and III

Character Description: Not everyone in town fought for the Alliance. There are a few folk who took up arms for the Independent cause and they've gotten mighty sick of the mayor. Before now, they've met in secret, but the time has come to make their stand. They don't even want to win; they just want to see the mayor dead. Today they'll dust off their old Browncoats and stand proud. They want to keep it a surprise, though, so they registered as "The Canterbury Crew." Come race time they plan to make it pretty plain what they really stand for.

Theo Canterbury captains the vessel. He's completely devoted to his cause of ending Lake's reign of terror once and for all. His wife, Melissa, will be more than happy to finish the job. The other Browncoats are less convinced they need to die to win, but as long as Theo draws breath, they won't disappoint him.

Likes and Dislikes: They are sick of Lake running the town and upset that he wants to bring an Alliance military base down on their heads.

Flashbacks and Echoes: Theo and Melissa met during the War.

Crew: Melissa Canterbury **(Browncoat d8)**, Lissette Abel, Marcus Greatstar, Pete Radke **(Browncoat d6)**

SGT. THEO CANTERBURY

"We will soon join our brothers and sisters. And we will drag Buzzard Lake down with us."

ATTRIBUTES

Mental	Physical	Social
6	6	6

SKILLS

Drive	6	Perform	6
Fight	8	Shoot	8
Focus	8	Survive	6
Influence	6	Trick	6
Notice	6		

DISTINCTIONS

Driven 8

You are willing to pay the ultimate price to restore your good name.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Vengeance is Mine:* Step up an opponent's Complication. Step up one of your own Complications after the roll.

Secret Browncoat 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8.**
- ☑ *Identity Crisis:* When you choose to let the identity slip of one of your fellow hidden Browncoats, gain 1 PP and step up any related Complication.

Veteran of the Unification War 8

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

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

SIGNATURE ASSETS

Officer's Pistol 8

Theo hasn't gotten out his pistol in some time, but he'll have it strapped to his dress uniform on the day he faces the corrupt mayor. Theo'd like nothing better than to use a Browncoat gun to put down an Alliance slug like Buzzard Lake.

COMINGS AND GOINGS

Shepherd Rust has asked an old friend in your Crew to help with a little problem. Rust manages an orphanage that looks after the many children left without parents after the Unification War. As Alliance forces held Newhall, most of these parents were killed by Independent attacks. Even so, Rust has worked hard to help the children see it was the War, and not the Independents that took their parents. Not everyone in the local town agrees.

The orphanage itself sits a little out of town, the only remaining building of what was once a large farm. The nearby town of Endurance sits on the coast two miles away. Endurance is a fishing town run by a corrupt mayor called Buzzard Lake. Lake is the town mayor and a local landowner, and lent Rust money to set up the orphanage. He has recently decided the debt needs to be repaid in full by the end of the month—an attempt to shut down the orphanage. With the Alliance planning to add a new military base not far away, the site is the perfect place to set up a brothel. This stands to make Lake a lot more money, especially as Rust has been working to repair and expand the place for the past few years at his own expense.

Luckily there's hope for the orphanage. Every year, Lake organizes a water race with a large cash prize to celebrate First Breath—the day when the terraforming of the planet was complete. He usually wins the First Breath Derby, so is happy to offer a substantial prize. It'll be more than enough to pay off the debt, save the orphanage, and compensate the Crew for their help.

There are several problems, though. The orphanage has a boat, but it needs a lot of work to be made seaworthy. The Crew also needs to enter the race. Since the Crew is an unknown challenger, Lake will have to be shamed into accepting their challenge.

The race itself will be tough to win. The rules are somewhat loose, but even then every crew does their best to cheat. The Crew will have to dodge sniper fire, repel boarders, watch out for grenades, and still manage to come in first place.

MASTERIN' THE GAME
TAKIN' THE SCENIC ROUTE

While there's a lot of interaction to be had in the town, the core of this adventure is the race itself. This means that at least one of the Crew should know how to handle a boat. But even a bad sailor might still win the race, as the key to victory is how you cheat! This means there are lots of opportunities for Crewmembers to play to their strengths. The players have to be proactive in making plans and working the angles; if they're having trouble, you might offer them a few hints, based on a little advice we include in each scene. But don't insist the Crewmembers only follow that advice. They should be rewarded for creating plots of their own. These sections also offer ways to hook in your Crew, be they members of the *Serenity* crew, or original ones.

"You come to my town and think you can beat me? I'll make you wish you crashed instead of landed here, boy."

— Buzzard Lake



PRELUDE: SINNERS HELPING SAINTS

The Crew meets up with an old contact named Shepherd Rust, who needs help to save his orphanage. The orphanage is near the coast on Newhall, a frontier world held by the Alliance during the Unification War.

THE LOWDOWN: A CHARITABLE PROPOSITION

The Crewmembers begin the adventure as guests of Shepherd Rust. Rust is an old friend of one of your Crew.

INT: ALL SAINTS ORPHANAGE (DAY)

RUST (to Mal): I'm grateful you brought my old friend to see me, Captain, but I'm afraid I have something more to ask of you.

After offering MAL and his Crew lunch, and showing them the run-down orphanage, RUST asks for their help. He needs them to enter the local speedboat race known as the First Breath Derby, and get the boat he has fit for the job, as well. While the Shepherd won't hide how dangerous the race will be, he also explains the prize money is substantial. As long as he has enough to pay the orphanage's debts the Crew can have anything else. They'll also always have a safe place to stay here. MAL and ZOE avoid looking at what appears to be a shrine in the corner, covered with photographs of the children's lost parents, Alliance soldiers lost in the War.

TROUBLE: MEET MR. MAYOR

While they are discussing their options, Buzzard Lake arrives to check out the new visitors. He's been told about a ship landing not too far away and is concerned the orphanage might be getting some help. He arrives with some men (one for each Crewmember) in a large military-style vehicle. The children see the **Surplus G-Cav Unit D8** arriving and rush in to tell Rust.

Lake's not looking to start a fight, but does want a measure of the new folks. The Crew might decide to avoid a confrontation and hide. Rust cautions them against gunplay—the odds are against them and violence isn't the answer. After a little posturing, Lake leaves. He won't start any violence unless the Crewmembers do. If they assault him, he can call in the Alliance authorities to arrest all of them. He also doesn't like starting a fight he isn't sure he can win.

If the Crewmembers face Lake, he's initially quite polite, but still menacing. He asks about who they are and what they do. He wants to get an idea of their skill and talents. Next he tries to find out what sort of people they are. He does his best to push the Crew's buttons to take the measure of them. He might boss around some of the children, roughhouse playfully with some of the boys, or suggest some of the older girls might "like to find some work with some other girls he employs." This might be especially effective if he happens to start on any of the children the Crew has taken a shine to. If the Crew reveals their Browncoat loyalties, he's happy to talk about how the Independents are cowards and deserved what they got. Should the Crew pull guns on him, he joyfully explains how killing the mayor of a town ain't too bright (and Rust insists on no violence in front of the children).

MASTERIN' THE GAME
KILLING BUZZARD LAKE

It may seem that the easiest way to deal with this situation is to kill Buzzard Lake. After all, if the orphanage doesn't owe anything, there isn't a problem. Unfortunately, it isn't as easy as that. Newhall isn't a lawless backwater, and the rule of law still stands. Lake has registered the debt with the authorities in the city some miles away, and used it as collateral for a personal loan. This means that if he dies the debt passes to his estate and the bank. The bank is a soulless Alliance institution that won't think twice about liquidating an unprofitable asset. They'll turn out the orphans and sell the land for development quicker than Lake will.

It's unlikely any attempt on Buzzard's life will go unnoticed. Lake has very solid connections with the Alliance, who will send troops and investigators to arrest the Crew. Rust might be willing to give himself up and take the fall, but only if the Crew agrees to win the race and save his orphanage.

MASTERIN' THE GAME
RULES OF THE RACE

The Crewmembers might be forgiven for wondering what the actual rules of this race are. Rust can easily tell them and they can get more details from the main race marshal, Tanner Brimstone, who can be found in the Ocean View Tavern.

The winner is the first boat over the finish line with a crew of three. The driver wins the race for his team, not the boat. None of the crew needs to be conscious, but they need to be alive.

Weapons are positively encouraged (as is any other kind of underhanded or dirty trick). Heavy ordinance is frowned upon, but it's not worth strapping a heavy caliber machine gun to the boat anyway. The recoil usually capsizes it and the weight makes the boat painfully slow. The crowd loves the carnage, though.

THE SHOWDOWN: SHAKIN' HANDS AND KISSIN' BABIES

Lake isn't actually looking for a fight, especially against people he doesn't know. He only likes to take on those he knows he can beat. However, the encounter itself sets the mood for the rest of the adventure and any further dealings with Lake.

AVOIDING LAKE

If Crewmembers want to hide from Lake during his visit, have someone take the lead and roll.

Crewmember Dice Pool: Physical + Sneak

Gamemaster Dice Pool: Lake's **Mental d8 + Notice d6 + Backwater Mayor d8**

Possible Assets: Big Closet, Noisy Kids, Attic Space

Possible Complications: "You're Yella!", Took it Out on Rust, Suspicious Outsiders

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Lake and his thugs spot the Crewmembers. They laugh at them and start implying they are fearful snitches. Create a **Rust's Cowardly Helpers d6** Complication on the Crew.
- **Raise the Stakes:** The Crewmembers aren't spotted. Lake huffs for a few minutes and leaves.
- **Extraordinary Success:** The Crewmembers get a good look at the way Lake bullies his men around. This gains them some useful insight about them. Give the Crew a **Just a Bully d6** Asset to use against Lake. If they spend a Plot Point, it lasts until the end of the Episode.

CONFRONTING LAKE

Crewmembers wanting to show Lake what they're made of may confront him or try to convince him they are mean outlaws.

Crewmember Dice Pool: Social + Influence if they talk or **Mental + Trick** if they deceive.

Gamemaster Dice Pool: Lake's **Mental d8 + Focus d10 + Backwater Mayor d8**

Possible Assets: Gun to Lake's Head, Smashed Furniture, Friends in High Places

Possible Complications: Spoiling For A Fight, I Don't Like You, Whisper Campaign

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Lake listens seriously to what the Crewmember is saying, pauses, and then explodes in laughter. He leaves, assured he has nothing to worry about. Create a **Rust's Helpers Are Useless d6** Asset Lake can use against the Crew. Spend a Plot Point to make it last until the end of the Episode.
- **Raise the Stakes:** Lake realizes that the Crewmembers are going to be trouble. He bids Rust goodbye and leaves.
- **Extraordinary Success:** As above, but the Crewmembers see through Lake's posturing and spot that he's a bully. Create a **Just a Bully d6** Asset for the Crew to use against Lake. If they spend a Plot Point, it lasts until the end of the Episode.





ACT I: EVERYTHING LOOKS LIKE A NAIL

Having accepted the job, the Crewmembers need to get the orphanage's boat working again. They'll have to barter for what they need and call in a few favors that the townsfolk owe the orphanage.

INT. ORPHANAGE OUTHOUSE (DAY)

MAL and the crew are inspecting the orphanage's boat. It sits on a trailer in a rickety outhouse next door to the orphanage. It's a plain boat about twelve feet long with two outboard motors rusting quietly at the back. There are several holes in the side and to say it needs a lick of paint is an understatement. WASH and KAYLEE are looking at the engines and shaking their heads at each other.

KAYLEE: It ain't all bad.

WASH: Not unless you want it to float.

MASTERIN' THE GAME

MIXING THINGS UP

Depending on the skills of the Crew, Acts II and III might be played at the same time with different Crewmembers. The more sociable, or intimidating, Crewmembers might take on Lake to enter the race while the rest try to fix the boat. Having said that, there's plenty for everyone to do in both Acts. So they can be run separately, or even reversed if the Crew decides to enter the race before the boat is ready.

THE LOWDOWN: A FIXER UPPER

The first thing to do is take a proper look at the boat to see what needs fixing. This requires a roll to check the basic structure of the boat and the state of the engines.

INSPECTING THE BOAT

While the boat is in a bad condition (it won't float and it won't go) at the moment, its basic structure is actually quite sound, meaning it can be repaired.

Crewmember Dice Pool: Mental + Fix

Gamemaster Dice Pool: Easy Difficulty d6 + Damaged Boat d8

Possible Assets: Used To Fish a Lot, Naval Experience, Rum Runner

Possible Complications: Seaweed Wrapped Around the Rotor, What's That Smell?, Worms in the Wood

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** It might have potential but the Crew will need more time to find parts and make repairs. They start the repair jobs challenge with one beat already used. See Timed Actions sidebar below.
- **Raise the Stakes:** The Crewmembers figure out that the boat could be fixed, but it's going to be tricky. Luckily, the basic structure is sound, so once the holes are patched it'll at least float.
- **Extraordinary Success:** The Crewmembers find that the boat is not as damaged as it looks. They gain an automatic success in the Action of their choice in the repair jobs challenge below.

TROUBLE: SWING THAT HAMMER

Having looked at the boat, the Crewmembers have a good idea of what they might need to fix it. They'll have to find some useful parts in town in and make repairs. As things stand, there are five things that need to be repaired to make the boat work. For this Act, you should make a point of keeping track of time (see Timed Actions sidebar). The Crew has to manage their resources carefully to get everything done before the race.

As well as making the repairs, the Crew needs parts. These can be gathered in town from the locals. While there is no budget for the task, many of the townsfolk actually owe the orphanage a favor. Realizing that the children all need some sort of career, Rust has offered the older children as apprentices for several of the town's businesses. That way they get some work experience and the townsfolk get some valuable help. Many townsfolk have offered gifts of their time and supplies to help out the orphanage in return, but plenty are happy to accept the free help and give nothing back. It'll be up to the Crew to convince the townsfolk that they owe the orphanage a little of what it needs.

MASTERIN' THE GAME
TIMED ACTIONS

When something needs to be done within a set time limit, you should use Timed Actions. Timed Actions are a series of Basic Actions, either several of the same kind or a series of different ones based on attempting something that has different steps. The time's measured in beats—the more beats, the longer Crewmembers have. Each time Crewmembers roll the dice to resolve an Action, they lose one beat. Use checkboxes or tokens to keep track of beats.

During each stage, if players beat your total, it only costs them the time spent: one beat. An Extraordinary Success means they found a shortcut and don't lose any time at all. They don't use a beat for that roll. If they fail to raise the stakes, they didn't accomplish what they set out to do, and the beat is still lost. Move on to the next stage of the Timed Action. If the Crew runs out of time to complete the Timed Action, they'll have to figure out some other way to get what they want.

THE SHOWDOWN: CASH ON THE BARREL

Each job also requires a certain number of people to complete it, usually a Crewmember (the one making the roll) and a helper. Without the right number of people, each Action takes twice the number of beats. Luckily, as long as at least one of the Crewmembers has the right skills, the work can continue as they can direct the others. Given the boat is quite small, using more people won't speed anything up as they'll start to get in each other's way. However, Actions performed on the boat itself and the engines can be carried out at the same time if there are enough people, so both Actions can be performed in the same beat.

MASTERIN' THE GAME
ALL THE TIME IN THE WORLD

If the Timed Actions are overly complicated for your Crew, you can skip tracking beats and judge how much the characters can get done more informally. This strategy works particularly well for Crews that are more focused on the human relationships in Endurance, as they're unlikely to want to optimize their efforts to get the boat up and running. Instead of marking down the beats with every roll they make, let the Crew follow up on the leads they care about and tackle the Actions that interest them when they come up

FIXING THE BOAT

Each job takes a certain amount of time. As does going to town to get supplies or help. The race takes place in two days' time. Grant the whole Crew ten beats (see Timed Actions, page 141) to do everything that needs to be done, from getting supplies in town, making repairs, and, time allowing, making improvements on the boat.

If Crewmembers are running out of time, some may decide to forgo sleep; if they do, grant the Crew an extra beat but put a **Pulled an All-Nighter d6** Complication on each Crewmember who stayed up all night. This Complication sticks around until the Crewmember gets a good night's rest. If the Crew is unable to get to any of the segments listed under the required maintenance, treat it like they failed to raise the stakes and apply any Complications as necessary when the boat hits the water.

The following describes the Actions needed to fix the orphanage's boat. You should let Crewmembers work in parallel when appropriate to let them save time. Track the time used by counting the number of back-to-back beats used up as each Action is performed. Keep things flowing and exciting.

REQUIRED MAINTENANCE

SECURE SUPPLIES (1 ACTION PER MERCHANT VISITED)

The boat needs paint, wood, nails and engine parts. Each roll provides all the needed supplies that a merchant has to offer (see page 145 for a list of merchants).

Crewmember Dice Pool: Social + Influence, Mental + Fix, Mental + Know

Gamemaster Dice Pool: Easy Difficulty d6 + The Merchant's die (see Endurance, page 145)

Possible Assets: Buying in Bulk, Won't You Think of the Children?, Five Fingered Discount

Possible Complications: Credit Line Extended, Second-Rate Materials, Incomplete Order

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The item takes longer than expected to get or the merchant haggled the price up. The Crewmember must use an extra beat on this Action or take a **Credit Line Extended d6** Complication. The Crewmember may step up an existing Complication involving the townfolk instead. Use one beat.
- **Raise the Stakes:** The merchant provides the necessary supplies for a later Action. Use one beat.
- **Extraordinary Success:** The Crew gets what they need, and the merchant sends help to either carry the materials or fix the boat. No beat is used in this Action.

FIXING THE HOLES (1 ACTION)

There are several holes in the boat that need filling in. This means shaping some wood and fixing it to the hull. The orphanage doesn't have enough wood and nails to complete the job; some needs to be obtained from town (or from breaking down the shed at All Saints).

Crewmember Dice Pool: Mental + Craft, Mental + Fix, Physical + Labor

Gamemaster Dice Pool: Easy Difficulty d6 + Holes in the Boat d6

Possible Assets: Carpenter's Tools, Duct Tape Fixes Everything, Old Crates from the Cargo Bay

Possible Complications: Didn't See That Hole, Leaky, Cheap Wood

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The boat still takes on water. The Crewmember must try again on this Action or take a **Leaky d6** Complication. The Crewmember may step up an existing Complication involving the boat instead. Use one beat.
- **Raise the Stakes:** The vessel is now seaworthy. Who gets to name it? Use one beat.
- **Extraordinary Success:** The damage wasn't as bad as it looked. The Crew fills the holes and no beat is used in this Action.

WATERPROOFING (1 ACTION)

Once repaired, the boat hull needs to be waterproofed, which requires a couple of coats of sealant paint. The paint has to be found in town. If the job isn't done, the boat will take on water. It might last the race if it takes no damage, but that's pretty unlikely.

Crewmember Dice Pool: Mental + Craft, Mental + Fix, Physical + Labor

Gamemaster Dice Pool: Easy Difficulty d6 + Old, Leaky Wood d6

Possible Assets: Properly Applied Moonshine, Duct Tape Fixes Everything, Old Crates from the Cargo Bay

Possible Complications: Mislabeled Can, Leaky, Cheap Wood

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Needs another coat. The Crewmember must use an additional beat or take a **Leaky d6** Complication. The Crewmember may step up an existing Complication involving the boat instead. Use one beat.
- **Raise the Stakes:** The boat is now fully sealed. Use one beat.
- **Extraordinary Success:** The first coat the Crewmembers apply works beautifully. The boat is sealed and ready to float! No beat is used in this Action.



STRIPPING DOWN THE ENGINES (1 ACTION PER ENGINE)

This job needs to be done twice, once for each engine. They need to be taken apart and every part cleaned, oiled, and possibly filed down a little. They also need to be checked for wear, and many parts need replacing. This Action can be done in parallel, one Crewmember and assistant per engine.

Crewmember Dice Pool: Mental + Fix, Physical + Labor

Gamemaster Dice Pool: Challenging Difficulty d8 + Mucked up Engines d8

Possible Assets: Replacement Parts, Carefully Labeled Everything, Common Engine Parts

Possible Complications: Lost a Dang Bolt, Broke Off in Your Hand, Orphan Took the Shiny

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** You might have lost a piece or two. The Crewmember uses an additional beat on this Action or takes a **Lost a Dang Bolt d6** Complication. The Crewmember may step up an existing Complication involving the engine instead. Use one beat.
- **Raise the Stakes:** All the parts are clean as a whistle. Use one beat.
- **Extraordinary Success:** All the parts are clean as a whistle. Use one beat.

REBUILDING THE ENGINES (1 ACTION PER ENGINE)

Once the parts have been collected, both the engines need to be put back together again. After a couple of tests to make sure they are working, the boat will be ready to go. This Action can be done in parallel, one Crewmember and assistant per engine.

Crewmember Dice Pool: Mental + Fix, Physical + Labor

Gamemaster Dice Pool: Challenging Difficulty d8 + Engine Pieces d6

Possible Assets: Loose Ship Pieces, Used to Own One Back Home, Field Mechanic in the War

Possible Complications: Loose Bolt, Smoking Engine, Orphan Took the Shiny

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** A big, black, billowing cloud. The Crewmember uses an additional beat or takes a **Smoking Engine d6** Complication. The Crewmember may step up an existing Complication involving the engine instead. Use one beat.
- **Raise the Stakes:** Listen to that mighty roar! Use one beat.
- **Extraordinary Success:** The engine starts up the minute the Crewmembers get it put back together. No beats are used on this Action.

MASTERIN' THE GAME
MAKING IMPROVEMENTS TO THE BOAT

With the boat now watertight and functional, the Crew might consider a few ways to enhance it if they have the time. The Crew could make any number of improvements—additional weaponry, reinforced hull plating, or improved engines—but remind them that they have to spend Plot Points to make those improvements into Assets that will affect the outcome of the race.

WELCOME TO ENDURANCE

Not everything the Crew needs to repair or enhance the boat can be found at the orphanage. There's some wood, some nails, and a few things that could be useful if Rust is convinced to give them up. Everything else will have to be scrounged. To get these vital supplies, they'll need to go to the town and deal with the local shopkeepers and traders as described above. Luckily, Shepherd Rust knows the townsfolk quite well and also knows which stores might stock what they are looking for. He can give the Crew a list of favors his children have done for the townsfolk that might convince them to help. Sadly, not everything is available from one store. There are several traders the Crewmembers might have to deal with to get everything they need.

While the Crew will spend most of their time searching for repair parts, there is more to the town of Endurance than just hardware and boat stores. So, we offer a few more places of interest for the Crewmembers to explore and possibly meet the members of other boat crews, as well as some other suggestions for ways to distract your Crew from the task at hand. You might add a few more shops and inhabitants, as you see fit.

The town itself is arranged around the street that runs along the docks and a high street that branches off it, running inland. Most stores and taverns are on one of these streets, although a few might lurk around the corners. The rest of the town is residential, and those that live here either work in a shop or tavern, in the processing plant, or in a boat as a fisherman. Arrange the town accordingly.

NOTABLE LOCATIONS

BEN CASTLE'S HARDWARE

Description: Ben's shop is the largest in the town. Unfortunately, he didn't get to be the largest retailer in town by giving anything away. He's quite a ruthless businessman and appeals to his heart will fall on deaf ears.

Townfolk: Ben Castle (**Crafty Merchant d10**, **Notice d8**, **Cold-Hearted d6**)

Main Plot Tie-in: Repair materials available: Paint, Nails, Wood

Side Plot Tie-in: One of the orphans pockets a small item not knowing that stealing is wrong. Castle wants to throw the book at the kid, even calling in the Alliance peacekeepers.

NAI NAI

Description: Huian Thibideux is a kindly widow who loves having the orphans help out, as she likes having children around the place. Her shop sells homewares, like plates and furnishings, but there are also some useful materials.

Townfolk: Huian Thibideux (**Matronly Merchant d8**, **Treat d8**, **Labor d6**)

Main Plot Tie-in: Repair materials available: Paint, Nails

Side Plot Tie-in: If any of the orphans get into trouble, they are likely to run here and have Huian take them back to the orphanage. Whoever the orphans upset will likely be right on their heels.



KAPOOR'S MACHINE SHOP

Description: Daryl Kapoor doesn't like people so he works with machines. He's the equivalent of the village blacksmith, able to fashion most metal parts people need. He is surly and uncooperative, but not averse to helping orphans.

Townfolk: Daryl Kapoor (**Uncooperative d10**, **Soft for Orphans d4**)

Main Plot Tie-in: Repair materials available: Nails, Metal, Engine Parts

Side Plot Tie-in: Daryl could take a shine to the most technically minded Crewmember that comes into the shop, male or female. If the Crew doesn't use the relationship to their advantage, Lake certainly will.

BILDERBECK TIMBER MILL

Description: A timber mill run by a local family. Thomas and Francine have several children, but still lament the loss of their eldest son, Xavier, who died in the War.

Townfolk: Thomas Bilderbeck (**Businessman d10**, **Grieving d4**), Francine Bilderbeck (**Townsfolk d6**, **Grieving d4**)

Main Plot Tie-in: Repair materials available: Wood

Side Plot Tie-in: The Bilderbecks will give the Crew as much wood as they need if they promise to find Xavier's lost love on another planet.

MASCARAS BOATS

Description: Maria leases out boats she's rebuilt and repaired. Lake leers at her every time she goes to town, so she's very happy to cut a deal for the Crew.

Townfolk: Maria Mascaras (**Townsfolk d6**)

Main Plot Tie-in: Repair materials available: Engine Parts, New Boats

Side Plot Tie-in: Maria will help the Crew for free if they agree to steal some parts from Lapinski's.

LAPINSKI'S

Description: Isaac Lapinski owns the largest boat repair and construction yard in town. He does well because Buzzard Lake keeps trying to ruin his main competitor, Maria Mascaras.

Townfolk: Isaac Lapinski (**Loyal to Lake d10**, **Tough as Nails d8**, **Shotgun d8**)

Main Plot Tie-in: Repair materials available: Paint, Metal, Engine Parts, New Boats

Side Plot Tie-in: Lapinski runs back to Lake and tells him everything he overhears in his shop.

THE ALLIANCE POST

Description: A small peacekeeping force of Alliance soldiers and an administrative officer sent here to watch the town to see if building a base nearby is a good idea. Generally, they let Buzzard Lake sort out problems unless there's something they can't ignore.

Townfolk: Bored Alliance Peacekeepers d8, Alan Chiang (**Alliance Officer d8**)

Main Plot Tie-in: Unless the Crew comes at the Alliance members directly, they stay out of the way of the race.

Side Plot Tie-in: The bureaucrat, Alan Chiang, might be willing to make a sizeable side bet on the race. The soldiers are sick of playing cards with him, so the Crew might encounter him playing in one of the saloons.

THE AQUARIUM

Description: Owned by brother and sister David and Rachael Calavera. They came to the town as young children with their father and mother, who were both marine biologists. Unfortunately, their father was drafted into the War and never returned. Their mother sunk into depression and rarely gets out of bed even now, except to get more whisky.

Townfolk: Rachael Calavera, David Calavera (**Townfolk d6**), Rebecca Calavera (**Drunk d4**)

Main Plot Tie-in: Convincing the Calaveras to help gains them as Assets during the race or the boat repair.

Side Plot Tie-in: David and Rachael inherited their

father's love of the sea and go out on the fishing boats to collect anything odd they happen to catch in their nets. These fish are added to the aquarium and studied by the siblings. They charge a small entry fee to see the aquarium, but earn their real wage in the processing plant. They hope to make a discovery that can earn them enough money to get their mother the help she needs.

THE CANDY STORE

Description: This small shop stocks all manner of sweets and candies in an array of glass jars around the room. Lissette Abel makes most of them herself, but does buy in a few if she has a good month.

Townfolk: Lissette Abel (**Townfolk d6**, **Browncoat d6**)

Main Plot Tie-in: Lissette is one of the Browncoats and has a scar on her arm she got in the fighting. She can connect the Crew with the Canterbury Crew.

Side Plot Tie-in: The shop seems to be closed at strange hours. If a Crewmember successfully follows her, they'll discover one of the Canterbury Crew meetings on the farm.

CANTERBURY FARM

Description: There are several small farms outside the town. Like this one, most consist of a small farmhouse, a barn, and some livestock pens.

Townfolk: Theo Canterbury (page 135), Melissa Canterbury (**Browncoat d8**)

Main Plot Tie-in: This is the headquarters of the Browncoats looking to put Lake down for good.

Side Plot Tie-in: Snooping around the farm is likely to end up in a firefight unless the Crew is able to prove themselves bona fide Browncoats.

CLEETUS FARM

Description: Way out of town where the land becomes thick swamp is the Cleetus farm. The farm is falling down and covered with vines, but it's fortified and the Cleetus family don't like strangers.

Townfolk: Meemaw Cleetus (page 133), Mabel Cleetus, Pappy Dan Cleetus, Kowloon Cleetus, Cindy Lou Cleetus (**Local Yokels d6**)

Main Plot Tie-in: The only reason to go here is to check out the competition, as it's unlikely the Crew will be looking for the gator hides and strange plants they harvest.

Side Plot Tie-in: There are several **Gator Traps d8** and other devices hooked up on the Cleetus property. An unwary Crewmember might have to conduct negotiations hanging upside down.

THE DOCKS

Description: A long stone seawall provides mooring for the many fishing boats that most of the town inhabitants use to make a living. Many of the fishermen wait on the docks for the tide to be right before setting out to sea.

Townfolk: Marcus Greatstar, Pete Radke (**Townsfolk d6**, **Browncoats d6**)

Main Plot Tie-in: Pete Radke owns *Tylian's Folly*, named for an Alliance officer who famously surrendered a position to the Browncoats when he received orders to withdraw, unaware these orders came from Browncoats who had cracked the Alliance codes. Marcus Greatstar owns *Mary Jane*, featuring the Chinese version of "Lord grant me the serenity to accept the things I cannot change." Either boat could be a clue to their identity as Browncoats.

Side Plot Tie-in: If the Crew is desperate, they might steal a fishing boat to use in the race.

MILLIGAN'S

Description: There are several eateries in Endurance, who all offer "the best fresh fish," but this restaurant is the top dog. Frances Milligan started the restaurant with her husband, although he never returned from the War. The place gains its reputation from great teamwork. Sarah Daniel, the cook, is an expert in preparing all forms of seafood and guards her recipes jealously.

Townfolk: Frances Milligan, Sarah Daniels (**Townsfolk d6**)

Main Plot Tie-in: As pretty much anyone in the town eats here when they can, Frances and her small waiting staff overhear a lot of gossip. They might share if the Crew asks politely or tips generously.

OCEAN VIEW TAVERN

Description: The finest inn in town, where Buzzard Lake can be found most days. See Act II, The Lowdown on page 150.

Townfolk: Buzzard Lake (page 130), **Purple Gang Thugs d8**, Tanner Brimstone, Zahra (**Townsfolk d6**)

Main Plot Tie-in: As Lake's office, the tavern has a list of the current race crews and basic details of the rules. The main race marshal, Tanner Brimstone, can also usually be found here to answer any race questions (subject to Lake's approval).

Side Plot Tie-in: Anyone drinking here might get a knockout drug slipped in a drink. Make it a **Nasty Knockout Powder d8** Complication if things get heated.

POST OFFICE

Description: One of the town's community centers is the old post office run by Garron and Julie Chow. This couple is getting rather old now, but treats every parcel as if it was their own. This means it ain't yours no more! They love making sure all the paperwork is in good order and everything is signed in triplicate, even when you just want a stamp.

Townfolk: Garron Chow, Julie Chow (**Townsfolk d6**)

Main Plot Tie-in: The Chows might be able to clue in the Crew to one of Lake's weaknesses if they are treated well.

Side Plot Tie-in: There's a package waiting for one of the Crew! No return address. Postal mix up or something more sinister?



PROCESSING PLANT

Description: All the fish that is harvested needs to be processed quickly for transport to larger towns or even off world. The processing plant is a large open building where each catch is weighed (and the fisherman paid). Fish and seafood to be sold directly in town are then passed on to the preparation line, where they are gutted and packed and sent out to the regular traders and fish restaurants. Fish and seafood for transport to larger cities are packed in large cryo-containers and loaded onto waiting ships.

Townfolk: Plant Worker d6

Main Plot Tie-in: The processing plant is home to Endurance's meager ship landing facilities. Lake is one of the biggest partners in the plant, so leaning on one of the managers here might dish up some dirt on him. It's also where the finish line of the race is located.

Side Plot Tie-in: Anyone Taken Out in a fight by the Purple Gang is brought here to be held in one of the walk-in freezers until after the race is over.

THE RED SALOON

Description: The Red Saloon has a crew in the race, as the owner (a very large man simply called "Red") wants to use the money to expand the building. He put up the money to fund the entry cost for his boat, but isn't so stupid to want to drive it. So he has offered free drinks for life to anyone that signs up for the crew and wins.

Townfolk: Brett McQueen and Bart McQueen (see page 134), **Red Saloon Goons d6**

Main Plot Tie-in: Anyone looking to join up with the Red Saloon Goons (perhaps as a plant, if the orphanage's boat is useless) has to beat Brett or Bart in some kind of contest, like shooting, a bare-knuckle brawl, or getting a kiss from a randomly selected lady in town.

Side Plot Tie-in: Bart and Brett make a bet with each other over which member of the Crew they make time with.



ACT II: MAKING A CHALLENGE

The Crew meets Buzzard Lake, and finds he's not interested in letting them enter the race. They'll have to make the challenge more interesting.

INT. OCEAN VIEW TAVERN (DAY)

MAL and the crew walk into the saloon through the small swinging doors. While the place doesn't go quiet, it is clear everyone has noticed that strangers have come to town. The bar is clean and well kept, a long bar lies across the left hand side, backed with a mirror and a variety of spirits. The rest of the bar is filled with small circular tables, which are mostly being used for playing poker. A few "working girls" ply their trade around the room. At the back of the tavern a set of stairs leads up to rooms above, and under this mezzanine is a curtained area for more private assignations. BUZZARD LAKE can be seen in this area, smoking a large cigar.

MAL: Let's do our best to keep this friendly shall we?

JAYNE: Oh, I'll be downright obsequious. Ladies…

THE LOWDOWN: A MEETING WITH HIS HONOR

There are two saloons in town. The Red Saloon is a pit where people come to find cheap beer and get very drunk. The Ocean View Tavern is where the wealthier folk come to drink and gamble. It's where Buzzard Lake can be found on most days, so much so he calls it his "office." He's also a part owner in the establishment, so he has his own table at the back. The Ocean View Tavern offers a variety of decent drinks, bar food, and fair games of poker. It also does quite well as a brothel.

In this Act, the Crew has their first real encounter with Lake. He might know them already if they faced him when he visited the orphanage. He may also have heard more about them from Isaac Lapinski. If so, he'll already have formed an opinion about them.

Unfortunately, even though he's a competitor and looking to close the orphanage, Buzzard Lake runs the boat race. He's the only person who can accept the Crew's petition to enter. While there are few rules about the entry process, Lake is still able to make up whatever rules he cares to. He'll use these rules to keep the Crew out of the race, no matter how small and insignificant they may seem.

TROUBLE: WE'RE ALL FULL UP

Buzzard Lake doesn't like to lose, but he isn't so arrogant he thinks he can't. He's pretty certain he can beat any of the other contestants. He knows the people in this town, and knows what he's up against. The Crewmembers are strangers, though, and even if they are fools, they're unpredictable fools.

He doesn't want them in the race. He'll listen to their petition to join very politely, and tell them they have sadly missed the closing date for entries. "It's a great shame, but I can't just change the rules whenever it suits me."

If the Crew has already annoyed Lake, he might decide to play nice to twist the knife. He'll make them fill in forms and discuss the race and detail their boat. All the while he'll talk about how much he looks forward to racing against them, as he's been waiting for a real challenge. When they finally finish dancing around the admin, he'll give them his saddest face and tell them he's sorry but the race has just closed.

THE SHOWDOWN: BRINGING THE LAKE TO A BOIL

The Crew has to get Lake angry, or embarrass him into accepting their challenge. Lake doesn't want to get hurt, so he doesn't want to start a gunfight. In fact he never does, as who won can be unclear and losing gets you killed. If the Crew initiates violence, he can have them arrested. Maybe not right at that moment, but it won't take the Alliance long to pay the Crew a visit.

There are several ways to play this encounter. It might happen before, after, or even during Act I, depending on the priorities of the players. They may also choose to resolve the matter right then and there, or try several plans to get Buzzard to accept them.

The best way to get Lake to allow them into the race is to make it personal. Just as the Crew can't murder him, he can't murder them without at least due cause. He may have allies in the Alliance but he can't ignore the law. However, accidents might happen during the race (especially with people shooting at each other) and the Alliance will turn a blind eye.

There are three ways to embarrass Lake enough to make him want to get a chance to give out a little payback on the water: getting him to start a brawl, getting Zahra to spill her secrets, and finding out his war secrets.

GETTING LAKE TO THROW THE FIRST PUNCH

A public brawl is a simple way to get an invite. If the Crew can beat up the thugs protecting Lake and then get a chance to put him on the floor, he'll be livid. A publicly dealt bloody nose is enough to get them signed up. Unfortunately, the Crew can't throw the first punch—not in public—if they don't want to be arrested. Lake will just hold a hankie to his nose and laugh, telling them they'd better leave or they'll all be arrested. If the brawl isn't public, he won't be embarrassed, and he'll cry assault to the Alliance and pay a few "witnesses" to back up his story.

They need to find a weakness, either then and there or by asking around. A skilled manipulator should be able to push the right buttons to get Lake to send his thugs in. There is one **Purple Gang Thug d8** for every Crewmember, plus Lake.

The fight lasts until Lake is Taken Out or all of his men are. He won't take any Complications this early to avoid being Taken Out. At this point he'd rather get these uppity offworlders out on the water and "accidentally" shoot them a whole bunch.

Crewmember Pool: Social + Influence, Mental + Trick

Gamemaster Pool: Lake's **Mental d8 + Focus d10 + Backwater Mayor d4**

Possible Assets: Broken Bottle, Busted Chair Leg, Trying to Impress the Ladies (or the Lads)

Possible Complications: Busted Jaw, Swollen Eye, Slight Concussion

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Lake's thugs move in but he waves them off. The Crew needs to try a different approach to trick Lake into letting them into the race.
- **Raise the Stakes:** The Crew got what they wanted. Time for a bar fight! Declare an Action Order, starting with the Crewmember that got Lake to take a swing
- **Extraordinary Success:** Whoever was talking kept **The Purple Gang d8** nice and distracted. The Crewmember that started the fight gives another Crewmember a **Sucker Punch d8** Asset to use in the first round.

MASTERIN' THE GAME
GANGING UP

True to their bullying nature, Lake's thugs are going to try to gang up on one Crewmember, hoping for a rapid takedown. In game terms, each additional opponent adds a single die to the opposition's dice pool equal to the highest Trait they could use in the fight. This doesn't change the number of dice added together to set or raise the stakes (it's still two), just the number of dice rolled. In the case of Lake's thugs, it's a **d8**.

Every time a Crewmember raises the stakes against a side that's got multiple assisting characters, knock one of the supporting dice away; that character doesn't provide any more help. This represents whittling away the opposition, one ugly mug at a time. If the Crewmember happens to roll an extraordinary success, two of the supporting characters are taken out. Once the Crewmember gets down to a single opponent, though, no more dice get knocked off, and a success is a success. Be sure to ask the Crew to describe how they dispatch these goons in a memorable fashion

BEHIND CLOSED DOORS

Another way to embarrass Lake is getting some of his secrets from Zahra. She is one of the "working girls" at the Tavern, and a favorite of Lake's. The bar owner is up to his neck in debt to Lake, who never pays for anything, be it wine, women, or song. Zahra has plenty of blackmail on Lake regarding his preferences and ability to perform. Zahra is willing to offer that information to someone ready to cut her a deal. She wants off this rock and away from Lake's awful affections, so a free trip to anywhere is a sure way to get some leverage.

