

firefly

ROLE-PLAYING GAME



GHOSTS IN THE BLACK

TRACK A GHOST SHIP...

...and uncover an Alliance secret in this Firefly RPG campaign!
GHOSTS IN THE BLACK is a powerful post-Unification War tale designed by award-winning game designer Robin Laws. Designed for GMs, you'll dive into a treasure trove filled with advice and rules. GHOSTS IN THE BLACK will require you to have a copy of the FIREFLY ROLE-PLAYING GAME.

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WHAT YOU GET IN THIS HERE BOOK



NEW STORY ARC

Combine five Episodes to help your Crew find a legendary warship called the Westlake.



HEAPS OF ADVICE

Unlock the secrets to better pacing, managing beats, and so much more.



RULES, RULES, RULES

Reference an expanded Appendix that's jam-packed with rules for all your GM'ing needs.



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The FIREFLY ROLE-PLAYING GAME is based on the popular Fox television series created by Joss Whedon. For more information about this game, visit www.margaretweis.com.

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GHOSTS IN THE BLACK

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你不曾被忘

POW ★ MIA



大予報

To all the lost and
missing Browncoats:
YOU ARE NOT FORGOTTEN

REWARD OFFERED FOR INFORMATION RELATED
TO THE WHEREABOUTS OF ANY PRISONERS OF WAR



Introducin' Ghosts in the Black

IN THIS FIVE-PART CAMPAIGN, YOUR CREW HAS HEARD OF THE WESTLAKE, AND THE MYSTERY OF THIS LEGENDARY WARSHIP'S DISAPPEARANCE DURING THE EARLY PART OF THE UNIFICATION WAR. SO HAS EVERYONE PLYIN' THE RIM'S REMOTEST PRECINCTS. LATE AT NIGHT, WHEN THE LIGHTS GO TO NIGHT MODE, THE HULL-PLATING STARTS TO CREAK, AND TALK TURNS TO DANGERS OF THE WANDERIN' LIFE, SOME WISE SOUL WILL START SPECULATIN' ON THE WESTLAKE'S FATE AND WHEREABOUTS.

SOME FOLK THINK THAT SHIP DISAPPEARED AFTER THE FIRST BATTLE OF THE WAR. OTHER TRAVELERS BELIEVE IT HAPPENED LATER ON, RIGHT BEFORE THE BATTLE OF SERENITY VALLEY. BEFORE IT VANISHED, THE WESTLAKE, A LUXURY LINER ORIGINALLY COMMANDEERED AS AN ALLIANCE TROOPSHIP, HAD BEEN MODIFIED FOR PRISONER TRANSPORT. ON ITS RUN FROM HERA TO LONDINIUM IT UP AND VANISHED, ALONG WITH ITS CARGO OF INDEPENDENT POWS AND A TREASURE TROVE OF SECRETS.

The Rim's folk celebrated upon the news of that blasted boat's demise—and their cheering runs even thicker when the whiskey's pouring. Mebbe it was Reavers what done it. The results of an escape gone wrong. An ill-fated rescue attempt no one wants to own up to. Or lived to talk about.

Every now and then a rumor pops up, tantalizing-like, a vaporous trail of hope. Sometimes boats way out in the black briefly pick up its ping. But when anyone flies to these coordinates to take a gander, all they find is a mocking expanse of empty space.

This puts the elusive *Westlake* in the realm of legend, a 26th century *Flying Dutchman* or *Marie Celeste*. But if someone

did find it, even broken into bits the salvage would prove a mighty haul. Now that some years have passed, there are more rumors than facts surrounding this boat, and the *Westlake* is filled with more stories than you can shake a stick at. That's not even mentionin' the real treasure—the truth about the hundreds of brave Browncoats whose folk never heard hide nor hair of them since they day they were dragged aboard it.

Ghosts in the Black gives you and your Crew the opportunity to conclude the *Westlake* saga, from a false glimmer that establishes its legend in your game, to the final revelation of its mysteries.

ABOUT THIS HERE BOOK

Designed by award-winning game designer Robin D. Laws, *Ghosts in the Black* requires the **FIREFLY RPG** core book to play. Additional rules that were introduced in *Things Don't Go Smooth* and *Smuggler's Guide to the Rim* may enhance your overall gaming experience, but they are not a requirement to enjoy this here campaign book.

CHAPTER ONE: INTRODUCIN' GHOSTS IN THE BLACK

This is what you're reading—right now!

CHAPTER TWO: RUNNING YOUR CAMPAIGN

Chapter Two is a resource that's designed to cover a lot of perspectives to help you run this longer story arc. Unlike a single Episode, you'll need to perfect your skills and sharpen up your story-telling techniques, 'cause you've got one helluva story to tell.

CHAPTER THREE: SIX CYLINDERS MAKE A RIGHT

In *Six Cylinders Make a Right*, a commission to fulfill an oath of vengeance leads to a murderous old coot who thinks he knows where the *Westlake* is. As a young man, **Eli Sandutsa** promised to take vengeance if either of his two running buddies, **Walter Rusina** and **J. T. Ivolev**, were ever murdered. Now Walt has killed J.T. and the oath calls on Sandutsa to do the deed in person, with the weapon it was sworn over. But he's too old and infirm, so that's where your Crew comes in.

Their first step will be to find him—and that means heading to Parth to interview a reluctant witness, **Howie Cebotan**. Walt, the Crew discovers, hunts the *Westlake*, a legendary ship that's been missing-in-action since before the War ended. Meanwhile, Rusina's attracted the attention of

an Alliance assassin, **Shan Holt**. Will your Crew catch their quarry before Holt does? Are they heartless enough to carry out Sandutsa's death sentence after hearing his side of the story?

CHAPTER FOUR: PRISONER 3012Y

Later, the Crew takes on the unlikely task of transporting *Prisoner 3102Y* to an Alliance facility. The stone cold serial killer in question turns out to have a body scan of one of the missing POWs—dated years after the *Westlake* went missing! Kuan Lo, orbiting Sho-Je Downs in the Kalidasa System, is so remote that the Alliance barely acknowledges its existence. **Mary Luna**, a local marshal-turned-benevolent-dictator, wants **Kirk Lee Emhardt**, a savage serial killer, taken out of her hoosegow to a more secure prison. If he's not moved, Luna fears it's only a matter of time before Emhardt escapes again and slaughters more folk. The Alliance won't come and get him, leastways not with the expeditiousness needed to prevent that from happenin'. But the Feds will take him if someone drops him off at the nearest prison colony.

This leaves the Crew in the unlikely position of delivering a murderer to the Alliance for justice—and a decent payday. The Crews luck'll turn south fast, though, when they agree to this job. Emhardt knows his way in and out of prisons, and he's got quite the following. In fact, this gorramn serial killer has a whole gang of would-be marauders who're dying to rescue him and make him their captain. Is the Crew up to the task? Or are they in the fight for their lives?

CHAPTER FIVE: TOMBSTONE BULLETS AND A GRAVEYARD MIND

That leads to the backwater moon Severance, where a supply war brews, betrayal hangs in the air like terraformin' dust, and more than one operator has *Tombstone Bullets and a Graveyard Mind*. There the Crew finds the missing POWs—

buried in suspended animation chambers. At the conclusion of *Prisoner 3102Y*, the Crew receives a mysterious piece of data—a body scan of a POW who may have been contained on the elusive *Westlake*. The body scan leads the Crew to a troubled moon called Severance, where supply shortages have sparked a micro-civil war between two local factions. A volatile land baron named **Clarence Mulock** commands the Oldboot Guns, a group of established immigrants, while the ruthless **Ella Novi** runs the Jumper Raiders, a band of marauding newcomers.

The Crew will be forced to stay out of the crossfire, in order to follow the trail of clues the body scan has left behind. Only problem is, their investigation will lead them to an unsavory varmint named **Sano**, who's searching for buried treasure in a dusty, forgotten graveyard. Can the Crew sneak their way past all manner of trouble and untrustworthy characters to dig up more of the Alliance's secrets?

CHAPTER SIX: THE HELLHOUND TRAIL

Armed with a bead on the ship's true location, the Crew heads out on *The Hellhound Trail* to find it once and for all. Alliance agents, possibly the assassin introduced in the first Episode, dog them as they make their way to the Motherlode asteroid belt. Once there, the Crew encounters a second complication in the form of dead-ender Independence fighters not interested in having no light shone on their obscure hideaway. With information recovered from the buried containment units, the Crew gets a chance to track down the *Westlake* for real—but now the Alliance could be on their tail, and the Crew may lead them straight to the ghost ship.

If he survived Episode One, **Shan Holt** reappears to take the lead from them. Can the Crew elude the Alliance long enough to reach the ship in the Motherlode asteroid belt, plumb its mysteries, and maybe pay for their altruism with a little strategic salvage? Complicating the mission is a crew of unreconstructed Independence insurgents, driven mad by isolation, who've claimed this tract of the belt as their hideaway. Led by the determined and paranoid **Ada Pinnock**, they decide they need to take out both the Crew's ship and its pursuers to keep it secret.

QUESTIONS? COME ASK 'EM.

If you've got a burning question about *Ghosts in the Black*, visit our forums at www.margaretweis.com. Our community loves to talk about rules and story, and we'll be there to help you get the most out of this campaign. Keep flyin'!

CHAPTER SEVEN: THE BIG DARK

Once the danger they represent has been settled one way or another, it's time for the conclusive face-to-face with *The Big Dark*. The Crew discovers the *Westlake* and the shocking Alliance secret hidden in its databanks. Once they know what happened, then comes the real big question—what do they do about it? Aboard the *Westlake*, the Crew learns that the ship was discovered once before, by Clarence Mulock from *Tombstone Bullets*. He's the one who took the POWs, hoping to sell them on the slave market.

The Crew also finds out what's wrong with the POWs and *why*—they were test subjects in the Alliance's top secret Project Ghosting. This strove to develop a behavior modification implant to convert rebels into fanatically loyal troops. The Crew must deal with booby traps left by Mulock and the imminent reappearance of a reinforced Shan Holt as they decide to do with what they've learned. Do they discover a cure and try to rescue the POWs from their long sleep? Do they blow the whistle, once more risking the Alliance's murderous wrath?

APPENDIX

To give you as many resources as you could possibly want, the Appendix is packed to the gills with rules, a page-annotated glossary, maps of the 'Verse, and more.

Find out how your Crew'll uncover the mystery of the *Westlake* and all the secrets it holds when you dive into *Ghosts in the Black*, a five-part campaign!



Running Your Campaign

"Someone's carrying a bullet for you right now, doesn't even know it yet. The trick is to die of old age before it finds you."

- MAL, "THE MESSAGE"

Many of the Episodes in *Ghosts in the Black* may seem straightforward to run, like the Episodes you might have played like the ones that appear in *Echoes of War: Thrillin' Heroics*. It's your job as the GM to slowly reveal the mystery of the *Westlake* and keep your players hooked. How do you go about doin' that?

Before we get to some specific tips and tricks you can use in each Episode, let's revisit the roles from the **FIREFLY RPG COREBOOK** on page 275 by applying them to *The Big Dark*—the thrillin' conclusion of this here campaign.

In addition to the following example, stick around 'cause we've got loads of advice for you! Shiny!

APPLYING GM ROLES TO THE BIG DARK

This section is a detailed example of the decision processes you'll need to go through in order to facilitate the best possible experience for your story.

The scope of *The Big Dark* is smaller, as it involves getting into and then getting out of a ship, interacting with only a handful of GMCs. This means that framin' the scenes enthusiastically is key. Scenes are small, but far-reaching, affecting a lot of the rest of the Episode and the Crew's future in general.

WRITER

How do you interweave *The Big Dark* into the string of Episodes as a whole? The most logical approach is to tackle Episode V immediately followin' Episode IV. For a variety of reasons, some Crews may decide to take the story in a different direction, so we've provided options if such an event occurs.

- ★ **It's a Dud:** What if the ship at the end of Episode IV ain't the *Westlake* at all, but another boat someone mistook for the ghost ship? The following Episodes could take the Crew on a series of other ships, each with their own potential story lines. In the end, they should end back up at the *Westlake* to finally accept their reward for their hard fought search.
- ★ **Chased Away:** Just as they've found their way to the *Westlake*, old enemies happen to track the Crew down. The threat could be great enough to make 'em choose to run instead of fight—to live another day, of course. The *Westlake* itself hasn't moved for years, so it could just stay exactly where it's at, or when they return, it may have been lost and now a whole new adventure begins as they try to find it once more.

DIRECTOR

The Big Dark, unlike other Episodes the Crew may be used to, don't involve flying across the system to get to a dozen different locations or dropping off cargo. Instead, the Crewmembers walk into a microcosm known as the *Westlake*. For all intents and purposes, the world outside of the ship don't matter a lick. This gives you, as the Director, a chance to shine a spotlight on the players—who they are, and how they deal with the struggles set before them—creating opportunities for amazing role-play and beautifully dramatic scenes.

★ **Informed Choices:** The biggest theme of *The Big Dark* is the choices the Crew must make. This don't just occur at the end, when all is said and done. They'll experience major dilemmas during the flow of the Episode, each of which impact their situation in good and bad ways. As the GM, it's important to frame these in the most explicit terms, and don't be afraid to tell the players exactly what'll happen—good and bad—with every choice. Informed decisions make for better sessions overall. A character's true colors always arise during stressful times like these, making for exciting and impactful scenes.

★ **Take Your Time:** The *Westlake's* also a huge ship, but you'd never know it if the Crew gets in, goes to the bridge, and then leaves. While many different rooms are described, the players may also decide to go into obscure areas and you'll need to come up with on-the-fly rooms for them to examine. Alarms blazin' and a timer ticking down may make it harder to do so, but the opportunity to wander the ship becomes much easier the further the Crew gets from the bridge. Don't railroad your players; instead, ask them where they want to go and see what happens. If they can go to the mainframe room and the armory, why not check out the captain's quarters and the latrine. Who knows what kinds of secrets may be kept there? The plot of the Episode should have things happen very much at the last minute. This means the Crew will be just in time for all the major events, regardless of whether you gave them a little breathin' room to smell the roses.

★ **The Westlake Is a Character:** Much like how *Serenity* itself plays a big role in the TV series, so too must the *Westlake* become its own character. As the Director, don't skimp on describing the ship's features to illustrate both its beauty and its antique, but unique appeal. Walking the *Westlake's* halls should be completely different than if the Crew were aboard their own ship or an Alliance cruiser. It's a ghost, and it should feel like it.

PRODUCER

As a Producer, a lot of the work has been done for you in *The Big Dark*. Each act is laid out with important information provided. Of course, running the game takes more than that. The biggest obstacle is that this is the fifth and final act in an ongoing story arc, and endin' it well is important.

★ **Coming into the Episode:** Just like any other Episode, the Producer's job is to make the Crewmembers care about what's about to happen. Some players may feel obligated to board the *Westlake*, havin' already gone through four Episodes to get here, but that's not always the case. Go ahead and ask each player "Why is your Crewmember boarding the ship?" and "What is your Crewmember hoping to get out of it?" Some may be in it to help the POWs and return them to their families, while others may just want a boatload of credits so they can finally retire in their summer home on Sihnon. This'll no doubt give you an idea of the grand scheme of where this Episode will end up, further helping to direct your choices while running the session. There ain't no shame in tempting the players with boatload of creds if they are hesitant to do so. Make sure that every Crewmember has a reason they are boardin'. That makes it much more fun for everyone.

★ **Usin' Assumptions:** *The Big Dark* takes certain assumptions from previous Episodes, the biggest one being that the Crew has gone through the Episodes without interruption. Of course, only the most vigilant players are that single-minded, so you'll have to ensure that any previous choices made—even in non-related sessions—make an impact. If they ticked off Niska recently and he's actively after the Crew, maybe his ships show up along with the Alliance, doubling the threat, but also adding a complication for both Niska and Holt to deal with: each other. Holt survivin' the previous Episodes is another big one, which makes the impact of the Alliance ships showing up in Act III all the more exciting. This may not be the case in your game if the Crew had to take him out, so you should be ready to bend the Episode to your needs. If Niska is sleeping and Holt is dead, maybe even have Tom Pickett and his band of scavengers—and big guns—from "Out of Gas" crash the party instead. He's always on the lookout for a big haul, and the Crew did just discover one ripe for the taking.

★ **Ending the Episode:** Make sure that whatever choices the Crewmembers make in *The Big Dark* carry over into future sessions. Returning the POWs to their families may mean they've got a new safehouse to visit during their next heist, while sellin' the information means they may pick up a new reputation for selling Alliance

secrets, coloring the jobs they'll find themselves taking in the future. The biggest choice they could make would be taking the Alliance on directly, thus changing the game's direction in a way they may never have thought possible. Moving from small job to small job ain't really possible when you are leading a movement that could change the face of the 'Verse. Regardless of their choices, make 'em matter.

AUDIENCE MEMBER

As the Audience Member, even if not all of the Crewmembers are necessarily excited to see what's on the *Westlake*, you should be. What awaits 'em is a lot of drama, some tragedy, serious dilemmas, and the ultimate power to shape their future based on the information they find. It's your job to deliver on that promise and make sure you all have fun doing it.

★ **Guns and Tech:** Reading through *The Big Dark*, you'll notice that the ship's mechanic and resident mercenary types are important for this Episode. There are lots of ship's systems and security bots to overcome, certainly, so these types will have the most to do during the course of the session.

★ **Medical Types:** There's no shortage of need for medical expertise in this Episode. Not only to help with any of the injuries the Crew may develop aboard the *Westlake*, but also to help with negotiations when dealin' with the Shepherds.

★ **Talkers:** It may not seem there's much room for silver tongues in *The Big Dark*, with its limited cast of extras and GMCs—and one of them being absolutely nuts—but this kind of character can excel in places where others won't. Give this player the opportunity to really interact with Felix in the engine room and with Holt via intercom. Both are great chances for them to flex their social muscles.

That's not to say the Crew'll have an easy time dealing with any of the challenges before them, even if they go into this story with a well-balanced group. The dilemmas during the Episode are tough ones, and they'll always be givin' up one thing to gain another. These ain't designed to make the Crewmembers helpless or take anything away from the heroics they may have shown to this point. On the contrary, each choice paints a clear picture of the types of folk they are in a pinch, and may lead to character development in the long run. It also helps to hype up the drama. This is the climax, after all.

See how those roles impact how you plan your campaign? Be sure to read through this here entire book before you launch your first campaign. It's important to figure out what your role is before you drop this epic story on your players!

SHINY TIPS AND USEFUL TRICKS

GMs have always been an important part of our design philosophy on the **FIREFLY RPG**, and there's no shortage of advice to give you for runnin' this campaign. Instead of diving back into the basics, we decided to address key issues when running the game, beginning with the pacing, and also offer some general tips and tricks which are found below.

Here are some tips to help you run this campaign. Try to remember that:

- ★ Complications designed to imply a long-term problem will carry over from Episode to Episode.
- ★ Complications can be physical, mental, or social, and impact vehicles, scenes, bank accounts, and characters.
- ★ Gettin' the Crew off the ship is probably one of the most important things you can do, because the ship is a safe, self-contained environment.
- ★ Recovering from Complications between Episodes is at your discretion. Think about what types of Complications you'll allow your Crew to recover from, and how that impacts your plot.
- ★ Punishin' the players isn't what the Asset/Complication system is about. Focus on making sure this system enhances the story, but doesn't make the players feel bad.
- ★ Talking to your players is the best way to handle any issues that pop up.
- ★ The more characters you add, the longer your sessions will be, and the faster the Crew might figure out your plot's secrets. Your GMCs don't need to know everything.
- ★ You've always got the option of callin' for a High Stakes roll to show how dangerous the search for the *Westlake* can be.
- ★ Your players sometimes forget what rules they can use to help their Crewmembers out in difficult situations. Don't be afraid to prompt them with a suggestion for an Asset or use of a Distinction trigger!
- ★ You're better off managin' Assets and Complications between acts than without a break, because it clearly shows the players what's in use and what isn't.
- ★ Once you start gangin' up on the Crew and use more than five Extras, your dice pools will get tedious and the impact of the scene starts to decline.
- ★ The fastest way to grab more dice to your roll is to add a Scene or Location Trait.
- ★ Don't add more dice to your roll willy-nilly! Each die you add is supposed to matter to the scene. Adding four Trait dice will make your scenes mind-numbingly complex and hard to remember.

- ★ Instead of adding more Trait dice, design Scene or Location triggers that make sense for the characters present in that location.
- ★ As a general guideline, try to have a minimum of three dice instead of two, and approximately five dice when rolling for Extras. This won't be as much of a problem when rolling Major or Minor GMCs.
- ★ Major GMCs are on par with the Crew in terms of power level.
- ★ You can Advance Major, Minor and Extra GMCs between Episodes, too!

CONNECTING CREWMEMBERS TO PLOT

The black strikes fear in the heart of many pilots, for though there's over 200 planets and moons in the 'Verse, there's no shortage of disasters and unsavory folk waitin' for them on their travels—and legends to boot.

To connect your Crewmembers to the plot, think about how the Unification War impacted them, and how the legend of the *Westlake* stirs up old feelings of resentment or patriotism. Then, tie your Major and Minor GMCs to the plot in much the same way. Here, the Crew's reputation isn't as important, because the central focus on this story is the Unification War and the impact a terrible wartime decision had on everyone involved—and will have in the future.

Here are some questions you can ask your Crew that won't spoil the plot:

- ★ Did you fight in the Unification War? If so, where were you stationed and what side were you on?
- ★ Do you feel the Anglo-Sino Alliance had the right idea?
- ★ Are you comfortable with stories that scale dark?
- ★ The stakes are high in this campaign. Would you be okay if your Crewmember got hurt over the course of this campaign?
- ★ How did you feel about the Browncoats during the War? Now?
- ★ Do you put stock into rumors and legends, knowing how fast news travels on the Cortex?
- ★ Human slavery and indentured servitude are common in the 'Verse. How do you feel for these folk?
- ★ Folk in the Core are wealthier than the rest of the 'Verse. Do you feel there's a difference between Core-worlders and those in the Border and the Rim?
- ★ How do you feel about wartime horror stories? Do you feel the Browncoats or the Alliance might be justified in their actions?

In the same way, you could generate some bits of story to connect your Crew to the *Westlake* in a more direct fashion. That missin' boat is a legend after all, and there's a lot of potential for a ghost ship floating aimlessly out in the middle of the black.

REPUTATION RULES

Ghosts in the Black is designed to be run in conjunction with the **FIREFLY RPG COREBOOK**, so this campaign book doesn't explicitly incorporate Reputation Rules. If you have a copy of *Smuggler's Guide to the Rim*, this section will address how you can use the Reputation Rules to assign Dispositions and balance the Crew's Reputation against this plot.

The beatin' heart of this story is the *Westlake*, but it's a complicated plot with a lot of twists and turns. For this reason, we recommend steering your players toward a clear goal, like tying their Crewmember's Reputation to the discovery of the *Westlake* in some fashion. In this case, the Crew's captain would likely risk his Reputation with a Major GMC like Shan Holt or Niska. However, there's a hidden benefit to adding more GMCs to your campaign. The more characters you add, the more chances all of the Crewmembers will get to risk their Reputation on the discovery of the *Westlake*.

By starting with the discovery, the Crew's Reputation will be immediately adjusted followin' their possession of the MacGuffin. Then, the Crew has more flexibility to pursue their goals, because their Reputation is now adjusted after they've accomplished the impossible.

Too, the Crew's decisions related to what they find on board may have long-term ramifications. This can add multiple layers to each Crewmember's Reputation and give 'em each a different way to risk their Reputation over the course of a new Season.

ASSIGNING DISPOSITIONS

To help you assess Dispositions, start with understanding how the Factions feel about the *Westlake*. Here's the rundown:

- ★ **Alliance:** The *Westlake* is a ship the government would like to retrieve. But, unfortunately, sending a bunch of Alliance cruisers out into the Rim would not go unnoticed by the masses. There are, however, many mysteries like this ship floatin' aimlessly out in the black, and it's a waste of resources to investigate every one without hard evidence. This enigma, in particular, ain't exactly the type of riddle the Alliance would want solved, either.
- ★ **Browncoats:** The Alliance hurt a lot of their people during the War, and unfortunately the Core citizens remain blissfully unaware of how bad things got. The *Westlake* represents the Browncoats' failure on multiple levels, so to get this ship back in their possession would be no small victory—especially since the POWs have families, too.
- ★ **Corporations:** Military subcontractors will likely have records of the technology found on the ship. They will probably disavow any connection to the *Westlake*, and may attempt retrieval of any evidence that might incriminate them. Corporations that don't have a vested stake in this ship will likely tread carefully, because this is treacherous ground for companies who know that runnin' afoul of the Alliance is a bad idea. If you plan to use this Faction, consider creatin' a new corporation that's relevant to the Unification War or Anglo-Sino Alliance military so you'll be better prepared.
- ★ **Criminals:** There are quite a few criminals in *Ghosts in the Black*, and they are all loose cannons that have different reasons for wanting the *Westlake*. In some ways, the Criminal Faction cares more about what's on the boat than what's not—which means that criminals will tend to be split on how they feel about the ship's discovery and its contents. Here, stick to what the individual GMC feels in order to figure out Disposition. If Badger, for example, is impressed with the Crewmember for discoverin' that lost ship, then that'll justify a positive bump. If he's not, however, he'll speak far and wide how the Crew failed him.