If Zahra sees them stand up to Lake, they might prove worth the risk. As she works in the bar, she sees how they

behave with Lake to get entered in the race. She might follow the Crewmembers to learn more about them, and possibly be mistaken as a spy for Lake. If the Crew fails to spot her watching them, she may approach them if they make a few friends around town and word gets around. If they can offer her passage off this place, and a contact to get decent work somewhere else, they'll quickly earn her trust.

Crewmember Pool: Social + Influence, Mental + Notice

Gamemaster Pool: Zahra's **Townsfolk d6 + Challenging Difficulty d8**

Possible Assets: Subtle Signal, Swear an Oath to Protect You, I Can Put a Word in With the Companions

Possible Complications: Lake's Girl is Sweet on You, One of the Other Girls Saw What You Did, Eavesdroppin'

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Zahra doesn't feel safe enough to take a risk on the Crew. They have to try a different approach.
- **Raise the Stakes:** Zahra approaches a Crewmember under the guise of plying her trade, but clues him in that she's got dirt on Lake. Once upstairs, Zahra agrees to share the secret in exchange for a ride off Newhall
- **Extraordinary Success:** Zahra hates Buzzard so much she gives up the info as long as they use it while she watches.

LAKE'S WAR RECORD

Finally, there is a well-kept secret about his courage under fire during the War. It'll take some digging, though. The Crew will have to find the secret Browncoats and make friends with them. They can be found around the town, but they might approach if the Crew appears to be ex-Browncoats themselves.

During one of the early engagements, Lake found himself in charge of a small unit after their officer died. Independent troops stormed their position and they found themselves fighting hand to hand. Lake ordered his men to hold the ground, but slid away during the engagement. He effectively used his own men as shields. Luckily for Lake, all his men were killed, or died soon after from their injuries. However, they inflicted enough casualties to drive back the Independent forces. As the only survivor, Lake was given a commendation for bravery for holding the position, and promoted to sergeant.

While Lake's men all died, not all of the Independents did. A few of them settled on Newhall after the War, mainly as they had nowhere else to go once they had surrendered. There are five ex-Browncoats in the town: Lissette Abel, who





runs a candy store, Theo and Melissa Canterbury, who own a small farm out of town, and Marcus Greatstar and Pete Radke, who are both fishermen. Theo and Mary were part of the Independent squad that attacked Lake's men and saw him leave his men to die. It's never been worth their while to challenge Lake about it, even though it sticks in their craw. They have no evidence and know he'll take all they have and run them out of town. But they have told the other Browncoats.

The group has bided their time and entered a boat of their own in the race, calling themselves the "Canterbury Crew" to avoid arousing suspicion. They don't want to win, they just want Lake dead. Only on the day of the race will they don their old uniforms again for one last battle. If the Crewmembers can find them, and prove their old loyalties were to the Independent cause, they'll share what they know. If the Crewmembers openly walk around town in Independent colors, the group might even make the first move.

If the Crewmembers call Lake a coward, and share the story, publicly or privately, they'll get their invite. If he doesn't take on the challenge, he'll lose his reputation in the town. The Crewmembers might also have found new allies in the ex-Browncoats. Unfortunately, they want Lake dead, and the Crew needs to keep him alive!

Crewmember Dice Pool: Mental + Know or **Social + Trick**

Gamemaster Dice Pool: Lake's **Mental d8 + Focus d10 + Backwater Mayor d4**

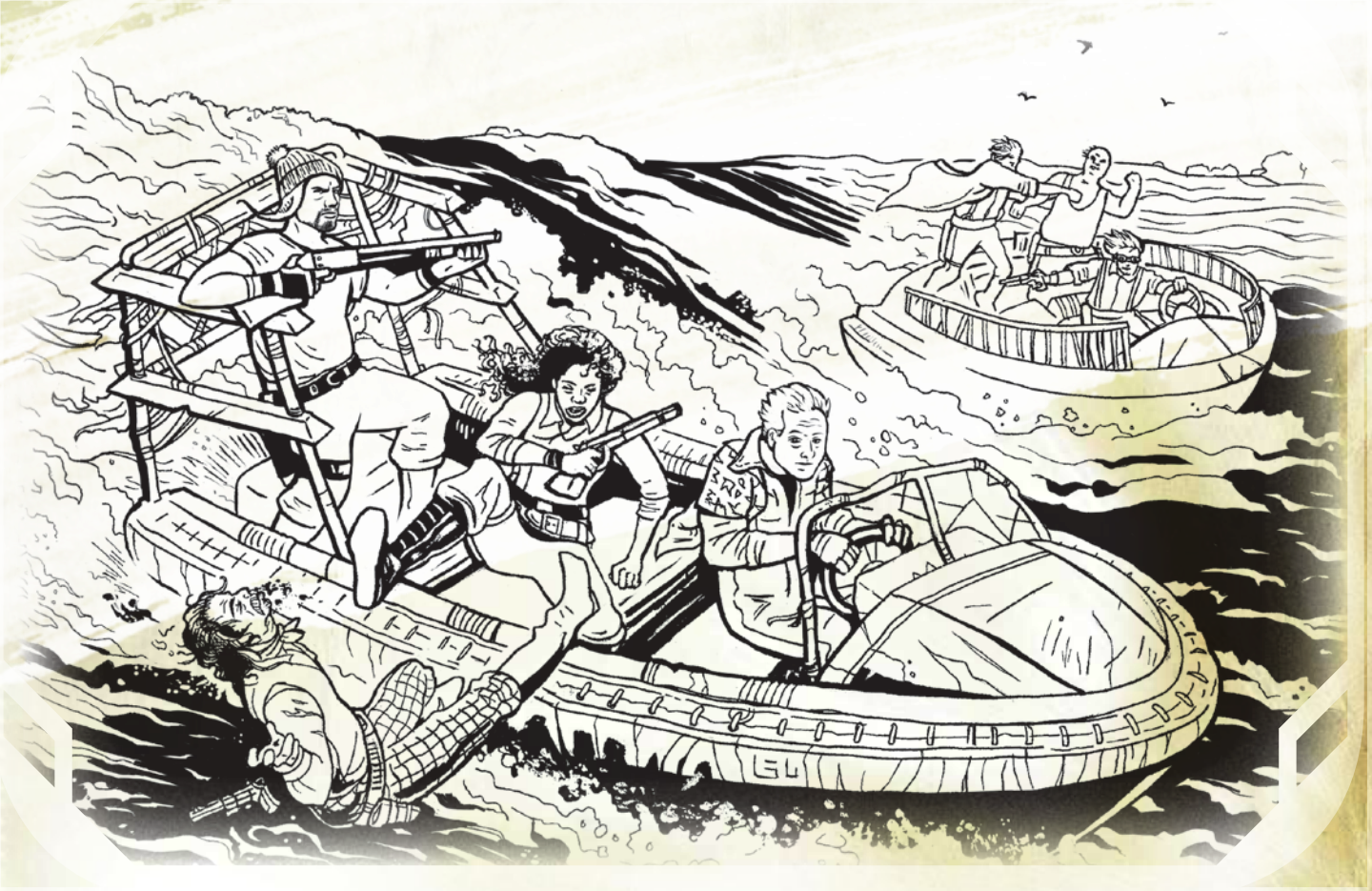
Possible Assets: Blackmail, Gambler Knows Tells, Browncoats Always Stick Together

Possible Complications: Followed By The Purple Gang, In Lake's Crosshairs, Buzzard on a Rampage

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Nobody believes these strangers and their slanderous lies. The Crew has to try another approach to get into the race.
- **Raise the Stakes:** Confronting Lake with the evidence of his cowardice is enough to get him to take the bait. He'll let them into the race to show them how tough he really is.
- **Extraordinary Success:** Lake's sputtering defenses are all the permission the Crew needs to enter the race. In addition, the Browncoats will help the Crew during the race until Buzzard is eliminated.

If the Crew fails in all of these approaches, there's one last, desperate play they can make. Lake will let them into the race if they offer their ship as collateral. They'll still get the prize money if they win, but if they lose…well, that'll be another adventure entirely.



ACT III: HORSESHOES AND HAND GRENADES

The day of the race arrives, and the entire town gathers to watch the chaos. Hopefully by now the Crewmembers have a plan, because the other crews are certainly prepared to play dirty.

EXT. THE STARTING LINE (DAY)

MAL, ZOE and WASH are in the boat, WASH is nervously checking everything is working. It is a bright warm day and all five boats are lined up together at the starting lines. The Cleetus family's swamp rig has a huge turbofan on the back. The Red Saloon Goons have already started their afterparty with bottles floating around their rig. The Canterbury Crew is dressed in full Browncoat dress uniforms, garnering whispers and gasps from the crowd. Lake's boat is sleek, weaponized, and looks like a predator ready to pounce.

ZOE: If you were thinking of coming up with a plan, sir, now would be a good time.

THE LOWDOWN: DRIVERS, START YOUR ENGINES

Now for the moment the adventure's been leading up to—the First Breath Derby itself. The rules are quite simple. The winner is the first boat to cross the finish line. The winning boat must have a crew of three living people. These people don't need to be conscious or from your team. The prize money officially goes to the driver of the winning boat, so it's also possible to win by stealing someone else's boat with some of their team still in it, unconscious.

Other than that, anything goes. You can shoot at your opponents, crash into their boat, set up snipers to take them out, throw grenades, or anything else you can think of. There's an unwritten rule prohibiting large-scale ordinance mounted on your boat, but only Lake can afford such devices anyway, so the others all rely on hand-held weaponry.

The Crewmembers are free to research the racecourse and make a few plots before the race, perhaps dropping a few Plot Points to buy Assets like **I Know The Course D6** or **Perfect Sniper Position D6**. The course has been the same for several years, and while the track marshals who lay out the buoys work for Lake, they'll happily explain the route. None of the competitors have kept their entry secret either, so if the Crewmembers ask around town they can discover who they are up against with little effort.

Shepherd Rust warns the Crewmembers how dangerous the race is, and suggests they make some plans. While all the Crewmembers might go in the boat, it'll be more useful to spread some out among the crowds. There are a few good positions to place a sniper to take out the other crews, and with the boats passing under a pier there are opportunities for the crowd to get involved.

Once they have made a few plans to take out the opposition, and decided who is going in the boat, all that remains is to get to the starting line and wait for the starter's pistol.

TROUBLE: FIGHTIN' FOR THE CHECKERED FLAG

The racecourse has five sections, each with its own opportunities for taking out the competition. The course begins and ends at the processing plant, marking a wide loop through several different types of obstacles. A modest crowd has gathered at the start/finish line, while folks are stretched along the circuit to get a view of the action. Crewmembers can easily blend in with other onlookers if they want to try to position themselves to spring a trap.

Each of the five sections of the race offers the Crew an opportunity to help their boat get across the finish line before all the other boats. During each section, the boat pilot makes a positioning roll to keep the Crew's boat ahead in the race. The pilot rolls one of the boat's Attributes and one of the pilot's Skills against the difficulty die and Traits listed under each section's mechanics. Here's what happens when that Crewmember rolls:

POSITIONING RESULTS:

- **Failure to Raise the Stakes:** The Crew's boat falls behind in the race. The boat loses one position relative to the other boats in the race. The Crew can spend a Plot Point to keep their position and acquire a Complication equal to the highest rolling die in the opposition's dice pool.
- **Raise the Stakes:** Great piloting! The Crew's boat advances one position, potentially catching up with boats that are ahead of their current place in the race.
- **Extraordinary Success:** The boat's pilot is a leaf on the wind. The Crew's boat advances two positions ahead of its current place in the race.

The boats controlled by the Gamemaster do not roll for their position against each other. Instead, they compare

the appropriate Attribute—determined by the section of the race—against the Attribute of the boat they're trying to catch. If the die type of the pursuing boat is lower than or equal to the boat that's ahead, the positions remain the same. If the die type of the pursuing boat is higher than the boat that's ahead, the pursuing boat catches up. A GMC boat that's ahead of another boat can always slow down to "catch" a boat coming from the rear.

If a GMC boat rolls to catch the Crew's boat, however, the Crew sets the stakes for the positioning roll and the pursuing boat rolls to Raise the stakes. Just like the pilot's roll for the Crew, GMC characters' rolls resolve according to their success or Failure to Raise the stakes.

*At the start of the race, the Crew's boat from the orphanage scores an extraordinary success, racing ahead of the other boats. The remaining boats compare their appropriate Attribute for Section One of the race (***Manuverability***) and spread out according to their die types. The* Red Tide *and* Mee-Maw's Throne *both fall to third place with* **Manuverability d6** *while the* Gravedigger *and the* Warhorse *stick close together in second place with* **Manuverability d8**. *With the Crew's boat undeniably in the lead this round thanks to their extraordinary success, all the GMC boats are just racing against each other in this first round; they don't roll to determine their position in relation to each other. They can, however, try to cheat and change their positions that way (see Boat Actions: Rubbing Is Racing on page 159).*

In Section Two of the race, the Crew again makes a positioning roll to see if they can maintain their lead: the pilot raises the stakes, so the Crew's boat doesn't lose any ground to the GMC boats that are trailing behind them. The GMC boats again compare their **Manuverability** *Attributes to see how they fare in the second section of the race. Assuming that none of the boats successfully altered the positioning through dirty tricks during the first section, the positions in the second section hold the same—the* Red Tide *and* Mee-Maw's Throne *(***Manuverability d6***) aren't nimble enough to catch the* Gravedigger *and the* Warhorse *(***Manuverability d8***).*

The Gravedigger *and the* Warhorse*, however, are right behind the Crew's boat, and both roll to try to catch the Crew's boat. Since the GMCs are acting against the Crew, the Gamemaster has the Crew set the stakes and the GMC boats attempt to raise the stakes against the Crew. The* Gravedigger *fails to raise the stakes, slipping back to third place with the* Red Tide *and* Mee-Maw's Throne*, but the* Warhorse *succeeds on the roll and catches the Crew's boat! Since the* Warhorse *and the Crew's boat are now in the same position, Lake's crew gets ready to jump on the Crew's boat and take it over!*

Once the positioning order has been determined in each section, each Crewmember can take an Action to help their boat across the finish line. This means whoever is piloting the Crew's boat gets to take two Actions in each section—one for the positioning roll and one for the Action the pilot takes in the Action Order.

Remember to add the GMC captains to the Action Order as well; each captain acts once per section, using their ship's crew as Traits to help them accomplish their goals.

See Boat Actions: Rubbing Is Racing on page 159 for some common Actions the crews of each boat might take.



SECTION ONE: THE WEAVE

In this section, a series of buoys have been set out that must be slalomed around. If a buoy is missed, the boat gets a time penalty. This means the boats have to move relatively slowly, allowing more opportunities for the teams to clash. Let the shootout and the shenanigans begin!

SECTION ONE MECHANICS (MANEUVERABILITY)

Positioning Dice Pool: MANEUVERABILITY + DRIVE

Gamemaster Dice Pool: CHALLENGING DIFFICULTY D8 + BUOYS D8 + CREW'S BOAT COMPLICATIONS

Possible Assets: JUMPED THE GUN, SPLASHED A RIVAL, LOOK! A DISTRACTION!

Possible Complications: HIT A BUOY, FALSE START, SMOKING ENGINE

SECTION TWO: THE ROCK

After passing the last buoy, the boats come to a huge rocky island. The island is little more than a barren piece of stone, but the sea has worn out its inside to create a system of caves. The caves are short, but confusing and dark. Markers are only placed at the main entrance and the exit, but how you get from one to the other is up to you. The Crewmembers might like to take a boat into the caves before the race to find a good route. The darkness offers a good opportunity to lie in wait for an opponent. While it means putting someone out there before the race, the rock is a good position for a sniper, too.

SECTION TWO MECHANICS (MANEUVERABILITY)

Positioning Dice Pool: MANEUVERABILITY + NOTICE

Gamemaster Dice Pool: HARD DIFFICULTY D10 + CAVE MAZE D10 + CREW'S BOAT COMPLICATIONS

Possible Assets: SHALLOW DRAFT, SECRET ROUTE, BLINDING FLASH

Possible Complications: CLOSE CALL, HIT A SHALLOW, EVERYBODY DUCK!



SECTION THREE: SHORT STRAIGHT

Upon exiting the caves, there is a short, straight part of the course that allows the Crew to really put their foot down. It's a good opportunity to widen the gap with the competition. Now is the time for speed!

SECTION THREE MECHANICS (POWER)

Positioning Dice Pool: Power + Drive

Gamemaster Dice Pool: Easy Difficulty d6 + Open Water d4 + Crew's Boat Complications

Possible Assets: Smoke Screen, Punch it!, Suppressing Fire

Possible Complications: Something Fell Off, Someone Almost Fell Off, Nearly Collided

SECTION FOUR: THE PLATFORM

The next obstacle is what remains of an old drilling platform out at sea. It's a large hundred-foot-long metal structure made of rusted metal beams and joists, which also saw service as an offshore pier. It's one of the most popular places to watch the race and it's full of people. Several hundred people crowd onto the place, many hanging off the girders. Several ad-hoc bars and food vendors have also set up shop here and the whole place has become one huge party.

The boats must drive all the way under the length of the platform. This might sound simple enough, but a certain amount of audience participation is encouraged. Each team will have friends in the crowd looking to take out their opponents. Others will be looking to take out such would-be ambushers. This means that as the boats pass under the platform, they might be subject to gunfire from the crowd, or even get grenades thrown in their boats. Some of the crowd might even try to jump in the boat, either because they are very drunk or because they are looking to take on the Crew hand to hand.

Depending on the situation, let each pilot choose a mix of Attributes and Skills based on strategy. The platform's pontoons and interference from the crowd evens most approaches, so the final result still determines the order of whatever boat remains in the race.

SECTION FOUR MECHANICS (POWER)

Positioning Dice Pool: Power + Drive, Maneuverability + Notice, Hull + Focus

Gamemaster Dice Pool: Hard Difficulty d10 + Gunfire d8 + Grenades D6 + Crew's Boat Complications

Possible Assets: Crowd Favorite, Full Speed Ahead, Stay Close to the Platform

Possible Complications: Drunk Stowaway, Hit a Pontoon, That Sounded Like a Grenade

SECTION FIVE: FINAL STRAIGHT

The last section is the simplest, a long straight stretch of water that makes the final section into a speed race.

SECTION FIVE MECHANICS (POWER)

Positioning Dice Pool: Power + Drive

Gamemaster Dice Pool: Easy Difficulty d6 + Open Water d4 + Crew's Boat Complications

Possible Assets: Full Throttle, Grappling Hook, Get Rid of as Much Weight as Possible

Possible Complications: Blown Engine, Run Aground, Taking on Water

SECTION SIX: THE FINISH LINE

The finish line is the processing plant's harbor. The first boat to cross the line with three folk left standing is the winner. That means the boat with the highest position will be first across, but there's still one more round of dirty tricks to be had. There are no positioning rolls made in this section, but all the Crewmembers and GMCs have one last chance to take each other out!

SECTION SIX MECHANICS

Possible Assets: Cheering Orphans, Full Speed Ahead, Pride on the Line

Possible Complications: Hidden Sniper, Hit a Fishing Boat, Out of Gas

BOAT ACTIONS: RUBBING IS RACING

Each other Crewmember not currently piloting a boat gets to perform one Action for each section of the race. That also includes Crewmembers not currently on boats. This opens all kinds of options to shoot at the opposition, set ambushes, create trouble, and implement plans to give their team an edge. Set up an Action Order for each section of the race. The captains of the GMC boats create dice pools using their crew's dice as Traits.

Here are some common Actions that might occur during the race.

SHOOT AT ANOTHER BOAT

Crewmembers with revolvers and pistols can shoot at boats that are within one position of them, either forward or backward. Those with rifles, longer-range weapons, and mounted weapons can shoot at all other boats. If the target is a specific crewmember, the character can add in his Trait die (if a Minor GMC) or his **Move** die (if a Major GMC) when the Gamemaster sets the stakes.

Crewmember Dice Pool: **Physical** + **Shoot**

Gamemaster Dice Pool: Target's **Hull** + Target Pilot's **Drive**

Possible Assets: Taking Aim, **Full Auto**, **They Shot Me First**

Possible Complications: Low on Ammo, **Wave Washed the Gun Overboard**, **Jammed!**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember's shot goes wide! Worse yet, the targeted crew counterattacks and Takes Out the Crewmember. The Crewmember has to pay a Plot Point and accept a Complication to stay in the fight.
- **Raise the Stakes:** The shot hit! The target is Taken Out, unless they pay a Plot Point and take or step up a Complication like **Bleeding** (for a member of the crew) or **Damaged** (for the boat). The captain of the targeted boat may choose to sacrifice a minor crewmember instead of paying the Plot Point and taking the Complication.
- **Extraordinary Success:** Great shot! The captain must sacrifice two Minor crewmembers to avoid losing the whole boat.

RAM ANOTHER BOAT

The first, third, and fifth sections allow for the boats to smash into each other. This can only happen between boats in the same position.

Crewmember Dice Pool: Boat's **Hull** + Pilot's **Drive**

Gamemaster Dice Pool: Target's **Maneuverability** + Target Pilot's **Drive**

Possible Assets: Full Throttle, **Cut 'Em Off**, **Cut the Engines!**

Possible Complications: Scraped the Hull, **Hanging over the Side**, **Wham!**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The two boats damage each other when they collide. The Crew may choose to give the target a **Wham!** Complication equal to the Crew's boat's **Hull** die if they take a **Wham!** Complication equal to the target's **Hull** die.
- **Raise the Stakes:** Ramming speed! The target is Taken Out, unless the ship's crew chooses to pay a Plot Point and take a **Wham!** Complication equal to the Crew's **Hull** die.
- **Extraordinary Success:** As above, but the Crew may choose to lock the boats together, making it easy to get across to the other boat to board it.

JOCKEY FOR POSITION

It's up to the pilot to keep the boat in the race with quick wits and daring bravery. On the pilot's turn in the Action Order, the pilot may try to gain a bit on the boats ahead by jockeying for position.

Crewmember Dice Pool: Boat's **Maneuverability** + Pilot's **Drive**

Gamemaster Dice Pool: Target's **Power** + Target Pilot's **Drive**

Possible Assets: Rubbing Is Racing, Cut 'Em Off, Cut the Engines!

Possible Complications: Lost My Balance, Gun Overboard, Smoking Engine

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The pilot redlined the engine. The Crew may choose to take a **Smoking Engine d6** Complication or step up an existing engine Complication to move one position forward or back for this section.
- **Raise the Stakes:** The pilot may move the boat one position forward or back for this section.
- **Extraordinary Success:** As with raised stakes, but the boat may get close enough to a rival boat for a Crewmember to jump across without needing to roll.

JUMP TO ANOTHER BOAT

Anyone aboard that's not at the controls can make an attempt to leap to a boat that is in the same position. Play it right, and you might have two boats on your side. Play it wrong, and you'll end up wet and broke.

Crewmember Dice Pool: Physical + **Move**

Gamemaster Dice Pool: Target's **Maneuverability** + Target Pilot's **Drive**

Possible Assets: Grappling Hook, Knife in Your Teeth, Running Jump

Possible Complications: Hanging on for Dear Life, Twisted Ankle, Damaged Hull

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember who made the leap ends up in the drink and must pay a Plot Point and take a Complication to avoid being Taken Out.
- **Raise the Stakes:** The Crewmember jumps across the water and lands on the targeted boat.
- **Extraordinary Success:** Successful jump, plus create an Asset like **Surprised d8** for the Crewmember to use against the crew of the boarded ship.

EMERGENCY REPAIRS

The boat just has to hold together to the end of the race. That might mean plugging holes with your nice dress, putting out an engine fire with some of the beer you brought, or holding those boards together with your brute strength.

Crewmember Dice Pool: Mental + **Fix, Physical** + **focus**

Gamemaster Dice Pool: Complication's die type + **Hard Difficulty d10**

Possible Assets: Wrench in Hand, Thumb in the Bullet Hole, Extra Supplies

Possible Complications: Now It's whistling, Burned My Hand, Damaged Supplies

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** That didn't help—in fact, the recovery roll may have made it worse. The Crewmember may step back the Complication by one provided that no jinxes were rolled. If the Crewmember rolled any jinxes, the Complication instead steps up a level for each jinx rolled. Ouch!
- **Raise the Stakes:** That will do for now. The Complication is removed as the Crewmember patches up the boat.
- **Extraordinary Success:** The Crewmember made it look easy! Create a **Second Wind d6** Asset for the Crewmember who kept the crew afloat.

THE RACERS

As you might imagine, no one is planning to make this a fair race, least of all Lake. All of the other competitors have their own plans to make sure they win.

ORPHANAGE'S BOAT
(UNNAMED UNLESS CREW NAMES IT)

Hull 8 | Maneuverability 6 | Power 10

SIGNATURE ASSET
Twin Engines 6

The Orphanage's boat is a sturdy, well-rounded vessel whose strong engine makes it a bit harder to steer.

THE CLEETUS FAMILY BOAT
MEE-MAW'S THRONE

Hull 8 | Maneuverability 6 | Power 6

SIGNATURE ASSETS
Twin Engines 8

Guns and Ammo Galore 8

Despite appearing comical, they're actually very dangerous. Years of boating around the swamps to the north have made all of them excellent boaters, and they're very skilled at firing guns on the water. They haven't made any plans to cheat, but they are utterly ruthless.

THE RED SALOON GOON'S BOAT
THE RED TIDE

Hull 6 | Maneuverability 6 | Power 10

SIGNATURE ASSETS
Fast Engines 8

Small Armory 8

This team is highly unlikely to win as they have no plan at all. They want to drive fast and shoot at the other competitors while getting drunker and drunker. However, they may yet finish the race, as several of the Red Saloon's clientele are on the platform. They will jump into their boat and join the party if there's room, replacing lost crew. This might be a good boat to attempt to take control of, as nothing says your Crew can't drive two boats, even though only one can win.

THE BROWNCOAT'S BOAT
GRAVEDIGGER

Hull 8 | Maneuverability 8 | Power 6

SIGNATURE ASSETS
Armored 8

Crew Cover 8

The Independent faction is the only team in the race not looking to win. They are here simply to get a shot at Buzzard Lake. They are essentially assassins disguised as a race team. While they aren't looking to hurt anyone else, they'll take out anything that gets in their way. The problem is that the Crew needs Lake alive. If he dies, the bank takes over the debt and may choose to add interest to it. There may not even be a prize with the main sponsor dead.

BUZZARD LAKE'S BOAT
WARHORSE

Hull 8 | Maneuverability 8 | Power 8

SIGNATURE ASSETS
Advanced Technology 8

Dirty Gadgets 8

Power Boosters 6

Lake is a skilled driver, and has brought four of his best men to shoot anyone who gets close (and provide him with human shields). His boat is the best and armed with a few extra features, including a layer of light armor and a minedropper. He's stationed two men on the rock to take shots at the others (so anyone else on the rock will have to take them out). He also has several armed men on the platform looking to take out the competition. A few have grenades they try to throw into the boats of the competitors.

WINNING

Anything might happen during the race, but the winner is the one to cross the finish line with a living crew of three. While most of the action is going on in the race itself, there are plenty of things the other Crewmembers might do to help out—anything from trying to hobble the competition to joining the Crew if they need help.

If the Crew manages to win, Lake seems a gracious loser, although the Crew sees he's livid and barely keeping it together. In a prize ceremony, he hands them a case full of gold coins, true to his word. However, as he hands it over he whispers with a smile that the Crew had better enjoy it while they can.

If they think ahead, the Crew might try to pay off the debt then and there, surrounded by witnesses. Rust can bring the paperwork and the Crewmembers can hand Lake the cash and get him to sign a receipt. With so many witnesses, Lake can't refuse, try to increase the interest, or otherwise weasel out of the deal. If they don't think of this, they'll have to make arrangements to pay the debt. Lake tells them he'll visit the orphanage the next day with the paperwork. He means the type of paperwork that requires ammunition to file properly.





ACT IV: BUZZARD CIRCLES HIS PREY

If the Crew wins the race, Buzzard is not pleased. Even if they lost, he's still looking to crush them for standing up to him. A poor loser at the best of times, Buzzard gathers his men and mounts an attack on the orphanage.

INT. ORPHANAGE (DAY)

The Crew is celebrating with the children and RUST. Even JAYNE is letting a couple of little girls paint his face like a tiger. MAL is by one of the windows and sees the dust from some vehicles approaching the orphanage.

MAL: I'm not so sure it's over yet, Shepherd. Uh, Shepherds.

THE LOWDOWN: DOUBLE OR NOTHIN'

Paid or not, Lake is on the way looking to end both the orphanage and the Crew. Usually he'd find a way to get the Alliance to do his dirty work, but it's personal now. If he doesn't deal with them himself he'll lose a valuable part of his reputation.

Unless they really planned for the worst, the Crewmembers don't have long to organize their defenses. Lake and his men are driving up from the town and will be at the orphanage in minutes. Lake is driving his **Surplus G-Cav Unit d8**. He has two thugs per Crewmember with him. Six are in his vehicle, with the rest on horseback. His thugs are well armed, with the military vehicle packing a machine gun on top.

The first thing to do is gather all the children. Unfortunately, a few are out playing and may get caught outside. These two or three smaller children are smart enough to hide, but that makes it difficult for the good guys to find them, too. Consider using a Timed Action (see page 141) again to make the leadup to the final confrontation tense and dramatic.

The Crew has to take positions and manage what defenses they can as the thugs approach. You should remind players that they can spend Plot Points to create defensive Assets, perhaps suggesting a flashback scene or two where the Crew beefed up the building's defenses.

TROUBLE: LAKE GOES ALL IN

Lake's plan is very simple. His men circle the orphanage a few times, blasting the lower floor with gunfire. He parks his vehicle in view of the front door. This not only makes Lake feel better, but he also hopes it might break the Crew's morale.

After he gets the Crew's attention, Lake uses the loudspeaker on his vehicle to tell the Crew they can throw down their arms and give up. If they do this and Rust agrees to sign the orphanage over to him, he'll let them all go. Lake just wants the Crew to take off, so he's keeping his word on this one. Rust won't hand over the orphanage, in the unlikely event the Crew leaves the Shepherd in the lurch.

After offering the deal, the horses stop circling. The riders dismount and try to take control of the ground floor. Luckily, there's a little open ground that might let a few get taken out by anyone on the upper floor. Unless the doors have been barricaded, they'll yield easily to the assault. If the thugs have trouble with the doors, there are more chances to take out a few with sniper fire. However, they're not blind to their lack of cover and do their best to lay down fire in every direction.

Lake starts circling the building and firing indiscriminately. If his men don't come out of the orphanage, he goes to plan B. He drives his vehicle at one of the open doors, where it smashes its way into the ground floor. Then he and his remaining men pile out and shoot

MASTERIN' THE GAME
THE HANDSOME ENDING

Even if your Crew doesn't win the race, you don't have to send them home feeling like two-bit cardsharps with empty pockets. If your Crew's sweet-talking, thrillin' heroics and racing ability impressed the townsfolk, they may rally behind the orphanage when Lake comes to collect. The big end battle still happens, but now the Crew has the help of the townfolk (and their Asset dice).

Don't think this means the Crew is getting off with a slap in the wrist. Lake brings double the men with him he would than if he was facing just the Crew. Instead of bringing two **Purple Gang Thugs d8** per Crewmember, Lake brings four.

For an even more bittersweet victory, rather than adding Complications with every 1 rolled, Take Out one of the named townfolk instead.

anything that moves. As long as Lake has his men with him, he can add their dice to his own rolls to attack the Crewmembers or defend against attacks directed at him. If someone does manage to Take Out Lake, he can choose to have his gang absorb the blow, reducing the number of his gangmembers by one instead of leaving the fight himself. See Ganging Up on page 151 for more information about handling Lake's gang.

During this time the Crew is free to take what defensive measures they can. There's a basement and an upper floor to hide or take position in. Rust takes their advice as to which is the best place for him and the children. Some of the Crew also needs to brave the outside and sneak around looking for the lost ones. The kids in question are hidden behind some corrugated iron that encloses the trash bins. They'll happily go with anyone they recognize who promises them safety, but they're all terrified.

If Lake's men are Taken Out and he's at least wounded, he'll be forced to give up. Unfortunately, he doesn't actually believe he can lose twice in a row, so he'll only surrender if his death appears a cast-iron certainty.

SHOWDOWN: SHOOTOUT AT ALL SAINTS

Shepherd Rust isn't going down without a fight. Rather than managing him on your own, let the Crewmembers decide how he's helping in a round. Once per turn, Rust lends a Skill die to a Crewmember's pool based on the Action the Crewmember wants him to do. If the Crewmember fails to raise the stakes with one of Rust's dice in her pool, Rust can be Taken Out instead of giving the Crewmember a Complication or forcing the Crewmember to be Taken Out.

The Crew can add as many **d6** as they'd like to represent unnamed townsfolk providing covering fire (if they showed up) or orphans trying to take down thugs with unusual tactics.

Since this is a straight-up fight, it's wise to break into an Action Order until one side is no longer standing.

Here are some suggestions for common Actions in this battle.

ATTACKING THE PURPLE GANG

There are at least twice as many gang members as there are Crewmembers. Time to whittle that down some.

Crewmember Dice Pool: Physical + Shoot, Physical + Fight

Gamemaster Dice Pool: Challenging Difficulty d8 + Purple Gang Thug Xd8

Possible Assets: Stout Hickory Stick, Got a Bead on Him, Firing From the Roof

Possible Complications: Out of Ammo, Surrounded, Got the Drop On You

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Purple Gang Thug Takes Out the attacker. The Crewmember can spend a Plot Point and accept a Complication equal to the highest rolling die in the Purple Gang Thug's dice pool to stay in the fight. They can also choose to have the Purple Gang Thug take out one of the Townsfolk or Orphans instead of taking the Complication.
- **Raise the Stakes:** One of the thugs (and his die) is Taken Out.
- **Extraordinary Success:** Two of the thugs (and their dice) are Taken Out.

ATTACKING BUZZARD LAKE

Anyone who's survived a rattlesnake encounter knows: you cut off the head as quickly as possible when you hear the rattle. If Lake's vehicle has been disabled and he's on foot, he uses his **Move d4** instead of **Drive d6**. To avoid being Taken Out, Lake often uses his Distinctions as **d4s** to gain Plot Points.

Crewmember Dice Pool: Physical + **Shoot**, **Physical** + **Fight**

Gamemaster Dice Pool: Lake's **Physical d10** + **Drive d6** + **Sore Loser d4** + **Surplus G-Cav Unit d8**

Possible Assets: Stout Hickory Stick, **Got a Bead on Him**, **Firing From the Roof**

Possible Complications: Out of Ammo, **Surrounded**, **Got the Drop On You**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Lake Takes Out the attacker. The Crewmember can spend a Plot Point and accept a Complication equal to the highest rolling die in Lake's dice pool to stay in the fight.
- **Raise the Stakes:** One of Lake's thugs is Taken Out to protect him. If his thugs are gone, Lake must either pay a Plot Point and take a Complication equal to the Crewmember's highest rolling die or be Taken Out.
- **Extraordinary Success:** Two of Lake's thugs are Taken Out by the Crew. If his thugs are gone, Lake must either pay a Plot Point and take a Complication equal to the Crewmember's highest rolling die or be Taken Out.

DEFENDING AGAINST A PURPLE GANG ATTACK

The Purple Gang's tactics: In the first round, spread their dice out evenly against the Crewmembers. The survivors then gang up (see page 151) on the threats in later rounds and ignore anyone that doesn't come off as a direct threat. Remember that when the GMCs attack, the players set the stakes and the GMCs try to raise the stakes to win the conflict.

Crewmember Dice Pool: Physical + **Move**, **Physical** + **Fight**

Gamemaster Dice Pool: Challenging Difficulty d8 + **Purple Gang Thug Xd8**

Possible Assets: Decent Cover, **Dodging Like a Madman**, **Cool Under Fire**

Possible Complications: Bloodied, **Wounded**, **Got the Drop On You**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Purple Gang Attack fails. The Crew Takes Out one of Lake's thugs.
- **Raise the Stakes:** The thugs succeeds in Taking Out the Crewmember they were targeting. That Crewmember has to spend a Plot Point and accept a Complication equal to the highest rolling die in the Purple Gang Thug's dice pool to stay in the fight.
- **Extraordinary Success:** The thugs succeed in Taking Out the Crewmember they were targeting and they Take Out a bystander (a kid or townsperson) as well. That Crewmember has to spend a Plot Point and accept a Complication equal to the highest rolling die in the Purple Gang Thug's dice pool to stay in the fight.

DEFENDING AGAINST BUZZARD LAKE

When it becomes clear the Crew isn't giving up, Lake decides to go after whichever Crewmember has upset him the most personally. If nobody did anything during the race, he goes after the Crewmember who convinced him to let the Crew join in the first place. As when the Purple Gang goes on the offensive, the players set the stakes and Buzzard Lake tries to raise them.

Crewmember Dice Pool: Physical + Move, Physical + Fight

Gamemaster Dice Pool: Lake's **Physical d10 + Fight d8 + Temper d4 + *Dirty Tricks* d6**

Possible Assets: Decent Cover, Dodging Like a Madman, Cool Under Fire

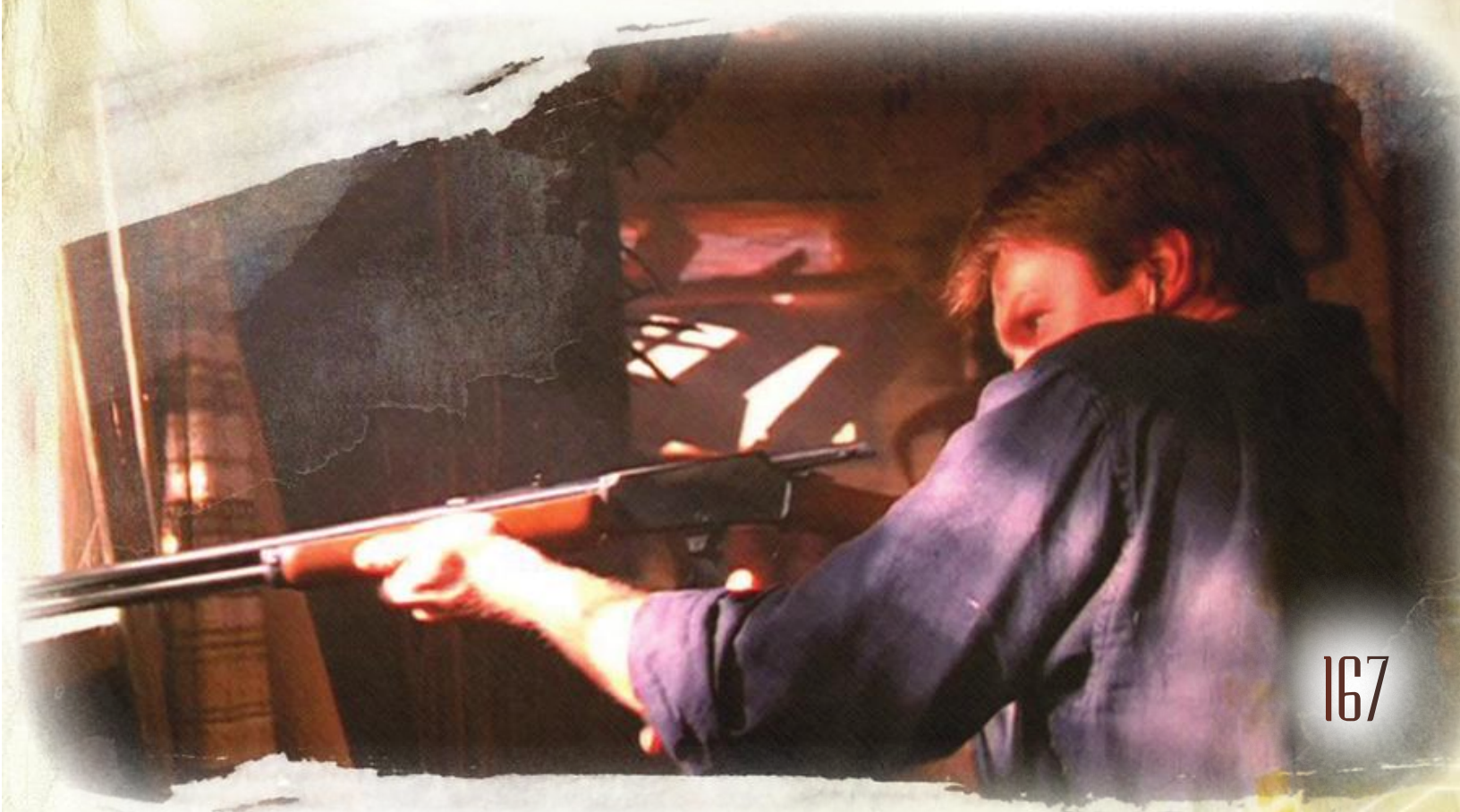
Possible Complications: Bloodied, Wounded, Got the Drop On You

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Lake's attack fails. The Crewmember that he targeted Takes Out Lake instead. Lake can have one of his Gang take the hit or spend a Plot Point and accept a Complication equal to the highest rolling die in the Crewmember's dice pool to stay in the fight.
- **Raise the Stakes:** Lake succeeds in Taking Out the Crewmember he was targeting. That Crewmember has to spend a Plot Point and accept a Complication equal to the highest rolling die in Lake's dice pool to stay in the fight.
- **Extraordinary Success:** Lake succeeds in Taking Out the Crewmember he was targeting. That Crewmember has to spend a Plot Point and accept a Complication equal to the highest rolling die in Lake's dice pool to stay in the fight.