Remember that your GMCs are presented in this book with personal reasons why the *Westlake* is meaningful to them. Those goals might conflict with their Dispositions—which is a crucial part of their character, and may add a layer of complexity to the story. The more complex your plot, the greater the chance you'll generate new Episodes, scenes, or encounters with other GMCs.

For all these reasons and more, try to help the Crew come up with clear, simplified ways to risk their Reputation that will be easy goals for them to pursue and for you to work against. And, don't be afraid to manage characters that are uncomfortable with the *Westlake* and its POWs—like the Shepherds who'd prefer to remain neutral.

ADVANCEMENT

Each time your players finish playin' an Episode, make sure they write the name of it down on their Crew Sheet. Before the start of your next Episode, they can spend a past Episode by checking off its title on their Crew Sheet.

Each type of Advancement “costs” a number of Episodes. Here's a price list that'll remind you how players can Advance their characters:

- ★ **Turn an Asset from an Episode into a D6 Signature Asset:** 1 Episode
- ★ **Switch out a Distinction for a new one:** 1 Episode
- ★ **Add a Signature Asset Trigger:** 1 Episode
- ★ **Add a new Skill Specialty to a D6 or greater Skill:** 1 Episode
- ★ **Step up a Signature Asset from D6 to D8:** 2 Episodes
- ★ **Unlock a new Distinction Trigger:** 2 Episodes
- ★ **Step up a Skill from D4 to D6:** 2 Episodes
- ★ **Step up a Skill to a D8 or higher:** 3 Episodes
- ★ **Step up one Attribute and step back another:** 4 Episodes

Once a Crewmember has spent an Episode from your Episode Guide, the player can't re-use it for advancements or callbacks.

For Major, Minor, and Extra GMCs, Advancement rules also apply. Remember that:

- ★ Advancement of GMCs should only occur between Episodes.
- ★ You should consider advancing GMCs each Episode the Crew encounters them. By repeatin' their appearance by definition means they're becoming more important to the story.
- ★ Only Advance a Medium Major GMC to a Heavy Major GMC if you are hopin' to use that character as the primary Antagonist in your campaign.
- ★ Medium Major GMCs can employ Advancement rules without upping their power level by unlocking a trigger, creating a new **D6** Signature Asset, or stepping up a **D6** Signature Asset to a **D8**.

Ships can also be Advanced like characters, but in this case a Crew can share the cost of training up their ship, each spendin' an Episode to collectively add a Signature Asset or unlock a Distinction trigger.

Crews can spend Episodes to:

- ★ **Turn a ship Asset from an Episode into a D6 ship Signature Asset:** 2 Episodes
- ★ **Add a Signature Asset trigger:** 3 Episodes
- ★ **Step up a Signature Asset from D6 to D8:** 3 Episodes
- ★ **Unlock a new ship Distinction trigger:** 4 Episodes

If your players have played through a lot of campaigns, suggest the biggest change of 'em all—switch their role on the ship with another character. Though Advancement rules allow characters to swap Distinctions, use the “rule of cool.” Give the players room to customize this story to their liking, but also hand 'em ways their decisions could impact the story. A ship's pilot trading places with a mercenary may sound like fun—until the pilot has to start shootin' folk for the first time.

Too, keep in mind that just because a player swaps out a Distinction doesn't mean that their Crewmember is an automatic expert in that new field of study. The Crewmember's Skills may not reflect their newfound career path, and that's something you can use in your plot.

IT'S ALL ABOUT THAT PACE

In the **FIREFLY RPG**, each act represents the beat of a story, giving you a jumpin' off point for your players. Every beat builds to the next one, and how that beat's resolved is presented as a *possibility* of how the story might break down. If your players don't react to that beat in the way that you are prepared for—just go with it! Most often, the resolution will lead to the next beat in some fashion. This is where your scene management technique comes into play. We recommend cuttin' your scenes hard, and feel that this is the key to ensuring that you get back to the beat of the story.

There is, however, a problem that can occur because the players aren't comfortable making decisions themselves. This is one of the biggest issues you'll encounter in a campaign, because decision paralysis will impact the pacing of your Episodes. Sometimes, you might encounter players who freeze up, or sit and wait for the GM to throw somethin' else their way. That can be tough!

Here's a few techniques to help keep the game moving and ensure the spotlight stays on the players:

- ★ **Shoot at 'em.** A bullet whizzes past your ear. Oh, no! What are you going to do now? Firefights can and do happen often in *Firefly*. When a player is shot at, that often prompts the rest of the Crew to help out.
- ★ **Prompt 'em.** Your Crew is talking to Badger, a character you're managin', and he's given them an ultimatum: pay up or hand over one of the Crewmembers. Right now. Have a player that doesn't know what to do? Have you asked the captain for advice? Okay, that didn't pan out. If those questions don't work, then give three or four options the Crewmember can cue off of. The player may not take your advice, but that's okay! You just jumpstarted their brainpan.
- ★ **Use Timed Actions.** One of our favorite techniques to influence pacin' is to use Timed Actions to reflect the pressure in any given situation. The other benefit of Timed Actions, however, is that it prompts teamwork! Each player has a role to take in the Action Order, and they often discuss how to get through that scenario as a team. Works like a charm!
- ★ **Create an Asset/Complication for that Crewmember.** Sometimes, Crewmembers need a little help. A free Asset is something you can offer the Crew in times of dire need, and it can take the edge off of bad luck. Complications that prompt a character to act, rather than hinder that character, are crucial here. Badly worded Complications can impact the mood of a game very easily, so it's a place we'd recommend you improve upon, or collaborate with your players when creating 'em.

MASTERIN' THE GAME: REWARD GOOD MEMORIES

Ghosts in the Black is filled with story. A campaign is a great way to ensure you're handing out Plot Points and rewarding your players for participation.

One way to do that is to ask players for a recap of the previous act or Episode and hand out Plot Points to the player who summarizes it. You can also ask players to recap their favorite moment of the previous act or Episode, provided they can recommend what someone else did. Sometimes, those memories add interestin' flavor to the table because a player might not think they're doing a good job—until someone else says they are.

Too, Episode recaps will likely build into Callbacks and flashback Assets. Combined, these techniques will strengthen your plot and deepen the mystery. It's also a good way to reduce player indecision when they remember who's who and what's what!

- ★ **Walk away from the table.** Without good synergy at the table, players can get stuck because they're focused on what they want/need to be doing—because they're worried about the group. If you want to use this technique, plan for a crucial moment. Explain what that moment is, then tell the group: "When I come back, decide on a course of action." That takes the pressure off that player, and encourages 'em to work together.

1 TRAIT DICE AND TRIGGERS

First introduced in *Things Don't Go Smooth*, we explained how Distinctions and Signature Assets ain't the only elements in the **FIREFLY RPG** that can have triggers. If you don't have this supplement, this section will give you a rundown on how scene and location triggers work.

While scenes and locations have general Traits like **Dark Shadows D8** or **Alliance Security D10** instead of Distinctions, they can also have **scene or location triggers**. These triggers can be attached to scenes or locations and can provide custom rules whenever your group needs them, ranging from special ways to add Assets and Complications to the scene to unique narrative developments that can be triggered by spendin' Plot Points or accepting Complications.

SCENE TRIGGERS

Like Distinction or Signature Asset triggers, **scene triggers** offer a way for Crewmembers to step up or double their dice, gain narrative benefits, or earn Plot Points in exchange for stepping back dice, spending Plot Points, or taking narrative risks. In this case, however, the trigger is tied not to a specific character or Signature Asset, but is instead available to any Crewmember who is takin' part in the scene.

Most of these triggers focus on representing new and interesting situations. For example, you might set up a trigger when the engine room catches on fire that allows a Crewmember to step back **Physical** to create a **Shouting for Help** Asset at a **D8** instead of a **D6**, notin' that the fire will burn the Crewmembers lungs. You can also offer Plot Points for particular actions, such as a trigger that says: "Gain 1 PP when you flee in the face of the fire rather than try to put it out."

A proto-Reaver loose on *Serenity* might prompt you to add one or more of the following scene triggers to a scene in which the Crew tries to capture the crazed psycho:

- ★ *Armed and Ready*: Spend 1 PP while rummaging through *Serenity*'s armory to create a **The Right Gun for the Job D8** Asset.
- ★ *Stumbling in the Dark*: Take a **Scared Me Half to Death D6** Complication to find another Crewmember on board the ship when you are separated from each other.
- ★ *I'm Scared, Mal*: Step back **Mental** for the scene to step up or double **Move** in a roll against the proto-Reaver. Step back **Social** as well to do both.

You'll want to reserve scene triggers for times when you want to ramp up the tension or reward a certain set of behaviors. They certainly don't need to be in every scene!

LOCATION TRIGGERS

In addition to building in triggers for special situations in familiar areas, you can also add **location triggers** to places the Crewmembers visit, establishin' the triggers as a fixed part of that piece of the setting. These triggers highlight whatever is special or unique about the location, giving the environment a flavor backed by trigger rules. You might make it possible for a character to spend Plot Points to step up **Influence** in a boardroom or **Focus** at a mediation retreat. You can also offer Plot Points for specific actions, such as getting into a fight or taking a risk they otherwise wouldn't take.

A dive bar on Persephone called *The Big Fish* might have one or more of the following triggers:

- ★ *A Bar Made for Fighting*: When you escalate a bar fight, spend 1 PP to create an **Improvised Weapon D8** Asset.
- ★ *Everybody Knows Your Name*: When you visit the bar for the first time in an Episode, take an **Old Friend in Need D8** Complication to step up **Influence** for the scene.
- ★ *Last Call for Shots*: When a fight breaks out in the bar, the first person behind the bar to spend 1 PP may create a **Bartender's Shotgun D8** Asset.

Like scene triggers, these location triggers are available to any Crewmember who wants to activate the trigger by paying the appropriate cost. Unlike scene triggers, however, these generally stick around from Episode to Episode, unless you've got some pressin' reason to alter them, e.g. the bar burns down and someone new takes over the establishment. Once your players know they can count on a location trigger, you might even find them scheduling events at locations that suit their plans.

Your GMCs can use scene and location triggers, too, as long as it makes sense.

BUILDING SCENE AND LOCATION TRIGGERS

Like Distinction and Signature Asset triggers, scene and location triggers are constructed by balancin' costs and benefits. You may want to reread the section on "Creating Your Own Triggers" in the *Find a Job* chapter of the **FIREFLY RPG COREBOOK** to review that process, but here is the list of potential costs and benefits, reproduced for ease of use:

Trigger Benefits:

- ★ Earn a Plot Point
- ★ Step up a beneficial die (usually a Skill or Asset, like "step up **Shoot**")
- ★ Double a beneficial die (usually a Skill or Asset, like "double **Shoot**")
- ★ Step back a non-beneficial die (usually a Complication or a GMC Asset)
- ★ Introduce a non-dice related story detail ("I know how to find the exact parts we need...")
- ★ Rename a Complication to change its nature ("I'm not **Sickened**, I'm **Angry**")
- ★ Reroll a single die after a failed roll
- ★ Create a **D8** Asset for the rest of the scene

Trigger Drawbacks:

- ★ Spend a Plot Point (very common)
- ★ Step back a beneficial die (usually an Attribute, Skill, or Asset)
- ★ Choose to do something risky or complicated ("When you walk right into the Alliance outpost and start causing trouble...")
- ★ Take or step up a broad Complication (like "Take or step up a Complication that represents your physical exhaustion")
- ★ Take a specific **D8** Complication (like "Take a **Heat Exhaustion D8** Complication")

Remember that the most successful triggers are rooted in the fiction of the situation more than in the rules—find places that you want players to act and offer them rewards and opportunities. If you want players to start trouble, allow them to step up **Fight**, **Shoot**, and **Trick** by accepting Complications or taking risks. If you want them to behave and speak nicely to the Alliance officers, allow them to step up **Influence**, **Treat**, and **Perform** by stepping back those same troublemaking skills. And as always, offer Plot Points for risk-taking, drama-creatin', aimin' to misbehave hijinks!

MASTERIN' THE GAME: FEATURES, NOT FIXES

When you're designing scene or location triggers, think about what kind of things you want to see your players do in a scene. The core **FIREFLY RPG** rules are flexible enough to cover nearly any situation without modification, so think about these triggers less as fixes—which you don't need—and more as incentives that push your players to certain kinds of Actions. The sample triggers provided here, for example, are great for pushin' the Crew to get in trouble (fights, old debts, etc.) at *The Big Fish* or for increasing the tension and nervousness that would accompany a proto-Reaver loose on *Serenity*.





SIX CYLINDERS MAKE A RIGHT



WELCOME TO

BIG BING'S TRANSPORIUM

WE HAVE:

PARTS! 配件

SCHEMATICS!


原图

SHIPS! 船舶

BIG & SMALL
大与小!

NEW & USED
全新与二手!

IF WE DON'T HAVE IT
IT'S NOT WORTH OWNING!



ALWAYS OPEN!
SEND US A WAVE, OR
VISIT US ON PARTH

THE WAY OF THINGS

"Nothing's worth more than your word. Not even friendship."

– ELI SANDUTSA

There's honor among thieves and there's loyalty between friends—what could be more valuable than that out in the black? When Eli Sandutsa, J.T. Iovlev, and Walter Rusina pulled off their first job together, they swore an oath on one of the guns they stole to avenge each other's deaths should they be murdered. Years flew by and the old friends grew apart, but that pact remained—and now it's time to pay up. J.T. is dead and there's a reckonin' to be had.

Eli lost track of his two best friends when he started dealin' with more legitimate businesses, usin' his brainpan to amass smart investments. He got set up nice and cozy on Persephone in a sprawlin' estate, while his two friends continued takin' on questionable jobs together and rackin' up more Alliance warrants than the Crew could shake a stick at. Eli would occasionally hear from J.T. and Walt, but the nature of their activities meant social calls didn't happen on any kind of schedule.

Time has not been kind to Eli, and his body is showin' the signs of living a disreputable life. His specially made exoskeleton helps him manage the worst of his neurological symptoms from "The Sparks," but he ain't got it in him

to track down J.T.'s murderer and exact the vengeance required by their friendship and oath. Honor must be fulfilled, though, so he does the next best thing: he hires somebody else to do his dirty work.

Eli contracts the Crew to help him make good on his promise...shoot the man who killed J.T. with the gun they all swore on. 'Cept there's a hitch: seems J.T.'s murderer was none other than his friend Walt, and Eli doesn't know where he is. The only lead he's got is a wave from Howie Cebotan. Howie's a former crewmember of the *Malamadre*, the ship that J.T. and Walt captained together after Eli struck out on his own. Howie informed Eli of J.T.'s untimely demise, but didn't mention why Walt murdered him. Eli doesn't know what could have turned Walt against his best friend and partner, but figures it had to be a heck of a big score to risk everythin' for it. The whys of it don't matter much to Eli—he's got to make good on his oath, and he needs the Crew to be the steady hand to pull the trigger since he can't.

Though Howie's gone AWOL, he's still the Crew's best chance to find the *Malamadre*. They must trace his wave and pay him a visit in order to learn of the whereabouts of his former ship—and get their first hint about the a legendary missing Alliance warship called the *Westlake*, a boat that's sent countless treasure hunters chasin' into the black. But the Crew had better hurry, since whispers of the *Westlake* have caught the attention of Shan Holt, an Alliance assassin that's also lookin' for Howie.

Unfortunately, the search for Walt means the Crew'll cross paths with none other than Adelai Niska. On Ezra, the Crew's luck'll take a nasty turn when they realize the navsat that was supposed to lead them to their quarry is a dud. Turns out, Niska struck a deal with Holt in exchange for heaps of credits, believing he was making good with the Alliance. Before Holt leaves, Niska provides him with the exact frequency that'll lead him straight to the *Malamadre*. If the Crew can hack into Holt's boat and download his trajectory—or follow that crooked purple belly without getting caught—the Crew has a chance of catching Walter, too.

Despite all their troubles, the Crew finds the *Malamadre* on the far fringes of the Blue Sun System. Walter did manage to reach the last-known coordinates of the *Westlake* only to find, like so many other previous seekers, that he was chasin' a mirage. But that's got nothin' to do with the Crew's job. Do they shoot Walter with the oath gun? Capture him and take him back to Eli so he can squeeze the trigger? And, can they get to him without taking on Holt as well?

For this Crew? Things sure don't go smooth in the opening Episode of *Ghosts in the Black*.

MASTERIN' THE GAME: OH, CRAP...

Players who step into the *Serenity* Crew's shoes should find their standing with Niska depends on when they meet the crime boss. Here are some tips to help you appropriately handle their encounter:

- ★ **Between "Serenity" and "The Train Job":** This could play out as the first meeting between the intimidating crime lord and the Crew.
- ★ **Between "The Train Job" and "War Stories":** Holt seems a much more likely way to get the location of Walt's ship and he'll approach the Crew about working together to find the ship, if only to get what they know.
- ★ **After "War Stories":** The idea of a payday the size of the *Westlake* might convince Niska to forgive what the Crew did to him...but not forget that they owe him.

As an added bonus, if your Crew played through *What's Yours Is Mine* in the **FIREFLY RPG COREBOOK**, feel free to include Kostya as a member of Niska's entourage on Sweat Rock Beach. How the Crew treated him at the end of that Episode will determine which side of the negotiations he'll lend a die to. If'n it's your fancy, you may want to warm up your Crew with that Episode to foreshadow what's to come. Shiny!



The background is a dark blue technical drawing. It features a grid of small white plus signs. Overlaid on this grid are several white line drawings of mechanical parts, including curved segments, rectangular blocks, and a circular component with internal details. The text 'CASTING CALL' is centered in the upper half of the image.

CASTING CALL

ELI SANDUTSA

"What I'm askin' ain't easy, but doin' right rarely is."

Character Type: Retired Smuggler

Role: Honor-Bound Client

Acts: Prelude

Character Description: Eli Sandutsa grew up impoverished on Santo alongside other scrappers whose last names vaguely hail back to Earth-That-Was' Eastern Europe. Revivin' half-recalled customs, they swore oaths, carried flick knives, and styled themselves as hard-as-nails career criminals. Chief among Eli's crowd loomed inseparable confederates Walter and J.T. Eli retired after their biggest score and invested his dirty money wisely. Before he knew it, he was living plush in the Core worlds, with a beautiful wife, two fine daughters, and a library of books he even learned to read. He knows he's lucky and, despite years of fine livin', has a rough demeanor that puts him most at ease when consorting with other scoundrels and reprobates.

Money can't buy everything, though. His advancing age and dangerous youth left his health degenerated in a way the docs can't heal. Eli suffers from a neurological disorder commonly known as "The Sparks." Years of vacuum exposure and smuggling things in unshielded compartments damaged his nervous system. He wears a lightweight exoskeleton that regulates his body. Without it, he suffers from terrible muscle spasms and shaking limbs. He can amble about the house alright, but any long distance travel is out of the question.

Likes and Dislikes: Eli loves tellin' stories about the old days. He speaks of J.T. and Walt fondly, like two brothers he never knew he needed. When he heard that Walter had shot poor J.T., he knew what he had to do, and that he couldn't do it in person, like the oath requires. This shames him, but there ain't no helpin' it. He might not be able to hold a pistol no more, but he can hire plenty of folk who can.

Flashbacks and Echoes: The War came after Eli went straight, but he took his own side, seein' as that was the most profitable. Not that he weren't sympathetic to the Independents, mind you—he just always took care of his own first. Still, he'd happily cut a deal for a Browncoat while charging the Alliance double.

ATTRIBUTES

MENTAL **8**

PHYSICAL **6**

SOCIAL **10**

SKILLS

CRAFT **6**

KNOW **8**

SURVIVE **6**

FLY **6**

Commodities

TRICK **10**

Transports

NOTICE **10**

Moral Obfuscation

INFLUENCE **12**

SHOOT **6**

Conviction

DISTINCTIONS

SWORE AN OATH **D8**

I swore to see this through but don't expect me to go an inch further than honor requires.

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

☒ *To the Letter:* Gain 1 PP when you choose to use a proxy to act on your behalf or choose to stop short of the spirit of the oath in favor of the letter.

KEEN EYE FOR TROUBLE **D8**

There's no cause for trouble here, friend.

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

☒ *Good Kind of Trouble:* When you convince someone to make hell for someone else, spend 1 PP to give them a **D8** Asset equal to your **Trick**.

ELDERLY **D8**

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

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

HIGHLIGHTED SKILLS: CRAFT, INFLUENCE, NOTICE

SIGNATURE ASSET

Rodee Regulator **D8:** Eli's Rodee Regulator is an antique pistol with one bullet left in the chamber—one of the first firearms manufactured outside the Core. Eli and his two former partners swore an oath on this gun to avenge any of their untimely deaths.

SHAN HOLT

"Maybe these rubes are on to something."

Character Type: Wily Alliance Agent

Role: The Potential Big Bad

Acts: I-III

Character Description: Shan Holt fits the profile of the perfect Alliance agent. He lives to please his superiors and rack up glowin' performance reviews. Holt dispatches the Alliance's enemies, and unlucky innocents who get in the way of its greater good, with equal dispassion. He justifies his murderin' with his own peculiar warping of half-understood Buddhist philosophy. Those fightin' against the Alliance have fallen into the error of emotional attachment. He frees them of this trap by detachin' from his ego, becoming one with his gun or katana, and sending their souls back into the cycle of incarnation. Their encounter with him will surely instill a glimmer of insight, giving 'em a leg up in their next lives.

Tall, reed-thin, with hawkish features, Holt shaves himself bald. This accommodates the vast wig collection he uses to disguise his appearance while on covert missions.

Holt enjoys wide latitude to covertly eliminate potential sources of subversive propaganda, and the *Westlake* fits the bill. He's assembled an extensive collection of the legends, lies, and lore surrounding the ghost ship. He's not entirely convinced it exists, but there's enough there that something must be the basis for the legend. Right now, he thinks that it's something boring that's been puffed up by years of retelling. But if it does exist, he's competitive enough that he wants to be the one to find it, not some Border planet yahoos that stumble across it while looking for salvage to fix their orbital whiskey still. The Alliance didn't trust him with a fast ship and a loyal crew for him to be caught looking.

Likes and Dislikes: Holt adopts various personae while on the hunt, his favorite being that of a friendly, open-faced yokel. His natural demeanor, if he can be said to have one, is one of tranquil determination. He addresses security officers under his command with a chilling over-politeness.

Flashbacks and Echoes: When his childhood test scores on Osiris showed brilliant analytical skills and a pliable psychopathy, the security apparatus fast-tracked him for special trainin'. Holt cut his teeth in the War, and he liked the taste.

ATTRIBUTES

MENTAL 8

PHYSICAL 8

SOCIAL 8

SKILLS

FIGHT 8

KNOW
Places 6

SHOOT 8

FOCUS 6

SNEAK 8

INFLUENCE 8

NOTICE 8

TRICK 10

PERFORM 8

Disguise

DISTINCTIONS

ON THE WAY TO MEET BUDDHA D8

If you should meet the Buddha upon the road, kill him.

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

KENDO MASTER D8

Think lightly of yourself and deeply of the world.

- ✓ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ✓ *Contemplate the Void:* When you stand with a sword drawn before an imminent fight and your opponent strikes first, you may spend 1 PP to make them set the stakes for the Action. Your opponent counts 1s and 2s as jinxes for the roll.

A FACE FOR EVERY OCCASION D8

A good spy has dozens of cover identities ready to assume at a moment's notice.

- ✓ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ✓ *All In the Details:* When you assume an established alias, step back your **Mental** Attribute while you are assuming the alias to create a **Perfect Cover** d6 Asset. You may spend PP to step it up at a cost of 1 PP per step, to a maximum of your **Trick**.