When Lake is defeated, the orphanage is finally saved. Without his men and having been beaten twice, his reputation is in ruins. Pretty much everyone's happy to stand up to him now. Even if the debt wasn't paid, with a gun to his head he'll happily write off the debt in return for his life. While he'd love to get rid of the orphanage, he now knows Rust has powerful friends and he'll be forced to give in.

Rust offers anything he has to reward and thank the Crew. It isn't much, but they'll always have a place to stay if they need it.



ROLL CREDITS

This may be the end of this yarn but chances are the actions of the Crew have changed things for the people involved. If you want to come back to the people, places, and events of *Shooting Fish*, here are some examples of stories you can tell with your Crew.

SLAVE HUNT

Rust once more calls upon the Crewmembers for help. Recently, a large ship landed near the orphanage and took several of the older children at gunpoint. The children have actually been taken by Natureglass Terraforming as indentured workers. This is little better than slavery, and the children will be forced to sign some documents to make it legal. Can the Crewmembers find and rescue them, and put paid to some slavers on the way?

BROTHERS IN ARMS

With Lake out of power, the local Browncoats decide they are ready to strike back further. However, a raid on the local Alliance outpost does not go well. One of them is taken prisoner. While the others are worried for their friend, they're also worried that the Alliance will be coming for the rest of them. Can the Crew help break out the captured Browncoat from a secure Alliance facility?

STOWAWAY BRIDE

One of the local town girls has taken a shine to a Crewmember and stows away aboard the ship. She isn't discovered until later in the journey. While the ship is free to take her home, all the way back she tries every sob story and trick in the book to start a relationship with the Crewmember she is attracted to. Unfortunately, when they return her home her father is not convinced nothing untoward has happened, even if the Crewmember resisted. He insists they get married, and the girl does little to convince her father nothing went on. Even worse, the girl has a suitor who challenges the Crewmember to a duel for her affections.

BUZZARDS FOR BUZZARD

If Buzzard Lake survives his fall from power, he'll set on a path of revenge against the Crew. In this story, he doesn't get very far. He's made plenty of enemies in his time as mayor of Endurance, so one night he ends up sprawled out with a knife in his back. Whoever did it made sure to frame one of the now departed Crewmembers. When the Crew lands on a planet for their next job, they're surprised when some lawmen come to have one of their Crewmembers bound by law. Can the Crew prove their innocence? Will the true killer be waiting for them in Endurance?

CLEETUS...IN...SPAAAAAAAACE!

Even if the Crew lost the race and didn't end up with a big payday, they likely still saved All Saints Orphanage. Whichever crew did win the race gets a bright idea. They use the prize money to buy themselves a ship and head out to make a fortune in the black! Depending on how the race went, the Crew might find themselves with new allies, rivals, or even blood enemies.

FRIENDS IN LOW PLACES

Presented by Monica Valentinelli

"Why'd we have to come back here, anyway?
Serenity Valley is downright spooky."
– Jayne

The Way of Things

Friends in Low Places gives the Crew the opportunity to help an old friend, get a heap of credits, and be Serenity View's biggest damn heroes. Monty, a former Browncoat, needs their help. His new wife, Daisy, has disappeared and he's convinced a fella by the name of Virgil Morningstar is responsible. Though Monty believes that Daisy is still alive and is hidden somewhere in Serenity View, he knows this job is more than he can handle by his lonesome.

Now the problem with Virgil is that he's a powerful man who owns half the town. Not only is he a fine and upstanding member of the Alliance-backed Trader's Guild, the town's religious leader, Shepherd Carson, won't stop crowing about his righteous acts.

To figure out where Daisy went, the Crew will first need to convince Monty he can trust them. Then, they'll have to sniff around Serenity View some to see if they can pick up her scent. Trouble is, most folk won't talk openly about Morningstar, but they will let on that Daisy ain't the only one who's vanished. The deeper they dig, the more obstacles get in their way. Cue suspicious folk like Shepherd Wiley Carson, who ain't exactly what he seems, or the Guild trader's endless supply of hired goons and spies.

If that weren't enough to fret about, Morningstar, and an Alliance colonel by the name of Sally Wu, will offer the Crew a shaky deal for a pile of credits and a heap of favors. Seems everybody around town has a stake in Morningstar's business. Should the Crew choose sides, they'll quickly find out how interesting Serenity View can get.

In the end, it don't matter if the Crew takes matters into their own hands, strikes a bargain with the Devil, or brokers a deal with the Alliance. What *will* be important are the friends they can count on when they discover Morningstar's deepest, darkest secret in the final showdown at Serenity Valley. Truth be told, the Crew'll need all the help they can get.

MONTY? IS THAT YOU?

Monty's the perfect major Gamemaster character for anybody who loves to role-play with an accent. To sound more like him, drop a few hints here and there into his everyday speech. For example, say "tah" instead of "the" and "ain't" instead of "aren't."

If you're running *Friends in Low Places* with the main cast and you're lookin' to have even more fun, set this Episode after the events of "Trash." Then, in the Prelude, have Monty bring up his former wife, Saffron. Don't forget: this former Browncoat will now refer to "Bridget" as a "devil-woman" and complain about how long it took him to grow back his beard. If Monty says anything nice about Saffron, Mal might think he's gone soft in the brainpan.

GOOD OLE MONTY

"'Course I want to rescue her! Daisy ain't nothing like that devil-woman. Is she?"

ATTRIBUTES

Mental	6	Physical	10	Social	8

SKILLS

Craft	6	*Cooking*	Influence	8		Treat	8
Fight	6		Know	8	*The Unification War*	Trick	6
Fix	6	*Guns*	Shoot	6	*Rifles*		
Focus	10	*Protecting Friends*	Survive	8			

DISTINCTIONS

Everything's Shiny 8

Don't worry. Everything's going to come out shiny in the end.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Lightweight:* Gain 1 PP when you choose to get knocked out, drunk, or otherwise affected by incapacitating causes instead of rolling dice.

Hitched 8

You ever been with a warrior woman?

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

Veteran of the Unification War 8

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

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

SIGNATURE ASSET

Sweet Liberty Rifle D8: Modeled after an antique from Earth-That-Was, this bolt-action souvenir rifle has a pearl handle and engraved silver-etchings on its handsome sides. Sweet Liberty is a magazine-loaded rifle that was given to Monty by his current wife, Daisy, as a wedding present.

Character Type: Smuggler, war veteran (Independents), former P.O.W.

Role: Monty introduces the mystery by telling the Crew his wife's gone missing.

Acts: All

Character Description: Monty is a big, lumbering man with an easy smile, shoulder-length brown hair, and a mighty fine beard. He's got a list of friends a mile long and, though he ain't too bright, it's hard not to like this good-natured war veteran. Some call him "sasquatch." Others call him "lumberjack." Most, though, simply call him "Monty."

Monty is a simple man who likes to laugh. He'll go to great lengths for his friends—like Malcolm Reynolds and his crew—but won't rush into the line of fire. When it comes to fightin' and shootin', Monty's the type of guy that can take a bullet or a sharp punch to the gut and keep on going 'til the battle's won. Though this veteran is slow to anger, anyone who gets on his bad side will stay there permanently. He won't shoot an enemy in the back, though. Monty may get mad, but he'd rather win in a fair fight than cheat to win.

Truth be told, Monty's big heart is what gets him into trouble the most. This big ole softie believes in love at first sight and his habit of getting hitched has cost him a fair pile of credits. He met his current wife, Daisy, during a funeral held in Serenity Valley chapel for a mutual friend. Now that she's gone missing, Monty ain't acting like himself. Why, he'd be willing to sacrifice the rifle his dear Daisy gave him as a wedding present just to get her back.

Likes and Dislikes: Monty doesn't believe there's a morally grey area. To him, there's right and wrong and nothin' else in between. For example, Monty smuggles and steals in order to survive—not because he wants to beat up folk who don't deserve it. Hurt any one of his friends, though, and he'll take it as a personal slight. That's when folk better start running.

Flashbacks and Echoes: Monty fought for the Independents in the Unification War. He's a proud veteran and, though he lost, he continues to live life on his own terms and does not consider himself a member of Alliance society. He won't brag much about his own deeds, but he'll tell a story or two about the antics of his war buddies.

VIRGIL MORNINGSTAR

"Call me what you want. I know I'm doing what's right for this town."

ATTRIBUTES

Mental	Physical	Social
8	4	6

SKILLS

Craft	6	Focus	6	Sneak	6
Drive	6	Influence	8 *Negotiation*	Survive	8
Fly	6	Know	6 *Alliance Trade Law*	Trick	6

DISTINCTIONS

Guild Trader 8

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

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

Local Yokel 8

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

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

Unprincipled 8

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

- ☑ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☑ *Curse Your Sudden, But Inevitable Betrayal:* When you betray an ally, gain 1 PP and double the highest Complication die in the ally's roll.

SPECIAL

Virgil's Thugs

Role: At the behest of Shepherd Carson, Virgil has paid a group of local spies and mercenaries to watch both their hides and provide security during the action. **Hired Guns D6** accompany Virgil around town, while **Ex-Soldiers D8** are entrusted with the security details in the graveyard and the hidden bunker.

SIGNATURE ASSETS

Pick one Signature Asset to use in this Episode. Whichever one you choose will be in addition to Virgil's hired guns.

Trader's Guild Credentials D6: To cover up the unsavory portion of his business, Virgil has a set of Guild credentials that gives him the authority to set up shop as a legal Alliance trader. These Credentials shield Virgil from further scrutiny. After all, the Alliance is often busy hunting down illegal traders, salvagers, and thieves—why would they bother with a Guild trader who's already been through an extensive background check?

Military "Dusk" Truck D6: During the War, both the Alliance and the Independents used cargo trucks like the one Virgil has in his possession to transport soldiers in the dead of night. Nicknamed the "Dusk" Truck, this vehicle has a canvas-covered rear and was typically driven across the battlefield during a lull in the fighting. Drivers would often wear night vision goggles to avoid turning the truck's lights on and be spotted by the enemy.

Character Type: Trader

Role: Virgil Morningstar is a greedy Guild trader who believes he's the savior of Serenity View.

Acts: All

Character Description: Virgil Morningstar is a tall, thick man who's made a name for himself by making deals and kissin' babies. According to Guild records, Morningstar began trading five or six years ago on Hera right after the War ended, taking advantage of the newly opened interplanetary shipping lanes. At first, the trader's business boomed and, instead of investing back into his own inventory, Virgil spent his credits close to home by buying up all kinds of cheap real estate. In just a few years, Morningstar practically owned half the town, but all the wealth in the world couldn't fill the ragged hole in his black heart. He was starting to go bad, and he knew it, too.

Lost, Morningstar began attending Sunday services at Serenity Valley chapel hoping to find a way to ease his troubled soul. Something about Shepherd Carson's carefully constructed sermons touched him in a way that nothing else could. Maybe it was the way Shepherd talked about how the town needed a strong leader. Or maybe it was the speech he gave about how Serenity View was destined to fall unless somebody did something about them poor refugees and destitute folk in Phoenix Heights.

Whatever the reason, Morningstar found he always felt better after Sunday services. He often showed his gratitude by inviting the "good" Shepherd out for dinner. After a few weeks, the two became friends and, after a few months, business partners. To justify Morningstar's greed, Shepherd Carson often reassured the trader that he was simply doing the Good Shepherd's work. In exchange for Carson's invaluable guidance and a newly discovered peace-of-mind, Virgil made hefty donations to the church and padded Carson's bank account.

His morality no longer in question, the well-dressed Morningstar took greater and greater risks to turn a substantial profit with the Guild's blessing and protection. Though he was greedy, Virgil was never one to act hastily—which is why he's never been caught. The list of shortcuts and black market goods he's traded is taller than he is, especially since he started transporting human cargo.

As long as Morningstar pays his ever-increasing dues to the Alliance-run Trader's Guild, the Law'll continue to turn a blind eye. That is, unless someone can provide a heap of damning evidence and witnesses who'll testify against him.

Likes and Dislikes: Serenity View's head honcho has a short list of preferences. Morningstar believes he is performing a service by removing the undesirables from Serenity View with the local Shepherd's blessing. Anyone who disagrees with him is treading dangerous ground, for the trader has convinced himself that those who do are in cahoots with the Devil. He'll typically deal with those who have the credits or power to afford his services.

Flashbacks and Echoes: Though he signed up to fight alongside the Independents with his brother, Virgil Morningstar deserted his post and hid in a Serenity View safe house until the War was over. The minute a truce was declared, Virgil was back out in the Valley, picking over the remains scattered across the field. Today, this Guild trader pretends he's always been a tried-and-true Alliance man. Who is he to argue with the side that won?

SHEPHERD WILEY CARSON

"God may have a plan, my son. And I'm here to tell you what that is, so you better listen."

ATTRIBUTES

Mental	10	Physical	8	Social	8

SKILLS

Fight	8		Move	6		Shoot	6	*Handguns*
Focus	6		Notice	6	*Regulations*	Treat	6	
Influence	6	*Orders*	Move	6		Trick	8	
Know	6	*Alliance Military*	Sneak	10				

DISTINCTIONS

Shadows of the War 8

Not everyone serves their side on the front lines. Not everyone left what they did behind.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Operational Flexibility:* Double your **Focus** when you are working to reconfigure a plan on the fly.

Mysterious Past 8

You weren't born to the life you're livin' now.

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

Harmless Looking 8

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

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

SIGNATURE ASSET

Pick one Signature Asset to use in this Episode.

Assumed Identity D8: After the Battle of Serenity Valley, the Alliance put through an edict to ensure its new citizens had a legitimate ident card. With the War being what it was, it was not uncommon for a few desperate and unsavory characters like Andrew Spellman to assume a new identity and leave the pain of their former lives behind. The ident card is real enough, which is why it's often hard to convince the authorities on Hera that the owner of the documentation isn't who he says he is.

Pretty New Face D8: Spellman's fake ident isn't the first one he received. After almost getting caught two years into his new role by another Alliance veteran, Spellman opted for plastic surgery to hide his true identity. Unfortunately, Spellman couldn't afford the surgery so he struck a shady deal with a local gang. The imposter's desperate need to repay his debt led him straight to Morningstar. Most townsfolk, with the exception of Doc Greene, believe Spellman had some kind of skin cancer that required extensive reconstructive surgery.

Character Type: Shepherd (Imposter)

Role: Shepherd Carson is Virgil Morningstar's consultant and the true brains of his illegal trade operation.

Acts: III and IV

Character Description: Thin and wiry, Shepherd Carson is a lot more than he seems. Though he's got the face of the boy-next-door, a deep, booming voice, and a charming smile, Carson is a fiery preacher ready to do the good Lord's work for the humble people of Serenity View—or *is* he?

Carson's real name is Andrew Spellman. According to Alliance records, Spellman was a low-ranking officer whose mind snapped on the battlefield about a week before the Battle of Serenity Valley ended. A small ship was scheduled to land and escort him, along with a dozen prisoners-of-war, back to an Alliance cruiser hovering over Hera's orbit. By the time it was ready to dock, the battle was over and chaos ensued. Spellman, seeing his chance, quickly assumed the identity of an Independent chaplain who died a short time earlier and disappeared into the fray. To further hide his former self, Spellman went to great lengths to change his appearance.

A few townsfolk who were friends with the late Shepherd know Spellman's secret, but are scared they'll wind up dead if they reveal it. "Carson" has fooled most—including Morningstar—into believing he's a real Shepherd. If his easy-going ways weren't enough to win the townsfolk over, his hellfire-and-brimstone sermons put the fear of God in them. Townsfolk who attend the imposter's weekly sermons will often hear about his deep regret for the sins he committed by supporting the Independents during the War. This false Shepherd wears the mantle of self-righteousness so well, he's convinced himself that he's helping Morningstar rid the world of undesirables that don't deserve what the Alliance can rightly provide for them.

Spellman will do anything to protect his identity and his rich friend Morningstar. If he had to pick between the two, though, this slippery snake would choose to save his own skin and find a new friend.

Likes and Dislikes: The fake Shepherd needs an audience in order to keep "performing." Get him alone, and after a few minutes his face starts twitching and he'll make excuses to leave. Question his antics or his morality in front of the group and the townsfolk will close ranks around him. When confronted by his lonesome, however, Spellman will start to break down and provide conflicting details if he's conversing with someone who doesn't buy into his religiosity or his "good" works. There's no telling what Spellman will do once someone finds out who he really is.

Flashbacks and Echoes: Spellman was a foot soldier during the War who fought for the Alliance on Hera. Though he snapped, this war veteran had enough survival instincts left to save his own hide. For the past six years, he's been masquerading as a Shepherd—and many of the prim and proper townsfolk love his act. Few townsfolk remember Spellman and the family of farmers he hailed from.

COLONEL SALLY WU

"Some citizens went to war because it was the right thing to do. I volunteered because I knew the Alliance would win."

ATTRIBUTES

Mental	8	Physical	6	Social	10

SKILLS

Fight	8		Know	8	*Criminal Organizations*	
Focus	8		Notice	10	*Detecting Lies*	
Influence	10	*Interrogation*	Shoot	10	*Handguns*	
Throw	6					

DISTINCTIONS

Alliance Officer 8

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

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

Decorated 8

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

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

☑ *You're a Gorramn Hero:* Spend 1 PP to double your **Social** when dealing with anyone who served on your side.

Pampered Upbringing 8

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

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

☑ *Daddy's Money:* Spend 1 PP to double your **Influence** die when promising a payout from your rich family.

SPECIAL

Wu's Troops

Role: Colonel Wu has a complement of Alliance infantry soldiers that answer to her commands. These Alliance soldiers aren't eager to die for her, but they'll follow orders to the best of their abilities. **Alliance Soldiers D6.**

SIGNATURE ASSET

Pick one Signature Asset to use in this Episode. The Alliance soldiers are extras that'll come into play as well.

Military Medals D8: Some officers haven't earned their stripes yet, but Wu is not one of them. The front of her uniform is filled with gold stars, colored bars, and a heap of medals. Not only do they reflect Wu's service in the War, they also indicate that she is a powerful representative of the Alliance and shouldn't be trifled with. To those who don't consider themselves to be a member of the Alliance, these medals serve as a reminder of Wu's loyalty and obedience to a way of life they've shunned.

Spoils of War D8: One of the darker sides of the Unification War was the fact that skirmishes didn't always take place on the battlefield. Some soldiers raided the homes of families who were sympathetic to the Independents. Wu did not build her wealth by engaging in petty theft. The Colonel received "donations" from her superiors in exchange for her family's influence. She often uses what she's gained to further her position within the Alliance. These spoils of war are not listed as inventory nor are they on any record. For her, these bargaining chips are necessary tools of her trade.

Character Type: High-ranking Alliance officer

Role: Colonel Sally Wu offers the Crew a deal in exchange for their help to take down Morningstar.

Acts: II and IV

Character Description: Sally Wu was born into a life of luxury. The Wu family has a long and storied history within the Alliance; its more prominent members have held positions of military might and political power for the past two or three decades. Most who follow Core politics or know the names of its famous commanders will know who Colonel Sally Wu is.

Though it's said Colonel Wu has no sense of humor, most folk know her only by reputation. The Colonel's stellar record and strict methods for upholding the Law are what led her to Serenity View. Unlike Morningstar's clients, a few wealthy families back on Bellerophon couldn't stomach his shady offers and secretly alerted the Colonel that all may not be well on Hera.

Wu collects "trophies" and only goes after the worst kinds of criminals. For her, it's not enough to throw the Law at a villain; she feels it's her personal responsibility to remove the worst of the bunch. Everyone else, including illegal salvagers, bumbling smugglers, and Browncoat veterans, is beneath her notice. After all, if the Alliance can't protect the upstanding citizens of Serenity View from unsavory folk like Morningstar, then why bother policing that part of the system?

Likes and Dislikes: Colonel Wu has no patience for buffoons, miscreants, or fools. She is a serious individual who favors cleanliness, punctuality, and honesty over long-winded speeches and pettiness. She'll play fair and keep to her word provided the parties she's dealing with holds up their end of the bargain.

Flashbacks and Echoes: Colonel Wu is a decorated Alliance veteran of the Unification War and is held in the highest regard. She continues to serve the Alliance and will do so, to the best of her ability, until her heart ceases to beat.

QIAO ZHAO

"You claim to understand what I desire? That is your first mistake."

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Influence	8	Perform	10	*Mimicry*	Operate	6	
Move	6	Shoot	6	*Pistols*	Trick	10	*Lying*
Notice	8	Sneak	6				

DISTINCTIONS

Alliance Spy 8

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

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

Secret Browncoat 8

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

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

Master of Disguise 8

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

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

☑ *Evil Twin:* Gain 1 PP when someone you are disguised as shows up to ruin your illusion.

☑ *Mockingbird:* Spend 1 PP to step up your **Perform** Skill when you are trying to mimic someone's voice.

SIGNATURE ASSET

Stink Bug D8: This listening device is a portable, tiny surveillance unit that can be dropped close to a nearby target. Zhao has embedded her Stink Bug into a knotted good luck charm to avoid detection. While the Stink Bug cannot record conversation, it will amplify what's being said so she can easily hear whispered secrets and private discussions through a wireless transmission.

Character Type: Double Agent

Role: Alliance spy (Colonel Wu) and secret friend to the Independents (Monty).

Acts: All

Character Description: Qiao Zhao is Colonel Wu's covert weapon and a woman of a thousand faces. Zhao knows how to blend into the background and remain invisible. She may be found working as a waitress at Whistler's Bar and Grill or pretending to be a charity worker who's feeding a street urchin in Phoenix Heights. She could be acting like one of the faithful, singing in the Serenity Valley chapel choir, or selling wares to the Celestial Mystic for the tourists. Zhao assumes all of these nondescript roles and more.

While the mysterious Qiao Zhao is respectful and dutiful to her employer, Colonel Wu, she is also dedicated to restoring the lives of former Independents like Monty. The spy will secretly assist those in trouble, provided she doesn't get caught. Zhao will, at all costs, cover her tracks to avoid being interrogated by the Alliance.

Though she's worn hundreds of different identities and managed to deflect any further Alliance-led inquiries, a closer look into Zhao's true background will reveal that she's infiltrated the Alliance to exact her revenge. Thus far, the Alliance has left Zhao alone—in part because Wu has vouched for her.

Likes and Dislikes: Zhao prefers to speak using as few words as possible. When she does, Zhao fills the role of the character she's playing and rarely reveals her true self. If confronted, the spy will find a way to run or hide in a crowd. She prefers stealth to open combat and will not hesitate to call Colonel Wu if she feels her life is threatened.

Flashbacks and Echoes: Zhao did not participate in the Unification War. Her motives for helping the Independent veterans stem from the family members killed by the Alliance. As a result, this spy helps Colonel Wu catch Alliance-friendly villains and sabotages the capture of former Independents. Her goal is to one day murder Colonel Wu and assume her identity.

MASTERIN' THE GAME
ARCHETYPES

Friends in Low Places has strong ties to the *Firefly* television show. Players who fill the main cast's shoes will likely have an easier time connecting to Monty, the emotions caused by visiting Serenity Valley, and the Alliance-heavy involvement in this particular Episode than those who don't.

Though this Episode takes place in a town that'll trigger powerful memories for characters like Mal and Zoe, they were not the only folk who were affected by, or fought in, the last Battle of Serenity Valley. Here are some examples to show how you can tie the Crew's archetypes back into the story without sacrificing tension.

Academy Dropout: The story of Serenity Valley has been well documented. Well, mostly. A character like this has the potential to unlock a few dirty secrets over the course of this Episode. The question is: what will the dropout do with this information?

Alliance Agent: The Guild carries a lot of weight within the Alliance. What's more, Morningstar's five-year record as a Guild trader has yet to be tarnished. If Morningstar truly is guilty, what lengths would this character go to in order to bring him to justice?

Asteroid Miner: This character will likely spot something's wrong with the cargo sooner rather than later. What's more, a miner might find it hard to pass up a bribe—remember that a character like this might have to fulfill a quota or perform some other mandate to stay employed.

Battle-Worn Bounty Hunter: There's a lot of potential for storytelling if a bounty hunter is in the Crew. Maybe Monty has a price out on his head. Maybe Wu does, or one of the other characters involved. Serenity Valley has a wealth of post-War secrets, like Shepherd Carson, waiting to be explored and sold to the highest bidder.

Border Planet Farmer: Don't mistake a simple farmer for a fool. Anyone who's got an ounce of brain in the brainpan will sense that something's very "wrong" with Morningstar and Shepherd Carson. A farmer who's used to dealing with honest folk might point out who the villain is right away.

Cortex Hacker: A technologically savvy character with access to the Core is mighty handy in a tale like this. Not only could the hacker verify the Shepherd's true identity, by laying a trail of bread crumbs this character can also piece together clues and seemingly innocuous tidbits about all the players in this Episode.

Derelict Salvager: Hidden cubbyholes, the spoils of war, and sketchy travel routes will be right up a salvager's alley. If money motivates this character, this would be another player to approach with a bribe—from Wu or Morningstar. Think of the salvager as a mercenary, but with better morals.

Dishonored Politician: The word "dishonored" doesn't necessarily mean "remorseful." A politician could take either side in exchange for a piece of land or a cleared record. What's more, it's also possible that a politician might try to move in on Morningstar's turf by collaborating with the Shepherd.

Dock Foreman: A foreman may not be savvy enough to play up all the angles, but there is a certain skill set this character will be able to leverage as an advantage: management. Foremen make great leaders and may also sway uneasy townsfolk to work together in a crisis. 'Course, a weaker manager may cave to either Morningstar or Wu, whichever is portrayed as the strongest.

High-Stakes Gambler: This character will likely be a touch more chaotic than usual over the course of this Episode. There are a lot of key players here, and while the villain may be cut-and-dry, getting out of this situation alive and in one piece is not. For a gambling type, this story is a perfect opportunity to play the odds.

Small-Time Trader: Morningstar's cargo and Wu's wealth might be attractive to a small-time trader who's deeply in debt. That doesn't mean that Monty's offer and plight won't impact this character. But, at the same time, the trader's own situation might be a factor in what decisions are made. After all, there are a lot of credits, favors, and bribes that can be traded in this Episode.

Triad Enforcer: A member of the criminal underground will likely smell something's rotten with the Shepherd before the other crewmembers. This character might scope out the situation and take out Morningstar and the Shepherd, believing that the Triad will replace them both. It's also possible that the enforcer will work with the Alliance to protect Morningstar, just so the Triad can bring him to heel.

MISSING TOWNSFOLK: REFUGEES AND INDENTURED SERVANTS

"What do you mean I belong to you, Virgil? I read the fine print and it said nothin' about being a slave."

Character Type: Human Cargo

Role: The missing refugees and conned townspeople serve to add gravity to an already tense situation. Conned into signing their lives away, Morningstar sells these poor folk at auction to the highest bidder.

Acts: III and IV

Character Description: Even to high-ranking members of the Alliance, human trafficking is a profitable-but-heinous crime. Commanders like Colonel Sally Wu find the practice reprehensible, but they're aware that some acts are hard to trace and, in some cases, difficult to prove. Here, Morningstar either must be caught transporting this "cargo" or his victims have to be willing to testify in court against him.

Remember, even folk like Niska don't play their hand at the start. Morningstar is a Guild trader who's far from honest. Human trafficking is just one of many offenses he's committed. To ensure the Crew gets the most satisfaction out of the Episode, avoid revealing the nature of Morningstar's cargo until later in the Episode by planting other clues about the missing refugees.

Unlike a kidnapping or a hostage situation, the people sold at auction are aware of what's happening to them. Shepherd made sure of that by forcing them to sign a bad, but legal, contract with a pile of loopholes.

The Crew may realize that Morningstar knows the whereabouts of the missing townsfolk, but they likely won't know the gritty details until the third or fourth Act. The number of refugees they find will depend upon where they are located. There could be dozens of coffin-sized boxes or only five; some could be filled, others empty.

Most of these refugees are connected to Morningstar or Shepherd Carson in some way. By setting them free, they'll offer more ties to the plot and help the Crew when they get stuck. Here are some of the folk the Crew might save and when they might be discovered:

- **Daisy:** A petite woman with a big heart, Daisy is Monty's new bride and just as likeable as he is. She's a pistol and has quite the mouth on her. First chance she gets, she'll be itchin' to raid Morningstar's hideout and free the other townsfolk, provided she can fight alongside her husband, Monty. Daisy will be kept in stasis in the Serenity Valley hideout and may be encountered in Act IV.
- **Alan:** This rail-thin Alliance Veteran doesn't have heaps of fighting experience. His specialty during the War was sneaking in and out of places without being seen. Once freed, Alan will be hopping mad that Shepherd Carson suckered him into signing his life away. He's not out for blood. He'll want Morningstar and everybody involved to be brought to court to stand trial. Alan may be found in Phoenix Heights during Act III.
- **Kittredge Family:** After her husband died of pneumonia, Morningstar forced Lila Kittredge to make a difficult choice. She could either give up custody of her three girls, Amanda, Penny, and her baby Rose, or she could sell herself into his service to ensure they'd be well taken care of. Now Lila decided she didn't want to be separated from her daughters, so she signed all their lives away hoping that they'd be sold together. Her concern is for the safety of herself and her children. These townsfolk will be the first sold at auction in Act IV.
- **Elijah:** A former Browncoat, Elijah has a deep, telltale scar that runs from one side of his face to the other. Though he's as gentle as a lamb, folk thought the veteran was downright scary and refused to hire him. At first, Elijah worked for Morningstar as a hired thug, but he didn't have the stomach for it and soon found himself on the other end of a gun. Elijah knew his life was in danger because of all that he'd done and seen, so he offered to sell his services and leave Hera behind. Elijah may be encountered in Act III and may lend a helping hand in Act IV.
- **Mags:** Maggie Morningstar is Virgil's mother. An elderly woman of small stature, Mags found out what her wayward son was up to and tried to stop him. Unfortunately, Shepherd Carson intervened and convinced Virgil that Maggie had been possessed by a demon. Murdering her was not the answer. The only way Virgil's dear Mama could be saved would be through hard work and a lot of humility. If she's woken up, not only will Mags march herself into town, she'll send a scathing wave to the Trader's Guild about her son. Mags will be located close to Virgil in Act IV.
- **Garrett:** This father of two is an interesting fellow because Shepherd Carson was the one to capture him. Once freed, Garrett will tell the Crew a wild tale about Serenity View's former Shepherd and reveal who Shepherd Carson really is. What's more, Garrett can prove Carson isn't who he says he is, for he claims to know the family that imposter left behind. Garrett may be found during Act III.
- **Dobson Twins:** Mattie and Jessica are fraternal twins who lost their mother, father, and older brother in the War. Though their parents fought for the Alliance, these two secretly rooted for the Independents. They are one of the few refugees who signed the contract knowing full well what they were getting into. As it turns out, the twins are hoping to rescue the refugees who'd already been sold and delivered to an unknown location. While they don't know where Morningstar's hideout is or where they're headed, the twins'll remind the Crew that finding him and taking down his auction house is the best way to stop him. Otherwise, there's no telling what'll happen to the existing cargo if they try to leave. The Twins may either be revealed in Act III or IV.

Likes and Dislikes: Once the missing townsfolk wake up, they'll likely experience a range of powerful emotions like panic, anger, shock, and sadness. Depending upon how upset they are, they may lash out and attack their rescuers or run off and try to take out Morningstar. It'll be up to the Crew to calm and reassure them.

Flashbacks and Echoes: The one thing this group has in common is that they've all had a spiritual crisis that brought them to Shepherd Carson's door at a crucial moment in their past. Some are veterans who suffer from post-traumatic stress; others lost a family member or loved one in the war. Their vulnerability is what initially marked them as a target.

Stats: The majority of the refugees have just one stat: **Refugee D6**. Monty's wife Daisy has a higher die type (**Spitfire Bride D6**) since she's more important to the story.

MASTERIN' THE GAME
DEALIN' WITH REFUGEES

Though the refugees are considered Minor Gamemaster characters, that doesn't mean they aren't important to the story and the Crew shouldn't be allowed to interact with them. Encountering an escaped refugee, monitoring the cargo's life signs, or hearing a cry for help are great ways to introduce the human aspects to Morningstar's crime. After all, Monty's wife Daisy isn't the only life at stake here.

This Episode is about the people caught up in an opportunist's post-war greed and how this villain will be brought to justice. For that reason, some of the refugees are direct threats to Morningstar's trade and may have information that'll lead to his arrest.

Simple role-playing actions won't require a roll of the dice. Encourage players to explore the stories waiting to be told by helping them get connected to a victim once they're released. Be free with information so that you telegraph the seriousness of the situation and the danger that the Crew is exposing themselves to by digging into Morningstar's crimes.

For more complex actions, use **d6** Extras to represent the refugees in your dice pool. For example, say one of the Crew has woken up a refugee and is encouraging her to take up arms. The Crewmember would roll **Social + Influence** vs. **Challenging Difficulty d8 + Dazed Refugee d6.**

Another way to leverage this set of Minor characters, is to Take Out a refugee from a scene instead of giving a player a personal or situational Complication. Whether that character is unconscious or in shock, when the very people the Crew is trying to save can no longer be helped, the story takes a more powerful turn.

SCENES AND LOCATIONS

SERENITY VIEW

"I think I'm going to be sick. They built a gorramn museum?"

– Mal

During the War, Serenity View was primarily occupied by the Independents and housed a few hundred people. That changed after the Browncoats made their last stand in the barren fields of Serenity Valley.

Now, this former small town is overrun with Alliance-friendly folk who've turned Serenity View into a bustling tourist destination. Nestled high on a ridge overlooking the Valley, Serenity View, which is located on the planet Hera, has since tripled in size. Today, a few thousand residents live and work in Serenity View, thanks to the Alliance dignitaries and patrons who funded the town's reconstruction. It's hard to walk down an alleyway without noticing a construction worker or crew adding on to an existing building. It's just as difficult to walk the streets and not be watched by a curious onlooker or followed by a suspicious character.

Some townsfolk feel that the Alliance's takeover of this once-idyllic town has gone too far and Morningstar's pompous attitude hasn't reassured them any. Others, like the local merchants, have profited from the town's new tourist-friendly image and are careful to voice any critical views—for good reason. Though it's illegal to do so, known Independents and perceived troublemakers are unable to find safe harbor in Serenity View and either wind up in the town's slums or on a missing person's report.

A few merchants and self-proclaimed "servants of the people" have taken it upon themselves to help the downtrodden whenever they can by offering safe haven to those who need it—provided they can avoid a run-in with Morningstar, Shepherd Wiley, or the Alliance for fear of being attacked or worse.

Here are a few notable locations:

- **Whistler's Bar and Grill—**Henry Whistler was an Alliance Captain who sacrificed his own life to save his wife, an Independent spy, from being taken hostage during the War. Now run by the couple's young daughter, Elizabeth, this casual eatery is one of the few restaurants in town that will openly cater to veterans on both sides of the War. Unfortunately, after Shepherd Carson labeled it "a place for the damned" in one of his sermons, the tavern is in dire financial straits. As it turns out, Carson's declaration is purposeful. Though Elizabeth Whistler **(Bar Owner D6)** was only twelve when the Battle of Serenity Valley took place, she does remember a kind Alliance soldier named Andrew Spellman who occasionally visited her late father.

- **Mei Long's Fine Dining**—Few establishments in Serenity View cater to the elite and this elaborately decorated Chinese restaurant is one of them. Though outsiders believe this five-star bistro is independently owned and operated, residents know that this is one of many Alliance-funded buildings. Tourists frequent here for its excellent cuisine; Alliance dignitaries and Guild traders like Morningstar often linger in its private tea rooms. The name "mei long" translates to "sleeping dragon."
- **Serenity Valley Chapel**—This humble white chapel was built within the confines of Serenity View after the War. Outside, its bright walls shine like a beacon on the ridge and can be seen from the cemetery below. Inside, townsfolk sit on burnished wood pews to sing hymns and listen to Shepherd Carson's fiery sermons. There are few decorations and not much of value inside this sparsely furnished building—other than a locked cabinet where Carson is rumored to keep an ancient copy of the Good Book.
- **Doc Greene's Medicine Shop and Office**—Within the borders of Serenity View, four doctors have set up shop in varying locations. This particular pharmacy, which offers a mixture of herbal remedies and state-of-the-art medicine, is situated between a boarding house and Serenity Valley Chapel. Doc Greene **(Town Doctor D8, TREAT D6)** is the town's favorite physician because he served as an Alliance medic in the War and came back in one piece. Though he's made it clear he believes in the Alliance, Doc Greene is a kind fellow who serves Serenity Valley's sick and dying even if it costs him greatly to do so. Notably, he does not hide his disdain for Shepherd Carson.
- **Sheriff's Office**—Not much can be said about the local sheriff's office and its tiny jail. The windows are boarded up, the front door is locked tight, and the building is conspicuously empty. It seems Shepherd Carson successfully convinced the townsfolk that the good people of Serenity View don't need a lawman running around. Their god-fearing ways, combined with Morningstar's protection and relationship with the Alliance, have turned Serenity View into the safest town in all the Georgia System.
- **Unification War Museum**—The War may be over, but that has not discouraged the Alliance from gloating. This three-story modern museum is a gaudy reminder of the Alliance's influence here. It's filled with Unification War memorabilia, guns and vehicles, propaganda posters, articles, video with Alliance generals, and kitschy mementos from its sprawling gift shop like the T-shirt that reads **"I <3 the Alliance"** or the book titled **"A Better Place: Life on Hera, an Alliance-Occupied World."** To any War veteran, scholar, or historian, the Museum's revisionist history will seem noticeably slanted in favor of the "peace-seeking" Alliance military.
- **McHale's Junkyard**—Serenity View's only junkyard sits on the outskirts of town. It is owned by an elderly gentleman named Sidney McHale (**Junkyard Owner D6**), a Browncoat sympathizer who's well informed and has a good idea what Morningstar is up to. Bordered by a ten-foot tall green fence, this mechanical dumpsite is filled with used parts and tools—perfect for a ship's mechanic who's in desperate need of a new fan or power coupling. Most civilized townsfolk won't visit this dirty junkyard and often send couriers or hired hands in their stead.
- **Serenity View Tours and Horse Rentals**—Travelers who visit Serenity View for the first time often wind up on the doorstep of this tourist-friendly guidepost. Guides are happy to show newcomers around town on horseback to point out Serenity View's landmarks like the Serenity Valley Chapel, White Lotus Opera House, and Unification War Museum. In their off hours, guides clear the route of debris and anything else that might paint the town (or Morningstar) in an unflattering way. On

paper, the service is owned by the Trader's Guild—which means that Morningstar is really the one who runs this show.