SIGNATURE ASSETS

Disguise Kit D8: This briefcase is full of makeup, false mustaches and beards, wigs, prosthetic pieces, and contact lenses, all of which are particularly useful in making Holt look like someone else.

Hastings D8: The *Hastings* is Holt's Alliance assigned patrol boat, adapted for use in special operations. It's armed with plenty of missiles and is extremely difficult to pick up in the black.

SUPPORTING EXTRAS

HASTINGS CREW

Holt has a small crew of men and women who keep his ship ready to go at a moment's notice. They come from the Alliance military, with enough flexible morality that they don't blink when Holt goes off the books to get things done. He rarely uses them as backup, but if the *Hastings* is in harm's way, they will defend her to the death.

Traits: Holt's Gangmember D8

ADELAI NISKA

"Tell me—are you familiar with the works of Shan Yu?"
- Niska, "War Stories"

Character Type: Ruthless Crime Lord

Role: Key to Finding the *Malamadre*

Acts: II

Character Description:

Adelai Niska is charming, well versed in Earth-That-Was history, and utterly sadistic. The picture of refinement, Niska's gentlemanly exterior masks an unwavering iron fist. None escape his wrath—not family, not friends, and definitely not random riff-raff who show up at his skyplex above Ezra.

Not much happens on Ezra that Niska is unaware of, including the operations of minor salvage companies. Niska's got a nose for business, and you never know what value some piece of scrap may end having. In this case, the nav computer from the *Malamadre's* shuttle appears to be particularly valuable—if only to track down the ship itself. As the only one that has the location of *Malamadre*, Niska's willing to sell it to the highest bidder which, in this case, is the Alliance. Business is business, after all.

Niska is also currently unaware of the legend of the *Westlake*, but if the Crew clues him in, he might find it intriguing enough to hire them to get on the trail...or to send his own agents after the ship. If the *Westlake* is as valuable as everyone claims, then it may be worth the effort to see if its reputation is more than just words.

Likes and Dislikes: Niska may be a criminal mastermind, but he values reputation above all else. Break your word to Niska and he will likely break you, all while reciting philosophy.

Flashbacks and Echoes: The War didn't factor much into Niska's day-to-day business operations. He has no love for the Alliance, or the Independents—all that matters is that he gets what he wants, no matter who he has tortured on the way.

ATTRIBUTES

MENTAL **8**

PHYSICAL **6**

SOCIAL **10**

SKILLS

FIGHT **6**

KNOW **10**

TREAT **6**

FOCUS **8**

Business, Torturer

TRICK **8**

INFLUENCE **12**

OPERATE **6**

Negotiations, Intimidation

SURVIVE **8**

DISTINCTIONS

CODE OF HONOR D8

To live with honor is difficult. To live without honor is not living at all.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Honor Demands It:* Gain 1 PP when you act against your best interests because of your code or make a show of satisfying your honor.

GANG BOSS D8

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

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

NOT TO BE CROSSED D8

Just so we're clear: if you cross me, I will end you.

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

SIGNATURE ASSETS

Niska's Skyplex D8: Niska owns a skyplex orbiting the planet Ezra, which acts as Niska's home, as well as his base of operations. There really ain't anything physically special about this space station, but Niska's reputation makes it a scary place to be regardless.

SUPPORTING EXTRAS

NISKA'S GOONS

Niska never leaves his skyplex without a few rude, tattooed heavies to keep him safe and put whoever he's meeting with on edge. The ones protecting the crime lord at Sweat Rock Beach dress in leather vests and other gear that keeps them cool while showing off the muscles and weapons anyone will have to go through to put hands on their boss. **Traits:** Niska's Goon **D8**

WALTER RUSINA

"The *Westlake* has got to be real. Done too much dirt for it to be smoke."

Character Type: Desperate Ship Captain

Role: The Hunted

Acts: IV

Character Description: Don't let the white hair, drinkin' man's purpled nose, and dry creekbed wrinkles fool you. Walter Rusina is still one old coot who can kick a younger fella's behind all day long and half the night. On Santo as a child, he took his own knocks and learned never to back down to nobody.

Eli was the brains, J.T. was the muscle, and Walt was the dreamer. Walt pushed the crew to try offbeat schemes and unusual solutions. He'd be the first to admit that it was never quite the same after Eli quit, but he and J.T. soldiered on bravely. They got a new ship, a new crew, and kept flyin' one step ahead of everyone they burned in their schemes.

And when Walter got wind of the prize of a lifetime, the location of the *Westlake*, J. T. said they should resell the telltale scan for a merely modest margin and call it a day. Cogitatin' on this, Walter grew ever more sure J.T. was fixin' to sell him out. When J.T. tried talking some sense into him, Walt gunned him down after their words became heated.

Things have not gone well for the *Malamadre* since Walt killed his way to the captain's chair. Supplies are low and Walt's even more unstable than he was when he decided to gun down one of his oldest and dearest friends. He convinced himself he was going to find the *Westlake* or die trying. With every passing hour, it's looking like the latter.

Likes and Dislikes: Walt only wants to hear about progress made toward his goal. The mention of Eli or J.T.'s names in his presence makes him visibly angry and multiple utterances are likely to set him off with murderous intent.

Flashbacks and Echoes: Walter Rusina may be generation upon generation away from any old country, but that don't stop him from jawin' about it all the time. He takes pride in the ancient roots of his dauntless criminal ancestors, who stood up in violent defiance against regimes that make the Alliance look like pacifists.

ATTRIBUTES

MENTAL **8**

PHYSICAL **12**

SOCIAL **10**

SKILLS

DRIVE **6**

OPERATE **10**

SNEAK **12**

FIGHT **8**
Knives

Radio
NOTICE **6**

TRICK **10**
Feign Innocence

FIX **6**

SHOOT **8**

MOVE **8**

Antiques

DISTINCTIONS:

LIFETIME OF MISDEEDS D8

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

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Jack of All Trades:* Take or step up a **Sins Of My Past** Complication to step up **Shoot** or **Trick** for the rest of the scene.

SCORE OF A LIFETIME D8

Just this one big payoff and you're set for life.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *All That Matters:* Once per session, spend 1 PP to create a **Feverish Determination** Asset equal to your **Focus**. You may step back this Asset to avoid being Taken Out instead of spending a Plot Point. Take a **Foundering Faith d6** Complication the first time you step back **Feverish Determination** and step it up each subsequent time.

ONE EYE OVER MY SHOULDER D8

It ain't paranoia if they really are coming for you.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Sleep Lightly:* When you are attacked from behind or taken by surprise, spend 1 PP to step up or double **Move** when you set the stakes getting out of the way.

HIGHLIGHTED SKILLS: MOVE, NOTICE, SNEAK

SIGNATURE ASSETS

Rodee Regulator D8: Walt's Rodee Regulator is an antique pistol—one of the first firearms manufactured outside the Core. Unlike Eli's Regulator, Walt has maintained his gun and it's been used more recently.

Malamadre D8: The *Malamadre* is an old Firefly class 02 that's seen better days. It's been modified to help search for and store salvage from the black, including variable gravity in all sections of the ship.

SUPPORTING EXTRAS

MALAMADRE SURVIVORS

The surviving Crewmembers barely look human. They suffer from enough malnutrition and sleep deprivation to follow Walt blindly. Everyone has dark circles around their eyes and hasn't changed their clothes in days. Until someone stands up to Walt, they'll do what he says until they drop. **Traits: Desperate Spacer D6**

MINOR GAMEMASTER CHARACTERS

HOWIE CEBOTAN

"I don't know nothin' 'bout nothin', I swear.

Character Type: Hapless Witness

Role: The Messenger

Acts: Act I

Character Description: Howie's a sleepy-eyed kid with blond hair with a penchant for dirty coveralls. Though always more of a hanger-on than a top man, he eventually learned enough about boats to serve as pilot of the *Malamadre*. Even though he really liked workin' on the *Malamadre*, he wasn't brave enough to stick it out once Walt snapped. He found a job on Parth after hopping a transport from Ezra. Now he's selling spaceships at Big Bing's Transporium, thanks to his cousin, Bert. Bing goes through a lot of salesmen and Howie ain't qualified to do much else. He reckons he can either sign on with someone who buys a boat or save enough to buy his own ship. Or, if things get really desperate, he can steal one of the ships off the lot and strike out on his own.

Traits: On the Run **D8**, Nervous **D10**, Pilot **D6**

RACHEL SHELDON

"We've lost so much already—what if we're chasin' a ghost?"

Character Type: Loyal, but Practical Crewmember

Role: The Voice of Reason

Acts: Act IV

Character Description: Rachel is the closest thing *Malamadre* has to a ship's doctor. She was a medic during the Unification War and while she might not have a fancy medical degree, she's patched up enough of the remaining crewmembers that they might listen to her. She knows that Walt is in a bad place, but she might be willing to cut a deal to make sure the rest of the people on board go home. Stout, middle-aged, and gruff, Sheldon growls at sentimentality and rolls her eyes at inspiring speeches.

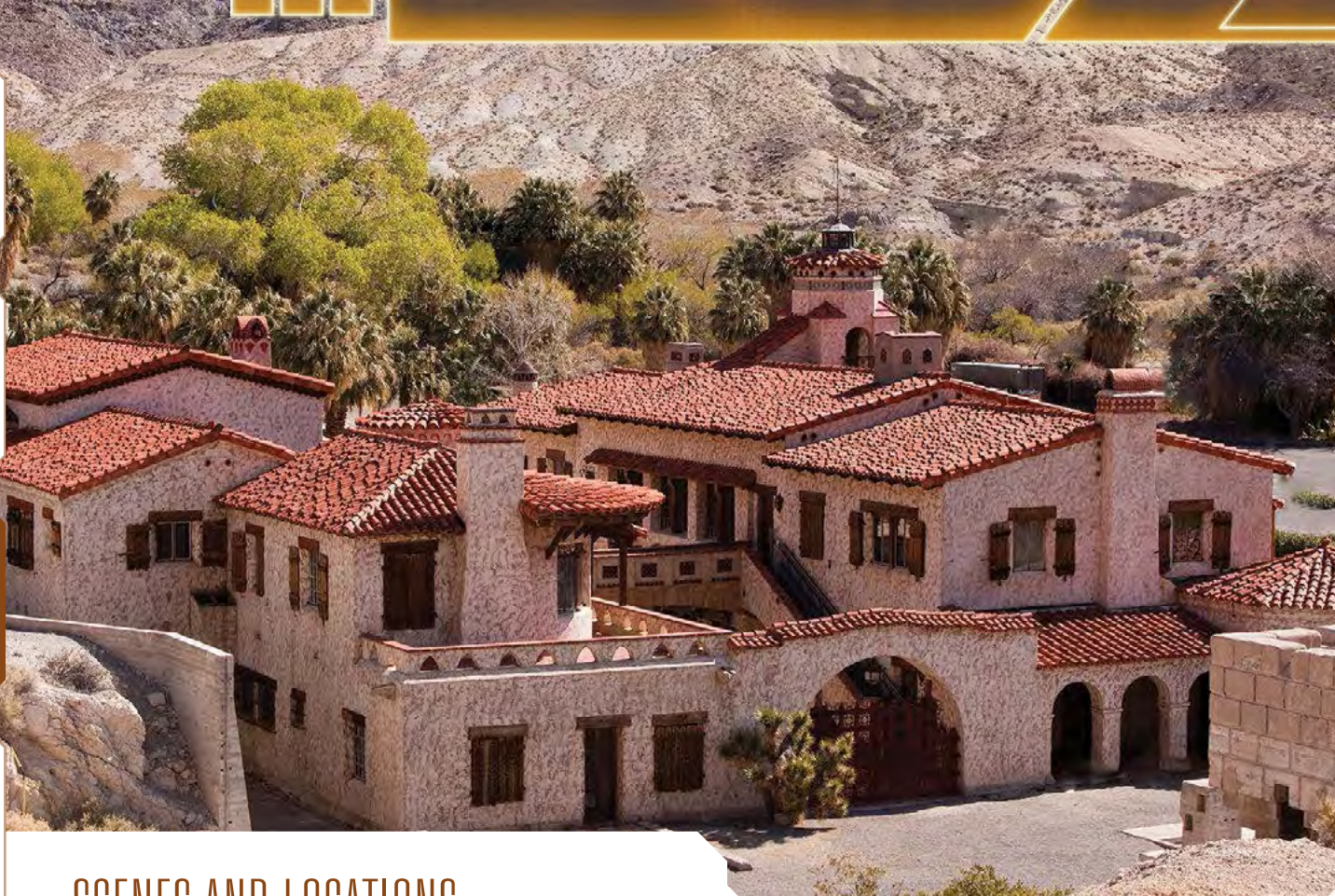
Traits: Pirate Doctor **D8**, Hard Hearted **D8**, Ambitious **D10**, Desperate **D4**

EXTRAS

COUSIN BERT'S WRENCHERS

Howie's Cousin Bert got him the job at Big Bing's Transporium. When Howie makes a run from the Crew, the wrenchers rally around him by impeding the Crew's progress in whatever ways they can, hootin' and hollerin' all the way.

Traits: Junkyard Mechanic **D6**



SCENES AND LOCATIONS

THE SANDUTSA RANCH

"Needs more fancy statues of topless girls."

—JAYNE

Sandutsa lives in a Spanish-style estate on Persephone, featuring open archways, carefully trimmed foliage, and a fountain in the center of an open foyer. The outside invokes a feeling of Earth-That-Was. The one modern detail that betrays the illusion is his extensive planet garden. Planet gardens feature a plant from each of the new worlds created by terraforming. Sandutsa made it a point to travel to as many worlds as possible as a young man, and remembers his travels fondly whenever he tends to the gardens. Though planet gardens are often the sign of a rich man willin' to spend ridiculous amounts of money to ship a tree across the 'Verse, this is one area of the house he insists on tendin' to himself.

The inside of Sandutsa's mansion is decorated in a modern style. The walls are painted in warm colors and the furniture reflects the tastes of a man who spends a lot of time at home. Captures adorn every room, many of them featuring J.T., Walt, or all three men. Sandutsa now lives alone, though the house murmurs with the motion of servants, medical staff, and security. Questioning the staff returns positive opinions of their employer. Sandutsa spent plenty of years as a hard-working man, so he knows the struggles the people on his staff go through to make his life easier.

At the very least, a dinner in such fine digs should be a welcome change of pace from the dive bars and dingy backrooms where most crews talk turkey. Fresh fruit, barbecued meats, and all the fixin's of a fancy restaurant without needin' proper manners. He may be dressed in a fine suit that costs enough money to buy a whole warehouse full of compression coils, but Eli is far too old to have his spots changed too much.

Recommended Scene and Location Traits: All This Luxury! D8

BIG BING'S TRANSPORIUM

"Captain, I catch your eye wanderin' at any of those other ships and I'll have to blacken it for Serenity's honor."

— KAYLEE

Parth is one of the three moons in orbit around Bellerophon. The sheer excess and wealth tossed around by the rich in their floating mansions often splashes onto the moons. The settlers here work to provide materials for the big feasts on Bellerophon. Parth is where most servants get their start, working with one of the big manors until a proper opening on world occurs. It's also where servants who've lost the brass ring go to consider their next move. Everyone, coming or going, needs a way to get from the moon and back again.

Big Bing's Transporium sprawls across a canyon cut by the Gan River. It's the biggest business in town for the nearby residents of New Dubai. The Transporium specializes in used space vehicles with affordable pricing. They carry a mix of ships, from long haul transports ready to make it to the Rim to short-range shuttles perfect for a quick hop between moons. The majority of the ships are flyable, but there are a few "fixer-uppers" located at the bottom of the canyon. Big Bing hasn't been seen on the lot for years. He directs his salespeople from his new mansion on Bellerophon.

The biggest, flashiest ships are set up on the rim of the canyon. The less money a customer wishes to spend, the lower into the canyon they must go. Natural switchbacks and pathways feature spots to park vessels, but pre-fab ladders and stairs allow for easy access up and down the layers for the staff. The sales office is located on a scenic outcropping overlooking the canyon. The office features dozens of captures of Big Bing's smilin' face, along with a wall of his most satisfied customers. Many of these customers seem to share a family resemblance with Big Bing.

The ships range in quality from gently used to dragged-to-the-Rim-and-back-again. The setup in the canyon is no accident. Big Bing wants the big sales from the ships on top, so he wants bargain hunters and cheapskates to tire themselves out by descendin' into the canyon. There's a small repair garage on the site, but it's reserved for ships on the lot. Big Bing don't think there's much money in ship repair or selling parts. Anyone inquiring about buyin' parts or repairing a ship not purchased at the Transporium is directed to Regina's moon of Alexandria, where several junkyards are located.

Recommended Scene and Location Traits: **Large Crowds D8**, **Maze of Ships D8**

SWEAT ROCK BEACH

"Zoe, bring some suntan oil and some wire-cutters for our meetin'."

— MAL

Nobody knows who named this strip of black sand on the edge of Ezra's biggest and shallowest body of water. Likely, it's the same operators who left crates of explosives and ammunition half-buried all willy-nilly up and down the beach. Some say it was a forgotten ammo dump from the Unification War. Others half-remember a group of raiders that holed up here in between takin' prizes. What everyone agrees upon is the suitability for doing business with those that might have cause to draw down before finishin' their parley. An errant shot might set off a crate or two, and that would adjourn any business right quick, on account of all the dying.

Recommended Scene and Location Traits:

Unexploded Ordnance D8

Location Triggers:

- ☒ **Aim...Very...Carefully...:** Step back your Shoot for one Action to prevent the use of **Unexploded Ordnance D8** in your opponent's dice pool.
- ☒ **KABOOM!!!!:** Spend 1 PP to step up any explosive-related Complication you just inflicted.

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COMINGS AND GOINGS

"Break your word or kill your best friend—don't seem like much of a choice."

— ZOE

Sometimes, the only justice you can find in the black is at the end of a gun held by a friend. In *Six Cylinders Make a Right*, the Crew is tasked with fulfillin' an oath by avengin' the worst kind of betrayal—a friend murdering a friend. Along the way, the Crew catches wind of the ultimate salvage—the fabled *Westlake*. A score like that would set them up for life.

But first, the Crew must follow the clues and find the murderer, even if that means working with Adelai Niska, all while dodging an Alliance agent bent on finding the *Westlake* no matter the cost.

In the **Prelude**, the Crew visits Eli Sandutsa at his estate on Persephone, where he asks them to do what he cannot: honor an oath he made years ago with J.T. Ivolev and Walter Rusina. Should any of them be killed, the survivors must avenge the death with the gun they swore on. J.T. is dead and now Eli must make good on his promise. 'Cept, Eli's health ain't good, and the lowdown murderer is none other than Walt himself—and Eli's not sure where he is. The only clue he's got is a wave from Howie Cebotan, a former crewmember from the *Malamadre*, the ship J.T. and Walt ran together after Eli went straight.

In **Act I**, the Crew trace Howie's wave back to Parth. Finding Howie is one thing—catching him is another. Howie's

a little jumpy since he went AWOL and ain't interested in chattin'. Plus, the Crew's not the only one looking for answers. Shan Holt's chasin' down the *Westlake* and Howie's the biggest lead he's had in ages. The Crew gets Howie to cough up the location of his shuttle, whose nav computer can be used to find the *Malamadre* and Walt.

Unfortunately, the shuttle is now in the hands of none other than Adelai Niska. In **Act II**, the Crew must get their hands on the nav computer before Holt does, and hope that Niska isn't waiting to spring a trap on them. One thing's for sure—the price for what they need is bound to be steep. Only problem is, the navsat doesn't work on account of the fact that the codes were stripped and Holt has 'em.

With the coordinates missing, the Crew has no choice but to follow Holt in **Act III**. Now, they're forced to hack into Holt's ship and pray for a miracle before they come face-to-face with Walter Rusina in **Act IV**. Taking him down won't be easy, on account of the fact that the *Malamadre's* out of commission and Walt's planning on commandeerin' the Crew's ship to keep searchin' for the *Westlake*. Can the Crew fend him off or get his own people to turn against him? Will they fulfill Eli's oath, or will they join Walt on his quest?

Whatever the Crew decides, they'll discover that the lead on the *Westlake* is a dud. But that don't mean it ain't out there, just waiting to be found by a Crew savvy enough. After all, if the Alliance is after it, it must be more than spacedust.



PRELUDE: A SACRED OATH

Eli Sandutsa wants the Crew to find one of his old Crewmembers and deliver a package. Except the Crewmember, Walter Rusina, is lost somewhere out in the black and the package is a lone bullet from an ancient gun.

"I know what you're going to say, Shepherd, with all this wealth on display. Something about needles and camels and such. I'd just rather pay attention to my full belly, my running ship, and my potential payday from this fine, wealthy gentleman."

– MAL

LOWDOWN: TRY THE STEAK

Eli Sandutsa warmly greets the Crew near a fountain and shakes hands with all of them, even if they have little history. Their client is dressed in a fine white suit, an expensive hat, and has a silver goatee. The suit's been cut to allow for the exoskeleton to move unhindered by, subtly drawing attention away from it. He's got a tall, lanky build that forces him to stoop whenever he's inside a building, even in a mansion like his. Though Eli's time on Persephone has softened him some, he's still got the heart of a clever criminal beatin' inside his chest.

Sandutsa invites the Crew to dinner at his estate on Persephone. This might be purely business but, given Eli's colorful past, there's a good chance he's got some history with a Crewmember. He might have been someone's captain on a previous ship. He might be a relative looking out for

his family. He might be the person who holds the deed to the Crew's ship, lending the captain some of his hard earned money to keep the Crew's boat in the air.

Ties to Sandutsa are helpful, but don't be afraid to appeal to the Crew's basic needs. If they need credits, fuel cells, protein, Gen-Seed, ship repairs, or medical supplies, Sandutsa has access to suppliers and can bargain on their behalf. To impress the Crew and appeal to their vanity, spend some time at the dinner table with some fancy eats or toss in a few gifts—in the form of a Plot Point handed to a Crewmember for a funny one-liner—to help sweeten the deal and put 'em at ease.

CONVERSATION STARTER

Once the Crew's bellies are full, Eli gets down to business. He sends one of his servants away while he and the Crew adjourn to a parlor for liquor and dessert. After the Crew's had a chance to get settled in after a fine meal, the servant returns with a wooden box that's wrapped with a faded silk ribbon. Eli will carefully untie the ribbon, and then ask the Crew to open it.

Crewmember Dice Pool: Mental + Notice, Mental + Shoot

Gamemaster Dice Pool: Challenging Difficulty D8 + Antique Weapon D6

Possible Assets: My Grandpappy Had One of These, Careful Inspection, Saw This in a Museum Once

Possible Complications: The Box Won't Close Right, Worse Condition Than It Looks, You Dropped The Gun in Front of the Client?

Example Results:

- ★ **Failure to Raise the Stakes:** Inside the box, the Crewmember finds an old pistol. The pistol is an antique that's not as old as the Lassiter, but would still fetch a pretty sum. The gun is still functioning, barely, and has enough ammunition left for one shot.
- ★ **Raise the Stakes:** After some prompting, Eli recalls that the gun is a Rodee Regulator, one of the first mass-produced firearms manufactured outside of the Core.
- ★ **Extraordinary Success:** A glance at the underside of the box shows three dark fingerprints on the colored silk. The fingerprints come from three different people and they are pressed in dried blood.

Eli says that when he had nothing, he still had his word. The first job he ever pulled was stealing a cargo bay full of guns like the Rodee Regulator with two other men. Back then, those two men didn't have much either, so they swore an oath sealed in blood. If anything sinister ever happened to one of them, the others would use this gun to inflict vengeance upon the guilty party.

This is where the Crew comes in. Eli has received word that the unthinkable happened: one of his two best friends killed the other. Now, he's offering the Crew a fine sum to find Walter Rusina and fulfill his oath.

Eli's quite the storyteller and will talk all night if the Crew lets him. Him and his friends, they kept in touch as best they could, but Eli's new life as a legitimate businessman pulled him away from his criminally minded brothers. Before too long, the waves came less and less until they stopped altogether. For ten years, Eli hadn't heard hide nor hair of his friends, until one fateful day when he received a message from Howie Cebotan, an associate of his friends. Turns out Howie was a crewmember on board the *Malamadre*, the ship J.T. and Walt bought together once Eli retired from his life of crime.

Howie's message is clear: Juan Thaddeus Ivolev died at the hands of Walter Rusina. Now, Eli feels honor-bound to avenge J.T.'s death and bring his betrayer and former best friend to justice. Unfortunately, his condition makes such a journey unlikely at best and Walt's smart enough to avoid Persephone at all costs. Eli's condition means he's got no choice but to hire someone else to do the dirty work.