- **White Lotus Opera House**—Serenity View offers a fair amount of entertainment for tourists, but no place is as memorable as the White Lotus Opera House. Built in a traditional Chinese style, replete with gilded balconies and dragon motifs, the theater attracts fans from all across the system. Currently, a local troupe is performing *Yaoguai*, which is a modern-day retelling of the centuries-old opera *Faust*. Shepherd Carson has condemned the play as "sinful," likely because its theme hits a little too close to home. Yaoguai is about a Guild trader who sells the soul of his neighbors to a demon in exchange for divine powers and immortality.
- **Tian Yin, Traveling Fortune Teller**—Hidden in plain sight, a small, covered wagon decorated with glittery constellations rolls slowly round the town square. Gold letters are painted on its side that reads **Celestial Mystic. Fortunes Told. Past Lives Remembered.** Yin is a well-meaning charlatan who provides travelers will light fun and entertainment. To anyone familiar with Chinese astrology and the **I Ching**, Yin's interpretation caters to the crowd he's entertaining. For a handsome amount of credits, Tian Yin (**Celestial Mystic D8**) will provide information to those who can pay for his extra services and prove trustworthy.

SERENITY VALLEY

"Hasn't changed a bit. Has it, Sir?"

– Zoe

There isn't a man, woman, or child alive in the 'Verse who doesn't know that the Unification War was decided at the Battle of Serenity Valley. Alliance soldiers and Independents alike are buried on these hallowed grounds. Many journey through Serenity Valley to visit the graves of their loved ones who fought in that final, bloody battle. Though it's never been confirmed, local legends say this cemetery is now haunted. Strange, ghostly lights fill the graveyard late at night. At dawn, just when the sun begins to rise over the charred fields, the feverish screams of dying soldiers echo for miles and miles.

Bone-white tombstones dot the blackened landscape. Nothing substantial grows in this blighted place—not even weeds. Worse, the area isn't entirely safe—some munitions, traps, and landmines lie beneath the soil. To mark the safer areas, Morningstar built a War memorial at the mouth of the Valley. This state-of-the-art holomap shows which routes have been cleared and which paths are still considered dangerous.

To some extent, the map reveals the truth. Passages that are off-limits to tourists *are* unstable, for those routes lead straight to Morningstar's underground bunker. The threat of landmines and vengeful spirits is not entirely accurate, though. They're simply part of a clever ruse to help Morningstar and Shepherd Carson cover their tracks.



PHOENIX HEIGHTS

"How can people live like this? No wonder they're getting sick."

– Simon

At the furthest edges of town, between Serenity View's borders and McHale's Junkyard, lies a shantytown called "Phoenix Heights." Crafted with bits of corrugated metal, parts of rusty ships, and mud, the makeshift hovels barely hold their shape. The ground is pockmarked with pools of muddy water; the air is filled with swarms of flies, the smell of rotting soybeans, and the sound of children coughing.

The desolate folk who live in this half-mile area are mostly refugees from the War and destitute townsfolk who fell on hard times. They are the forgotten remnants of the Unification War who suffer the most from one man's greed. Most who travel to Serenity View don't even know Phoenix Heights exists.

Morningstar regularly sends his goons to Phoenix Heights in the dead of night to coerce its citizens into signing their lives away for the promise of a little food, clean water, and a stable roof over their heads.

For whatever reason, the **Townsfolk D6** are blind to what's happening in Phoenix Heights. Some say a vengeful ghost is responsible for the missing refugees. Others warn passersby that the time of Serenity View's judgment has finally come.

Shepherd Carson is partly responsible for this practice, for he views Phoenix Heights to be a threat to the safety of Serenity View and his wealthy benefactor. Should the shantytown's population swell beyond a few dozen angry folk, he predicts these people could attract the attention of the Alliance or the Guild's shrewd investigators. When other folk dare to help the refugees, Carson reminds them that Phoenix Town and its inhabitants are cursed by the Devil himself—a claim that does have some truth to it.

UNDERGROUND WAR BUNKER

"I've been from one end of the 'Verse to the other and I've never seen anything as foul as this. God help us."

– Shepherd Book

The off-limit areas of Serenity Valley disguise the town's darkest secret. Virgil Morningstar, with the help of Shepherd Carson, has recently burrowed beneath the far side of the cemetery to build an underground fortress in the remains of an abandoned war bunker.

Though it's primarily under construction, Morningstar has managed to hollow out a hidden entrance and exit, a large auction room, two storage units, and a surveillance chamber wired with high-tech equipment.

Heavily fortified, the bunker has few weaknesses. The entrance and exit are both narrow and its power originates from solar cells placed in key positions above ground on the far side of the ridge. Unfortunately, Morningstar is aware of his bunker's shortcomings. In the event of a power outage or an attack, he has planted a series of booby traps that, if triggered, will cover his tracks and destroy his cargo.



MASTERIN' THE GAME
TENSION AND MISDIRECTION

In *Firefly*, villains often employ misdirection to trick the Crew into helping them. Badger is a great example of an awful excuse for a human being. Imagine how the Crew's interactions with Badger would've changed if he played his hand too soon?

The most important thing to remember about Virgil Morningstar is that he won't reveal what his "cargo" is until it's absolutely necessary. There may come a time when Virgil tries to shut the Crew up by releasing Daisy early. If, and when, he does think about how that might impact what happens next.

If the Crew rescues Daisy early on in the Episode, draw out the remaining scenes with descriptions to show what *else* is happening in Serenity View. Show them the posters of the missing townsfolk or the abandoned sheriff's office. Offer an encounter with Zhao, the Celestial Mystic, or Shepherd Carson. Sooner or later, the Crew will know that Daisy isn't the only one who needed to be rescued.

COMINGS AND GOINGS

"What gives you the right to judge me? Better think twice before you try to take me down."

– Virgil Morningstar

Monty and the Crew are having drinks in the bar when he shares that his new wife Daisy has gone missing. While he can't confirm who took her, Monty believes that a fellow by the name of Virgil Morningstar is to blame. Seems Daisy might have poked her nose around where she wasn't supposed to.

Virgil Morningstar is the kind of black hat-wearing, gun-totin' varmint the Crew will love to hate. Rescuing Daisy and reuniting her with Monty is a fine way to put a dent in his pride, but the longer the Crew investigates, the more dirt they'll dig up on him and Shepherd Carson.

Though the details of Morningstar's operation are not hidden in plain sight, the Crew can find out more about the missing townsfolk provided they spend some time in Serenity View. When confronted, the Guild trader will reveal he's performing a "cleansing" with the backing of the Alliance-run Trader's Guild and Shepherd Carson's blessing. As long as Morningstar has both, he'll defend his position from anyone who challenges him—the Alliance included.

'Course, Morningstar's the type of villain who'll take advantage of an opportunity when he sees it. For prospective clients or new hires like the Crew, Morningstar may even go so far as to reveal the location of his secret bunker, brag about how the Core's wealthiest families pay him extravagant sums for his cargo, or gloat that the Trader's Guild knows about his shady deals but doesn't care.

If that weren't bad enough, this Guild trader will attempt to hire the Crew to do his dirty work—but he's not the only one. An Alliance colonel is hot on Morningstar's trail and thinks the Crew can help her bring him to justice, with or without the missing townsfolk.

To get Daisy back, the Crew'll have to con, shoot, and negotiate their way into Morningstar's secret base any way they can. Remember, Monty may hire the Crew to find his wife, but there's a lot more adventurin' to be had in *Friends in Low Places*. The more the Crew finds out, the more potential there is for some thrillin' heroics and the greater the chance of reward.



PRELUDE: WAR STORIES

The Crew has returned to Hera to resupply and swap war stories with their friend Monty. Unfortunately, Monty isn't in the best of moods on account of the fact that his new wife Daisy has gone missing. Just when the Crew's about to decide whether or not to help him, a fight breaks out in the bar, and they're caught in the middle of it.

THE LOWDOWN: GOOD TIMES

The Crewmembers begin the adventure in Serenity View, a small town overlooking Serenity Valley on Hera.

INT: Whistler's Bar and Grill (DAY)

The Crew is gathered together in an old-fashioned bar with a semi-casual atmosphere. Blue-and-white porcelain pitchers filled with pale yellow beer are scattered across the oak table. Red Chinese lanterns hang from the ceiling. Servers dressed in brightly colored kimonos sashay through the restaurant. Traditional Chinese music pipes through the speakers in the ceiling. A young, drunk PATRON, wearing a shirt with the sleeves ripped off, approaches the table.

PATRON (to Jayne): You ain't one of them dirty 'Coats, are ye? You smell like one, boy.

JAYNE: Who you callin' "boy?" See, now you gone and made me mad.

PATRON: What you gonna do, shoot me?

JAYNE (turns head): Mal? Can I?

TROUBLE: THEM PESKY LOCALS

The Crew is catching up on old times with Monty when he reveals he's sad because his wife's gone missing and he believes whoever took her hasn't left Serenity View. During their conversation, a few of the locals are pushing the Crew's buttons, talking about them "dirty Browncoats" and how it was a "wonder they lasted as long as they did." This is a good opportunity for the Crew to exchange stories about their participation in the final days of the War and earn some much-needed Plot Points to use later on in the Episode.

Don't be afraid to hit the Crew below the belt—that's what the patrons were hired to do. Morningstar would love it if Whistler's Bar and Grill burned to the ground. He is convinced that Shepherd Carson was right to condemn Elizabeth Whistler's establishment, but won't attack the bar openly. Bar fights, on the other hand, may be enough for Virgil to prove Whistler's isn't safe, so he can get the Alliance to shut it down for good.

The locals will start a bar fight with or without the Crew's help. Now, the Crew may decide to leave Whistler's Bar and Grill behind and take their chances elsewhere. Let them leave to avoid the bar fight if they want to keep their heads down and stay out of trouble. If they do stay and fight, make sure that they know that someone hired folks to start the fight in the first place.

Once they're out of the restaurant and in the streets of Serenity View, give them some opportunities to look around and get a feel for the town. The locations mentioned at the start of the adventure will offer the Crew a chance to get to know Morningstar's reputation, find out that other townsfolk are missing, and maybe even learn Shepherd Carson isn't who he says he is.

Once they're done exploring, rope them back into the main story by re-introducing Monty and the mystery of his missing wife.

MASTERIN' THE GAME
MORNINGSTAR'S MOTIVATION

If the Crew gets into a bar fight with the locals, they will eventually catch Virgil Morningstar's attention. Remember, Virgil is well connected and knows the comings and goings of folks in his town. He may not be aware of the Crew's background or innermost secrets, but he will quickly realize they aren't from Hera and that they operate in isolation. To a man like Morningstar, who plays all the angles, this makes the Crew a primary target to either help or hinder his operation. He *wants* a Crew that'd appear suspicious to the Alliance, because if they get caught doing his dirty work, the authorities will never believe than an upstanding Guild trader would ever think to engage in suckering refugees into indentured servitude.

For all Virgil's bluster, he's an opportunist at heart who thinks his work is necessary. To play up those angles, like his relationship with the Shepherd, don't be afraid to tap into the Crew's own questionable morality. Maybe the Crew will wind up agreeing with what Virgil's doing. Maybe they think the Shepherd is a good man. Maybe they don't entirely trust Monty.

Whatever the reason or cause, tossin' in a few quips about Morningstar from the locals here and there—even before the fight—will shape Virgil's reputation before they first meet him.

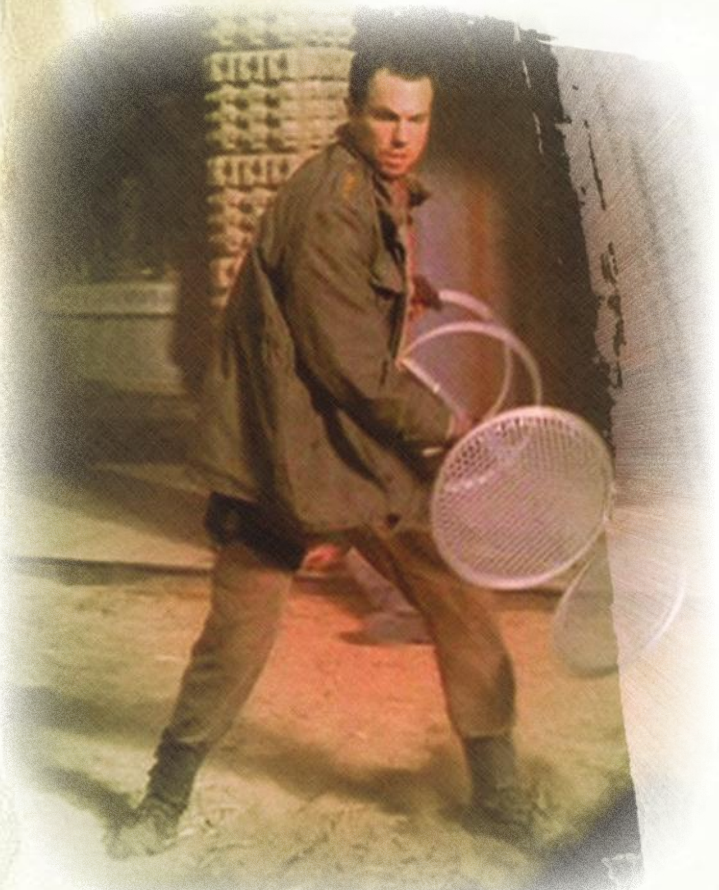
THE SHOWDOWN: BEER-GUZZLING FOOLS

Virgil Morningstar has paid the locals well to shake things up at Whistler's Bar and Grill. His goal is to impress his friend, Shepherd Carson, and eventually cause so much trouble for Elizabeth Whistler she'll be forced to close her doors. Though Morningstar himself is not physically present, his hired goons (and the customers who recognize them) won't be shy about sharing that they're working on his behalf.

Monty will have a good sense of what's happening in the bar. As soon as he perceives trouble or thinks one of Virgil's hired guns is lurking around, he'll clam up and seek the nearest exit.

Keep in mind the outcome of this battle won't affect or influence how the rest of the Episode progresses. This scene'll get the Crew warmed up for what's to come and clue themselves in to the fact that Morningstar is a force to be reckoned with—whether or not they decide to jump in and throw a few punches is up to them.

This fight uses an Action Order (page 27), but don't be surprised if it ends before everyone gets a chance to put down the townies.



BAR FIGHT WITH THE LOCAL COLOR

As soon as the locals, or the Crewmembers, throw the first punch, the rest of the bar patrons will join in, too. Monty will be conspicuously absent from the fight, however, and will do what it takes to leave the bar. Before he does, Monty'll tell the Crew he'll either meet up with them back at their ship or find them in town. He's aware of what's going to happen next and this crafty old goat knows more than he's letting on. There is one **Rowdy Local D6** for each Crewmember to start. This fight uses the rules for Ganging Up (see page 151).

Crewmembers may draw a gun by making a **Physical** + **Shoot** roll. If the Crew shoots up Whistler's Bar and Grill, at the end of this fight, Elizabeth Whistler will have them arrested and taken to Colonel Wu.

Crewmember Dice Pool: Social + **Influence** if they try to be intimidating, **Mental** + **Trick** if they try to be clever, **Physical** + **Fight** if they brawl.

Gamemaster Dice Pool: Easy Difficulty d6 + **Rowdy Local Xd6**

Possible Assets: Broken Bottle, **Flipped Table**, **Sturdy Barstool**

Possible Complications: Spilled Drinks, **Arms Pinned Back**, **Head Slammed into the Bar**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by the locals unless they spend a Plot Point to stay in the fight. If the Crewmember does so, the GM can create a Complication equal to the highest rolling die in the opposition's pool to reflect their injuries, or step up an already existing Complication.
- **Raise the Stakes:** POW! The Crewmember takes down one of the locals. Remove a **Rowdy Local d6** from the scene.
- **Extraordinary Success:** WHAM! THUD! The Crewmember takes down two of the locals. Remove two **Rowdy Local d6** from the scene.

At the end of this fight, Alliance soldiers will come

rushing in, asking for eyewitness reports so they can arrest the culprits. Elizabeth Whistler will point out Morningstar's hired thugs and, if they're still present, deny the Crew's involvement in the brawl (so long as they haven't started shooting up her bar). She will not point a finger at the Crew unless they've given her cause to do so. Should the Crew wish to question Elizabeth, she'll gladly reveal her troubles with Shepherd Carson and Morningstar after the Alliance is gone.

If the Crew defends Morningstar in any way, Elizabeth will ensure that they get arrested on the spot. Once that happens, they'll have a run-in with Colonel Wu. Switch the events of Act I and II, or skip Act I entirely, to usher in new aspects of the story and keep the plot moving forward.

PICKING UP THE PIECES

If the Crew stays on Whistler's good side, she'll help them realize that Morningstar staged the fight or talk about how Shepherd Carson set her up. This might also occur during the fight itself should the Crewmembers hang back from the brawl and talk to her.

Crewmember Dice Pool: Social + Influence, Mental + Notice

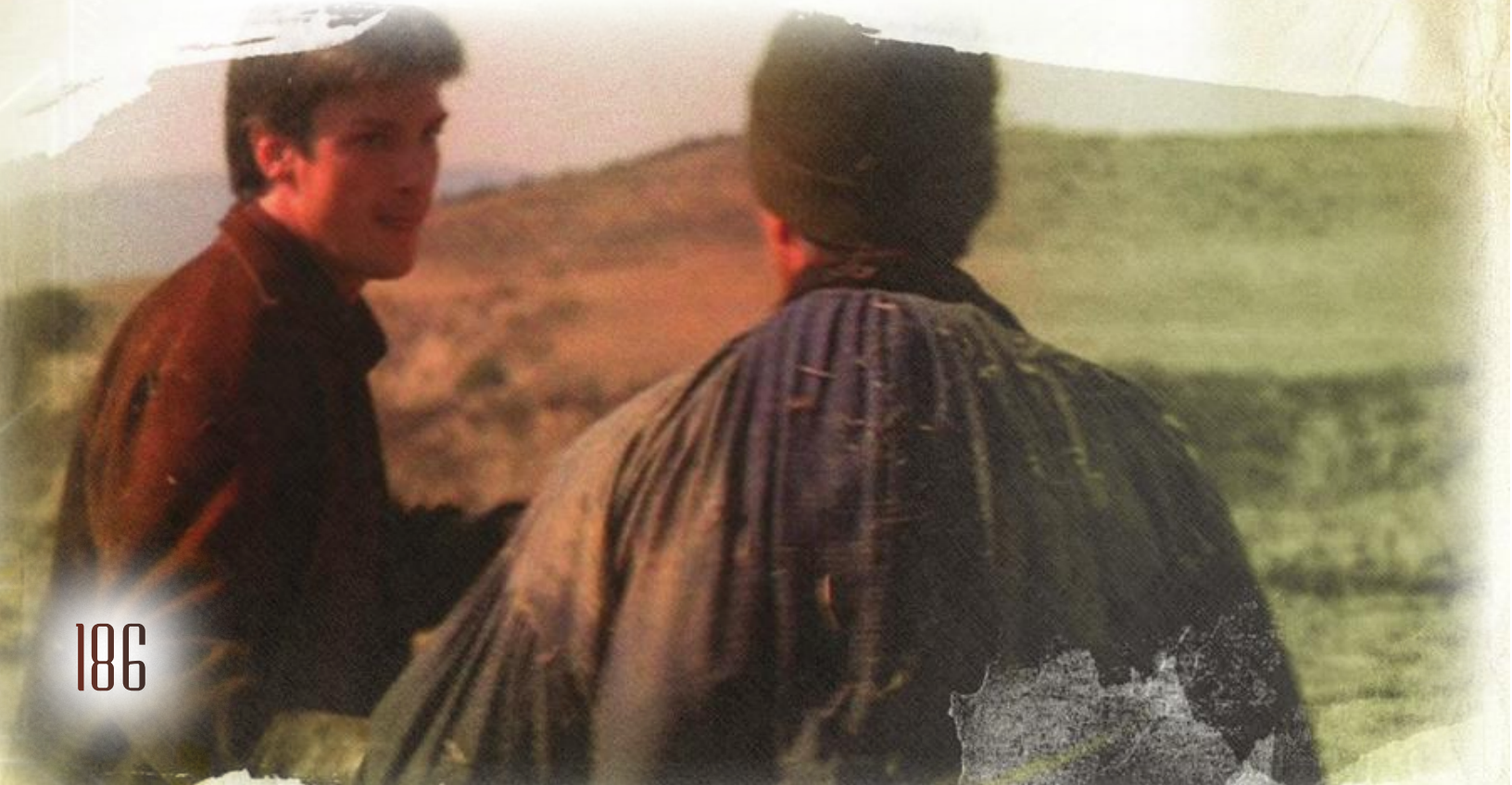
Gamemaster Dice Pool: Easy Difficulty d6 + Whistler's **Bar Owner d6**

Possible Assets: Helped Clean Up, Took a Punch for Whistler, Impressive Brawler

Possible Complications: Hurt Bartender, Sick of These Fights, As Bad as Morningstar

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The hired goons are unimpressed by the Crew's ability to defend themselves. When dealing with Morningstar, the Crew gains an **Unimpressed d6** Complication.
- **Raise the Stakes:** The Crew is not stupid. They see that the locals are puppets and discern that somebody else is pulling the strings. The bar fight was obviously staged, and the Crew knows it.
- **Extraordinary Success:** Not only does the Crew know that the locals have been manipulated, they can tell that Morningstar is the man responsible for the ruckus. Create a **You Think You're So Clever d6** Asset for the Crew to use against Virgil. If they spend a Plot Point, the Asset lasts until the end of the Episode.





ACT I: ABOUT FACE

The Crewmembers are beginning to realize that Serenity View is not the picture-perfect town it seems to be. Worse, they are about to learn from Monty where his missing wife might be—and find out just how awful Morningstar really is.

INT. SERENITY (DAY)

KAYLEE, WASH, and the rest of the crew are following VIRGIL MORNINGSTAR into the mess hall. Along the way, Virgil and his goons are scraping his spurs on the floor and knocking equipment over with the butt of their rifles.

KAYLEE: I can't believe you let a guy like him on board Serenity.

WASH: Me? How was I supposed to know he was trouble?

KAYLEE: You'd think that black hat he wears ain't a gorramn clue?

THE LOWDOWN: REUNION

After the Crew has had a chance to either explore the town or make a quick getaway, it'll be time for their meeting with Monty back at the ship. This is another great opportunity to give the Crew a chance to learn more about what's happening in town from Monty himself.

The information they glean from Monty will be crucial to help the Crew scheme and plan when Morningstar shows up. Add some dice rolls to that conversation and show Monty's fear that his wife will never be found.

CONSOLING MONTY

Monty may be simple folk and a good fighter, but that don't mean he's stupid. Something about Morningstar has gotten under his skin and he's eager to spill the beans, provided the trader's goons ain't around to listen. Listen in closely and the details that come to light reveal what Morningstar is really up to.

Crewmember Dice Pool: **Social** + **Influence** if the Crew asks him directly, **Mental** + **Trick** if the Crew tries to get him drunk to loosen his tongue

Gamemaster Dice Pool: Monty's **Mental D6** + **Focus D10** + **Hitched D4**

Possible Assets: **Buy Him a Drink**, **Telling War Stories Gets Him Laughing Again**, **Feeling Safe**

Possible Complications: **"Damned Devil-Women!"**, **Overheard By Virgil's Spies**, **Monty Will Handle It Himself**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crew gets confirmation that Daisy isn't the only one who's missing and that Morningstar is likely to blame. Monty, however, decides he's going to try to fix the problem by himself and storms off to find Daisy.
- **Raise the Stakes:** The Crewmembers discover that Morningstar's cargo may not be on the up-and-up and the missing townsfolk might know something about what's being transported. Monty agrees to listen to their plan and help where he can.
- **Extraordinary Success:** It's clear to the Crew that Morningstar's cargo is illegal and likely needs a secret location to either make the trade or hold an auction. Monty is totally on board for the Crew's plan. Create a **Monty Is Here to Help d6** Asset for the Crew. If they spend a Plot Point, the Asset lasts until the end of the Episode.

TROUBLE: DOWN AND OUT

The Crew is listening to Monty when Morningstar, Shepherd Carson, and a group of thugs show up at their ship. At the first sign of trouble, Monty will either hide elsewhere on board or leave the boat. He does not want a confrontation with Morningstar because he's afraid that'll affect the safety of his wife. Morningstar, on the other hand, came on board the Crew's ship for a different reason.

The Guild trader will attempt to hire the Crew. As it turns out, Morningstar wants to pay them to grab cargo containers from Phoenix Heights and truck them to the Serenity Valley cemetery late at night. Should they ask about Daisy, he'll simply smile and say that he'll toss her in to sweeten the deal if they cooperate with him.

As the Crew listens to Morningstar's offer, they might notice the trader appears nervous or anxious. Something may seem a little off—for good reason. With a few successful **Influence** plus **Notice** rolls, the Crewmembers will quickly learn that the Alliance has been nosing around, which has made Morningstar a little more paranoid than usual.

On the surface, the details of the offer aren't altogether unattractive. The Crew will have to grab containers lying outside specific hovels in Phoenix Heights. Morningstar

will explain that, once the cargo is secure, his goons will help them transport the containers to his private auction. If the Crew proves to be trustworthy, they'll be paid a handsome finder's fee after the auction has concluded. When pressed, Morningstar will not reveal the contents or nature of the cargo and politely remind the Crew that opening any container will compromise their deal.

At this point, the Crew may be uncomfortable with what they're being asked to do. If they don't agree to Morningstar's schemes, he won't damage the ship or kill Daisy, but he will keep a closer eye on their comings and goings.

THE SHOWDOWN: CONFRONTATION

The Crew may decide to take Morningstar on here, whilst he's on board their boat. Maybe they don't notice the guns trained on them. Maybe they don't see the thugs lurking in every corner. Maybe they don't think Morningstar is crafty enough to damage the ship. Morningstar is slippery, though, and has no qualms about pulling parts from *Serenity* to re-sell them on the open market or suckering one of them into a lifetime of indentured servitude if the Crew openly threatens him. This slips into an Action Order (page 27) and it's a fight the Crew is unlikely to win.

The thing is, the Crew can influence Morningstar and change how the trader feels about them—just not in the way they expect. Instead of confronting Morningstar with force, a successful negotiation will sweeten the trader's disposition and potentially reward them financially.



SIZING UP MORNINGSTAR'S THUGS

Morningstar makes a bold move showing up at the Crew's door. Cautious Crewmembers may wish to take a look at Virgil and feel his organization out before deciding how to negotiate.

Crewmember Dice Pool: Social + Influence, Mental + Notice, Mental + Know

Gamemaster Dice Pool: Virgil's **Mental D8 + Focus D6 + Unprincipled D8**

Possible Assets: Asked Around, Badger Told Me About You Once, On Our Home Turf

Possible Complications: Well-Protected, Guns Drawn, More Goons Outside

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Morningstar holds all the cards and he knows it. The Crew is outnumbered and outgunned.
- **Raise the Stakes:** Morningstar surrounds himself with decent help. A few of Morningstar's gang sport a strange tattoo in the shape of a serpent. The Celestial Mystic might know what that kind of tattoo means.
- **Extraordinary Success:** The Crew spots the strange tattoo on several of Morningstar's goons and realizes that tattoos of this type reveal that Morningstar has created an inner circle of folk to protect him and his business. These tattoos are the sign of a powerful man whose influence reaches well beyond Hera.

NEGOTIATIONS

Morningstar could make a decent ally for the Crew. While he won't stop the auction, he will back the Crew if they get caught by the Alliance. If the Crew manages to impress him, he'll reserve some credits for them and help them re-supply before they take off. However, if any Crewmember suddenly grows a conscience and tries to attack, then Morningstar will play his hand and damage *Serenity* right in front of them.

Crewmember Dice Pool: Social + **Influence**, **Mental** + **Notice**, **Mental** + **Know**

Gamemaster Dice Pool: Virgil's **Mental D8** + **Focus D6** + **Negotiations D6** + **Unprincipled D4**

Possible Assets: We Should Get Paid Double, **We Can Fly Them Out**, **Laughing at the Suckers**

Possible Complications: Virgil Took an Important Engine Part, **I Vow I'll See You Hang**, **I Know That Name**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** No matter what the Crew says or does, not a one of them manages to impress the Guild trader. Morningstar gives the signal and forces the Crew to watch, in horror, as one of his thugs smashes the ship's right thruster. Create or step up a Complication related to damaging the ship.
- **Raise the Stakes:** The Crew gets through to Virgil. As a result of this Action, the Crew will be able to review the passenger manifest to learn the names of the refugees.
- **Extraordinary Success:** As above, with an extra big, damn hero bonus. Morningstar will release a random refugee of his choosing into the Crew's custody and will offer to pay them extra when they reach his hideout.

FIGHTING MORNINGSTAR

The Crew may not want to deal with a Guild trader who's not on the up-and-up and may see fighting their way out is the only option. It won't be an easy fight. Virgil's brought twice as many **Hired Guns D6** as there are Crewmembers. They also are inside the ship, which means a big firefight could cause a ton of damage. Fight hard, spend Plot Points, and make it hurt until the Crew gives. If they manage to reduce Virgil's pool to half his men, he will retreat...for now.

Keep in mind that ship parts can be replaced. If the boat gets damaged, a quick Cortex search will reveal the location of McHale's Junkyard.

Crewmember Dice Pool: Physical + **Fight**, **Physical** + **Shoot**

Gamemaster Dice Pool: Virgil's **Physical D4** + **Fight D4** (or **Move D4**) + **Local Yokel D8** + **Hired Guns XD6**

Possible Assets: Stashed Guns, **Fire Up the Engines**, **Crossfire**

Possible Complications: Outnumbered, **Collateral Damage**, **Something's Burning**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** None of Morningstar's men are harmed.
- **Raise the Stakes:** The Crew eliminates one of **Hired Guns D6**.
- **Extraordinary Success:** The Crew eliminates two of **Hired Guns D6**.

DEFENDING AGAINST MORNINGSTAR

Morningstar is not out to hurt the Crew, even if they draw down on him. He is perfectly fine with messing up their ship. Any Complications he inflicts *will* affect the Crew's boat.

GMs should step up any ship-related Complication as high and as quickly as possible. If a **D12** Complication is stepped up, the Crew's boat is going nowhere. This will effectively end the fight the Crew instigated. Once the ship has been damaged to this level, Morningstar will depart to let the Crew try to fix it and think about the wisdom of starting a fight with a man like him.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot, Physical + Move

Gamemaster Dice Pool: Morningstar's **Physical D4 + Fight D4 + Local Yokel D8 + Hired Guns XD6**

Possible Assets: Cover Behind Cargo, Fire Down from the Catwalk, Run and Gun

Possible Complications: Parts Stripped, Hull Breached, Engine Damage

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out. If the Crewmember spends a Plot Point to stay in the fight, the GM inflicts a Complication equal to Virgil's highest rolling die or steps up an existing one on the ship.
- **Raise the Stakes:** No additional damage has been done to the ship this time.
- **Extraordinary Success:** No additional damage has been done to the ship this time.

By playing up all the angles, the Crew might even think of an ingenious way to rescue the refugees and tell Morningstar to go to hell. Let 'em. If that's what the Crew wants to do, offer them the chance to get a counterproposition from Colonel Sally Wu or introduce her spy, Qiao Zhao. This, too, is an excellent opportunity to reward Plot Points for powerful realizations. The Crew'll need 'em to survive—be generous!

MASTERIN' THE GAME
MISSING PERSONS

This Act could just as easily take place in Serenity View as it could on board the Crew's ship. If it does, Morningstar will surround the Crew with innocent townsfolk to avoid bloodshed. The trader'll present them with the same deal. All the while, the townsfolk milling about will double as his spies. Remember, Act I is important because Monty'll share more details about his missing wife. Morningstar's appearance in Act I sets a face to a name and gives the Crew a chance to figure out what type of villain they're facing.

Though the Crew is up against a dirty trader, there are other aspects of this Episode to explore. The connection between the missing refugees and the Crewmembers is important to tap into the emotional depth of this Episode. One way to build on that is to explore Serenity View after their confrontation with Morningstar. Let them find Phoenix Heights during the day or talk to townsfolk like Doc Greene. Connect the refugees to the war stories the Crew revealed in the opening Prelude, or introduce an escapee or witness. Another option would be to play into the character's backgrounds—maybe a passenger on the manifest shares the same family surname or is from the same town. No matter what details come to light, this Act ties into the gravity of the Crew's situation and deepens the aftereffects of the Unification War.

By playing up all the angles, the Crew might even think of an ingenious way to rescue the refugees and tell Morningstar to go to hell. Let 'em. If that's what the Crew wants to do, offer them the chance to get a counterproposition from Colonel Sally Wu or introduce her spy, Qiao Zhao. This, too, is an excellent opportunity to reward Plot Points for powerful realizations. The Crew'll need 'em to survive—be generous!



ACT II: THAT'S NOT FUNNY

After Virgil Morningstar leaves, Inara gets a wave from Colonel Sally Wu, who wishes to set up a meeting with the Captain at Mei Long's. Turns out the Colonel is an Alliance Captain who believes Morningstar is a low-down, good-for-nothin' snake. Now the Crew has the option of siding with the Alliance to transport the refugees and catch Morningstar in the act.

INT. Mei Long's Fine Dining (EVENING)

MAL and CREW arrive at an expensive restaurant decorated with mother-of-pearl cranes and poems written in Chinese calligraphy. The PATRONS are polite but uninterested in paying attention to them. The WAITRESS quickly ushers them into a private tea room, where they see COLONEL Sally Wu, a highly decorated Alliance officer, sitting down with six Alliance SOLDIERS. VIRGIL MORNINGSTAR is nowhere to be seen.

COL. WU: How much do you know about the Alliance?

MAL: A fair bit. Why do you ask?

COL. WU: Then you know I'll speak plainly.

MAL: Well, now, I'll be the judge of that.

THE LOWDOWN: AN UNLIKELY ALLY

This Act introduces a new twist. Colonel Sally Wu will present the Crew with a deal—help the Alliance bring Morningstar to justice and they'll be handsomely rewarded. Not only will they free their friend, Daisy, but they'll also receive a reward befitting the good deeds they'll do on behalf of the Alliance. Monty is welcome to tag along, of course, or he can just as easily provide cover for the Crew outside the restaurant, or remain with the ship and guard that location while the other Crewmembers are away.

Now, most Browncoats will be twitchy if they're asked to sit in front of a decorated Alliance war veteran. The important clue the Crew will learn from Colonel Sally Wu is that she's there to take down Morningstar and has yet to confirm what his cargo is or find his base of operations. The tension in this scene will originate from the Crew's attitudes toward the Alliance. A Crew who's unwilling to hear Wu out will need new information to chew on. Wu's spy, Qiao Zhao, fills that role nicely. She'll wait until she's out of the Colonel's earshot to tell the Crew that all their answers can be found in Phoenix Heights.

TROUBLE: THERE GOES THE LAW

The purpose of this Act is to offer the Crew a chance to better their situation for the upcoming fight and deepen the mystery. The only trouble is, this isn't just any conversation and Colonel Sally Wu ain't no backwater mayor. While she's having the conversation with the Crew, the good Colonel's soldiers are drawing up their arrest warrants just in case they turn out to be Morningstar's accomplices. Worse, the longer Wu sits around, the more the restaurant employees will notice—and that news will eventually get back to Shepherd Carson or the Guild trader.

Wu will tell the Crew she has yet to confim what the cargo is or find out where he's hiding it. Now, because Colonel Wu is acting in behalf of the Alliance, the Crew may not believe her story—and that's okay. Wu will openly threaten the Crew and their ship if they don't cooperate with her, but, in this case, she's telling the truth. The Colonel doesn't know the depths that Morningstar has sunk to. Right now, Wu is operating on her suspicions and fragments of data. When she does, though, she'll throw the weight of the Alliance at him, not caring who (or what) stands in her way.

The results of this Act will further result in forged alliances and backhanded deals. Whatever the Crew decides to do, those choices will affect the motivations of key groups in the grand finale.



THE SHOWDOWN: AVOIDING TROUBLE

The Crew will have to avoid an in-depth Alliance investigation and ensure Virgil Morningstar's thugs don't go running back to him.

EARNING WU'S TRUST

Sometimes, the only way out of trouble is for the Crew to shoot its way out, but this ain't one of them. Wu isn't the type of Alliance officer that can be bribed or cajoled. She wants a satisfactory solution and the only way she's going to get that is if Morningstar is behind bars.

The Crew will have to use a different set of negotiating skills and that means they'll need to keep their wits about them. To get on Colonel Wu's good side, the Crew will have to decide whether or not they can stomach making a deal with the Alliance. Wu's congenial nature combined with her matter-of-fact approach may raise all kind of alarm bells—especially for a Crew that's got something to hide.

Crewmember Dice Pool: Social + Influence, Mental + Trick

Gamemaster Dice Pool: Wu's **Social d10 + Influence d10 + Alliance Officer d4**

Possible Assets: My Favorite Vintage, I Know This Recipe, Are You Flirting with Her?

Possible Complications: Your Criminal Record, Impound Your Ship, A Little Drunk

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Wu believes that the Crew is in cahoots with Virgil Morningstar. Before she leaves the tea room, Wu threatens them and gives them an ultimatum. If Wu finds them present at the trader's hideout, she will arrest them on sight. The Crew has a pair of **Alliance Soldiers d6** following them around that they must shake to do any dirty deals.
- **Raise the Stakes:** The Crew manages to earn Colonel Wu's trust. She's no fool, but in this case she believes whatever story they give her and is willing to back them up should they confront Morningstar at his secret hideout.
- **Extraordinary Success:** Wu won't take "No, thanks!" for an answer. She's ready to help the Crew—and that means the Alliance will rush in and help the Crew in the final throwdown. The Crew will earn a **Trusted Ally d6** Asset that they can extend for the rest of the Episode by spending a Plot Point.

CATCHING THEM SPIES

The biggest problem with this confrontation is that Morningstar still has spies lurking about in Mei Long's. What those informants hear is just as important as what they see. Maybe some of the wait staff is bought and paid for or maybe a few of the Alliance soldiers are taking bribes on the side.

To prevent these spies from reaching Morningstar, the Crew will first have to catch them listening in a little too closely. Then, they'll have to chase them down before they have the chance to clue Morningstar in.

Crewmember Dice Pool: Physical + Move, Mental + Notice

Gamemaster Dice Pool: Challenging Difficulty d8 + Townsfolk Spies Xd6

Possible Assets: Paranoid, Whispering, Turn Up the Music

Possible Complications: Watched, Bugged, Shunned

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The onlookers leap to their own conclusions. They send a wave to Morningstar that the Crew is going to double-cross Morningstar.
- **Raise the Stakes:** The Crew catches up with the spies and manages to avoid raising suspicion. After all, it was obvious that the Alliance was going to question them. Wasn't it?
- **Extraordinary Success:** To all outsiders, the Crew's encounter with Colonel Wu appears to be perfectly

natural. Not only that, a few patrons point out the suspicious folk so the Alliance can arrest them.

After the resolution of this Act, the Crew may feel like they've been backed into a corner. They may feel like they have no choice but to transport Morningstar's cargo to find out how it's connected to Daisy and the missing townsfolk. Only this time, the Alliance will be watching and waiting right behind them, ready to attack when the trader's secret base is revealed.

Don't forget: the Crew *does* have a choice. They can decline both offers and still proceed with the story. Morningstar's ruse will begin to unravel the minute they sneak into Phoenix Heights in the dead of night in the next Act.

If they turn down any outside assistance, though, the conclusion of this Episode in Act IV will be mighty dangerous. By refusing Alliance help or Morningstar's deal, the Crew has a greater chance of getting caught in the crossfire between the two parties.





ACT III: SMUGGLER'S BLUES

Not long after Colonel Wu leaves, the Crew is given the signal. There's a truck waiting for them outside. It's time to drive to Phoenix Heights and transport the mysterious containers to the Serenity Valley cemetery.

EXT. ALLEYWAY (NIGHT)

SIMON, INARA, and WASH are sitting in a covered truck tucked away in a grimy alleyway near Phoenix Heights. WASH is fiddling with the controls while SIMON checks the medical equipment keeping the refugees in stasis. INARA, on the other hand, is going over the manifest and comparing the new owners' names against the Companion database on a portable device.

SIMON: Find anything on your end? Everything here seems normal.

INARA: It seems Mal's instincts were correct. The proud...owners of these refugees are all high-profile members of the Alliance. Politicians, former commanders, socialites...these families won't even get a slap on the wrist unless we provide hard evidence or Morningstar turns on them.

SIMON: That's disgusting.

THE LOWDOWN: SHIPPING AND HANDLING

When the Crew arrives in Phoenix Heights, they'll also have a run-in with Qiao Zhao, the Colonel's spy. This Act gives the Crew the opportunity to find out what the cargo is and discover the location of Morningstar's secret base where Monty's wife, Daisy, is being kept.

What the Crew may (or may not) know is that the cargo boxes Morningstar wants them to transport are filled with townsfolk. Qiao Zhao is aware of this fact, but the Colonel is not—unless the Crew has let that information slip. Zhao hasn't told her employer all she's learned for good reason: the spy fears Wu will imprison the missing refugees and force them to testify against Morningstar. Instead of freedom, the spy is convinced that Daisy and the disappearing townsfolk will trade one confinement for another.

To the untrained eye, the bodies found in these black containers appear to be dead. A fake shipping manifest attached to each one will declare the cargo's contents are being transported to a MedAcad on Bellerophon. Every person the Crew is about to transport to the Serenity Valley cemetery is alive and in an induced medical coma. Zhao was also able to learn that Morningstar has instructed his goons to avoid waking up the cargo until they're "sold" to a wealthy Alliance patron in the Core. A medic with the right equipment, like Doc Greene, will be able to quickly restore their consciousness.

MASTERIN' THE GAME
WAKE UP, SLEEPYHEAD!

The Crew may decide to open up the boxes and look for Daisy themselves. Morningstar is true to his word: he's got her back at his hideout.

Popping the lids won't be enough to shake the townsfolk from their coma. If they wake up the other refugees, remember that these characters have a mind and heart of their own. One indentured servant might take off running with or without the appropriate paperwork to ensure they'll be able to live free. Another might beg to join the Crew seeking revenge or to ensure that all corresponding contracts are destroyed.

The resolution of this scene is a great opportunity to reward the players with Plot Points. It'll also give the Crew a chance to put their plans in motion, whatever those might be.

Zhao serves another purpose at the end of this scene. If the Crew is stuck or is too scared to deal with Colonel Wu, this spy can further shape the plot. When pressed, Zhao will suggest that the Crew should go through with the job and meet Virgil's goons at the halfway point. That'll be the perfect opportunity to double-cross Morningstar by calling in the Alliance cavalry to follow them back to his hideout.

After all, Zhao'll need someone she can trust, since she's about to put herself into one of the cargo boxes. Unlike the other townsfolk, Zhao won't be unconscious or entirely helpless. She'll put on an oxygen mask and fold her body into one of the boxes.

TROUBLE: BORDER PATROL

Though the Crew may hold up their end of the deal, Virgil's thugs have been instructed to take them out once they reach the cemetery. His primary concern is that the Crew never reaches his secret base on the far side of Serenity Valley.

Fortunately, Morningstar's thugs aren't willing to risk their lives for him. They've got a lot of muscle, sure—but they will stand down if the Crew shows themselves to be the superior force.

VIRGIL'S DEADLY BONUS

Morningstar's hired goons will be hiding among the headstones in Serenity Valley. As soon as one of the Crewmembers steps outside the vehicle, they'll start firing. Sharp-eyed Crewmembers might notice they are on their way to an ambush. Virgil Morningstar has definitely double-crossed them.

Crewmember Dice Pool: Physical + Move, Mental + Notice

Gamemaster Dice Pool: Hard Difficulty d10 + Ex-Soldier Xd8

Possible Assets: It's A Trap!, The Glint of a Sniper Scope, I Knew We Couldn't Trust Him

Possible Complications: Damaged Truck, Damaged Case, Suppression Fire

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The ex-soldiers gain the upper hand. Instead of Taking the Crew Out, though, the ex-soldiers secure the cargo and police the Crew all the way back to Morningstar's war bunker. Veterans of the Unification War earn a **Bad Memories D6** Complication.
- **Raise the Stakes:** The townsfolk will tell them Grady Hopkins is the mining foreman who can be found workin' in the mine every day and most nights, too. Other than taking his meals at the Dry River Saloon, he spends most of his time drinkin' there on account of his poor daughter, Remember.
- **Extraordinary Success:** The Crew escapes the trap and learns about the underground hideout. In addition, one of the hired mercenaries has a change of heart. He knows the codes to properly open the stasis cases, giving the Crew a **Security Codes d6** Asset for freeing the captives. The Crew can spend a Plot Point to make the Asset last for the Episode.



THE SHOWDOWN: AN UNEXPECTED SERMON

Now that the Crew has taken out the thugs, they'll come face-to-face with Shepherd Carson. Seems the good Shepherd will do whatever he can to prevent them from reaching the hideout. If the Crew has dug into the Shepherd's background, they'll quickly realize that this imposter wants to screw up the delivery so the Crew will be killed at the bunker. If they haven't, they may view the "good" Shepherd as Virgil's second-in-command who was sent to finish what his hired help could not.

FACING WILEY CARSON

The Crew will have to think quickly. Carson is there to steal back the cargo and ensure they won't make it to Virgil's hideout. Unlike the goons, however, this individual is a criminal mastermind. He'll try to distract the Crew while his people grab the crates. At this point, those boxes are more valuable than the Crew's deaths are. Even if they're empty, the crates provide the Crew with much-needed leverage to get Daisy back. This is the evidence that Colonel Wu needs to build a case against Morningstar.

Crewmember Dice Pool: Physical + Fight, Mental + Focus, Social + Influence

Gamemaster Dice Pool: Carson's **Mental d10 + Trick d8 + Mysterious Past d8**

Possible Assets: Keep Him Covered, Knowledge of Theology, I Knew a Spellman

Possible Complications: Confused, Empty Crate, Missing Crate

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Carson swipes the cargo from the Crew. The Crew earns an **Empty Handed d6** Complication starting in the next Act.
- **Raise the Stakes:** The Crew holds Carson off and hasn't lost sight of the cargo. They are ready to face Morningstar in his hideout.
- **Extraordinary Success:** As above, with an added bonus. Shepherd Carson is Taken Out of the next Act.

MASTERIN' THE GAME
MYSTERIOUS WAYS

Carson is meant to muddy up the waters in this scenario by deepening the mystery for Crewmembers who prefer to talk their way through trouble. Morningstar is the lead villain and the story runs just fine with the Crew stuck jammed between Morningstar and Wu's faceoff. Bringing Carson out of the background adds layers of intrigue to the adventure. This is especially appealing for Crewmembers who may not be hooked in by the smuggling plot and want to linger a bit longer in Serenity View to uncover all its secrets. Shepherd Carson may also serve as the Crew's major obstacle to getting the cargo from Phoenix Heights to the hidden base in the third Act. He's a sneaky sommbitch and has a lot to hide.

Offer clues to reveal the skeletons hiding in Carson's pulpit. As the Crew roams about town, give them tips that something's a little off about this particular Shepherd. Maybe they find his old uniform stashed in the chapel. Perhaps they notice his Good Book is covered in the handwritten notes of a madman or find his old ident card. Doc Greene could relate the mystery of his plastic surgery. Elizabeth Whistler could remember the Spellman family and wonder what really happened to them. Whet the appetites of the Crew and they'll chase after Carson like they were starving.





ACT IV: BATTLE OF BUNKER VALLEY

Bullets start flyin' in this fight to the finish. The Crew is now caught between the Alliance on the left and Virgil Morningstar and his thugs on the right. The self-righteous Colonel may be an upstanding member of the Alliance, but she's no fool: if the refugees are not saved by the time this Act opens, she'll have no qualms about letting the Crew get caught in Virgil's crossfire.

Virgil, on the other hand, is as good as dead. There're a lot of folk in the bunker that want this trader dealt with—including Monty. No matter what the Crew decides to do at this point, there's a final battle on their immediate horizon. They'll need to figure out whose side they're on so they can get Daisy back safely.

INT. ABANDONED WAR BUNKER (NIGHT)

The Crew has taken cover behind a pile of crates and boxes. MAL, ZOE, and JAYNE are checking their guns while WASH and the others keep a close eye on COLONEL WU and VIRGIL MORNINGSTAR.

ZOE (whispers): Sir? I'm not exactly comfortable with this. I don't want to leave anyone behind, but this ain't a fight I'm sure we can win right now. Maybe we should leave Daisy behind and come back with more firepower.

MAL: And ruin all my fun? We can win this battle. You hear me, Morningstar?

ZOE (whispers): Have you lost your mind, Sir?

MAL (grins): Maybe.

THE LOWDOWN: MORNINGSTAR FALLS

Both Morningstar and Wu will have strong feelings toward the Crew, but how they respond to them here will depend upon what happened in the previous Acts. Morningstar is a shrewd businessman who makes a living suckering people into signing bad deals. Because he feels that everything he's done has been on the up-and-up, he won't cater well to self-righteous folk who come in and boss him around. Wu, on the other hand, is anxious to capture Morningstar provided she has enough evidence to bring him to justice.

TROUBLE: HUNKERED IN THE BUNKER

The scene is tense and folks are ready to fight, only there's a hitch: Morningstar.

Anyone who messes with his business or his lifestyle will garner Morningstar's attention. In this Act, Morningstar faces off against Wu because she's the biggest threat to his profitability. Once Wu is down for the count, he'll either start picking the Crewmembers off one-by-one or force them into indentured servitude. Fortunately, there's enough military supplies lying about, like additional ammo, med patches, uniforms, night goggles, etc., that the Crew can easily find what they need to defend themselves and hunker down.

The important GMCs and their primary goals are:

- **Monty—**The Crew's friend will be present and focused on finding his wife, Daisy. He'll stick to the cargo areas or openly go after Morningstar.
- **Qiao Zhao—**Remember, Wu's spy and double agent voluntarily put herself in one of the crates the Crew was supposed to transport. Though she didn't get locked into the box unconscious, she may still be in one of them. If she is, she'll force her way out as soon as her air supply is running low. Once free, Zhao will focus on helping Monty find his wife and ensuring the other refugees are safe.
- **Colonel Sally Wu—**The Colonel is well prepared and, she believes, well meaning. Because she is a true believer in the Alliance, Wu will adhere to their code and add a few faithful touches of her own. Neither she nor the five **D8** soldiers she's brought with her will fight dirty. They will not shoot Morningstar in the back and they will seek to disarm and disable him at all costs. To these folk, Morningstar is a villain that has to be taken down and everybody else is secondary to that goal. Regardless of how the Crew has interacted with Wu, they won't be targeted by the Alliance until the trader is Taken Out of the fight or if they open fire on Wu. Wu is also a military commander who will quickly assess the situation in the bunker. Ultimately, she will come to the conclusion that she will **not** charge in guns-a-blazin' on her own. The Alliance will keep Morningstar busy until an inbound Alliance cruiser drops several troop transports to overrun Morningstar's bunker. Even if the Crew is working with Wu, they will likely want to be gone before that happens.
- **Virgil Morningstar—**This is Virgil's home turf. He's set up cubbyholes, traps, sneaky ways to help him get around the bunker, and a booby trap that'll be triggered in Act IV to destroy the whole bunker. While Virgil has four **D8** ex-Alliance soldiers with him, he will shoot to disable his victims on account of the fact that he's deathly afraid of getting arrested for murder. If Morningstar gets arrested for manslaughter or worse, all his dirty deals are off. Any soldier, Crewmember, or refugee who decides to sneak around the bunker in this Act will encounter one of Virgil's three tripwires (**Tripwire Trap d10**) that, when triggered, will lock all the doors for **Trapped Inside** Complication.

- **Shepherd Carson**—If the Crew has not dealt with Shepherd Carson in Act III, he'll be there acting as Morningstar's lieutenant. Carson won't fire a gun, but he will issue battle commands and tell the soldiers where to go.
- **Serenity View Townspeople**—The good townspeople of Serenity View may not like Virgil much, but they'd rather deal with the devil they know than the one they don't. If they catch wind of this fight, expect three or four (**Townsfolk d6**) of them to show up armed with pitchforks, kitchen knives, and a long rifle or two. The townspeople will scare easily, though. The Crew shouldn't be afraid to threaten them.
- **Refugees**—Some of the refugees, like Daisy, may be looking for a little payback. They won't have any weapons with them, but they might be able to find them in one of the crates lying nearby. This is a good opportunity to engage the Crewmembers for help and roll to find something to shoot, stab, or disable Virgil and his Crew. Remember, capturing Virgil alive might also trigger a huge reward—or so the Alliance has promised the Crew.
- **Crewmembers**—Everything the Crew has done in this Episode leads up to this scene. The relationships they've built (or folk they've pissed off) are greatly affected by what happens next. Go with it. While each party has a particular goal, there is no single way to end this fight. The Crew's primary goal is to help Monty find Daisy and get through this last scene in one piece. Depending upon the Crew's style of negotiation, the Alliance could be on their side, Morningstar could ignore them entirely, or both sides could be gunnin' for the Crew. If they want to simply hunker down and sit this one out—that's okay, too. If they really don't want to participate in the fight, consider giving them the opportunity to step into Colonel Wu's boots to determine the outcome.

Morningstar won't give in to the Alliance or surrender Daisy without a fight. To appropriately manage the variables to this scene, allow the Crew a few moments right before the bullets start flyin' to strategize their approach and solidify what it is they want to do. Will they sneak over and help Colonel Wu? Will they turn tail and run, to simply await the outcome of the fight? Or, will the Crew decide to take up fresh arms with Morningstar, the refugees, or the townsfolk? Remember, there's no reason why every Crewmember has to take the same side, either. Jayne, for example, could switch allegiances if he so much as smells a heap o' Alliance credits.

Don't forget to take the opportunity to remind players about all the different ways they can spend their Plot Points. Here, they can use them to bluff their way out by keeping extra dice on **Social** + **Influence** rolls or to create defensive and offensive Assets for themselves and whomever they determine to be their allies.

This Act is the Crew's chance to be big, damn heroes. For veterans of the Unification War, that's a mighty powerful aspect of this story to explore—especially since this takes place in Serenity Valley.

THE SHOWDOWN: ALLIANCE CAVALRY IS A-COMIN'

This last Act incorporates a Timed Action. The Crew will have a total of ten beats before the Alliance cruiser arrives. Cycle through the Crewmembers, making sure each one gets an Action before going back to a character who has acted already in the scene. If the players all want to take Actions at the same time, use an Action Order (page 27) to guide the scene forward.

If the Crew runs out of beats before accomplishing their goals, the Alliance will round everyone up—Morningstar, Carson, the refugees and the Crew. After some lengthy and uncomfortable Alliance questioning, the Crew will be taken back to their ship and left without anything to show for their efforts. They are free to go, but they'll have no ship parts, no credits, no refugees, and no Daisy. They don't get paid for all their hard work.

The focus of the Timed Action is not necessarily on fighting the opposition. Morningstar and his forces will not be concentrating on the Crew; they'll be focusing their efforts to take down Colonel Wu or escape the scene themselves. Bullets will be flying from one end of the bunker to the other. Wires will fray and grenades will explode. Traps will be triggered and lights will be snuffed out. It's a shootin' gallery!

Since this is the last Act of the Episode, focus on stepping up Complications instead of creating new ones. Keep in mind that a Complication that's stepped up past **d12** will result in a Crewmember Taken Out. Any Taken Out Crewmembers will be collected by the Alliance at the end of the Timed Action and returned to the Crew's ship afterward.

Here are a few Actions the Crew might take while trying to survive the chaos:

IDENTIFYING A REFUGEE

The Crew might be looking for a specific refugee to free, like Daisy or Mags Morningstar. It'll be hard to find a specific crate in this warehouse, especially since bullets and explosions will be going off while this Action is taking place.

Crewmember Dice Pool: Mental + Operate, Mental + Notice

Gamemaster Dice Pool: Challenging Difficulty d8 + Secure Crate d8

Possible Assets: Cargo Manifest, I Remember the Number, Instructions from Qiao

Possible Complications: Pinned Down by Gunfire, Buried Under a Pile, Booby Trapped

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crew doesn't make any progress toward finding the crate they were looking for. Lose one beat.
- **Raise the Stakes:** The Crew finds the crate! Lose one beat.
- **Extraordinary Success:** The Crew finds the crate in record time, probably by accessing some sort of manifest. Lose no beats.

OPENING A CRATE

Though the Crew may have already rescued a few townsfolk, the cargo room will hold more of 'em. First, the Crew will need to wake up them up. Then, they'll have to defend their lives as the bullets start flying.

Crewmember Dice Pool: Physical + Labor, Mental + Fix

Gamemaster Dice Pool: Challenging Difficulty d8 + Secure Crate d8

Possible Assets: Prybar, I Know This Model, Secure Crate Instructions

Possible Complications: Jammed Lock, Leaking Coolant, This One's Dead

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The crate is jammed shut, and the Crew has no success getting it opened. Lose one beat.
- **Raise the Stakes:** The Crew gets the crate open and it seems like the refugee locked inside is okay, but groggy. Lose one beat.
- **Extraordinary Success:** The refugee inside is already responsive. The Crew loses no beats.

GETTING REFUGEES TO SAFETY

The stasis process leaves the subjects groggy for a few minutes after they awaken. To get the refugee safely out of the bunker, the Crewmember can provide covering fire, dose the refugee with a stimulant, or give them careful directions on how to navigate out of the bunker.

Crewmember Dice Pool: **Physical** + **Shoot**, **Mental** + **Treat**, **Social** + **Influence**

Gamemaster Dice Pool: **Challenging Difficulty d8** + **Refugee d6**

Possible Assets: **Emergency Exit**, **Take This Gun**, **Fire in the Hole**

Possible Complications: **Really Out of It**, **Surrounded**, **Got Lost**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** After a few wrong turns, the refugee are unable to make it out of the bunker. They return to the Crewmembers, lost and alone. Lose one beat.
- **Raise the Stakes:** The refugees make it to safety. Lose one beat.
- **Extraordinary Success:** Luck clears a straight path to the exit for the dazed refugees. Lose no beats.

CHARGING COLONEL WU

Some Crews may resent the Alliance pushing them around. Or, they may want whatever secrets Wu uncovered to stay buried in Serenity Valley with her. It doesn't matter if Wu is Taken Out; the cavalry is coming. But eliminating Wu is a good way to get on Morningstar's good side.

Crewmember Dice Pool: **Physical** + **Shoot**, **Physical** + **Fight**

Gamemaster Dice Pool: Wu's **Physical d6** + **Fight d8/Shoot d10** + **Alliance Officer d8** + **Alliance Soldier Xd6**

Possible Assets: **Full Auto Weapon**, **Grenades**, **Flamethrower**

Possible Complications: **Out of Ammo**, **Cut Off**, **Superior Tactics**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by Colonel Wu. Lose one beat. The player may spend a Plot Point to take a Complication and stay in the fight. The Complication is set by Wu's highest rolling die.
- **Raise the Stakes:** One of Wu's soldiers is Taken Out. If no soldiers remain, Wu is Taken Out. Lose one beat.
- **Extraordinary Success:** Two of Wu's soldiers are Taken Out. If no soldiers remain, Wu is Taken Out. Lose no beats.

ASSAULTING VIRGIL MORNINGSTAR

Morningstar is one sneaky trader and fights dirty. He'll do anything he can to ensure that he protects himself—even if that means that puts his own thugs at risk. Remember, he's got a lot to lose, so bluffing probably won't work once the Crew is trapped inside his hideout.

Crewmember Dice Pool: Physical + Shoot, Physical + Fight

Gamemaster Dice Pool: Virgil's **Physical d4 + Fight/Shoot d4 + Local Yokel d8 + Ex-Soldier Xd8**

Possible Assets: Full Auto Weapon, Grenades, Flamethrower

Possible Complications: Out of Ammo, Cut Off, Superior Tactics

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by Virgil Morningstar. Lose one beat. The player may spend a Plot Point to take a Complication and stay in the fight. The Complication begins at Virgil's highest rolling die.
- **Raise the Stakes:** One of Morningstar's soldiers is Taken Out. If no soldiers remain, Virgil is Taken Out. Lose one beat.
- **Extraordinary Success:** Two of Morningstar's soldiers are Taken Out. If no soldiers remain, Virgil is Taken Out. Lose no beats.

LOOTING THE BUNKER

There are a lot of interesting things in the bunker. Radios, uniforms, weapons, fuel, spare parts. A lot of it could be taken back to the ship and sold to make some extra cash from this fiasco. Or it could be used in battle to help out the Crew now.

Crewmember Dice Pool: Physical + Labor, Mental + notice

Gamemaster Dice Pool: Challenging Difficulty d8 + Unmarked Crates d8

Possible Assets: Cortex Catalog, Military Surplus, Sixth Sense for Salvage

Possible Complications: Security Lockdown, Damaged Goods, Missing Parts

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crew is unable to find anything undamaged in the crates. Lose one beat.
- **Raise the Stakes:** Who knew there was so much useful stuff in a hidden bunker? Lose one beat.
- **Extraordinary Success:** The Crew finds what they are looking for quickly. Give them a free **D6** Asset to represent their windfall. Lose no beats.

SECURING AN EXIT ROUTE

With all the bullets flying around, the Crew may realize that sneaking their way out of the winding corridors will be their top priority. One of the Crewmembers must take this Action before they can leave. Once this Action is complete, the Crewmembers and refugees can leave at any time.

Crewmember Dice Pool: Mental + Notice, Physical + Move

Gamemaster Dice Pool: Hard Difficulty d10 + Twisting Corridors d10

Possible Assets: Secret Passage, Blew a Hole in the Wall, I'll Cover You

Possible Complications: Net Trap, Rigged Explosive, Sealed Blast Doors

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The twisting corridors thwart the Crewmember who attempted to find a way out. Lose one beat
- **Raise the Stakes:** The way is clear. The Crew can make a run for it now. Lose one beat.
- **Extraordinary Success:** The Crewmember who goes to look for an exit secures a path out in record time. Lose no beats.

RESCUE A FALLEN CREWMEMBER

With this being so close to the end of the adventure, Complications are likely going to be running high. Crewmembers might get Taken Out in the madness by falling beams, enemy fire, or even getting locked in a closet. This Action allows another Crewmember to bring a Taken Out Crewmember to safety. Otherwise, if the Alliance arrives, anyone who's been Taken Out will be taken into custody.

Crewmember Dice Pool: Physical + Labor, Mental + Treat, Social + Influence

Gamemaster Dice Pool: Challenging Difficulty d8 + Chaos of Battle d10

Possible Assets: First Aid Kit, Fireman's Carry, Calming Words

Possible Complications: Can't Get Out That Way, Confusing Layout, Have You Gained Weight?

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crew is unable to get to their fallen friend. They'll have to find another way to retrieve their Crewmember. Lose one beat.
- **Raise the Stakes:** After taking a moment to secure the Crewmember, the Crew can head back into the fray. Lose one beat.
- **Extraordinary Success:** Turns out the Crewmember who was Taken Out was still able to quickly slip out the door. They've been moved to safety. Lose no beats.

Morningstar's defeat will result in fallout. Though the refugees will be saved, their contracts will need to be dissolved, the Crew will need to go on record, and a spokesperson will have to file a report with the Colonel.

That might make things a little tricky for the Crew, but their cooperation won't go unrewarded. By helping bring Morningstar to justice, the Crew will be clear to leave with the Alliance's gratitude and a modest reward for their trouble.

To appropriately reward folks during the resolution of this Episode, weigh the friendships and relationships forged in Serenity View.

- Colonel Wu could provide parts and assistance. The more refugees they Crew gets out of danger, the more help she'll be willing to provide. She'll help them restock their stores and supplies. If the Crew sides with Morningstar, then they can expect no help from the Colonel. If the Crew took Wu's offer, she will reward them handsomely from her ill-gotten gains.
- Monty may offer his gun to the Crew in exchange for reuniting him with his wife, Daisy. He'll also pledge to return the favor in the future.
- Morningstar will likely reward the Crew should they reveal Shepherd Carson's true identity or successfully go through with the transport and auction. He may not see the error of his ways, but he doesn't like to be lied to.
- The good townspeople of Serenity View may be shocked to learn they've been conned, and there's a private bunker at the edge of a hallowed cemetery. They'll likely be anxious to see Virgil Morningstar, Shepherd Carson, and all those who work with them brought to justice. If the Crew has established relationships with any of the townsfolk, the resolution of this Episode will give them the chance to tell the truth, share their reward, or simply tell them all is well.

EPILOGUE: THE GIFT OF SWEET LIBERTY

"And when we do, we'll fly off to Boros rich and prosperous. Well, less poor. But with enough to find some sweet little getaway…"

–Wash "Serenity"

Most adventures end with some kind of payday. The Crew delivers a cargo, gets paid, finds another job, and keeps flyin'. This adventure is built with Big Damn Heroes in mind. Depending upon who the Crew sides with, they could fall into pile of credits. Still, if there's no money to be had, liberating the slaves *should* make even the hardest-hearted mercenary feel good in the end.

There is one physical asset that the Crew will receive at the end of the adventure. Monty will tearfully insist the Crew take his **Sweet Liberty Rifle d6** as payment for helping him out in his time of need. So long as they did right by him, Monty'll make sure they take it or will hide the rifle on their ship should they refuse him.

Here are some suggestions for handling Crew's reaction to this gift and how it may be used in further Episodes.

A CREWMEMBER TAKES POSSESSION

Monty singles out the Crewmember who did the most to help Daisy and puts the rifle in his hands. If this, or any other Crewmember, wishes to keep the gift, they may choose to replace one of their Signature Assets with **Sweet Liberty Rifle d6**. If the Crewmember has no Signature Assets, he may add the rifle as one.

THEY KEEP IT ON THE SHIP

The Crew keeps the rifle around but nobody lays claim to it. In this case, it can be used as a standard **d6** Asset created by expending a Plot Point. However, unlike normal Assets, a second Plot Point expenditure is not required to make the rifle last to the end of the episode.

THEY SELL IT

The decorative engraving and pearl handle are more valuable than the gun itself. Instead of keeping the gun, the Crew can sell Monty's gift to acquire a new Signature Asset for a Crewmember or the ship, settle an old debt, or otherwise make use of a valuable resource. While the money they get for the gun won't solve all their problems, it should be enough to enact a permanent change to the Crew's story, perhaps even leading to a new adventure involving the purchase of new Assets. In addition, should the Crew ever cross paths with Monty again, they could easily run into the Complication that **Monty Knows They Sold His Gift**. This could lead to all sorts of colorful new nicknames for the Crew.

ROLL CREDITS

Assuming you've got your ship back, you may be itchin' to get off of Hera as fast as your little boat'll carry you. If'n you don't and you want to play through the sequel to *Friends in Low Places*, here are some ideas.

TAKE 'EM HOME

Congratulations! You and your Crew managed to free the refugees and convince them they need to find their long-lost relatives. Only trouble is, you've put them in a mighty difficult position on account of the fact that their credits are in short supply. Do you have the heart to leave them be? Or, will you take the refugees home and help them get back on their feet again? Who knows what lives these folks have left behind or what secrets they're waiting to confess?

DONE AND BUSTED

Your Crew has managed to leave Hera all right. Trouble is, when you start flyin', up into the black, you find out *Serenity* is in a heap of trouble. Seems she's got busted parts, missing screws, and her navigation systems are off-kilter. Now you've got three options: land on Hera, her sister moon New Omaha, or drop off on the planet Deadwood to fix and resupply. Wherever you and your Crew decide to land, you can be sure Virgil's friends ain't far behind. Will you fix the ship before you have another unpleasant encounter? Where will you turn for help?

VETERAN'S DIRTY RECORD

Monty may be free from Virgil's clutches, but that don't mean he's in the clear. As soon as this old Unification War veteran gets within spitting distance of an Alliance officer, he'll be arrested and tossed in an Alliance jail cell back on of them cruisers. Maybe this happens in front of Mal. Maybe the arrest takes places a few weeks later. Either way, there's only one Crew that Monty'll feel comfortable calling on for help to clear his name—and that's yours. Now, the Crew has to decide whether to clear his name with the local magistrate, help him escape the cell, or get him a new ident quick. Do they have enough resources and goodwill with the townspeople to help Monty?

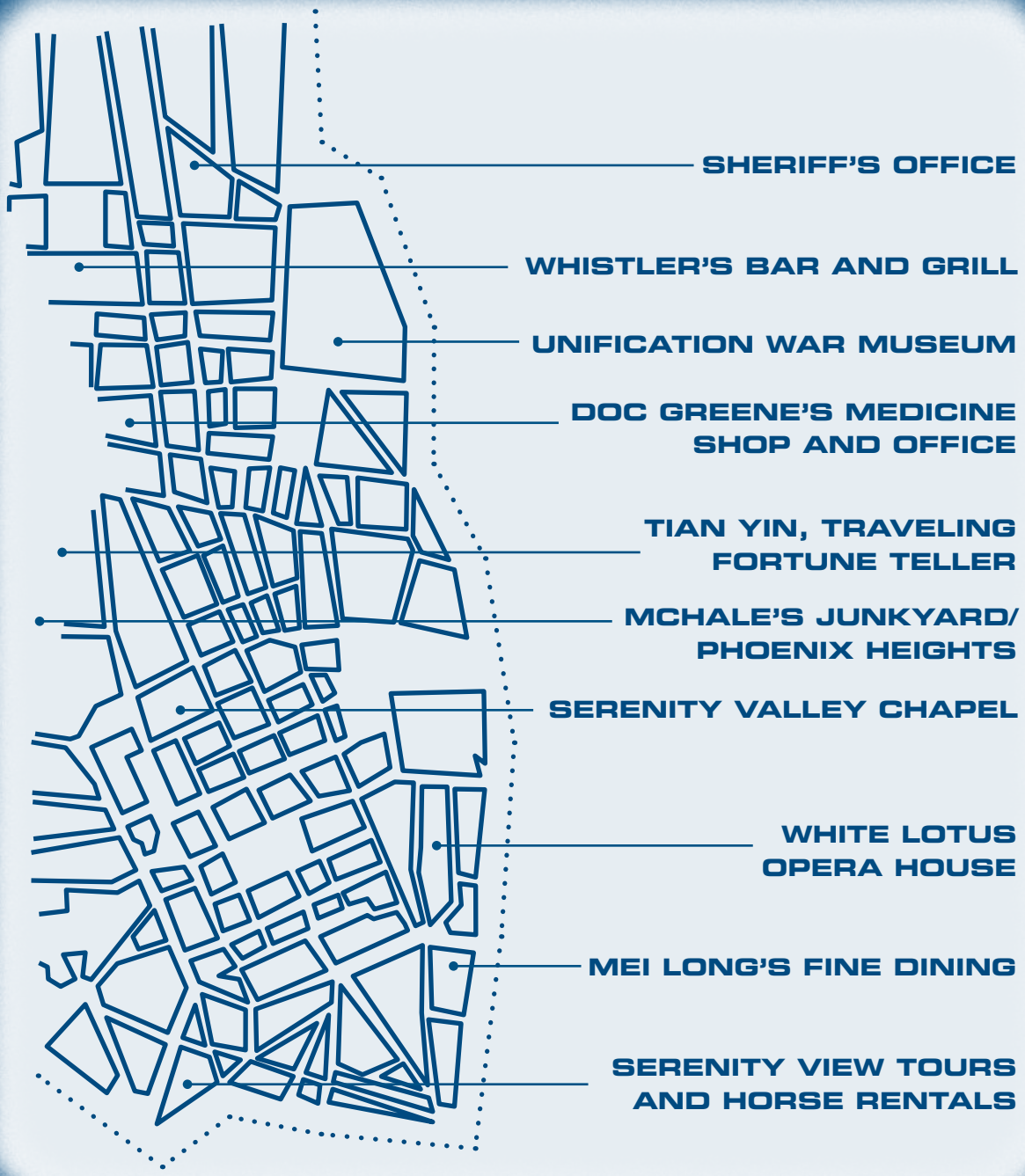
UNSAVORY TOWNSFOLK

The good people of Serenity View are all up in arms. While Virgil Morningstar wasn't exactly a shining example of a good citizen, folk here feel hard-pressed to judge him on account of all the credits he poured back into the community. Now, a few of his friends are lookin' for a little payback, and that means the Crew is in the line of fire. Instead of bullets, though, these people learned a thing or two about kidnapping and how much a good Crewmember's really worth. When the townsfolk contact the Captain to tell him they want to make a deal, will Mal return to Hera and make amends? Or, will the Crew be flyin' straight into an Alliance trap? Either way, the Crew won't have much of a choice. They'll have to deal with the townsfolk or leave their Crewmember behind.

ADVENTURE MAPS

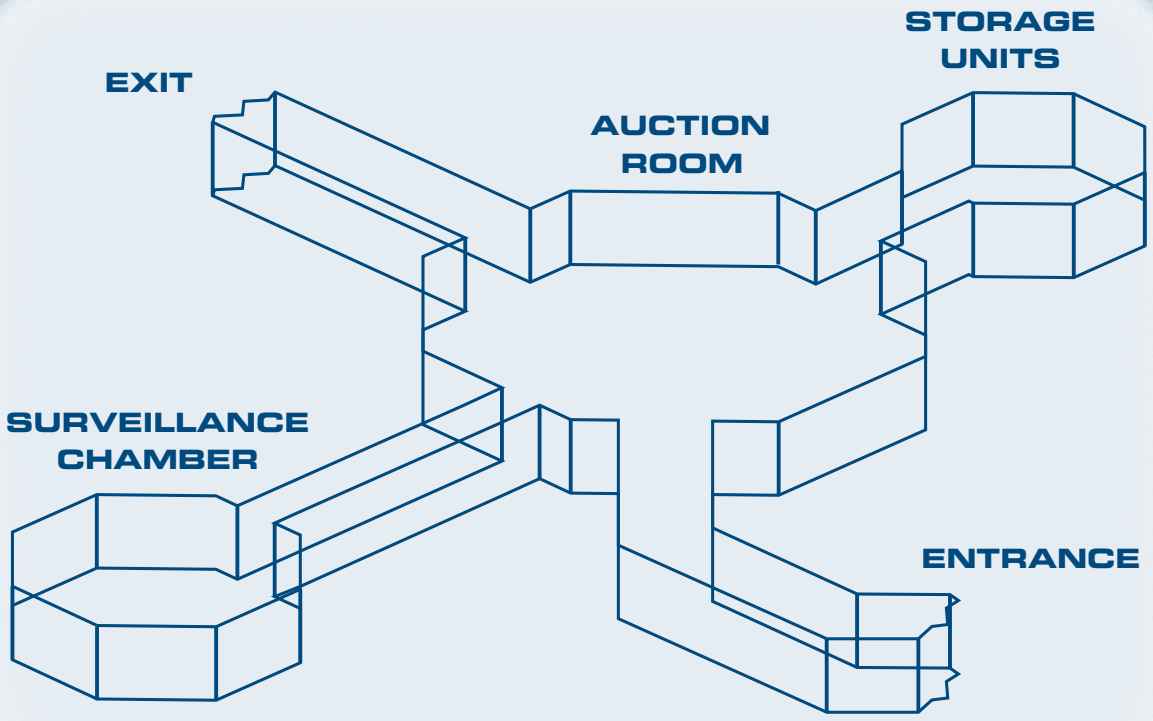
MAP OF SERENITY VIEW

This town overlooks Serenity Valley and is located high on a ridge.



MAP OF UNDERGROUND BUNKER

Serenity Valley's best-kept secret is an abandoned, underground War bunker the Browncoats used to fight the Alliance in the last battle of the Unification War. Morningstar has quietly built an expansive secret base of operations here using leftover supplies and equipment he salvaged from the battle scene.



FREEDOM FLYER

Presented by Nicole Wakelin

"You want to keep this sweet little thing from helping her ma, or you want me to make you cry for yours?"

– Jayne

The Way of Things

In *Freedom Flyer*, Maggie Miller, a mechanic and former Browncoat, asks the Crew for help so she can escape to a new life. During the War, Maggie helped the Independents by stealing Alliance military vessels and stripping them for parts. She did a lot of good for the wrong side as far as the Alliance is concerned, and although the Unification War is over, them Alliance types have a long memory. Now there's a hefty bounty on Maggie's head that was recently reissued by the Alliance. Even though six years have passed, seems the Alliance wants Maggie something fierce.

Maggie's dreams of a new life are in even more jeopardy now that her ma needs her help. Ma Miller's declining health put the poor old woman under a mountain of debt. Maggie knows that the time to leave is now, before



the Alliance throws her in jail or Ma gets tossed out onto the street. Maggie's ready to settle her accounts, but she'll need the Crew's help to tie up these nagging loose ends before she disappears.

Maggie has a pile of cash from her less honest days and will happily part with some of it for help, but getting to that cash may prove something of a challenge—she'll need the Crew's help. That means recovering her stash, finding her ship, and making sure her sick ma is taken care of before Maggie heads out to her new life. The Crew will soon discover they've also got to protect her from a bounty hunter looking to cash in on the bounty on her head from the War. All this while staying under the radar in Mine's Falls, the sleepy town currently occupied by Major Li Harrison and his garrison of Alliance soldiers.

First, the Crew has to find a way to sneak into Mine's Falls, where Maggie hid the cash. Without the money Maggie's put away, the rest of the caper won't get off the ground. It sounds easy enough, but Harrison's troops are on alert. If they spot her, she's as good as done and the Crew won't be treated none too kindly for helping a wanted criminal. It won't be easy to sneak around Harrison, either, since the cash is in a huge strongbox that makes hiding the amount difficult.

Before Maggie can use the cash she's saved, she'll have to shake the bounty hunters on her tail. The most tenacious one, Hush Jackson, has a talent for showing up at the worst time. He's rigged the strongbox with a tracker and he has no problems drawing down on the Crew once they've picked up the cash. If that brings the Alliance running, that might put the Crew in a terrible bind.

Once Jackson loses her scent, the next part will be easier. To get from the Border to the Rim, Maggie's going to need to make a clean getaway. The mechanic's got a ship for just that purpose, named *Diamond in the Rough*, but it's currently hidden in the space junkyard of a jilted beau, Hollis Brooks, who is unaware of its existence. The Crew has to find a way to get that ship back. It will likely mean sneaking into the orbital junkyard, getting the ship operational, and getting it out with Hollis none the wiser. Maggie's willing to keep him occupied by trying to relight the junkman's torch for her.