If the Crew's hesitant to kill a man in cold blood, Eli doubles his offer. What's more, he'll give 'em a bonus if they kill Walt with the gun's last bullet.

WAVE INTERCEPT TIMESTAMP DG112.713(LOCAL)

Mr. Sandutsa, my name is Howie, Howie Cebotan. Both Captain Ivolev and Captain Rusina done told me that if'n one of them were to die, that we were supposed to contact you on that black day. Rusina's the hun dan what done Ivolev in. I tain't none pleased by these events, so I'm presently removing myself from my berth on board the *Malamadre*.

Uh, sorry for your loss.

SIGNAL TERMINATED :: CODE JA687

TROUBLE: KILL ON DELIVERY

Before the Crew has a chance to make up their mind, Eli plays the wave Howie sent a few months back. He'll do his best to hide his feelings, but the message gets to him. The old coot just can't help but get a mite teary-eyed all over again, followed by powerfully angry for his loss and betrayal.

The message is brief and is currently set to loop until stopped. A technically savvy Crewmember might notice there's some noise in the background. The ship's medic or doctor might detect Howie doesn't look so good. He's all sweaty and dark circles under his eyes mean he probably hasn't slept in days. During the wave, Howie'll nervously glance over his shoulder a couple of times, too.

It's tough to make out anything behind Howie, but as near as anybody can tell, the wave was probably recorded in a public booth.

There may be dissent amongst the Crewmembers about acceptin' this job to kill a man without hearing his side of the story first. The Crew's track record likely has a blemish or two, but assassination may be a big jump for petty thieves. The Prelude is your chance to encourage strong character interactions that'll allow you to reward Plot Points when Crewmembers discuss the pros and cons of Eli's job offer. If they need a moment to think about takin' the job, give 'em some space to talk.

As the GM, it's your responsibility to hook Crewmembers into taking the job. The following arguments can be customized to help put the Crew's minds at ease. If'n you want to give your Crew more chances to think about the job, use Eli, a nosy servant, or an inactive Crewmember you're handling to poke and prod for a response.

- ★ **Big Payday:** Frame this as an opportunity for the Crew to remind their captain about all the things that need to be repaired on their ship. Eli might mention these specific pieces of gear or equipment if he heard them discussed over dinner, or the Crewmembers might bring them up in light of Eli's request. What the old man is offerin' equates to nearly a month's worth of odd jobs, small-time crimes, and other work the Crew usually scrapes up. Mercenaries who have done this type of work before will know that it's a very large sum for a pretty easy kill. If Walt is as old as Eli, killing him won't be much of a problem at all.
- ★ **Crew Means Family:** J.T. was a member of Eli's crew. Crewmembers might reflect on their own bonds, thinking about if they'd want one of the other members of their Crew to chase down a murderer. Whenever Eli talks about J.T., his voice starts breakin' up, and it's very easy to see he still cares greatly about both of his old crewmembers. This decision didn't come easy for him, but he has no choice but to honor his fallen friend.
- ★ **Alliance Don't Care:** The law that exists outside the Core Worlds rarely reaches beyond the dedicated men and women who enforce it in the towns of the Border and Rim planets. Technically, the Alliance can prosecute such a crime, were it brought before a magistrate, but the death of one person in an argument between criminals is very unlikely to warrant the time and effort such a prosecution would need. Any Browncoats on the Crew might have a strong opinion of Alliance justice. If Walt did gun down J.T., he'll probably go unpunished for his crime if the Crew refuses the job because J.T.'s life don't mean much.
- ★ **Justice, Not Revenge:** Eli insists that no harm should come to anyone else connected to Walt, because the crew of the *Malamadre* is not responsible for J.T.'s death. Eli won't take kindly to innocents being harmed in the matter. Should word get back to him that the Crew racked up some extra casualties that didn't deserve violence, he'll reduce payment by a substantial amount, even to the point where he might call in a warrant on the Crew.
- ★ **Favors Owed:** If the Crew has a history with Eli, chances are they owe him for something. He might have loaned the Crew the money to buy their ship. He might have pulled some strings to get them out of a misunderstandin' with a crime boss or persuaded a Federal Marshall to target a more disruptive band of criminals. Eli could use his knowledge of the Crew as leverage or tug at a

Crewmember's heart strings to show he's always been on their side. It's much harder to refuse the request of a good friend who's had the Crew's back than take a job like this from a total stranger.

- ★ **Friends in High Places:** Eli has friends amongst several criminal organizations, as well as quite a few legal connections. Those friends may be willin' to offer a form of payment beyond a simple wad of cash. Eli can make warrants disappear, generate fake ident cards, or get his hands on a piece of intel the Crew needs. He may not look like much, but Eli is the type of man who's spent a lifetime building up favors. What good are markers if you can't cash them in to honor a dead friend?
- ★ **A Last Request:** Eli might make it known how dire his health truly is as a last resort to convince the Crew to take on the job. His neurological condition, The Sparks, has advanced such that he might not be around when the Crew returns from the black. He's made arrangements to ensure the Crew is paid as soon as they send word Rusina is dead along with several recordings that can be used to clear the Crew's name. Eli ain't dumb, however, and will reiterate he's already made sure the Crew'll be taken care of should he die prematurely, but if they don't fulfill their end of the deal, all manner of hell will rain down upon them.

SHOWDOWN: DOWN MEMORY LANE

Howie's wave will be the Crew's best lead to tracking down Walt and the *Malamadre*. It's recent, it's traceable, and Howie will have the best idea on the current situation aboard his old vessel. Whatever methods the Crew relies on to find him, they'll know that Act I will kick off at Big Bing's Transporium on Parth, Bellerophon's third and poorest moon in the Core.

If'n you'd like to encourage your players to roll some dice, this is a good time to refresh their memory on how to extract information out of your characters. Eli's knowledge of the *Malamadre* is foggy at best, and it's been some time since he's seen the boat. Including the two captains, he seems to think there was a crew of about twelve. The *Malamadre* mostly operated out in the Border with an occasional jaunt to the Rim for work, but steered clear of the Core whenever possible.

When all the dice have been rolled and Eli gives the Crew all the info they're going to get, fade to black and cut to commercial. Note that failure here may result in fresh Assets or Complications that impact the start of the next act. If they've earned at the end of the Prelude, they'll stick around for Act I.

REFRESHIN' ELI'S MEMORY

Eli met Howie once or twice when the *Malamadre* first sailed out of Persephone. He doesn't remember much about the teenager he remembers, but he likes him now as a young man. He's obviously a reputable young feller on account of the fact that Howie took the time to send him a message about J.T.'s fate. Since sending that wave a few months back, Howie has contacted him once or twice since then asking for money.

The Crew might ask him more about his friends, observe him as he tells another story, or help Eli recall details by prompting him with their own knowledge. Eli ain't actually opposing the Crew here, though, so treat this roll as the Crew going up against a situation, with which Eli will help them by lending his **Know D8** Skill die.

Crewmember Dice Pool: Mental + Notice, Social + Influence, Mental + Know

Gamemaster Dice Pool: Hard Difficulty D10 + I'm an Old Man D10 + It's Been Awhile D6

Possible Assets: Brandy and Fine Cigars Help Me Relax, Eli Took a Shine to Me, Tell Us Your Favorite Story About J.T.

Possible Complications: A Spy in Eli's House, The Gun Is Too Old, Howie's Got a Bounty

Example Results:

- ★ **Failure to Raise the Stakes:** Eli recalls Howie mentioning having family on Parth working at Big Bing's Transporium, fixing up used ships. Before the Crew leaves Persephone, word'll get around that someone is looking for Howie. The Crew gains a **Tipped the Witness Off D6** Complication that effects their dealings with Howie.
- ★ **Raise the Stakes:** Eli recalls Howie mentioning having family on Parth working at Big Bing's Transporium, fixing up used ships.
- ★ **Extraordinary Success:** The Crewmember realizes that the name is familiar. Create a **Howie And I Go Way Back D6** Asset for the Crew to use against Howie. If they spend a Plot Point, the Asset lasts until the end of the Episode.

TRACING THE WAVE

Waves in the 'Verse can be traced to their original location, even if they were recorded on a public device. A creative Crewmember might put the wave on a loop trying to pick out the origin of a familiar sound. Another might slow down the video and concentrate on a shape in the background or decode the stamp to figure out which planet or moon it came from. A third Crewmember might send out a few pings on the Cortex to see if a match can be found for the transmission wave's source.

Crewmember Dice Pool: Mental + Focus, Mental + Notice, Mental + Operate

Gamemaster Dice Pool: Challenging Difficulty D8 + Public Cortex D6 + A Few Days Old D8

Possible Assets: That Sounds Familiar, I Know That Bar, I Use This Trick for Free Transmissions

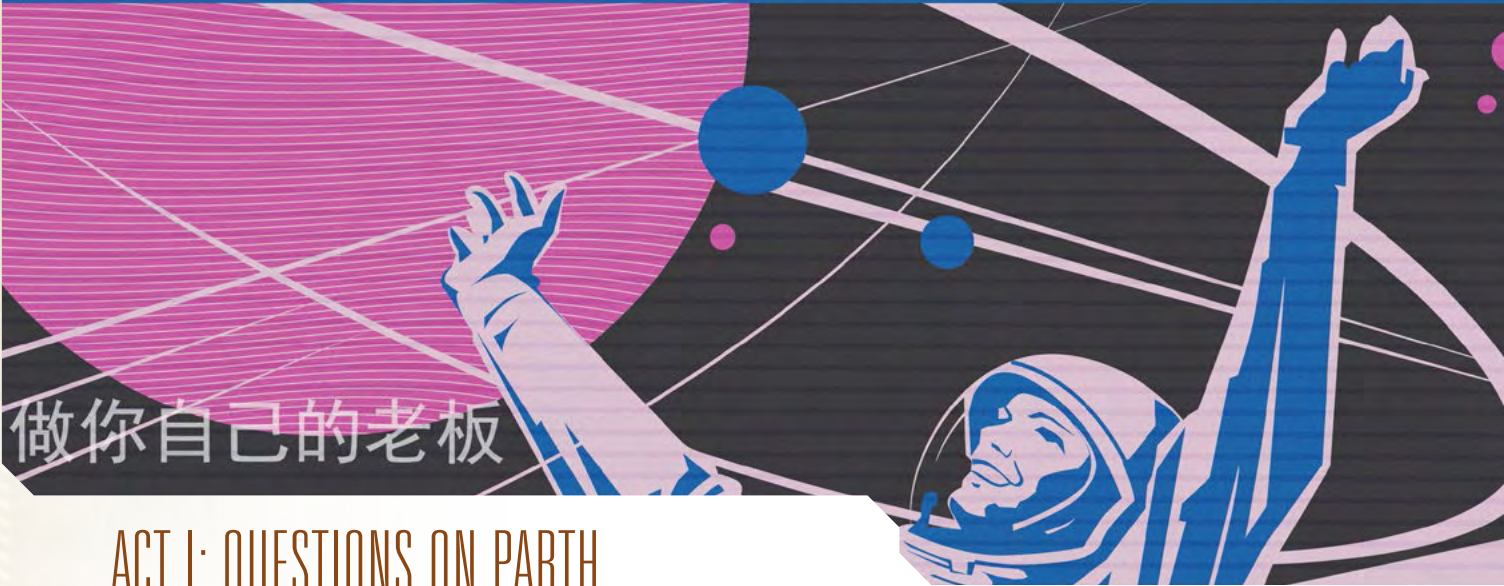
Possible Complications: Lulled to Sleep, Migraine, This Terminal Is Locked Down

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember tracks Howie's transmissions to Parth.
- ★ **Raise the Stakes:** The Crewmember tracks Howie's transmissions to Parth, to a public wave terminal located just outside Big Bing's Transporium.
- ★ **Extraordinary Success:** The same as above. Also, Eli gives the Crew extra credits to give to Howie for his trouble. Create a **Howie's Reward D6** Asset for the Crew to use in the next act.



Explore the 'Verse! Be your own boss! Apply for your Salvage License today!



ACT I: QUESTIONS ON PARTH

The Crew flies to Big Bing's Transporium on Parth to get the lowdown on the *Malamadre* from the man that last saw Walt Rusina alive. Unfortunately, the Crew's gotta chase Howie down before another interested party gets to him first.