If all goes as planned, the only tears shed will be at the hospital when Maggie and Ma say their goodbyes, but when does that ever happen? Maggie's likely got Jackson, Brooks, and Harrison on the hunt for her by the time this caper wraps up, and they all know Ma Miller is laid up in St. Edith's Hospital. The Crew has to get in quietly, pay off Ma's bills, and keep Maggie out of trouble long enough for her to make her final escape. The majority of whatever cash Maggie has left is the Crew's to keep for their trouble. Beats mud mining any day of the week.





MASTERIN' THE GAME
ONE ADVENTURE AMONG MANY

Maggie has been struggling to make her way since the end of the Unification War. She desperately wants to live an honest life, one where she doesn't have to fear the Law or bounty hunters, but it's been rough. She's been stiffed by more than one captain who's had a change of heart about paying her for her services, but Maggie's holdout gun usually ensures they pay their bills before leavin' town.

It keeps coming down to money and guns, but that's not the life Maggie wants to live. She had enough running, hiding, and sneaking for a lifetime during the War, but no matter how hard she tries, she can't seem to break free. Her adventure with the Crew is just the latest chapter in a story full of scoundrels, rogues, and the occasional good guy.

If your Crew is running though several **ECHOES OF WAR** adventures, you can use Maggie in previous adventures to set up *Freedom Flyer*, especially if the Crew doesn't have an Engineer among your active Crewmembers. Building up the number of times she's fixed the Crew's ship means that when she comes to the Crew with this problem, they'll be more likely to feel obligated to help her start a new life.

MAGGIE MILLER

"The Alliance? Nothing but a bunch of bullies who need puttin' in their place."

ATTRIBUTES

Mental	8	Physical	8	Social	8

SKILLS

Fix	10	*Engines*	Move	6		Shoot	8	*Holdout Pistol*
Fly	6	*Stolen Ships*	Notice	6		Sneak	8	
Know	6	*Ship Quirks*	Operate	8		Trick	6	

DISTINCTIONS

On the Run 8

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

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Guilt by Association:* Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

Ship's Mechanic 8

A ship's a living thing, no matter what they say. You can feel when she's sick, and she makes you proud when she's well.

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

Scavenger 8

It's everyone for themselves in the black.

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Scavenger's Eye:* Spend 1 PP when searching a pile of abandoned parts to find a nearly working version of the part you've been lookin' for.

SIGNATURE ASSET

Pick one Signature Asset to use in this Episode.

Lucky Wrench D8: Maggie's lucky wrench is the tool she uses when all others fail. She'll give malfunctioning equipment a good, stout whack with it and the equipment usually comes to life. She's also been known to use the same technique on people to get them to agree with her.

Ruby Arms "Blue Valentine" Holdout Pistol D8: Maggie isn't a violent person, but she's been ripped off one too many times to go into situations unarmed and unprepared. When things get rough, she's got her trusty holdout pistol secreted away, ready to get her out of a tight spot or ensure payment on delivery.

Character Type: Reformed Ship Thief

Role: Maggie Miller brings the Crew into the adventure while fixing up their ship.

Acts: All

Character Description: Maggie looks every bit the innocent, but her blonde curls and petite figure hide a woman made tough by years of hard livin'. Her pretty blue eyes don't miss a thing and folk who assume she's a pushover quickly find themselves looking at the business end of her gun.

Back during the War, Maggie used both her good looks and her sharp aim for the Independent cause as one of the Browncoats' most successful ship thieves. Some folk could be talked out of their ship; others had to be persuaded in a more direct manner. She broke hearts and brainpans of loyal Alliance citizens across the 'Verse, but she went straight once the War was over.

Maggie knows her way around a ship and she's an ace mechanic. She's also no slouch with a gun and although she doesn't seek trouble, she knows how to handle it when it comes knockin' on her door. 'Course, trouble always comes knocking at the worst times. Maggie yearns for the peace and quiet of a normal life so she can make an honest living and forget about the past. Unfortunately for Maggie, the Alliance doesn't care about fresh starts. They've put a bounty on her head and they don't care if she's brought in alive and kicking or in a pine box.

Maggie's being backed into a corner, but she's got a way out. It may be a long shot, but terrible odds didn't stop her during the War, and they ain't going to stop her when she's got nothing left to lose.

Likes and Dislikes: Maggie holds no love for the Alliance. She's been outrunning them for most of her life and is tired of living under their thumb. She's got a soft spot for the little guy, and will stand up and fight for him even at her own peril.

Flashbacks and Echoes: Maggie used her talents as a ship thief to steal Alliance ships, handing them over to the Independents to strip for parts during the war. She saw the Alliance at its worst and good Independent men and women at their best.

SANDFORD "HUSH" JACKSON

"Don't care what you did or why. Just quiet yourself down before I quiet you down for good."

ATTRIBUTES

Mental	Physical	Social
8	12	10

SKILLS

Fight	8	*Sleeper Hold*	Know	6	*Fugitives*
Fly	6		Notice	8	*Tracking*
Focus	8		Perform	6	*Harmonica*
Influence	8	*Staredown*	Shoot	10	*Pistols*
Sneak	8				
Trick	6				

DISTINCTIONS

Bounty Hunter 8

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

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

Cocky 8

They cheated! You weren't ready! The sun was in your eyes! Double or nothing!

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

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

☑ *Confidence:* Step up a social Complication to step up or double your **Social** Attribute for your next roll.

Heart of Ice and Dust 8

You know the old saying about cold hands, warm heart? You're the exact opposite.

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

☑ *Best Served Cold:* Spend 1 PP to step back any Complication involving your emotions or personal relationships.

☑ *Every Man for Himself:* Gain 1 PP when you abandon an ally in a time of need to further your own agenda

SIGNATURE ASSET

Pick one Signature Asset to use in this Episode.

Twin Steele CB-150 Pistols D10: Jackson keeps a pair of pistols slung for a cross draw under his poncho. He keeps them maintained and ready to fire at all times. Whenever he guns down a target, he carves a lowercase letter z into the handle of the gun that made the kill shot. So far, his left hand gun is winning.

Wide-Brimmed Hat D10: Maggie isn't a violent person, but she's been ripped off one too many times to go into situations unarmed and unprepared. When things get rough, she's got her trusty holdout pistol secreted away, ready to get her out of a tight spot or ensure payment on delivery.

Character Type: Bounty Hunter

Role: Jackson is a veteran bounty hunter who's had Maggie in his sights for years.

Acts: II and IV

Character Description: Hush Jackson is a hardened bounty hunter. A tall, broad-shouldered man, folk tend to stay out of his way. He looks the part, too, with a wide brimmed hat and a ratty poncho over his well-loved armor. He enjoys an attachment-free life, and his ship, *Solitude's Treasure*, is his castle. It has all the comforts of home, but none of the hassles of personal entanglements.

Hush don't much care why a person's got a bounty on his head, only that he gets paid on delivery. He also doesn't care who it is that pays him and will gladly deliver his charge to the Alliance or a known criminal, as long as he gets his due. In Maggie's case, he's happy to strike a deal with whoever also wants her taken out, including Major Harrison or Doc Stevens. But when the bounty comes due, he'll turn on any allies to make sure he gets the biggest, and only, cut of the cash.

He didn't take sides in the Unification War, but the Alliance and its deep, well-lined pockets provided him ample income. He turned over plenty of Browncoats without reservation. There were so many of 'em, it was like shootin' fish in a barrel and it helped make Jackson a very rich man.

Likes and Dislikes: The only thing Jackson loves more than credits is his ship. It's his pride and joy and most prized possession. He cares for it more than anything or anyone. He has a hard heart and has been known to shoot a man rather than listen to him blubber. The dead part of "Dead or Alive" ain't no problem at all.

Flashbacks and Echoes: Jackson followed the credits during the War, which generally meant working for the Alliance, though he's got no particular love for them. He earned the nickname "Hush" for his nasty reputation for grabbing Browncoats while they slept and having them either dead or in Alliance hands before anyone knew they was gone. Once he got the nickname, he started playing into it by teaching himself how to play a harmonica. The notes of a lullaby are often the last things a Browncoat hears before Jackson strikes.

MAJOR LI HARRISON

"This town is directly protected by the Alliance; its citizens will act accordingly."

ATTRIBUTES

Mental	6	Physical	6	Social	6

SKILLS

Fight	8	Know	6 *Regulations*	Survive	6
Focus	8	Notice	6	Treat	6
Influence	8 *Orders*	Shoot	8		

DISTINCTIONS

Alliance Officer 8

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

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

Honest Man 8

Honest as the day is long.

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

☑ *Deep Cut:* Gain 1 PP when your honesty hurts someone close to you.

Veteran of the Unification War 8

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

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

☑ *Fightin' Type:* Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.

SIGNATURE ASSET

Pick one Signature Asset to use in this Episode.

White Gloves D6: Originally worn as part of his dress uniform, Harrison's white gloves are now the centerpiece of the theatrical show he puts on whenever he's about to administer some sort of punishment or grand speech. When he's irritable or bored, he runs a gloved finger across part of his men's equipment or uniform and, if something comes up on the gloves, partakes in a withering rush of insults designed to "motivate" his troops.

Cavalry Saber D6: This sword is more for show than it is a functional weapon. Anyone who asks about its origin is subjected to a half-hour epic filled with painstaking descriptions of Harrison's heroism. It's not much of a blade, but it's still useful against an unarmed opponent.

Character Type: High-Ranking Alliance Officer

Role: Major Harrison is the Alliance officer in charge of things in Mine's Falls, where Maggie hid her cash.

Acts: I and II

Character Description: Major Harrison is a loyal Alliance officer who sees it as his duty to run everything by the book. He's kept fit despite his time behind a desk and is as battle-ready as he was during the War. Harrison takes no small amount of pride in his ability to intimidate others with his presence.

He doesn't care what hardships have befallen the townsfolk, or his soldiers. They're all expected to do what's right by the Alliance, no matter the cost. He's more than a little bitter about being stuck in such a backwater town, but is still determined to perform to the best of his abilities. Not one to be subtle, he motivates both those under his command and the townsfolk under his watch with fear and cruelty.

Likes and Dislikes: Harrison's life is about order and perfection. He's never without a fresh pair of white gloves to test that the troops are keeping up to Alliance standards, and there's rarely been a time he was satisfied with their efforts. Harrison likes the feeling of being in control. He's proud of his men who have gone on to do great things in other units.

Flashbacks and Echoes: Harrison served on the front lines during the Unification War and will never forgive the Browncoats who killed his fellow Alliance soldiers.

SPECIAL

Harrison's Troops

Role: Harrison has a complement of Alliance infantry soldiers that answer to his commands. They aren't the best soldiers in the service (**Alliance Soldiers D6**), since they spend a lot of their time getting yelled at by their commander.

HOLLIS BROOKS

"I'll get to it, right after I finish this here drink."

ATTRIBUTES

Mental	4	Physical	6	Social	8

SKILLS

Fix	8		Influence	6		Operate	8	*Drone Piloting*
Fly	6		Know	6	*Junkyard Stock*	Perform	6	
Focus	6		Move	8		Survive	6	

DISTINCTIONS

A Little Nervous 8

"Oh God, oh God, we're all gonna die."

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Captain Obvious:* Gain 1 PP when you point out how dangerous, stupid, or illegal the Crew's plan will be when they execute it.

Drunk 8

They cheated! You weren't ready! The sun was in your eyes! Double or nothing!

- ☑ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☑ *Gaps in Memory:* Gain 1 PP to reveal that you don't remember or recall the events of a previous scene in which you had an active **Drunk** Complication.

Temper 8

Some say you're a mite testy when you're courtin' bad news. Truth is, you're a mite testy all the time.

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

SIGNATURE ASSET

Junkyard Dogs D6: Hollis installed a few attack drones in the orbital yard to keep his stock safe. They are roughly the size of a barrel with a gyroscopic thrust system, a camera, a short-range transmitter, and a turret-mounted energy cannon. He calls them "his dogs" and while they can act independently, he often enjoys taking control of them to deal with any thieves personally.

Character Type: Salvage Yard Owner

Role: Hollis is Maggie's former beau. He's got something Maggie wants, and he's not about to give it up.

Acts: III and IV

Character Description: Hollis Brooks was a loyal Alliance soldier during the War, until Maggie came along and changed everything. He was supposed to bring her in, but she was just so darn pretty. Hollis always had a weakness for pretty girls who know their way around an engine room.

She used her charms to convince him to help her escape and invited him along for the ride. He couldn't say no, and happily threw away his Alliance career to spend his days with Maggie. He didn't care what they did, so long as they were together, but it wasn't meant to last. Once the War was over, Maggie had a change of heart over her old life, and Hollis, leaving them both.

He's good looking with a killer smile and knows how to turn on the charm, but he's never really gotten over Maggie and a part of him secretly hopes that she'll come back someday. If she'd just give him a second chance, he could show her that they could have a wonderful life together.

Likes and Dislikes: Hollis likes a good time. A drink in his hand and a woman at his side make him happy and he works only as much as he needs to keep those things handy.

Flashbacks and Echoes: Hollis was sympathetic to the Independents during the war. He never picked up a gun in their defense, but he did pick more than a few Alliance pockets and funneled the credits he found there into Independent hands.

MINOR CHARACTERS

Minor Gamemaster characters (Minor GMCs) are folk who'll make an appearance in this here Episode. Though these characters won't get a lot of screen time, rules and important pieces of their backgrounds are included if'n the Crew encounters them. 'Member, not every Gamemaster character'll get a full set of rules on account of the fact they can't all be stars.

Specifically, Minor GMCs get at least three Traits that range from the usual Attributes and Skills to descriptive traits like **Alliance Soldier D8** or **Con Artist D10**. When you roll dice for these folks, add in all the Traits that make sense for the roll, but remember to only keep the top two dice unless you spend some Plot Points from your bank.

CLEMENTINE "MA" MILLER

Character Type: Maggie's ma

Role: Ma Miller's recent health problems have forced Maggie to put her plan in motion.

Acts: IV

Character Description: Ma Miller is a hardworking woman whose many years of physical labor show in her lined face and calloused hands. She's tough, but even the toughest of folk sometimes gets hit hard. She's used up the last of her savings paying off medical bills and is in danger of losing her farm on Regina. She's never been one to ask for help, though.

She knows Maggie would like to take her along and make a fresh start for both of them, but Ma is having none of it. Ma knows her daughter and she knows that if she tags along for the ride, then Maggie will put aside her own dreams to make her ma happy.

CLEMENTINE "MA" MILLER

"Don't be goin' to no trouble on my account. I can take care of my own self."

ATTRIBUTES

Mental	Physical	Social
6	4	8

SKILLS

Focus 8	Notice 6
Influence 6	

CPL. STEPHANIE KWAN

"I wish Old White Gloves knew how many forms I have to fill out every time he does that."

ATTRIBUTES

Mental	Physical	Social
6	6	6

SKILLS

Focus 6	Navigator of Red Tape 8
Know 6	
Notice 6	

DOCTOR ROYCE STEVENS

"I'm a doctor, not a charity worker."

ATTRIBUTES

Mental	Physical	Social
8	6	4

SKILLS

Focus 6	Country Doctor 8
Notice 6	

CORPORAL STEPHANIE KWAN

Character Type: Junior Alliance Officer

Role: Corporal Kwan keeps Major Harrison's command running smoothly.

Acts: I and IV

Character Description: Behind every war hero, there's someone who has to do all the paperwork. Corporal Kwan is the good little cog that keeps Li Harrison's command from mutiny. This bespectacled officer makes sure all the paychecks are on time and the men have somewhere to vent after getting dressed down by Old White Gloves.

Kwan is a quiet, ambitious redhead with a young face. She's a bureaucrat in an Alliance uniform and she's perfectly fine with never getting into a battle while she's in the service.

She could stay where she is and grind out a promotion, or she could speed things up by pulling Harrison down into the dirt. After all, if the Major lets a fugitive like Maggie Miller get away, he's likely to get reassigned or demoted.

DOCTOR ROYCE STEVENS

Character Type: Hospital Doctor

Role: Stevens is reluctantly caring for Maggie's ma.

Acts: IV

Character Description: Stevens is a skilled doctor who enjoys the credits he makes, but not the people he helps. If only there was a way to separate the two, then life would be perfect.

After serving his time as a medic in the Unification War, Stevens decided to head for greener and easier pastures working in a small, rural hospital. The slow pace suits him, but the atmosphere most certainly does not. His fine clothes, well-trimmed hair, and snooty attitude are out of place beside his raggedy patients.

He's especially resentful of Maggie's ma, who he sees as nothing but another worthless charity case in a long line of worthless charity cases.



COMINGS AND GOINGS

"You have to take care of family.
It's the one thing in the 'Verse everyone has.
Whether they like it or not."
– Simon

The Crew has landed at the Gallowspar Docks on Athens. An experienced mechanic, Maggie Miller, has been helping the Crew fix their ship and resupply. They've come to like the woman. Maggie knows what she's doin' and is pleasant enough, but she keeps to herself mostly. She finally tells them that, although she loves her work, her ma is in trouble and running out of options to save her farm.

All Ma's got is the farm near Mine's Falls on Regina she's been working since Maggie was just a kid. Ma's getting older. She's been on Regina for most of her life and developed Bowden's Malady like many of the others on the planet. Though the Pescaline-D to treat Bowden's Malady is covered by the Alliance, the other illnesses and treatments Ma needs are not. She'll come through, but her hospital debts are more than she'll earn in a year. Without Maggie's help, she'll lose the farm and be put out on the street. Maggie's got some cash hidden, enough to pay Ma's bills, but getting to them won't be easy.

See, back during the Unification War, Maggie used her skills as a ship thief to liberate Alliance vessels that she turned over to the Independents for parts. When the War was over, she just wanted to start over, but it's been tougher than anticipated. The Alliance didn't take kindly to her actions during the War and they've set a hefty bounty on her head. They don't much care if she's dead or alive, so long as she's out of action. It's forced Maggie to keep her head down, barely eking out a living.

Meanwhile, the hidden cash from her less honest days sit just where she left 'em: under a sleepy town called Mine's Falls. She needs the Crew's help to sneak in to the old mine and get the cash without being seen. But there are two complications to that plan. The first is the presence of Major Li Harrison. The Alliance soldiers under his command are patrolling the area, and any activity in the mine will draw unwanted attention from the soldiers.

The other complication is a bounty hunter named Hush Jackson, who tagged the strongbox full of cash, knowing that Maggie would return someday to pick it up. He plans on taking her in at the first opportunity. That might be in Mine's Falls, Ma's hospital room, or it might even be in orbit over Regina. Maggie's bounty is dead or alive, and Jackson ain't too particular about anything but getting paid.

There's also the problem of a getaway ship. Maggie's got one, but it's currently stashed in the junkyard of an ex-beau who doesn't know the ship is there. Maggie's got no idea if he'll be amenable to turning over her ship for the right price, so she plans on distracting him with her feminine wiles while the Crew boosts the ship. The ship was built to Maggie's specifications and it has a clean registry, something that would take too much time and money to get if Maggie wanted to buy a brand new ship.

If they can help Maggie get her cash and her ship, then she can pay off Ma's bills and disappear into the black to start living the life she deserves. All they've got to do is get the money, avoid the bounty hunters, stay out of the Alliance's sights, and get the ship. Easy peasy.

MASTERIN' THE GAME
ARCHETYPE SUBPLOTS

Freedom Flyer structure matches the *Firefly* television show. Most episodes feature two plots. The *A-plot* is the main problem the Crew must overcome. The *B-plot* is a complication to the main plot that showcases character growth and lets long-term story elements develop. The more B-plots in a show, the more dramatic and soap opera-like the Episode will feel.

Helping Maggie start a new life is this Episode's main plot. Below we've included subplots for each of the archetypes that can be directly used in Crews using the archetypes or adapted for original Crewmembers.

Academy Dropout: Before signing on for garrison duty, Li Harrison was an instructor at the dropout's Academy. That will make sneaking around a little more difficult, but the dropout might have an easier time swaying Harrison to look the other way if needed.

Alliance Agent: Someone working for the Alliance must come to terms with Maggie's history as a Browncoat. The Agent might have a file on her, or can compile one quickly. Does the Agent believe Maggie's story that she's going straight? If she disappears, what will the agent report to his superiors?

Asteroid Miner: Maggie's loot is hidden in a mine, a location that plays into the miner's expertise. It's not an easy cargo to haul out, but if anyone can get it out and past the Alliance quickly, it's the miner.

Battle-Worn Bounty Hunter: This Episode gives a bounty hunter a chance to examine his code. Would he turn in a friend for a bounty? How does he feel about Hush Jackson? Would he be willing to team up and split a bounty? Or does the bounty hunter set up Jackson to ensure Maggie gets away?

Border Planet Farmer: Ma Miller is a farmer at heart. Sharing this bond could prove useful in trying to convince the Crew to help Maggie out, not to mention helping keep Ma safe in the final act by convincing her to stay quiet while hostile forces scour the hospital.

Cortex Hacker: Turns out that Hush has had a Cortex tracker clueing him in to Maggie's data the whole time she's been trying to go straight. The hacker might be able to erase Maggie and Ma's data trails to make sure Hush, and any other bounty hunter that comes looking, can't track 'em down.

Derelict Salvager: A salvager has likely crossed paths with Hollis Brooks' operation. He'll know the best way in or out of the yard, and might even have a clue or two on how to handle Hollis' dogs. The salvager might be looking to take a little extra out of the yard to even up any debts from a bad deal.

Dishonored Politician: The politician might see some promise in Corporal Kwan. Helping her rise in the armed forces by selling out Harrison would mean she owes the politician the perfect gift: a favor to be paid back later.

Dock Foreman: The foreman and Maggie might go way back. The foreman was just a cargo hauler back then, and there was something exciting about helping Maggie stash ship parts away from Alliance eyes. The foreman might also see something hauntingly familiar in the look that poor Hollis Brooks gives Maggie.

High-Stakes Gambler: Maggie might owe the gambler part of her stash thanks to a few late night poker games. Will the gambler overlook a marker because of her sob story? Might the gambler claim some stake in another part of Maggie's life instead, like her ship or her ma's farm?

Small-Time Trader: Running medical supplies is a noble profession. Royce Stevens is in charge of these deliveries, and he's a natural contact at the hospital for folk looking to do business. For those traders not above a little smuggling, Maggie's situation might be a great excuse for hauling contraband medical supplies that Stevens wants to sell on the black market.

Triad Enforcer: A small outfit like St. Edith's Hospital is ripe for an organization looking to make arrangements. The hospital needs cash. The Triad needs drugs to sell on the black market. Someone like Doc Stevens might approach the enforcer with an offer: the hospital misplaces a few crates of supplies in exchange for a donation from one of the wealthier members of the society.

SERENITY CREW

A BROWNCOAT IN NEED IS A BROWNCOAT INDEED

Each member of the Crew has reasons for wanting to help Maggie. Some are more fiscally motivated, but the Unification War and its lasting effects color all their motivations. These motivations can be used if your Crew is playing the main characters from the show, or can inspire subplots for original characters.

Mal: Maggie's ma once hid him and Zoe from Alliance soldiers.

Jayne: Jayne has a well-documented soft spot for his own mother. That may tug at his heartstrings, but the big box full of cash will tug at his wallet.

Inara: Maggie resembles a fellow Companion who was killed during the war. Perhaps she's a long-lost sister or child of Inara's fallen friend.

Zoe: Maggie's ma hid both her and the captain from Alliance soldiers.

Wash: Maggie gets *Serenity* running better than it has in months. Even better, she flirts with him, yet somehow hasn't been killed by Zoe.

Book: Book was once on a ship Maggie stole during the War.

Simon: St. Edith's might have more advanced medicines and supplies to ease River's suffering.

River: The Alliance could hurt Maggie the way they hurt her.

Kaylee: Maggie speaks about her ship like Kaylee talks about *Serenity*. Does it live up to the hype?





PRELUDE: MAGGIE'S MAINTENANCE MISCALCULATION

The adventure starts when the Crew hires ship's mechanic Maggie Miller to help with some particularly complex repairs.

INT: SERENITY'S ENGINE ROOM

MAGGIE is working on the engine when KAYLEE walks in, accidentally surprising her. She reacts by drawing a holdout gun from her vest and pointing it directly at her head.

KAYLEE: Uh, do we have a problem?

MASTERIN' THE GAME
JUMPING THE GUN

How much time before Maggie pulls her little stunt'll be up to you. Some folk want to ease into the scene before kicking up the action. Set up a quick scene asking what folk typically do when their ship is in dry dock. The first person who mentions he is on the ship gets Maggie to jump.

Others, especially those running with a time limit like at a convention, may want to start the session with "Maggie, teary-eyed, points a gun at you." The sooner Maggie tells her tale of woe, the sooner the Crew can decide if they are going to help her out.

This opening can be risky. Some Crewmembers won't like being held at gunpoint and try to put Maggie in the ground before she can set up the rest of the story. If you're running this Episode as part of a series, planting her early as a loyal ally for an Episode or two should make folks more hesitant to gun her down quickly. Otherwise, her background as a Browncoat in the War might also offer a connection to a Crewmember who will step in and vouch for her. If she saved someone's life in a heated battle, no matter the side, they might not kill her right away. The gun might not be loaded, which another Crewmember might notice. If all else fails, you've got Plot Points you can spend to keep Maggie in the fight if a Crewmember decides to Take her Out before she can tell her story.

THE LOWDOWN: A BIG MISUNDERSTANDIN'

The Crew has landed on Athens. It's the capital of the Georgia System, but a big hub like this offers plenty of cracks to slip between. Work comes at a decent pace, both in short cargo runs and small-time criminal jobs that take a day or two to complete. In between these short jobs, the Crew takes a slip in a docking bay where their ship gets some of the long overdue maintenance she needs. The mechanic in charge of this daunting project calls herself Maggie Miller. Only her ma would ever call her Margaret.

Gallowspar Docks are located on the underside of a halfway-built bridge that was once meant to cross a giant canyon. The bridge was being built from both sides of the canyon, but before they could meet in the middle, the Unification War broke out. One side of the bridge sided with the Alliance, the other with the Independents. The War ended, and neither side wanted to complete the dang thing, nor were they interested in spending the money to tear it down. It soon became a haven for smugglers looking to land and refuel without paying taxes or worrying about customs officials nosing around the cargo bay.

Maggie has been working on the ship in Gallowspar for the last several days. The Crew has come to like and trust her. She's a quiet but friendly woman and she knows her way around a ship, which is the part they were focused on when they decided to hire her for the job. The Crew has been getting a great deal for the price—she works with an efficiency worth five times the skill of other mechanics. She's the best one in the shop, but she doesn't let it get to her head. So, it should come as a bit of a shock when a Crewmember on the ship suddenly finds himself staring down the barrel of a little blue gun.

Pulling a gun on one of the Crew wasn't something anyone saw coming. Especially not Maggie.

TROUBLE: A LITTLE GUN

Although she drew her gun like a practiced pro, Maggie looks like she's on the verge of tears. This isn't what she wants or who she is anymore. She's staring at the gun in her hand like she doesn't know how it got there and can't stop apologizing. She keeps saying that she didn't mean to pull it and that the Crewmember just surprised her is all. Surprised or not, she's still holding her gun pointed at the Crewmember's head.

Their shouted exchange echoes through the ship and other Crewmembers will likely hear the commotion and come to investigate. The engine room isn't that big and the more people that arrive at the door, the more things will get out of control. A nervous woman with a gun and a crowd of angry people do not a good situation make.

Maggie keeps trying to tell them it's all a big mistake, an accident, but as long as she's got that gun, there isn't going to be much of a mood for talking. One way or another, the Crew has to disarm Maggie before they can figure out who she is, and if she's an even greater threat than a loaded gun.

DISARMED

They can choose brute force and try to physically restrain her, but the chances of the gun going off, even by accident, are pretty high. These are close quarters, so there's no room to dodge a bullet. It could hit the Crewmember currently standing at the business end of the barrel, another member of the Crew, or even Maggie.

Crewmember Dice Pool: Physical + Fight, Physical + Trick

Gamemaster Dice Pool: Maggie's **Physical D8 + Shoot D8 + On the Run D4 + Holdout Pistol D6**

Possible Assets: Subtle Signals, Sucker Punch, Calming Demeanor

Possible Complications: The Gun Went Off, Bad Ricochet, Broken Finger

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Maggie Takes Out the attacker. The Crewmember can spend a Plot Point and accept a Complication equal to the highest rolling die in Maggie's dice pool to stay in the fight. Maggie's likely to start shootin' for real!
- **Raise the Stakes:** Maggie is Taken Out by the Crewmember. She can spend a Plot Point and accept a Complication equal to the highest rolling die in the Crewmember's dice pool to stay in the fight. She's unarmed, but the Crew is going to have to calm her down before she'll start talking.
- **Extraordinary Success:** Maggie is Taken Out by the Crewmember. She immediately breaks down and tells the Crew about her dire situation.

DISCOURSED

The Crew might also decide that it's just not worth the risk of stray gunfire and instead try to talk Maggie into dropping her weapon. She hasn't shown any indication that she bears them ill will until now and looks more distraught than dangerous. If they can calm her down, assure her they mean her no harm, and bring her back to her senses, then she might turn over her gun without a fight.

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Maggie's **Social D8 + Focus D4 + On the Run D4**

Possible Assets: We're All Friends Here, We Believe You, Gentle Words

Possible Complications: The Gun Goes Off, A Sudden Movement, A Loud Noise

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Maggie is too wound up to be convinced. The Crew will have to try another way to get the gun away from her.
- **Raise the Stakes:** The Crewmember convinces Maggie to put the gun down. Maggie tells them about her dire straits.
- **Extraordinary Success:** The Crewmember

convinces Maggie to put the gun down and trust the Crew. Create a **Maggie's Trust D6** Asset for the Crew. If they spend a Plot Point, the Asset lasts until the end of the Episode. Maggie tells them about her dire straits.

DISTRACTED

Seizing the gun doesn't necessarily mean a full-on brawl. Depending on who's standing in the engine room, there may be a way for other Crewmembers to sneak up on Maggie unawares and grab the gun without a fight. The ship has lots of nooks and crannies for smuggling, and sneaking into the engine room through one of them might resolve the situation peacefully.

Crewmember Dice Pool: Mental + Trick, Physical + Sneak

Gamemaster Dice Pool: Maggie's **Mental D8 + Focus D4 + On the Run D4**

Possible Assets: Shadowy Corridor, Secret Passage, Keep Her Talkin'

Possible Complications: Stepped on a Wrench, A Shadow Over Maggie, A Noise Behind Her

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember comes up short and Maggie starts shooting. Begin an Action Order with Maggie taking the first shot at the Crewmember who failed.
- **Raise the Stakes:** Maggie is Taken Out by the Crewmember. She can spend a Plot Point and accept a Complication equal to the highest rolling die in the Crewmember's dice pool to stay in the fight. She's unarmed, but the Crew is going to have to calm her down before she'll start talking.
- **Extraordinary Success:** The Crewmember Takes Maggie Out. She breaks down and tells the Crew her story.

MASTERIN' THE GAME
NOBODY'S PERFECT

Major GMCs have Distinctions just like Crewmembers. That means that they can choose to use them for a **D8**, or a **D4** and a Plot Point, just like the Crew. But why would the GM ever choose to roll a lower die and run the risk of rolling an Opportunity?

It's one of the main ways to regain Plot Points for the GMCs. The stakes for rolls in the beginning of the game are usually pretty low, so if you fail to raise or set the stakes as the GM, it's not going to alter the plot by leaps and bounds. Racking up Plot Points early on in the adventure means there's a big scary stack of Plot Points when the rolls matter. Crewmembers will be spending Plot Points to make their rolls count and you can match them for more drama in the final moments of the Episode.

It also teaches Crewmembers that it's okay for them to take the **D4** and PP too. The best way to teach is by example, and showing GMCs not always playing to their strengths lets the Crew know it is worth it to risk failure for Plot Point-fueled greatness when it counts.

Finally, taking the **D4** and PP offers some GMC weaknesses for the crew to exploit. These lapses in judgment or momentary losses of control can be the foundation of a Crew's plan, or they can just show that, in the end, everyone's human.

THE SHOWDOWN: A LOADED CONVERSATION

With Maggie disarmed, the Crew will likely want to know find out why she pulled a gun in the first place. She will insist that she was simply surprised and then stressed. The Crew wants the full story about who exactly has been working on their ship and they're not going to let her off the hook until they've gotten their answers.

Through the Crew's questioning, Maggie will reveal that she truly is a ship's mechanic, but that there was a time

MASTERIN' THE GAME
A BOUNTY HUNTER COMES CALLING

If the Crew chooses not to help Maggie, they're going to meet up with Hush Jackson, the bounty hunter who has been on her trail for years. Rather than confronting the Crew later in the adventure, he arrives shortly after the Crew tells Maggie no. He wants his bounty and he wants to be sure the Crew has no plans to follow him and take it for themselves. This may mean a gunfight or it may mean the Crew cuts and runs. Either way, they'll have no time to boot Maggie off the ship before they make their getaway.

Now that they're on Jackson's radar, there's no chance they'll get Maggie turned over to the Alliance without being seen by him. The Crew might end up helping Maggie, but they might also decide to turn her in for the bounty themselves. Instead of shuttling Maggie from location to location, the chase is on, with Hush Jackson as their rival.

when she was also a ship thief. Knowing how to handle a gun was a part of the job and she was very good at it. She assures them that her ship-thieving days are in the past and stealing their ship was not a part of her plan. She admits to thinking about it, so when she was surprised, her old habits kicked in.

She will also share that during the Unification War she fought for the Independents and used her skills to steal Alliance ships so the Browncoats could strip them for parts. The War is over, but the Alliance has a long memory and they've placed a bounty on her head. Worse yet, that bounty doesn't call for her to be alive, so any bounty hunter on her trail is likely to shoot first and ask questions never.

Maggie has narrowly avoided being nabbed for years, but feels like time is running out. She's got to find a way to put some distance between her and the Alliance so she can truly start her life over. Adding to her woes is her ma, who's about to lose her farm to creditors over unpaid medical bills. The farm is on Regina, and while Maggie never visited long enough to develop Bowden's Malady, Ma Miller was not as lucky. The Pescaline-D is free, but other health issues have added up over time. Ma's stuck at St. Edith's Hospital until her debts are settled.

Maggie's got the credits to pay those bills, and she's even got a ship, so she can make her way out from the Border Planets and out to the Rim. Getting there without attracting Alliance attention or alerting any lurking bounty hunters will be a challenge. She just can't seem to catch a break and managing it all on her own is weighing her down. The Browncoats were beaten in the War, and now the War is beating Maggie even though no one's fired a bullet in years. She needs her stash, her ship, and her ma back on the farm before she can officially start over.

Some of the Crew may be sympathetic to Maggie and offer to help her simply because she's a fellow Browncoat, but others may not be so moved. There is more cash than she needs in her stash, so she'll offer that as payment for the Crew's help if they need the extra incentive.

Once Maggie finishes her story, it's decision time for the Crew. They can kick her off the ship without a backwards glance, turn her over to the Alliance and collect the bounty on her head, or decide to help save Ma's farm so Maggie can start the new life they all hope to have someday.

If the Crew decides to help Maggie, she directs them to Regina, also in the Georgia System. Her stash and her ma are both located there. The stash is hidden under the town of Mine's Falls. Her mother is at St. Edith's Hospital, a short distance from Hancock. Her ship, the *Diamond in the Rough*, is hidden in a junkyard floating over Regina's moon, Alexandria. If Maggie has her preference, she'd prefer to get her cash, her ship, and make her final visit to her ma, in that order. 'Course, she just pulled on one of the Crewmembers, so her word is unlikely to hold much sway at the moment.



ACT I: A NIGHT UNDER THE TOWN

The Crew has agreed to help Maggie save her ma's farm so that Maggie can move on from her days in the War and start a new life. This job isn't about the money so much as doing the right thing for a Browncoat in need of a little help. They need to get her cash, get her ship, and pay Ma's bills before they see their payday.

EXT: ABANDONED MINE ENTRANCE (DAY)

MAGGIE, JAYNE and MAL stand outside the entrance to a boarded up mine. It's not far off the town's Main Street and the sounds of people and animals fill the air. A pair of patrolling Alliance soldiers walks past, but gives them no notice and continues on its way.

JAYNE: We're goin' in there?

MAGGIE: What? You afraid of spiders?

THE LOWDOWN: GETTIN' IN

Regina orbits the Georgia System's primary star, Huan Long. It is a newer planet than those found in the Core. 'Member, terraforming comes with a price. Many colonists develop ailments within six months of landing on a newly terraformed planet like Regina.

Several years back, Ma Miller came to the Georgia System to strike out on her own. Maggie knew that coming to Regina was a one-way ticket to Bowden's Malady or worse. Maggie joined the Independents because she thought colonizing worlds with technology that made people sick was one of the ways the Alliance treated citizens poorly. It took a long time for Maggie and her ma to move past the fight this caused, and some of those feelings aren't quite buried yet. Even so, Maggie visited from time to time to check on her ma, and even stashed her cash in the mine that gives Mine's Falls its name.

The Crew may want to take the lay of the land before heading into the mine to get Maggie's money. Their ship can land at the family farm; it won't be disturbed there. This is the closest thing that Maggie has to a home town. The longer the Crew spends here, the more uncomfortable she gets. The mine is directly under the town, so they have to make their way through the town to get there in the first place.

THE TOWN OF MINE'S FALLS

The sleepy town is a far cry from its glory days when it catered to miners digging deep into the hills for precious metals before the mines ran dry. When the maglev passed the town by, it seemed like only a matter of time before the town dried up, too. The Alliance never paid the place much attention until the recent appearance of a garrison in space just overhead. Their arrival has breathed some life back into the old girl and much-needed credits are again flowing into local pockets, but a bustling metropolis it is not.

The town originally sprang up right around the old mine entrance, although most folks have forgotten it's even there these days. Boarded up and half-covered by scraggly shrubs, you won't see it unless you're looking hard.

The number of occupied buildings in town is far less than those that have been abandoned, boarded up, and left to rot. A bar, a restaurant, and a few stores selling the essentials for daily life are all that remain.

Outside town there are some small farms raising livestock and growing what they can in the poor soil left behind after terraforming of the moon was complete. There's not much chance any farm is going to thrive, but the people of Mine's Falls, like Maggie's ma, are tough and unwilling to give up.

MASTERIN' THE GAME
MOVING AT THE SPEED OF PLOT

Some Crewmembers want to know exact distances, time of flight, relative speeds, and timetables for how long trips take in the 'Verse. Most sci-fi shows aren't concerned with such matters, and *Firefly* is no exception. The more rules a show sets up to explain how fast the ships are, the more rules they have to break or rewrite for dramatic situations where the ship is racing against time to save the day.

There are also many variants in space travel that muck up precise calculations. Factor in the human element, and travel times to and from the same location are going to be vague estimates at best. Look at how often trains are delayed, flights are late, and cars don't start in the morning. Now expand that to a larger scale.

In this case, because most of the adventure takes place on Regina and its moon Alexandria, the trip between the two can be done in a matter of hours.

Unless something exciting is bound to happen out in the black, this is a good opportunity to take a page from the show. On TV, the show cuts to commercial and when it returns, the ship is at its destination. Why not do the same at your table? Take a five-minute snack, bathroom, and stretch break, and when everyone's back, the ship is where it needs to be.

NOTABLE LOCATIONS

BERKLEY'S BITES

Description: Berkley's is the only restaurant in town, so its claims of being the best might be true, but they don't mean much. The food won't kill you, but it will make you long for just about anything else. Addison Berkley is loyal to the Alliance and will immediately report anything suspicious to the authorities. Alliance soldiers on leave have been a boon to Berkley's business. He's not likely to do anything that will hurt their budding relationship.

Townsfolk: Addison Berkley (**Greasy Spoon Cook D6**)

THE MINE CART

Description: This small bar serves strong drinks at a fair price. It's nothing fancy, but if you're looking to drink away your sorrows, this is the place. Sally Parks is happy for the extra business the Alliance troops provide, but she'd rather have them gone even if it means less money in the till. A few drinks, and those soldiers start talking about things they shouldn't, and Sally hears it all.

Townsfolk: Sally Parks (**Bartender D6**)

MAX'S TOOLS AND TRAPPINGS

Description: Maxwell Colton has quality products at his hardware store, but his prices are notoriously high. There aren't other options for the townsfolk, so they're forced to pay what he's asking, even when they know he's robbing them blind. Max is a shrewd businessman with little sympathy for his fellow townsfolk. He's loyal to the highest bidder, be it Alliance, Independent, or outright outlaw.

Townsfolk: Maxwell Colton (**Shrewd Shopkeeper D6**)

JUBILEE'S

Description: It's not often the people of Mill's Falls buy new clothes, but when they do, they head to Jubilee's. Miss Hope's got everything from working gear to fancy dresses, and makes sure everyone leaves her store happy. Jubilee is a former Browncoat and will happily help those working against the Alliance.

Townsfolk: Jubilee Hope (**Clever Shopkeeper D6**)

THE APOTHECARY

Description: There's a high demand for the products sold at The Apothecary and it would be easy for a man to take advantage, but Joseph Anders avoids that kind of thing. He accepts just about anything in payment, including a thank you if that's all a person can afford. Joseph doesn't think the Alliance does enough to help the sick. He'd jump at the chance to liberate additional medical supplies from them rather than paying the exorbitant prices they demand.

Townsfolk: Joseph Anders (**Druggist D6**)

A FULL PANTRY

Description: The town grocer carries a selection of foods to supplement what the townsfolk grow on their farms. Harold Lee often barters, taking in eggs to sell in exchange for a loaf of bread. He manages to earn enough credits for a comfortable life, but Harold's lavish lifestyle doesn't match his modest business. There are those that suspect he's got business dealings that he's kept a secret from the town.

Townsfolk: Harold Lee (**Scrappy Grocer D6**)

MA MILLER'S FARM

Description: It's not much, but it's home. There's a small house with a barn, a few animal pens, and a scraggly pasture along with a field in need of tending. It's on the opposite edge of town from the mine entrance, but it's the closest farm to Mine's Falls. It's currently empty with Ma at St. Edith's, though Maggie suggests it as a base of operations while the Crew is on Regina. Ma hid many a Browncoat from prying Alliance eyes and although the War is over, the secret room under the house is still ready for unexpected guests. The Crew can set their ship down here away from the prying eyes of the townsfolk

Townsfolk: None.

THE MINE

Description: An ugly mine entrance juts up from the ground at the end of the town's main street. It was once securely closed, but years of neglect had left it open to the curious. The entrance is currently closed and fenced in to

prevent kids from getting into trouble. Maggie's hidden her stash of cash here in a large strongbox. There may be other unusual things hidden in the mine if the Crew looks long enough.

The entrance to the mine is not far behind the town's local saloon, The Mine Cart. It made things easy for miners tired after a hard day's work, and it'll make it easier for the Crew to stay unnoticed since the bar is mostly empty during the day. Unfortunately, there is an unusually large number of **Alliance Soldiers D6** wandering the streets of Mine's Falls. The troops are in town, much to the surprise of Maggie.

The place is swarming with them thanks to Major Harrison, who's decided to make a surprise visit. No one knows why he's graced them with his presence, but his soldiers are on high alert with patrols running regular circuits through the town and its outskirts.

The Crew has been passed over by one of these patrols, but the next might not overlook them so easily. They have to get inside the mine as quickly as possible and hope that no one notices the disturbed entrance.

Maggie hasn't been back to the old mine in a long while and it's in far worse shape than she expected. The weathered boards across the entrance are doing as much for keeping dirt and rocks in as for keeping people out. Some of the boards have given up entirely and hang splintered from rusted nails. There's no telling just how bad it'll be once they get inside.

The Crew must pry loose some of the remaining boards to gain access and then dig through the dirt and rocks so they can squeeze through before the next Alliance patrol makes its rounds. If they're caught breaking in, the Alliance is sure to bring them in for questioning and Maggie will likely never leave their custody.

On the inside, things are even worse than they feared. It's dark, there are lots of very big spiders, and the narrow shaft is a deadly maze of cave-ins and mining debris. Their every move dislodges more dirt and risks upsetting the rickety framework that holds the old mine together. A constant mist of sand and pebbles showers them, adding to the fun and making it difficult to see or even breathe in the dank space.

SERENITY CREW
RETURN TO REGINA

This planet was the site of "The Train Job" and shares an element or two with that episode, like Bowden's Malady. None of the locations overlap, but those games using the *Serenity* Crew could easily use the events of the episode for a callback. If Captain Reynolds or any of his Crew runs afoul of the law while helping Maggie out, a visit from Sheriff Bourne might help them out of jail...and pay back the kindness Mal showed at the end of "The Train Job".



TROUBLE: GETTIN' DIRTY

The mine looks to be on the verge of complete collapse, but they have no other choice if they want to get to Maggie's cash. There's one way in and one way out, and it's not going to last for long. If they don't make it to the cash, then Maggie will never be able to pay off her ma's debts in time and the farm is lost for sure.

Also, the Alliance soldiers in Mine's Falls are going to be mighty curious about the long-closed mine suddenly having visitors. Maggie's stash is all in cash, so the Crew will have to make it through town with a mighty conspicuous strongbox.

MASTERIN' THE GAME
OLD WHITE GLOVES LOSES HIS GRIP

Major Harrison's troops are loyal to the Alliance, but not their hard-nosed commander. Many would welcome the chance to take him down a peg in the eyes of his superiors. There is no shortage of soldiers weary of Harrison's relentless quest for perfection. If the Crew is looking for someone to turn Harrison's troops against him, they could look to his personal attaché, Corporal Stephanie Kwan, who's spent countless hours needlessly shuffling papers to make Harrison happy. A Crewmember might be able to convince her to look the other way, consequences be damned, just to see the look on Harrison's face. Kwan is most likely to be found in Berkley's Bites, nursing a cup of tea while she fills out the paperwork Harrison generates.

THE SHOWDOWN: GETTIN' THE GOODS

The Crew can try digging their way through the rubble with whatever tools and supplies they've brought along, as well as with things they might find sitting around the mine. This could mean their hands, a rotted board from the mine itself, a soupspoon—anything that might help is fair game. Unfortunately, such activities are likely to draw the attention of the soldiers in town. The Crew has to act quickly or quietly, preferably both.

The Crew has to accomplish a few things here. They must find the strongbox, dig it out of the mine, and get it onto the streets of Mine's Falls. Once out in the open, they've got to get past Harrison and his soldiers. Here are some suggested Actions the Crew might take.

X MARKS THE SPOT

Since Maggie had no idea the mine would be in such bad shape, she inadvertently left the Crew unprepared for the labors they are about to face. They thought they'd just be making their way through an existing mine, not practically digging a new one. They've got to find where the stash is now that the tunnels don't match up to her recollections.

Crewmember Dice Pool: Mental + **Notice**, **Mental** + **Survive**

Gamemaster Dice Pool: Challenging Difficulty D8 + **Abandoned Mine D8**

Possible Assets: Metal Detector, **An Old Map**, **Cortex Scanner**

Possible Complications: Cave In, **Suspicious Soldiers**, **Wrong Turn**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember makes too much noise. The Crew must deal with a squad of four **Alliance Soldiers D6** sent to check out the noise before they find the strongbox.
- **Raise the Stakes:** The Crewmember locates the stash.
- **Extraordinary Success:** The Crewmember locates the stash. It's located on the main tunnel thanks to a recent cave in. Create an **Easy Access D6** Asset for the Crew to use for the rest of the scene.

There are plenty of discarded mining supplies sitting around the mine shaft, but they'll have to look carefully to find tools they can use. This will cost them precious time

and they don't know how much of that they've got until the Alliance notices that the entrance was disturbed and comes to investigate.

DIGGING UP THE CASH STASH

The tools they do find will have been sitting around unused for years, so they're not going to be in the best of shape. A wooden shovel handle might snap the first time it's used or a bucket might be so rusted that it's more like a glorified sieve. Broken tools also stand a chance of injuring the Crew when they break. Good shovels, pick-axes, and buckets would go a long way toward helping them make progress, but to find those things they'll have to leave the mine and head into town.

Crewmember Dice Pool: Physical + Labor, Mental + Know

Gamemaster Dice Pool: Challenging Difficulty D8 + Abandoned Mine D8 + Stout Strongbox D6

Possible Assets: Good Shovel, Pick-Axe, Loose Rocks

Possible Complications: Unstable Supports, Busted Tools, Coughing Fit

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember makes too much noise. The Crew must deal with a squad of four **Alliance Soldiers D6** sent to check out the noise before they unearth the strongbox.
- **Raise the Stakes:** The Crewmember digs up the strongbox.
- **Extraordinary Success:** The Crewmember digs up the strongbox. It's in surprisingly good condition. Create a **Stout Strongbox D6** Asset for the Crew. If they spend a Plot Point, the Asset lasts until the end of the Episode.

PICK UP PROPER SUPPLIES

The Crew might decide to continue forging ahead or they might decide it's a hopeless cause that can only be managed with the right tools for the job. A run into town will let them get everything they need, but there are risks involved with that plan. Activities might go unnoticed if the Alliance is otherwise occupied, but the sheer number of soldiers makes it unlikely that no one will stop them for questioning. Harrison runs a tight ship and his troops are under strict orders to report anything suspicious or out of the ordinary. The Crew easily qualifies as both, and there's even a chance they'll run into the Major himself.

Crewmember Dice Pool: Social + Influence, Mental + Sneak

Gamemaster Dice Pool: Challenging Difficulty D8 + Max's **Shrewd Shopkeeper D6+ Not Much Call for That These Days D6**

Possible Assets: Cold Hard Cash, Wily Negotiator, Secret Browncoat

Possible Complications: Soldiers Walk In, Shoddy Goods, Run and Get Major Harrison Once They Leave

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember raises enough suspicion that Max fetches Major Harrison, who handles the matter personally.
- **Raise the Stakes:** Max gets them the tools they need. Create a **Mining Tools d6** Asset for the Crew. If they spend a Plot Point, the Asset will last for the rest of the Episode.
- **Extraordinary Success:** Max gets them the tools they need. Create a **Mining Tools d6** Asset for the Crew. If they spend a Plot Point, the Asset will last for the rest of the Episode. Max won't remember that the Crew came by his shop if someone like Harrison or Hush starts asking around about Maggie.

CASH AND CARRY

The good news is that the stash is entirely in cash. The bad news is that it's a large enough amount that it occupies a large trunk that can only be carried easily by two people. Moving such a large piece of equipment quickly without notice will pose a problem to discreet Crews. Harrison and his soldiers will likely want to have a chat with anyone hauling a big box full of cash down the streets of Mine's Falls out in the open.

Crewmember Dice Pool: Physical + Labor, Mental + Sneak

Gamemaster Dice Pool: Challenging Difficulty D8 + Streets of a Small Town D6 + Suspicious Soldiers D8

Possible Assets: Timed Guard Routes, Dark Outside, Bribed Soldiers

Possible Complications: Busted Handle, Heavier Than It Looks, Ow! My Foot!

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember drops the strongbox and it breaks. The Crew must figure out another way to transport the cash.
- **Raise the Stakes:** The Crewmember gets the strongbox out of the mine. They'll still have to get past the Alliance troops.
- **Extraordinary Success:** The Crewmember gets the strongbox out of the mine and safely back to Ma Miller's farm without anyone noticing them. Jackson will come calling there.

A QUICK PAYOFF

Although his troops are loyal to the Alliance, they're not particularly loyal to Harrison. They might be convinced to turn a blind eye to the Crew's activities for a price. After all, they have a huge pile of cash thanks to Maggie. A few hundred credits should do nicely. If they use this method to deal with Alliance soldiers checking out noise in the mine, make sure to roll a die for each of the soldiers present.

Crewmember Dice Pool: Mental + Trick, Social + Influence

Gamemaster Dice Pool: Easy Difficulty D6 + Alliance Soldier XD6

Possible Assets: Stack of Cash, Flirtatious, We Hate Harrison Anyway

Possible Complications: They Want Double, Virtuous Soldier, Sting Operation

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember's bribe doesn't take. The soldiers either try to arrest the Crew or double cross them. It's time for an Action Order.
- **Raise the Stakes:** The Crewmember convinces the soldiers to look the other way for now.
- **Extraordinary Success:** The Crewmember convinces the soldiers to look the other way for the rest of the adventure. Major Harrison will be flying solo.

THE PRICE OF A CORPORAL

Rather than dealing with a simple soldier, the Crew might go up the chain of command. Major Harrison has been holding the reins too tight for too long and his men are ready for a change of command. Corporal Kwan might be looking for a promotion and interested in taking a handout from the Crew to help speed along Harrison's fall from grace. Letting a known criminal slip through his fingers will not sit well with his superiors and makes his chances of reassignment that much greater.

Crewmember Dice Pool: Mental + Trick, Social + Influence

Gamemaster Dice Pool: Easy Difficulty D6 + Kwan's **Mental D6** + Kwan's **Focus D6**

Possible Assets: Kwan's Ambition, Stack of Cash, That *Hun Dan* Docked My Pay Last Month

Possible Complications: Harrison Is Watching, A Little Short, I'll Need a Cut for the Rest of My Men

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember's bribe doesn't take. Kwan either tries to arrest the Crew or double cross them. It's time for an Action Order.
- **Raise the Stakes:** The Crewmember convinces Kwan to look the other way for the rest of the adventure.
- **Extraordinary Success:** The Crewmember convinces Kwan to look the other way for the rest of the adventure. Create a **Kwan's Cooperation D6** Asset for the Crew. If they spend a Plot Point, the Asset will last for the rest of the Episode.

There are also plenty of townsfolk who might be curious as to why the Crew is collecting mining supplies in the first place, since no one's done any kind of mining there in over a dozen years. The Crew might have to explain away their activities with the hope that no one gets curious enough to follow them back to the mine to see if there's something they might scavenge for themselves.

The Crew will have to dig through with what they've got or deal with meddling townsfolk, Alliance soldiers, and likely Major Harrison, but one way or another they've got to get the cash. Except that Hush Jackson is now on their trail.

MASTERIN' THE GAME
HUSH MONEY

Major Harrison is a strict taskmaster and expects nothing short of complete compliance from his troops. They're battle ready at all times, even though most days the chances of anything more than a bar brawl breaking out are slim to none.

The least infraction on the part of the men under his command, or the townsfolk he's supposed to serve, is met with the strongest possible response. This makes him less than beloved by his troops and downright feared by the townsfolk. No one wants to face his scrutiny and they all stay out of his way.

Once the Crew has Maggie's stash of cash, they can spend Plot Points to use it as an Asset. Maggie won't be happy about it, of course, because the more cash spent now is less cash for her when she pays off the Crew for helping her put her life in order. Rather than tracking pretend dollar amounts, consider turning the dwindling cash pile into a **Shrinking Stash** Complication if they roll a jinx when using the cash as an Asset or stay in the fight during a social conflict. If that Complication gets stepped up past **D12**, then Maggie can't let the Crew spend any more money or she won't have enough left to pay off Ma's medical bills. She might even have to sell her ship when she gets to wherever it is she's going.

Some mercenary Crews might get the idea to leave Maggie high and dry once they've picked up her cash. In this case, Maggie tells them she's got even more cash stashed on her ship, and the Crew can double their money if they help her get it. Whether or not she pays out to a Crew that goes back on their word, or if the second stash is anything more than a bluff, is left for the GM to decide.



ACT II: THE BOUNTY COMES DUE

The bounty hunter Hush Jackson comes calling for Maggie Miller. Getting into a gunfight with him is a sure way to bring the Alliance out in force. The Crew must find a way to get away without Jackson on their tail.

EXT: ABANDONED MINE (LATE AFTERNOON)

MAGGIE, JAYNE and MAL emerge to the sound of panicked voices arguing in their earpieces. The Crew has tripped an alarm on their little adventure in the mine.

MAL: Best get movin' before we get shot. Again.

THE LOWDOWN: MAKIN' A RUN FOR IT

The Crew made it in and out of the mine in one piece and thought they were through the worst of things, but it turns out they're not even close. They've set off some kind of hidden alarm while they were inside and now it's sending a steady notification signal that is likely notifying someone who wants to find Maggie.

There's nothing to identify who set the alarm or who is receiving the signal, but the chances of it being anyone they'd like to meet are slim to none. The only thing they know is that someone found Maggie's stash and decided it'd be a good way to track the woman down. It could be the Alliance, but it could also be a bounty hunter. Either option is sure to end badly.

The Crew needs to get through Mine's Falls and back to their ship before their unknown pursuer catches up.

TROUBLE: SANDFORD THE SANDMAN

Covered in dirt and sweat, the Crew stands out even amount the motley townsfolk, but they do their best to hurry along unnoticed. They're weary from digging through the mine and carrying the strongbox of Maggie's cash. It's slow going. They're quietly slogging their way through the hustle and bustle of town when a man steps out from a side road directly into their path. If the Crew achieved an extraordinary success getting them back to the farm without the Alliance noticing, a knock on the front door of the farm follows soon after.

It's Hush Jackson, the bounty hunter who's been tailing Maggie all along. He tells them that he's really not looking for trouble; he's just looking for Maggie. Jackson assures the Crew that his beef is not with them and that they are free to go about their business, as long as they hand her over. It'll be easy enough for him to turn her over with Alliance soldiers on nearly every corner.

He even offers to let them keep all her cash, since the bounty on Maggie's head is a far greater reward and will be much more personally satisfying for him to collect after chasing her for so many years. Jackson tells them he's actually thankful to the Crew for helping him find his quarry and convincing her to make her move. They should look at the cash they're carrying as their reward for helping turn over a wanted criminal to Alliance authorities.

MASTERIN' THE GAME
THE MAJOR'S WATCH

The presence of Major Harrison in town for the day provides an additional complication for the Crew. As he's wandering in and out of shops, observing the townsfolk, and checking to make sure his soldiers aren't slacking, he may notice the Crew's confrontation with Jackson, should it happen in Mine's Falls. He could step in only if there's gunfire or he may stop them for questioning just because they don't look right. Getting hauled in and thrown in jail won't serve anyone's purposes, so the Crew, Jackson, and Maggie should avoid Harrison at all costs.

Should a shootout happen in Mine's Falls, Harrison won't rest until the culprits are caught and imprisoned. Jackson has no problems selling out to the Alliance and will gladly work with Harrison to make sure Maggie and the Crew are apprehended. Maggie is loyal to the Crew, but if Harrison puts pressure on her ma, she might panic like she did in the Prelude and try something rash. If the Crew turned Mine's Falls into a shooting gallery, Harrison will be waiting for them at St. Edith's in the final act, rather than being called in by Doc Stevens.

THE SHOWDOWN: FIGHT OR FLIGHT

MAGGIE MAY HAVE BEEN RELYING ON THE CREW FOR HELP, but she's no fool and she's not about to go willingly with Jackson. If she thinks they're about to turn her over to Hush, then she'll scream and holler to get everyone in Mine's Falls looking her way. It's sure to get the attention of every soldier within earshot and some of them might shoot before they bother to find out the truth of the matter.

SHOT DOWN IN A BLAZE OF GLORY

The Crew could choose to draw on Jackson. If they do, he won't hesitate to fire back. Even outnumbered, the Crew will need to use all their skills to beat Jackson in a gunfight. At the very least, this will get the attention of the Alliance soldiers in town and make things even more complicated. Use these pools if the Crew attacks Jackson.

Crewmember Dice Pool: **Physical** + **Shoot**, **Physical** + **Fight**

Gamemaster Dice Pool: Jackson's **Physical D12** + **Move D4** + **Bounty Hunter D8** OR **Physical D12** + **Fight D8** + **Bounty Hunter D8**

Possible Assets: **Nearby Cover**, **Suppression Fire**, **Deadly Crossfire**

Possible Complications: **Gun Jammed**, **In a Headlock**, **Maggie's Been Hit**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by Hush Jackson. They may spend a Plot Point to fight on by stepping up or taking a Complication equal to Jackson's highest rolling die. The sounds of battle quickly bring Harrison and his soldiers to the scene.
- **Raise the Stakes:** The Crewmember Takes Out Hush Jackson. The bounty hunter may spend a Plot Point to fight on by stepping up or taking a Complication equal to The Crewmember's highest rolling die. The sounds of battle quickly bring Harrison and his soldiers to the scene.
- **Extraordinary Success:** The Crewmember Takes Out Hush Jackson. The bounty hunter may spend a Plot Point to fight on by stepping up or taking a Complication equal to The Crewmember's highest rolling die. The Alliance hasn't been alerted to the fight…yet.



JACKSON DRAWS DOWN

The man's a deadly gun and his arsenal makes Jayne's look like nothing but child's play. No one is going to take him out with a single shot, and getting the whole crew away without injury is going to be extremely difficult. Jackson returns fire at whoever drew first, then concentrates fire on Maggie. Her bounty is dead or alive. The Crew might goad Jackson into drawing first, or he might jump a Crewmember that's headed off on his own. If this happens in Mine's Falls, don't forget that **Alliance Soldiers D6** might be involved, too.

Crewmember Dice Pool: Physical + **Move**, **Physical** + **Fight**

Gamemaster Dice Pool: Jackson's **Physical D12** + **Shoot D10** + **Bounty Hunter D8** + **Pistols D6** + **Twin Steele CB-150 Pistols D10** OR **Physical D10** + **Fight D8** + **Bounty Hunter D8** + **Sleeper Hold D6**

Possible Assets: Dive for Cover, **Grabbed His Gun**, **Coolant Hose**

Possible Complications: Two Guns Blazing, **Winged**, **Jackson's Gun to Your Head**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by Hush Jackson. They may spend a Plot Point to fight on by stepping up or taking a Complication equal to Jackson's highest rolling die. The sounds of battle quickly bring Harrison and his soldiers to the scene.
- **Raise the Stakes:** The Crewmember Takes Out Hush Jackson. The bounty hunter may spend a Plot Point to fight on by stepping up or taking a Complication equal to the Crewmember's highest rolling die. The sounds of battle quickly bring Harrison and his soldiers to the scene.
- **Extraordinary Success:** The Crewmember Takes Out Hush Jackson. The bounty hunter may spend a Plot Point to fight on by stepping up or taking a Complication equal to the Crewmember's highest rolling die. The Alliance hasn't been alerted to the fight…yet.

MASTERIN' THE GAME
HELPIN' THOSE WHO HELP THEMSELVES

One of their best assets in a gunfight will be Maggie. She may not have been in an all-out gunfight in a few years, but she still has the skills to hold her own. She'll do anything she can to stay a step ahead of the Alliance and Hush Jackson.

Rather then give Maggie her own Action during a fight, have her throw her lot in with someone else she trusts. Maggie can loan one of her Skill dice to an ally's pool as long as she can help out with the Action. If the ally is shooing at someone, add in Maggie's **Shoot D8**. If a Crewmember is fixing the ship, Maggie can kick in her **Fix D10**.

If the Crewmember fails to raise the stakes, however, and has a chance of being Taken Out, Maggie is also Taken Out. Any Complications generated by jinxes also affect Maggie, as well. If she sticks her neck out to help a Crewmember, she shares in their victories…and defeats.

A safer method is to create Maggie's help as Assets. This method offers a little help at the cost of a Plot Point, but it doesn't risk Maggie getting hurt. Maggie can't create her own Assets, so you might have to poke or prod a Crewmember to spend a Plot Point on her behalf.

GMs who don't want to deal with managing a friendly GMC while the Crew is out and about on Regina would be wise to generate Complications that encourage Maggie to lay low in their ship or on the farm, like **Wanted Poster D6** or **Busted Leg D8**.

GIVING UP THE GIRL

The Crew can decide that they've had enough of this woman and the trouble she's been causing all of them and just take the money and run, leaving Maggie to Jackson. There is cash enough to keep them all happy and well fed for months, not to mention the funds would go far toward fixing up the ship. This may or not be a ruse to get someone in a better position to get the drop on Jackson. The Crew might not even decide whether they were really going to hand her over until after the fight is done.

Crewmember Dice Pool: **Social** + **Influence**, **Social** + **Trick**

Gamemaster Dice Pool: Jackson's **Mental D8** + **Focus D8** + **Bounty Hunter D8**

Possible Assets: **Part of the Plan**, **Maggie's the Distraction**, **Flanked**

Possible Complications: **Jackson Smells Ambush**, **Soldiers Arrive**, **Maggie Grabs His Gun**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember hands Maggie over to Jackson. Maggie screams her head off, bringing one **Alliance Soldier D6** on the scene for each person present.
- **Raise the Stakes:** The Crewmember hands Maggie over to Jackson. She escapes at the earliest opportunity off-screen. When she reunites with the Crew, Jackson will be in hot pursuit.
- **Extraordinary Success:** The Crewmember hands Maggie over to Jackson. She escapes at the earliest opportunity off-screen. She thinks it was part of a plan to delay Jackson.

SNUCK IN THROUGH THE BACK DOOR

The Crew might try to hide Maggie from Jackson, or even deny they know her in the first place. This will take some convincing, since Jackson bugged the strongbox and has been watching them while they've been in Mine's Falls.

Crewmember Dice Pool: **Social** + **Trick**, **Physical** + **Sneak**

Gamemaster Dice Pool: Jackson's **Mental D8** + **Focus D8** + **Heart of Ice and Dust D8**

Possible Assets: **Packed in the Strongbox**, **Convincing Smile**, **We Just Dropped Her Off**

Possible Complications: **A Sudden Noise**, **Compromising Captures**, **I Know Where You Hid Her**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Jackson catches the Crew with Maggie. Start an Action Order with Jackson targeting the Crewmember who failed this roll.
- **Raise the Stakes:** The Crew convinces Jackson that Maggie is not here. He follows them to make sure.
- **Extraordinary Success:** The Crew convinces Jackson that Maggie is not here. Jackson never finds Ma Miller and doesn't arrive at the hospital.

They can also choose to politely decline Jackson's request. If they are at the Miller's farm, Jackson is likely to use force first. If they are in Mine's Falls, Jackson is likely to try to intimidate them. In the latter case, he wants them to draw first, so when the Alliance comes running, they'll side with him. If the throw down with Jackson happens in town, the Alliance arrives as soon as possible. If the fight goes down on Ma Miller's farm, having the Alliance approach as a Complication (**Alliance Interference**) cranks up the tension.

If they avoid a firefight or getting hauled in by the Alliance, then they can try to lose Jackson in the crowds of people filling the streets, but it will require some skill to blend in when they've already been made and are weighed down by the strongbox.

That cash might also prove helpful in getting away, since the townsfolk are all barely eking out a living and would welcome a little extra income, no questions asked. The right person might be willing to help hide the Crew by causing a diversion. They might try to pay for a faster means of transportation out of town or, if they're loath to part with any of their cash, stealing a horse might be an option.

SOLITUDE'S TREASURE

Engines 8 **Hull** 8 **Systems** 8

DISTINCTIONS

Jubilee Class Attack Cruiser 8

After the War ended, a whole lot of ships got dumped on the open market. Smart folks who were looking for firepower picked up Jubilees, ships the Browncoats developed to go toe-to-toe with Alliance patrol boats. There weren't a ton left over, but those that are still around are a mighty fine find.

- ☑ Gain 1 PP when you use this as a **D4**.
- ☐ *Dish It Out:* Step back **Engines** for the scene to create a **Boosted Weapons D8** Asset.
- ☑ *Take It:* When you take a Complication as the result of an attack by another ship, spend 1 PP to step back the Complication.

Bought with Bounties 8

You must have wrangled up hundreds of bounties to get your hands on this ship, saving your credits bit by bit until you could get her custom-fitted for exactly the kind of work you love doin': hunting down people and collecting the reward.

- ☑ Gain 1 PP when you use this as a **D4**.
- ☐ *Holding Tank:* When you lock someone up on your ship, take or step up a Complication relating to your prisoner to create a **Caged D8** Asset.
- ☑ *We All Gotta Eat:* Gain 1 PP when you secure a prisoner on your ship with an active bounty.

Barnacle Boarder 8

You've equipped your ship with everything your crew needs to latch on and board another ship, whether that be to rescue folks in trouble or snatch unsuspecting criminals in the middle of the night.

- ☑ Gain 1 PP when you use this as a **D4**.
- ☐ *Aggressive Airlocks:* When you attempt to dock with another ship, spend 1 PP to create a **Latched On D8** Asset.
- ☐ *Dead Silent:* When sneaking up on an unsuspecting ship, take a **System Shutdown D8** Complication to step up or double **Hull** for the roll.

SIGNATURE ASSETS

Rotating Triple Turret D8: Jackson has three cannons that alternate fire, ready to take out any small ships that get in his way. He prefers dead to alive in most cases, since the money is often the same.

Magnetic Clamps D8: These clamps are usually used to latch onto a piece of wreckage to haul back to the Alliance as proof that Jackson killed his target. He could also get creative with them to latch onto a ship to be boarded.

MASTERIN' THE GAME
THE AMAZING FLOATING BOUNTY HUNTER

This act is positioned in the most dramatic place for a confrontation with the Crew. Jackson shows up at Mine's Falls while the Crew is holding the cash. It's a tense scene because any violence will draw the attention of Major Harrison and complicate matters immensely. However, this is also the most flexible Act, since the Crew might not head out to get the cash first. It's important to introduce Jackson early on, since he shows up in the final Act at St. Edith's to try and nab Maggie before she squares things up for her ma.

That said, there are other points that make a good spot to introduce the bounty hunter chasing after Maggie. Jackson might show up after the Prelude to collect the bounty on Maggie. If the Crew refuses to help Maggie out or decides to turn her in themselves, Jackson can crash the party and force the Crew to rethink their plans. Maggie could sneak off Jackson's ship and back onto theirs if they brush him off. Jackson could also draw down and refuse to share the bounty with them, risking a gunfight instead.

Another place to bring Hush into the story is after the Crew picks up Maggie's ship. In this case, he swoops in on the *Diamond in the Rough* with the *Solitude's Treasure*. This could turn into a running space chase back through the junkyard as both the Crew's ship and Maggie try to outrun the bounty hunter.



ACT III: LOVE AT FIRST FLIGHT

Maggie's ship, Diamond in the Rough, *is in an orbital salvage yard that's seldom visited by anyone these days. The place is run by Maggie's ex-beau, Hollis Brooks, who has no idea he's been sitting on her ship all this time. Maggie is pretty sure Hollis still has a thing for her and plans to once again distract him with her smile while the Crew liberates her ship.*

EXT: MAGGIE'S SHIP, DIAMOND IN THE ROUGH (DAY)

KAYLEE, ZOE and MAGGIE stand outside the ship. The sun glints off its surface and MAGGIE shades her eyes to stare up at it with a huge smile on her face and KAYLEE looks no less smitten.

KAYLEE: She's a real beauty.

ZOE: Do you three need some alone time? I can always come back.

THE LOWDOWN: WHEN THE MOON HITS YOUR EYE

Alexandria is one of the least scenic places in the Georgia System. It's a garbage moon orbiting Regina, where most of the local companies make a living salvaging wrecks, hauling away people's garbage, and fixing up things that still work okay even after they've been discarded. Big companies burn up the refuse in huge fuel cell manufacturing facilities to be packaged up into power sources and sold to manufacturers. The cheaper outfits hit atmo and dump the trash without stopping, littering the moon with half-burned hunks of metal.

It's not a nice place to visit, but the Crew won't be staying long. Maggie's hidden her ship in an orbiting junkyard stationed above the moon. She left it buried in the wrecks watched over by Hollis Brooks, an old flame from better times. Hollis is unaware of the treasure, but the Crew needs to get it out from under his nose while Maggie distracts him on board his headquarters, a space station smack dab in the middle of the floating junk piles. Most of the action will be taking place in orbit, but some might decide to land on Alexandria to case the junkyard from the planet's surface.

HAYSTACK ORBITING JUNKYARD

Haystack Parts, Incorporated operates a few kilometers above the moon's dusty surface. The planet is habitable, but the environment is tumbleweeds and desert, a perfect dumping ground. Some of the trash that gets brought here includes wrecked ships and outdated parts, leading to several mechanics and junk dealers making their homes here. HPI is willing to ship parts out to other locations for a modest fee, but it's much cheaper for a mechanic to come out here and pick a few parts off the wrecks watched over by the geosynchronous station in orbit. Another advantage? HPI is willing to trade ship parts in person, but not when one is ordered.

HPI runs out of Haystack Station in orbit above the moon. Haystack Station is a small, cramped affair. It has a waiting area open to the public with a shuttle docking port. Behind a secure door, the office offers a Cortex link to an inventory of identified parts. There is a one-room apartment on one side of the office and an airlock on the other side. The airlock connects to a shuttle that can be used to get between the station, the wrecks, and the nearest town on Alexandria, Abigail, for supplies. Folks don't come for a friendly visit. They come to do their business and leave.

Haystack Station has one sole occupant: Hollis Brooks. Brooks is the owner of the station. He makes arrangements with salvage companies for them to drag wrecks to the site. He also buys old and used ships from dealers, flies them into orbit, and then strips them for parts. He keeps an inventory of known parts on the station, but he is also willing to let mechanics scour the wrecks for a small picking fee. Often, the mechanics will bring back more parts than they need and Hollis will cut them a deal. If they find parts he can sell, he'll let the parts the mechanics need go for cheap.

EXPLORING THE JUNKYARD

There are four landmarks that Hollis uses to navigate the yard. Rather than directional words, he points customers towards one of four large masses he calls hulks. The Crew will see these hulks from their ship still outside the yard. They act as fenceposts to Hollis' junkyard. These hulks are the remains of larger ships that have mostly been stripped for parts. They now provide boundaries to the HPI yard. He's installed weak magnetic generators in each hulk that work as a fence. They keep the junked hulls gathered and also keep folk from spacewalking in and out without his knowledge. Powered vessels the size of the Crew's ship aren't kept out, but Hollis figured the danger of smashing into a chunk of wreckage would keep anything that large from getting too close.

THE TATER

Seventeen ships make up this hulk. This was a lot bought from the Gallowspar Docks, made up of abandoned ships left there. Maybe their crews were killed. Maybe they

were lost in a faro game. The ships had most of their useful pieces stripped to cover the docking fees and the hulls were then compressed and sold off in bulk to HPI. There still may be parts useful to those willing to dig around this twisted maze of bent metal. A secret or two from one of the smaller ships may have even survived the process.

THE CONESTOGA

The drive system of an old colony ship idly spins in space. Larger pieces sometime come to rest inside the blast cones of the huge engines floating here. Sometimes small parts can be stripped from the larger parts. A few brave souls have even tried slapping one of the engine parts on the outside of their ship and connecting it to the smaller engines on the inside. Crazy ideas like that are why Hollis has a big NO REFUNDS sign located near his transaction window.

THE GIRAFFE

The name of this hulk stems from the long, spindly neck with a smaller head jutting out from the main mass. This piece of equipment comes from one of the large terraforming devices used to process the atmosphere over Regina. It doesn't have many directly compatible parts for small ships, but it offers large pieces of sheet metal for hull repair and modifications. Much of the salvage also comes from pieces for life support systems, such as fans and ductwork. Hollis makes much less money off of these sales, especially since the Giraffe is full of the stuff. This is the one hulk Hollis would consider selling outright, since it is the least profitable of the four.

THE SHIVA

The final hulk resembles a vaguely humanoid figure with multiple arms on either side of the main body. Long ago, this was one of the imposing stacks of an Alliance cruiser. Shiva's arms are the twisted sections of hull blown out by an internal explosion. Hollis doesn't know anything about the name of the ship or the details of the incident. He has heard tall tales that any pieces cut from the Shiva are cursed, but writes it off as superstitious hogwash. He thinks such tales are just trying to pull one over on him to take back a part that couldn't be used.

There are, of course, dozens of smaller wrecks floating about in the yard. Shuttles and spacewalkers can navigate the yard fairly easily, but anything larger needs to go slowly and carefully. This includes Maggie's ship when the Crew gets her powered up and ready to leave. The Crew has to be careful not to damage the *Diamond in the Rough* too badly when pulling it out of the yard. It does Maggie no good to go through all this trouble if her ship is in worse shape than it was while it was stashed!

HPI invested in some security to keep out freeloaders and scavengers. Hollis scattered heat and motion detectors throughout the wrecks along with a variety of security cameras. When he knows someone is headed out toward a particular hulk, he turns off the ones along the way. If the heat sensors are activated, a warning gets sent to the station and Hollis checks out the sector's cameras. Unauthorized folks get a visit from some defense drones he picked up at an Alliance surplus auction a few years back. His dogs, as he likes to call then, can run on their own. But if he's caught someone red handed, Hollis likes to keep things manual and take a few shots of his own.

Maggie put all her faith in the fact that Hollis still has a thing for her and will welcome the chance to spend a little quality time together. She's gotten all dolled up in her finest duds, cleaned the grease and grime from under her nails, and liberated a cheap bottle of wine from the mess. Her plan is for the Crew to drop her off on the satellite that watches over the junkyard so she can distract Hollis and the Crew can sneak in and find her ship. She plans on going alone, so it will take a little convincing if a Crewmember wants to tag along. She's rented a shuttle on Alexandria to take her on her own if the Crew is unwilling or unable to provide her with one.

Maggie has given them a rough idea of what they're looking for and where she hid it, but it's been years. Things don't look the way they did when she first said goodbye to her precious *Diamond in the Rough*. Since she left Hollis, his business has grown from a few floating hunks of junk

to a respectable collection of parts, ships, and parts of ships. Her vessel is hidden in one of the exhaust cones of the *Conestoga* hulk. She siphoned a small power line from one of the mag field generators to keep the ship near the *Conestoga*, but years of small power fluctuations caused the ship to drift. It may take the Crewmembers a bit longer to find, but it offers a slight benefit. The proximity of the ship to the mag generator means that Hollis is unlikely to notice any heat signatures until the ship is powered up and ready to go.



TROUBLE: DIAMOND IN A HAYSTACK

Finding the ship is not easy. There are all sorts of decrepit ships and bits floating about and they've got to navigate their way through it all, board the ship, and fire her up all before Hollis catches on. Hollis doesn't know he's harboring a fully functional ship in his yard. He would have sold it long ago and drank away the credits, thinking of Maggie. They've also got to be quick about it. Sooner or later, Hollis is going to figure out Maggie is up to something and when he does, he's going to be cranky.

The Crew knows the ship is inside the junkyard per Maggie. They've got to come up with a plan for their search; they can't just go in and ask Hollis for the keys. They've got to pick through the floating hunks of junk looking for Maggie's ship. Putting on a spacesuit and taking a little jaunt into space might let then sneak in for a closer look, but it will also be very dangerous. Stray bits and pieces could snag a suit or send the Crew careening in the wrong direction.

They might instead choose to stay on board, searching from the helm with a combination of their eyes and the ship's scanners. This will be a lot safer, but it'll take more time and that commodity is in very short supply. Even if the Crew finds Maggie's ship, they still have to get people from their ship to hers. A shuttle is a good long distance fit, but the power signature and thrusters are likely to be detected by the security sensors.

LOCATING THE SHIP

Maggie doesn't exactly remember where the ship is.

The Crew might be able to use its long-range ship sensors at the risk of giving up its position, or they may go in with a smaller vessel (or even just spacewalk) and look for it the old-fashioned way.

Crewmember Dice Pool: Systems + Operate, Mental + Notice

Gamemaster Dice Pool: Challenging Difficulty D8 + Tons of Floating Junk D8

Possible Assets: Weak Transponder Signal, Maggie Gives Good Instructions, If I Were a Ship...

Possible Complications: Signal Hacked, Too Much Interference, Ran Right into It

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crew takes much longer than expected to find the ship. Start the Timed Action to retrieve the ship with one beat already lost.
- **Raise the Stakes:** The Crew finds the ship and can start getting it powered up.
- **Extraordinary Success:** The Crew finds the ship in record time, probably because Maggie remembered where it was. The Crew gains an extra beat for the Timed Action to restart the ship.



DEACTIVATING SECURITY SYSTEMS

The security systems in the junkyard are Hollis's eyes and ears. The Crew might be extra cautious, or they might not have much faith in Maggie's distraction skills. Messing with the security system gives the Crew an advantage: success means they get beats back for the Timed Action. They can either physically grab one of the sensors or try a remote hack via Cortex. If they fail, though, whoever tried to buy them more time isn't going to be able to help the Crew for the rest of the Timed Action.

Crewmember Dice Pool: Physical + Labor, Mental + Operate

Gamemaster Dice Pool: Challenging Difficulty D8 + Junkyard Dogs D6 + Well-Hidden Controls D8

Possible Assets: Cortex Override, Switcharoo, Hotwired

Possible Complications: Busted the Camera, Took a Picture Before It Died, Tampering Alarm

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember who tried to disable Hollis's security system is tied up by the dogs and can't help for the duration of the Timed Action.
- **Raise the Stakes:** The Crew deactivates the security system. Give one beat to the Crew for the Timed Action.
- **Extraordinary Success:** The Crew takes over the security system. The Crew gets two extra beats for the Timed Action.

Meanwhile, Maggie is on board Haystack Station chatting up Hollis. These two have history and it's a history that Maggie exploits for a distraction. She's drinking a bottle of moonshine she got from a client with Hollis and getting cozy with him. Any Crewmembers on the station are likely to feel a little embarrassed. Her plan is to get him drunk before anything regrettable happens. By the time Hollis is ready to pass out, hopefully the Crew will have her ship ready to go.

THE SHOWDOWN: BELLS WILL RING

This Act incorporates a Timed Action. The Crew will have a total of five beats before Hollis notices they are stealing the ship. Cycle through the Crewmembers, making sure each one gets an Action before going back to a character who has acted already in the scene. If the players all want to take Actions at the same time, use an Action Order (page 27) to guide the scene forward.

If the Crew runs out of beats before accomplishing their goals, Hollis activates the security system. He still doesn't know Maggie has a ship stashed in his yard, so he sends the dogs after any exposed Crewmembers or their ship. The Crew still has to get Maggie's ship powered up and flight ready before they can leave.

The focus of the Timed Action is getting Maggie's ship out of the yard. Once the Timed Action is done, if there are still things to do to get the ship moving, it becomes an Action Order until Hollis is Taken Out. Once that occurs, the Crew is assumed to have enough time to get the ship ready without any additional drama.

Should any Crewmember be Taken Out, they will have to be rescued. Otherwise, Hollis will pick them up and report them to the authorities, which likely means that when Major Harrison shows up at St. Edith's Hospital, the Crewmember will be in restraints along side him. Keep in mind that a Complication that's stepped up past **D12** will result in a Taken Out Crewmember.

Here are a few Actions the Crew might take once they've found the ship:

GETTING TO AN ACCESS POINT ON THE SHIP

The *Diamond in the Rough* has a main access point via the cargo bay like *Serenity*. It also has a pair of airlocks on the side. Getting to these points requires a spacewalk, a docking attempt with a shuttle, or a ship-to-ship lock between larger vessels.

Crewmember Dice Pool: Physical + Labor, Engines + Fly, Hull + Fly

MASTERIN' THE GAME
TIMED ACTIONS

When something needs to be done within a set time limit, you should use Timed Actions. Timed Actions are a series of Basic Actions, either several of the same kind or a series of different ones based on attempting something that has different steps. The time's measured in beats—the more beats, the longer Crewmembers have. Each time Crewmembers roll the dice to resolve an Action, they lose one beat. Use checkboxes or tokens to keep track of beats.

During each stage, if players beat your total, it only costs them the time spent: one beat. An Extraordinary Success means they found a shortcut and don't lose any time at all. They don't use a beat for that roll. If they fail to raise the stakes, they didn't accomplish what they set out to do, and the beat is still lost. Move on to the next stage of the Timed Action. If the Crew runs out of time to complete the Timed Action, they'll have to figure out some other way to get what they want.

Gamemaster Dice Pool: Challenging Difficulty D8 + Spinning Ship D8 + Sealed Door D6

Possible Assets: Mag Boots, I Know This Model, Done This a Million Times

Possible Complications: Jammed Airlock, Bad Seal, Pieces Salvaged Off the Ship

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The access point is jammed shut. The Crewmember has to try another one. Lose one beat.
- **Raise the Stakes:** The Crew gets the access point open and gets inside the ship. Lose one beat.
- **Extraordinary Success:** The access point opens like it was waiting for the Crew to arrive. The Crew loses no beats.

RESTARTING THE REACTOR

The ship needs power to its various systems to be of any use to Maggie. There's too much junk for the Crew's ship to tow it out directly. *Diamond in the Rough* will have to make it out under her own power. The Crew can restart the power from inside, or connect their vessel for a jumpstart.

Crewmember Dice Pool: Mental + Fix, Mental + Operate, Engines + Operate

Gamemaster Dice Pool: Challenging Difficulty D8 + *Diamond in the Rough*'s Engines D6 + Low Gravity D8

Possible Assets: Detailed Instructions, Familiar with This Model, Purring Like a Kitten

Possible Complications: Cold Start, Energy Fluctuations, Sputtering Power

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember gives it a few good cranks, but the reactor is just not coming online. Lose one beat.
- **Raise the Stakes:** The ship shudders and the emergency lights come on, much to the Crewmember's delight. Lose one beat.
- **Extraordinary Success:** The reactor comes alive on the first flip of the switch. Lose no beats.



MASTERIN' THE GAME
IN SPACE, NO ONE CAN ITCH YOUR NOSE

During the Timed Action, the Crew will have to move around Maggie's ship in space suits until they activate the life support. If the Crew loses enough beats before they have to high tail it out of the yard, getting life support online might end up being a luxury they can't afford. Between the bulky space suits and the lack of artificial gravity, things will be a mite more difficult for Crewmembers. Step up the difficulty die for any Actions on the ship until the life support comes on.

ACTIVATING LIFE SUPPORT

Without life support, the Crewmembers have to clomp around in bulky spacesuits while going about their business. Feel free to step up the difficulty die for rolls inside the ship until they turn on the life support and artificial gravity.

Crewmember Dice Pool: Physical + Labor, Mental + Operate

Gamemaster Dice Pool: Challenging Difficulty D8 + *Diamond in the Rough*'s Systems D6 + Low Gravity D8

Possible Assets: Remote Start, Portable Generator, Cockpit-Only Life Support

Possible Complications: Sealed Blast Doors, Freezing in Here, Controls Are Literally Frozen

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember can't get the air to come out of the vents. Lose one beat.
- **Raise the Stakes:** After a few moments, the Crewmember's atmo sensor goes green. Lose one beat.
- **Extraordinary Success:** The atmo sensor turns green immediately. Lose no beats.

DIAMOND IN THE ROUGH

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

DISTINCTIONS

Vela Class Small Freighter 8

Rugged, hard to break, and easy to customize, these small freighter ships tend to attract mechanics who want to be able to strip down their ship's engine at a moment's notice. Needless to say, most folk from the Core usually view Velas as more trouble than they're worth.

- ☑ Gain 1 PP when you use this as a **D4**.
- ☑ *Resilient Engine Core:* When you're attempting to recover a Complication related to your ship's engine, the Crewmember tackling the Complication can spend 1 PP to step up or double **Fix**.
- ☐ *Aftermarket Mods:* When you create an Asset based on a ship part your Crew has recently modified or rebuilt, step the Asset up. If you use the Asset in a failed roll, take a Complication of the same die size related to the instability of your customizations and remove the Asset.

Pulled from Cold Storage 8

Some ships are worth keeping around, even if you've got to pay the storage fees. Lucky for you, your beloved ship still had enough juice left in her to get back out in the black when you restarted the engines.

- ☑ Gain 1 PP when you use this as a **D4**.
- ☐ *Classic Controls:* When you're attempting to fly through a dangerous situation, spend 1 PP to step up or double **Engines**.
- ☐ *Mothballs:* Take or step up a Complication based on your old or outdated systems to gain 1 PP.

She Don't Look Like Much 8

Your boat's got parts welded on, pieces replaced from other ships, and a hull that's seen better days. But those that underestimate her are in for quite the surprise. Quite the surprise.

- ☑ Gain 1 PP when you use this as a **D4**.
- ☑ *Hidden in Plain Sight:* When you attempt to evade detection by blending in with junk or refuse, step back **Engines** for the scene to create a **Tough to Spot D8** Asset.
- ☐ *Tough to Stop:* When you attempt to fly through an obstacle, spend 1 PP to step up or double **Hull**.

SIGNATURE ASSETS

Cockpit Kill Switch D8: To avoid detection, Maggie installed a kill switch in the cockpit to cut power to all non-essential systems with one push of a button, a useful trick to dodge Alliance sweeps and Hollis' dogs, or even to turn out the lights on pesky boarders.

High Performance Engine Boosters D8: Overclocked, torqued up, and purring like a panther, Maggie's ship has way more engine than she needs. Once the booster kicks in, nobody should be able to catch her, and Maggie can put her old life behind her.

MASTERIN' THE GAME
A GIRL'S BEST FRIEND

Maggie's ship is a fine piece of work. Even though it's been stashed in a junkyard for a few years, Maggie built her well enough that the *Diamond in the Rough* will serve well out on the Rim.

Once the ship is free, Maggie flies it to a stash spot in a canyon on Alexandria, far away from any prying eyes. She takes an hour or two to look it over, then hops back on board the Crew's ship. She wants the ship's registry to stay clean, so she doesn't want it associated with any remaining part of the job the Crew needs to pull.

GMs looking for a spot to introduce (or remind Crewmembers of) Jackson might have him show up in his ship at the end of this act. Ships that can fight a space battle might enjoy going toe-to-toe with Jackson's boat. If the Crew's ship isn't armed, it's best to let Jackson hassle everyone on the ground.



POWERING UP THE ENGINES

The ship's engines are necessary to get *Diamond in the Rough* away from the junkyard. The Crewmember might try to activate the engines from the cockpit or may have someone do a hard power-up in the engine room directly.

Crewmember Dice Pool: Physical + Labor, Mental + Operate, Mental + Fix

Gamemaster Dice Pool: Challenging Difficulty D8 + *Diamond in the Rough*'s Engines D6 + Quick Fireup D6

Possible Assets: Full Power, Pre-Light Sequence Go, Extra Fuel

Possible Complications: Thruster Two Inoperative, No Control from the Cockpit, Low on Gas

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Despite the Crew's best efforts there's no power going to the engines. Lose one beat.
- **Raise the Stakes:** The Crewmember's first few test fires are successful. The *Diamond in the Rough* is ready to go. Lose one beat.
- **Extraordinary Success:** The engines light up like a candle. Lose no beats.

FLYING THE SHIP OUT OF THE YARD

Once the reactor and the engines are up, it's time to get the ship out of the yard. The Crew can smash their way through the junk, nimbly fly around it, or plot a proper course through the debris.

Crewmember Dice Pool: *Diamond in the Rough*'s Hull + Fly, *Diamond in the Rough*'s Engines + Fly, *Diamond in the Rough*'s Systems + Fly

Gamemaster Dice Pool: Hard Difficulty D10 + A Ton of Floating Junk D8

Possible Assets: Secret Passage, Blew a Hole in the Wall, I'll Cover You

Possible Complications: Net Trap, Rigged Explosive, Sealed Blast Doors

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The twisting corridors of wrecked ships thwart the Crewmember who attempted to find a way out. Lose one beat
- **Raise the Stakes:** The way is clear. The Crew can make a run for it now. Lose one beat.
- **Extraordinary Success:** The Crewmember who pilots the *Diamond in the Rough* secures a path out in record time. Lose no beats.



RESCUE A FALLEN CREWMEMBER

With this being so close to the end of the adventure, Complications are likely going to be running high. Crewmembers might get Taken Out by stepped up Complications. This Action allows another Crewmember to bring a Taken Out Crewmember to safety. Otherwise, if the Timed Action runs out, anyone who's been Taken Out will be left behind for Hollis.

Crewmember Dice Pool: Physical + Labor, Mental + Treat, Social + Influence

Gamemaster Dice Pool: Challenging Difficulty D8 + Time Is of the Essence d10 + Spinning in Space D8

Possible Assets: First Aid Kit, Fireman's Carry, Calming Words

Possible Complications: Can't Get Out That Way, Confusing Layout, Have You Gained Weight?

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crew is unable to get to their fallen friend. They'll have to find another way to retrieve their Crewmember. Lose one beat.
- **Raise the Stakes:** After taking a moment to secure the Crewmember, the Crew can get back to work. Lose one beat.
- **Extraordinary Success:** Quick thinking on the part of the acting Crewmember gets the lost Crewmember to safety in no time. Lose no beats.

Maggie's arrival is a welcome surprise for Hollis. He had hoped to see her again someday, but never expected her to walk through his door. She looks even more beautiful than he remembered and a chance to have a drink with her and reminisce about old times reminds him why he loves her. Once the Crew signals her they've got the ship, she makes a date with Hollis for a few days later to talk about their past. She never intends to show up.

If the Crew gets the ship out before running out of beats, Maggie says goodbye and gets back on the shuttle that brought her to the station. She promises to call Hollis, but she never will. She's not proud of what she's doing, but she knows it has to be done.

If the Timed Action runs out of beats, an alarm sounds. Hollis turns his attention from Maggie to his instruments and sees a ship firing up its engines in a far corner of the salvage yard. He has no idea which ship it is, but no one is authorized to be taking anything, so it's clearly a case of pirates.

It also means Maggie has to make a much more desperate play. She draws on Hollis, explaining that it's her ship and she's just taking back what's rightfully hers in the first place. Hollis is furious, duped by her again. As she backs out of the room and makes a run for it, Hollis turns his attention to *Diamond in the Rough*. It's his salvage yard, so as far as he's concerned, that's his ship and he's not giving it up without a fight. If she brought a Crewmember with her for security, he can hopefully subdue Hollis before he activates the junkyard dogs. Otherwise, the Crew needs to pick up Maggie from the space station (as well as any Taken Out Crewmembers not yet rescued) and get away before Hollis catches either ship.

Maggie gets the drop on Hollis and keeps him at bay until the Crew picks her up. She may even commandeer his Kelsey shuttle to make sure he's staying on the station for now.

Maggie will take control of her ship once she's back from Haystack Station. She has the Crew follow her to a stash spot on Alexandria and leaves the ship there until she gets the rest of her business settled. She doesn't want her new ship to get mixed up in any remaining crime she and the Crew might have to get down to.

With Maggie safely on board, they can also try talking Hollis down. Maybe Maggie and the Crew can convince him that she really did love him once, that she's not good enough for him, and he's better without her in his life. Maybe.



ACT IV: FAMILY REUNION

Cash in hand and ship safely stashed, the Crew needs to get Maggie to the hospital where she can pay her ma's bills and then hightail it off-planet to get on with her life. Paying the bills will be easy, but staying ahead of bounty hunters and the Alliance is another story.

INT: RURAL HOSPITAL (DAY)

MAGGIE is paying the doctor the credits he's owed before saying goodbye to her ma and getting off planet for good. MAL and ZOE have come along, just in case there's trouble. The doctor has been giving them all the stink eye throughout his exchange with MAGGIE.

MAL: I don't trust that one.

ZOE: I believe the feeling is mutual, Sir.

THE LOWDOWN: PAYIN' THE PIPER

The Crew shows up at the hospital where Maggie's ma is being treated so they can pay her bills and save her farm. St. Edith's is located just outside of Hancock on the planet Regina. It's a long-term hospital for those with long-term illnesses.

SERENITY CREW
A TIME FOR TAMS

With all the Alliance soldiers about, Simon and River are likely to get nervous walking around Mine's Falls. St. Edith's might be worth risking some exposure. Simon is looking to fix River and the chance for some fresh medical supplies may spur him to action.

St. Edith's isn't a fancy hospital like St. Lucy's on Ariel. It doesn't have the same machinery or technology. What it does have, though, are medicines and sedatives that Simon can use to ease River's symptoms. The hospital is also in such disarray that, as long as he plays it cool, Simon will likely fit right in and not draw any attention.

ST. EDITH'S HOSPITAL

Long ago, this building was the plantation-style home of Edith Ponchartrain. She was one of the founders of Hancock and her family was one of the first on Regina. Though her name was respected and her influence notable, poor Edith watched as, one by one, her family members died without leaving suitable heirs to their family fortune. On her deathbed, she donated most of her money to help found the maglev rail that runs through Hancock. Her family home was to be turned into Ponchartrain Hospital. That's technically the building's name, but everyone local, including the staff, simply calls it St. Edith's.

It's a sad little place now in need of much attention. Many of the beds are nothing but canvas cots, and tattered curtains have been hung to divide once grand ballrooms. One frazzled nurse hurries by and manages a nod and a smile before heading into help a patient. This is a place of last resort and somewhere no one wants to be, especially Doc Stevens.

RECEPTION

A long table serves as a rickety front desk overloaded with papers and it looks like it could collapse at any moment. A poorly lit back hall holds trash bins that are in desperate need of emptying and there's not a janitor in sight. The nurse here, Miss Nancy (**Nurse D6**), possesses a withering stare from over the glasses perched on her nose. She can call security if visitors get rowdy, and she will not suffer any fools, especially ones of a rough manner. Anyone who curses in her presence will earn her undying contempt.

THE GRAND STAIRCASE

This once was a sweeping balcony meant to wow Edith's visitors. Now it's where friends and family linger while talking to doctors. It also is the main thoroughfare for maintenance staff pushing carts full of supplies to where they need to go. It's a strange mix of hectic motion and forced quiet.

THE BACK PORCH

The house still has a gorgeous view of the valley and the city of Hancock below. On a clear day, patients can see all the way to Paradiso. This is often where families meet with patients for a bit more privacy than in the cramped rooms inside. Stevens can usually be found here, enjoying the decent view and relative quiet.

THE KITCHEN

The staff prepares meals here all day for the patients and doctors. This is the one area of the hospital still comparable to its glory days. The kitchen receives fresh food from several donors from Hancock to keep the nutrition up for the patients. If the food weren't so good, many of the staff members would have quit by now.

WING A

The drawing rooms on the main floor have been converted to offices for the doctors and storage for the hospital. The storage function has overtaken the doctor's spaces, filling them with boxes of medical supplies, bedsheets, and other necessities. Stevens is rarely found here because of the claustrophobic nature

WING B

This side of the house features the emergency and intensive care units. The large bay window at the front of the house is now the entrance to the emergency room. This is also where most of the medical supplies are kept under guard by bored-looking security personnel (**Hospital Guards D6**).

WING C

Much of the upstairs is devoted to long-term care. Once impressive bedrooms are cut into smaller parcels with hanging curtains. Ma Miller is here when the Crew arrives, paging through an old farmer's almanac.

WING D

This is the children's ward. Sometimes, Doc Stevens can be found here, wondering what sort of world we live in where young kids can be affected by these diseases. Occasionally, a local Shepherd puts on clown makeup to entertain the sick kids.

Stevens looks out of place in his fine clothes and crisp white jacket. He stands there, looking disgusted with the entire situation, as though unwilling to admit that this is in fact his hospital and these really are his patients. One can't help but wonder how, being a doctor in a hospital that is so clearly in need, he manages to look like he's working in the Core.

The doc is none too pleased with the seedy group standing in his lobby, but when Maggie explains that they've come to pay off her ma's bill, his attitude brightens. The doc clearly has no love for his work or sympathy for the patients under his care. It's all about the credits and any way he can find to earn a few more, he'll take. This includes notifying the Alliance of any suspicious-looking folk that walk into his hospital on the off-chance there might be a reward associated with their capture.

MASTERIN' THE GAME
STRANGE BEDFELLOWS

Stevens is set up as a delaying tactic. The longer he takes getting Ma's paperwork filled out, the more likely it is the Crew might catch on that Stevens is dragging his feet. Let them confront him. That's when it's time to bring out the bad guys for a curtain call.

Major Harrison is the main threat in this scene, but don't forget about Hollis and Jackson. They aren't going to let Maggie go without a fight, and how tough they are as opponents can have an effect on the pacing of the ending. The Crew has to Take Out all of them to get Maggie free and get paid.

If Hollis or Jackson were quickly Taken Out in their respective scenes, have them return as full threats. Because Hollis knows Maggie the best, the Crew might find him talking with Ma Miller when they visit her in Ward C. Jackson is more likely to wait outside and let them get softened up by Harrison and his men first. Refer to the previous chapters for suggestions on what outcomes with Jackson or Hollis might be like.

If Hollis and Jackson proved to be worthy opponents and your time is getting short, they can ally with Harrison and give him ally dice like Maggie has been giving to the Crew. This is a good way for Hollis and Jackson to get a curtain call, have them get Taken Out instead of Harrison, and keep Harrison as a threat longer into an Action Order. Jackson might also make the deal with Kwan that the Crew didn't, only to sell her out for the bounty when the time is right.

MASTERIN' THE GAME
MA MILLER TO THE RESCUE

Doc Stevens has proven an unexpected obstacle, but Maggie's ma could prove an unexpected help. She is nearly well enough to go back to her farm and although she's still a patient, she is no longer sickly and confined to her bed.

As soon as she hears the Alliance soldiers, she'll know they're after her daughter and will do whatever she can to help Maggie and her friends escape. She might rush into the hallway and make herself a human barricade when the soldiers give chase, causing as much of a delay as she can manage. Ma Miller might also push a chair or gurney into their path. Anything she can find to trip up the Alliance and buy her daughter more time is fair game.

She's also lived by herself on a farm for years so she also knows how to handle a gun, like the one she stashed beneath her hospital mattress just in case. Looks like trouble has arrived and now would be a good time to for Ma Miller to break out her trusty rifle and do some misbehavin' of her own.

It seems that there's an unending amount of paperwork that poor Maggie needs to fill out before she's cleared to see her ma. She'd swear she signed some of the same papers twice, but if it'll make sure her ma's farm is saved, then she'll sign whatever they put in front of her. The doc also insists on examining her ma before they're allowed to see her, just to be sure she's up for visitors.

Paperwork and exams complete, Maggie says one last goodbye to her ma before leaving for good. Ma Miller looks healthy and is anxious for things to get back to normal. She plans to check out of the hospital in the morning and return to the farm she loves, now that no one is going to take it away.

She's grateful for the Crew's help and especially for their kindness to her beloved daughter. Ma promises them that should they ever need a warm bed and a nice home-cooked meal, they've got both waiting for them on her farm. Maggie is reluctant to leave, worried that her ma won't be able to manage, but Ma assures her that she's not as helpless as she looks and she'll be just fine.

Goodbyes, hugs, and tears exchanged, Maggie and the Crew head out but find Doc Stevens standing at the front desk talking with Major Harrison and some Alliance soldiers. Time's up.

TROUBLE: RATTED OUT

All that paperwork and the exam were nothing but delaying tactics. Doc Stevens reported the Crew to his good buddy Major Harrison, hoping they were the wanted fugitives they appeared to be and that there might be a reward associated with their capture. He was just buying the Major some time to get to the hospital. Harrison recognizes Maggie and the Crew from the earlier trouble in town and a reported incident at the salvage yard. Doc Stevens can't hide his smile as the Crew stands frozen in their tracks in the narrow hallway.

There are four well-armed Alliance soldiers along with Harrison blocking the main way out. The Crew can try shooting their way past the men, but they're at a disadvantage with no cover beyond an empty gurney or two in the hallway. There are also patients and visitors who could get in the way and be hurt if there's a gunfight in such close quarters.

Making a run for it is also an option. If they search the hallways, they may turn up an emergency exit or an easily breakable window. This could prevent a gunfight, but they'll still have to avoid the Alliance soldiers as they run through the halls and hope that the fear of shooting an innocent civilian outweighs the soldiers' determination to capture the fugitives.

The Crew will also find that Major Harrison and his men aren't their only problem. Ma Miller's presence at

the hospital isn't a well-kept secret. Jackson and Hollis are both there for Maggie, and now it's personal. Jackson doesn't often lose his mark and he's determined not to be outsmarted by Maggie a second time. Hollis is done with Maggie, and turning her in for the credits and walking away with her ship will go a long way toward mending his broken heart.

THE SHOWDOWN: VISITING HOURS ARE OVER

Well, this here situation is complicated. The Crew has lots of choices and none of them are easy.

A gunfight will put not just the Crew, but every person in the hospital at risk. This isn't the Core, though, so there's a better than even chance that they'll run into townsfolk visiting the sick who have their own guns. Depending on their individual loyalties, they just may end up helping the Crew.

This could go in the other direction if they happen upon any Alliance loyalists. Especially with Major Harrison on the premises, some townsfolk might see this as a chance to impress him and possibly earn his favor.

Speaking of Harrison, he doesn't care who gets caught in the line of fire. He's had enough of these ruffians messing up his town and he'll have them one way or another. Dead is just fine and probably less trouble. It's a hospital, so they'll be used to dealing with a bloody mess, even one that's dead on arrival.

Jackson won't hesitate to hurt innocent townsfolk. If he thinks he can use them to his advantage, he will, including taking them as hostages if he suspects the Crew cares more than he does. Any children in the line of fire will prove particularly useful, as they'll make lovely captives.

The Crew may judge a firefight too risky and make a break for it in hopes that they can lose their pursuers in the hospital. Masters of disguise they are not, but playing the patient isn't beyond their skills. A spare gurney, a doctor's coat, and suddenly they're just hospital staff tending to a seriously wounded patient. Who's going to stop a doctor hurrying through the hallway with a patient in desperate need of surgery? No one, not unless they decide that doctor ain't what he seems.

They might do better splitting up rather than staying together if they try to fake everyone out. As a group, they're noticeable, but calmly walking the hallway looking at a chart or sitting by the bed of a patient, they'll seem like they're just where they belong. This could give them just the chance they need to sneak right out the door.

It's all over but the shooting. Or the sneaking. Or the lying.

MASTERIN' THE GAME
HIPPOCRATIC HYPOCRISY

Stevens cares more about credits than he does for his patients. He charges more than is right for his services and the townsfolk know it. Some call him an outright thief. His love of money could work to the Crew's advantage if they **need** his help to escape their pursuers. Likewise, it could work against them if he sees a chance to make some extra credits at their expense. Doc Stevens could become either an Asset or a Complication in this final scene. Maybe even both.

A SHOOTOUT IN THE LOBBY

The Crew may opt to shoot their way out of the hospital. This is a quick way to get themselves a stack of warrants, but some Crews itch for a big fight scene in the end. This also might happen as a result of other methods of getting out of the hospital failing miserably. Use these pools if the Crew attacks Harrison or his troops.

Crewmember Dice Pool: Physical + Shoot, Physical + Fight

Gamemaster Dice Pool: Harrison's **Physical D6 + Shoot D8 + Alliance Officer D8 + Alliance Soldiers XD6**

Possible Assets: Marble Column, Heavy Planter, Secure Door

Possible Complications: Gun Jammed, Innocent Bystander Endangered, Shot in the Shoulder

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** Harrison Takes Out the attacker. The Crewmember can spend a Plot Point and accept a Complication equal to the highest rolling die in Harrison's dice pool to stay in the fight.
- **Raise the Stakes:** One of Harrison's men is Taken Out to protect him. If his men are gone, Harrison must either pay a Plot Point and take a Complication equal to the Crewmember's highest rolling die or be Taken Out.
- **Extraordinary Success:** Two of Harrison's men are Taken Out to protect him. If his men are gone, Harrison must either pay a Plot Point and take a Complication equal to the Crewmember's highest rolling die or be Taken Out.

HARRISON'S LAST STAND

Li Harrison is done pursuing these criminals. His men have been thirsting for battle and he's going to give them what they want. He prefers to shoot first and have Cpl. Kwan fill out paperwork later, but if he can make a move to subdue one of the criminals, he'll be happy to tell his men to do it. Use these pools when Harrison attacks a Crewmember.

Crewmember Dice Pool: Physical + Move, Physical + Fight

Gamemaster Dice Pool: Harrison's **Physical D6 + Shoot D8 + Alliance Officer D8 + Alliance Soldiers XD6** OR Harrison's **Physical D6 + Fight D8 + Alliance Officer D8 + Alliance Soldiers XD6**

Possible Assets: Dive for Cover, Pulled the Fire Alarm, Oxygen Tank

Possible Complications: Calling in Reinforcements, Gutshot, We've Got You Surrounded

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by Harrison. They may spend a Plot Point to fight on by stepping up or taking a Complication equal to Harrisons's highest rolling die.
- **Raise the Stakes:** One of Harrison's men is Taken Out to protect him. If his men are gone, Harrison must either pay a Plot Point and take a Complication equal to the Crewmember's highest rolling die or be Taken Out.
- **Extraordinary Success:** Two of Harrison's men are Taken Out to protect him. If his men are gone, Harrison must either pay a Plot Point and take a Complication equal to the Crewmember's highest rolling die or be Taken Out.

HEY PAL, I JUST WORK HERE

The Crew might get the idea to dress up as orderlies, doctors, or other staff members to get Maggie in and out of the hospital to see her ma. They've got to make it past the additional Alliance security detail. Harrison himself is checking all security badges while walking around the hospital.

Crewmember Dice Pool: **Social** + **Influence**, **Social** + **Trick**

Gamemaster Dice Pool: Harrison's **Mental D6** + **Notice D6** + **Alliance Soldiers XD6**

Possible Assets: **Fake Ident**, **Surgical Mask**, **"You Look Sick, Sir"**

Possible Complications: **A Little Skinny for an Orderly**, **Medical Question**, **Nurse Doesn't Know You**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is Taken Out by Harrison and arrested. They may choose to stay in the scene by stepping up or taking a Complication equal to Harrison's highest rolling die.
- **Raise the Stakes:** The Crewmember gets away from Harrison.
- **Extraordinary Success:** The Crewmember gets away from Harrison. The Crewmember may also choose another Crewmember who makes it out of the hospital as part of the same Action.

A QUIET VISIT

The Crew might try to sneak into the hospital for a quick and quiet rendezvous with Ma Miller. Or they want to leave her payment in full on Doc Stevens' desk. Either way, they've got to get past the doctor to get in to the hospital outside the public areas.

Crewmember Dice Pool: **Social** + **Trick**, **Physical** + **Sneak**

Gamemaster Dice Pool: Stevens' **Mental D8** + **Focus D6** + **Country Doctor D6**

Possible Assets: **Paging Dr. Stevens**, **Medical Colleague**, **Well-Placed Broom Closet**

Possible Complications: **I Know Your Face from the Warrant**, **Caught Red Handed**, **Startled Nurse**

EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The Crewmember is noticed by Harrison. He'll call his soldiers over to make an immediate arrest.
- **Raise the Stakes:** The Crewmember gets in to see Ma or pay her bills, but Harrison closes off the exits. They'll have to plan a sneaky way out of the hospital or confront Harrison.
- **Extraordinary Success:** The Crewmember may slip in and out of the hospital unnoticed.

Once Maggie is free and clear of the hospital and is sure she's not being followed, she heads back to her ship. Everything is in order and she is grateful to the Crew for helping her out. She takes a small stack of credits for fuel and supplies out to the Rim and hands the rest over to the Crew. The amount she takes will allow her to start a simple farm somewhere out on the Rim. Somehow, she thinks Ma would like that. She fires up the *Diamond in the Rough* and heads up into atmo, heading the opposite direction of the Crew's ship.

ROLL CREDITS

Maggie may be safely on her way to a new and happy life, but you can still revisit the people and places of *Freedom Flyer* with your Crew. Here are a few possible adventures for them to explore.

A BOUNTY HUNTER SCORNED

Jackson doesn't care about the bounty on Maggie's head anymore. He's looking for revenge, pure and simple. He hasn't had a lot of luck tracking her down, but when he catches up with the Crew, he sees a chance for satisfaction. He'll cause whatever trouble he can manage by stealing their jobs right out from under them, setting the authorities on their trail, and being a general nuisance until the Crew figures out there's a troublemaker in their midst.

THE MAGNIFICENT BROWNCOATS

In need of a good place to rest and recuperate after a rough adventure, the Crew will return to take Ma Miller up on her offer of safe haven. While there, they'll discover a gang of criminals has been causing her and the townsfolk all kinds of trouble while the Alliance turns a blind eye. They've been helping themselves to supplies and demanding protection money that no one can afford to pay. No one likes a bully and the Crew decides to help Ma Miller and the townsfolk run the criminals out of town.

HARRISON'S REVENGE

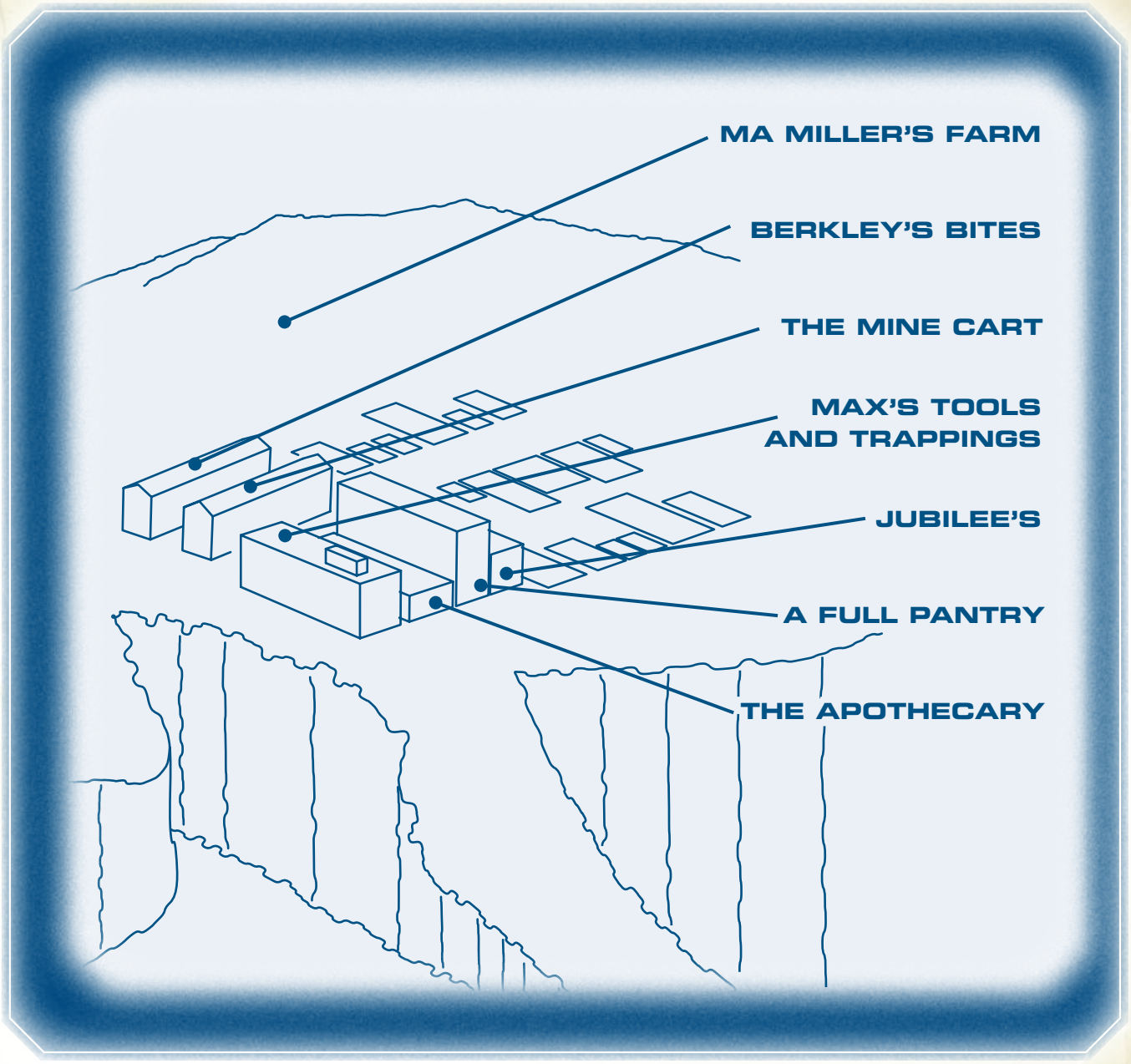
The Alliance has issued a bounty for the Crew for helping Maggie escape. This makes getting out of the Georgia System more complicated as Li Harrison is not happy that this has all happened under his watch. He's hanging onto his commission by his fingernails. Will the Crew try to steer clear of Georgia in the future or will they clean up their reputation by working with the Alliance?

DIRECT SHIPPING

The next time the Crew's ship breaks down, it does so near Haystack Station. The Crew goes hat in hand to Hollis Brooks, who has the parts they need. Except Hollis doesn't want money or trade. He figures they owe him a ship, and demands that they steal one for him to strip for parts. If they try to weasel out of what they "owe" him, he'll remind them that Major Harrison, Hush Jackson, and others are only a Cortex wave away. Is the Crew willing to steal a ship to keep theirs flyin'?

ADVENTURE MAP

THE TOWN OF MINE'S FALLS



firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

HISTORY

SIGNATURE ASSETS

ATTRIBUTES

	4	6	8	10	12
ENGINE	☐	☐	☐	☐	☐
HULL	☐	☐	☐	☐	☐
SYSTEMS	☐	☐	☐	☐	☐

CREW

Crewmember uses own Skill and Specialties when operating the ship.

4	6	8	10	12
☐	☐	☐	☐	☐

SPECIFICATIONS AND FLOORPLAN

DISTINCTIONS

8 ☑ Use this as a **D4** to earn 1 PP. ☐

☐

8 ☑ Use this as a **D4** to earn 1 PP. ☐

☐

8 ☑ Use this as a **D4** to earn 1 PP. ☐

☐

firefly
ROLE-PLAYING GAME

PERSONAL DETAILS

NAME

DESCRIPTION

BACKGROUND

SIGNATURE ASSETS

ATTRIBUTES

	4	6	8	10	12
MENTAL	☐	☐	☐	☐	☐
PHYSICAL	☐	☐	☐	☐	☐
SOCIAL	☐	☐	☐	☐	☐

SKILLS

	4	6	8	10	12
Craft	☐	☐	☐	☐	☐
Drive	☐	☐	☐	☐	☐
Fight	☐	☐	☐	☐	☐
Fix	☐	☐	☐	☐	☐
Fly	☐	☐	☐	☐	☐
Focus	☐	☐	☐	☐	☐
Influence	☐	☐	☐	☐	☐
Know	☐	☐	☐	☐	☐
Labor	☐	☐	☐	☐	☐
Move	☐	☐	☐	☐	☐
Notice	☐	☐	☐	☐	☐
Operate	☐	☐	☐	☐	☐
Perform	☐	☐	☐	☐	☐
Shoot	☐	☐	☐	☐	☐
Sneak	☐	☐	☐	☐	☐
Survive	☐	☐	☐	☐	☐
Throw	☐	☐	☐	☐	☐
Treat	☐	☐	☐	☐	☐
Trick	☐	☐	☐	☐	☐

DISTINCTIONS

8 ☑ Use this as a **D4** to earn 1 PP.
☐

☐

8 ☑ Use this as a **D4** to earn 1 PP.
☐

☐

8 ☑ Use this as a **D4** to earn 1 PP.
☐

☐

PP

BIG DAMN HERO DICE

4 6 8 10 12



SERENITY

MIDBULK TRANSPORT, STANDARD RADION-ACCELERATOR CORE, CLASSCODE 03-K64, FIREFLY