"To be honest, I'm glad we're the ones doing the chasing for once."

- ZOE

LOWDOWN: PUSH, PULL, DRAG IT IN

Before you set the scene, take a moment to look at the Assets and Complications that are on the table. Remind the Crew what's applicable and, if needed, remove any Assets or Complications that no longer apply. Remember, Assets can stick around for an entire Episode if a Crewmember spends an extra Plot point to make it last.

When this act opens, you have the option of putting the Crew right in front of Big Bing's Transporium or allowin' them to find it. Bing's gold-toothed grin is hard to miss on this little moon, and his jingle is dang catchy, too. Asking any of the sales staff where Howie might be will lead the Crew to their man. Otherwise, it might take a few minutes wanderin' around the ships for sale to find him surrounded by a few potential customers.

Howie looks much like he did in the wave he sent to Eli, though the necktie he wears over his dirty coveralls seems like an addition insisted upon by a manager. He still shifts about nervously as he talks to his customers, settin' up the ship for an auction. He might think the Crew was sent by Niska because of something the crime boss found on the *Malamadre*'s shuttle. The Crew could also be bounty hunters looking to collect because of a misunderstanding, or friends of a lawdog. Whatever the reason, Howie knows somebody's after him—and he's right.

Shan Holt, an Alliance Agent, is also on Howie's trail for a different reason altogether. He thinks that Howie will lead him to the *Westlake* because of his connection to the *Malamadre*. Holt wants to know what Howie knows about his former captains, and will go to great lengths to find that information. The Crew won't cross paths with the Alliance

MASTERIN' THE GAME: WHEN A SHIP AIN'T A SHIP

Your GM characters may own and operate ships just like the Crew does, but that doesn't mean they'll fly or use 'em in the same way. In an Episode, ships can also be used as a temporary location or as the object of a character's desire to pinch, sabotage, or sell.

Take *Molly* for example, Howie Cebotan's ship. *Molly*, in this case, acts as a destination and minor locale because there's not enough time in the chase scene for him to fix her up. The point of the Timed Action is to beat Howie before he takes off from the moon's surface!

agent here, as he takes another route to chase Howie down, but they may recognize him in the next act when he arrives to negotiate for the *Malamadre's* coordinates. Here, Holt serves as another catalyst for the hunt.

As soon as he sees the Crew approach, Howie makes a run for it, ducking between a pair of nearby ships.

TROUBLE: HOWARD THE RABBIT

To chase down Howie, the Crew will need to successfully complete a Timed Action. The Crew has four beats to get to Howie in order to catch up with him. Now, they don't know that anybody else is after him, so in the Crew's mind there's a good chance Howie is hopin' to escape them altogether. In order to complete the Timed Action, they must navigate four parts of the chase. Also, Crewmembers may lend a die to help each other out in a roll, but if that roll doesn't raise the stakes, they must wait until other Crewmembers have acted before trying again.

While Howie flees from the Crew, he'll occasionally bounce questions off his pursuers trying to get a handle on why they're looking for him.

AND THEY'RE OFF

The Crew is likely to give chase once Howie is off to the races. Howie dashes through the crowd and runs full speed through the other customers wandering around the lot. The Crew might give chase on foot, smash their way through any obstacles that Howie puts between them, or hijack a nearby mule to make up ground.

Crewmember Dice Pool: Physical + Move, Physical + Labor, Physical + Drive

Gamemaster Dice Pool: Easy Difficulty D6 + On the Run D8 + Nervous D10 + Large Crowds D8

Possible Assets: Short Cut, Breakneck Speed, Got Him Cornered

Possible Complications: Locked in an Airlock, Rockslide, You Broke It You Bought It

Example Results:

- ★ **Failure to Raise the Stakes:** Howie loses the Crewmember in the crowd. Lose two beats.
- ★ **Raise the Stakes:** The Crewmember keeps Howie in sight. Lose one beat.
- ★ **Extraordinary Success:** The Crewmember gets a lucky break and stays on Howie like glue. Lose no beats and the Crewmember can attempt the next Action.

THE FIRST HURDLE

Howie ducks through a ship currently being worked on by his cousin's wrenchers. They know Howie well enough to run interference for him, tossing down tools, oil, and other junk to get in the way of the Crew. Crewmembers might throw down with the wrenchers, take a shortcut through a dangerous part of the ship, or might figure out the layout better than Howie does.

Crewmember Dice Pool: Physical + Fight, Physical + Move, Mental + Fix

Gamemaster Dice Pool: Challenging Difficulty D8 + On the Run D8 + Junkyard Mechanic 3D6

Possible Assets: Ducking Under the Catwalks, We Just Wanna Talk, Cut Him Off at the Airlock

Possible Complications: Now He's Armed, It's a Trap, Covered in Lubricant

Example Results:

- ★ **Failure to Raise the Stakes:** Howie breaks back into the light and leaves the Crewmember behind. Lose two beats.
- ★ **Raise the Stakes:** The Crewmember keeps Howie in sight. Lose one beat.
- ★ **Extraordinary Success:** The Crewmember slices through the hull like an arc welder. Lose no beats.

JOCKEYING FOR POSITION

Howie heads up the side of a nearby lunar canyon, but doesn't take the easy route. He climbs ladders, scurries up the sides of ships, and makes dangerous leaps across gaps. To keep up, the Crew will have to be just as quick, smash into hulls and ladders to slow him down, or try to observe where his final goal might be.

Crewmember Dice Pool: Physical + Move, Physical + Labor, Mental + Notice

Gamemaster Dice Pool: Challenging Difficulty D8 + On the Run D8 + Nervous D10 + Maze of Ships D8

Possible Assets: Tripped Howie Up, Risky Jump, Shaking the Ladder

Possible Complications: Knocked Over the Ladder, Throbbing Noggin, Twisted Ankle

Example Results:

- ★ **Failure to Raise the Stakes:** Howie ducks into a ship and out of sight of the Crewmember. Lose two beats.
- ★ **Raise the Stakes:** The Crewmember keeps Howie in sight. Lose one beat.
- ★ **Extraordinary Success:** The Crewmember anticipates Howie's next move and keeps the pressure on. Lose no beats.

DOWN TO THE WIRE

Howie's planned for this situation. He's heading for an Eagle class transport he's nicknamed *Molly*. Unfortunately, her helm is currently a jumble of wires spread out across the cockpit and this ship ain't getting him nowhere. The Crew might decide to bust through the door, pick the lock on the hatch, or convince Howie to open the door through the intercom.

Crewmember Dice Pool: Physical + Labor, Mental + Operate, Social + Influence

Gamemaster Dice Pool: Hard Difficulty D10 + On the Run D8 + Nervous D10 + Locked Airlock D6

Possible Assets: There's a Trick to the Lock, He Must Be Tired, Got Him Cornered

Possible Complications: The Lock's Jammed, Wild Gunshot, Anyone Else Hear Engines?

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember remains locked out of the ship. Lose two beats.
- ★ **Raise the Stakes:** The Crewmember gets inside and gets Howie to talk. Lose one beat.
- ★ **Extraordinary Success:** The airlock didn't latch properly and the Crewmember walks right in. Lose no beats.

MASTERIN' THE GAME: BIG, BAD HOLT

The descriptions of Holt's comings and goings in Act I are there to give you background information on what this Antagonist is up to before his appearance in Act II. Holt is the kind of character you'll want to introduce slowly but surely, to ensure you get the most mileage out of his villainous nature.

Remember, too, that Holt has the greatest potential to be a recurring character, so don't feel you need to spill the beans to your Crew about every last detail. The knowledge that Holt is after the *Westlake* isn't crucial to getting the Crew to Ezra for Act II. What is, however, is that Howie sold the shuttle to Niska. If they want to find the *Malamadre*, they'll have to deal with the crime boss. Holt is a thorn in the Crew's side, and they'll find out real quick how sharp he can be.

REININ' IN

With four beats to succeed at four Actions, if the Crew doesn't get an extraordinary success along the way, the best they can do is marginally succeed at the Timed Action, as they'll run out of beats just as they complete it.

Crewmembers who have not been involved in the Timed Action may want to try to Buy Time for the Crew and gain some lost beats back can use the Cortex to track Howie, run down a parallel avenue to try to cut Howie off, or just try to get Howie to slow down a bit by saying they just want to talk to him.

Crewmember Dice Pool: Physical + Move, Mental + Operate, Social + Influence

Gamemaster Dice Pool: Challenging Difficulty D8 + On the Run D8 + Nervous D10 + Large Crowds D8

Possible Assets: I'm Friendly!, Radio Coordination, I Know This Place

Possible Complications: This Way's Crowded Too, I'm Lost, Confusing Instructions

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember fails to help in the chase. The Crewmember can't participate in the rest of the Timed Action.
- ★ **Raise the Stakes:** The Crewmember helps the pursuers keep Howie in sight. Regain one lost beat.
- ★ **Extraordinary Success:** The Crewmember finds a short cut or gets Howie to slow down enough that the chasers really gain on him. Regain two lost beats.

A successful Timed Action, where the Crew gets Howie to talk while there is at least one beat remaining, means the Crew gets to Howie before Holt does. Holt is one sneaky bastard, though, and will eavesdrop on their conversation without the Crew even knowin' about it. Behind the Crew's back, he'll make contact with Niska on his own terms.

Howie'll reveal everything he knows, since he wants no more trouble than he already has. He's done with space travel and just wants the Crew out of his life as quickly as possible.

If the Crew succeeded but ran out of beats, Holt got to Howie first. The Crew will come across Howie nursing a bloody nose. The agent scared Howie into telling him everything and left him worse for the wear. The Crew gets a **Howie's Spooked D6** Complication on now, so getting him to talk will take a little more persuasion than usual.

If the Crew ran out of beats before getting to Howie, Holt still got to Howie first, but had more time to beat him up, and the Crew gets a **Howie's Spooked D8** Complication instead.

SHOWDOWN: SIT DOWN AND CHIT-CHAT

In the Showdown, Howie spills the beans as the result of the Timed Action. How much he lets slip depends on whether your Crew or Holt gets to him first. The rolls presented below add an extra twist to the Crew's interrogation, should you decide to complicate their interaction with him.

HOSTILE WITNESS

If Holt got to Howie first, your Crew needs to get information out of him a piece at a time. Howie's willing to talk about specific subjects, but he needs to be persuaded a bit first. A Crewmember might threaten him with a bit more of a whoopin', take the soft approach, or fix up the bumps and bruises from the chase and Holt's ministrations.

Crewmember Dice Pool: Physical + Fight, Social + Influence, Mental + Treat

Gamemaster Dice Pool: Challenging D8 + Nervous D10 + Howie's Spooked D6 or Howie's Spooked D8.

Possible Assets: Soothing Voice, A Stiff Drink, Sedated

Possible Complications: Paranoid, Hidden Injury,

How Much Is It Worth to Ya?

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember gets all the information about the subject, but step up the **Howie's Spooked** Complication. If the Complication is stepped up past **D12**, Howie clams up and kicks the Crew out of his ship.
- ★ **Raise the Stakes:** The Crewmember gets all the information about the subject.
- ★ **Extraordinary Success:** The Crewmember gets all the information about the subject and also talks about another subject that naturally leads from the conversation.

Here's what Howie knows, divided up by subject. Whether or not the Crew completed the Timed Action, he parts with the information about the shuttle, leading the Crew to Ezra.

- ★ **Walter Rusina:** Walt and J.T. took turns taking command of the *Malamadre* to ensure they shared their boat equally. During his command, Walt searched for salvage opportunities while J.T. continued to bring in profitable jobs and keep the ship in good repair. More and more, the crew felt that J.T. was keeping the ship running and Walt's command was a waste of time. At the end of Walt's most recent stint as ship's captain, he convinced J.T. to let him stay in command a little while longer. Walt believed he was very, very close to finding a legendary salvage opportunity called the *Westlake* that would make the whole crew rich. Only problem is, Walt's fever dream could get his entire crew killed.
- ★ **J.T. Ivolev:** J.T. was liked better by the crew. They voiced their concerns about Walt's behavior to him and he took their worries in stride. Howie feels a little guilty, because he feels like he's the reason why they fought. If they hadn't argued, J.T. might still be alive. Howie will also remember that J.T. was closest with the ship's doctor, Rachel Sheldon, who is still on board taking care of the sick and injured. He tried to reach out to Sheldon using a secure wave, but the ship's communication systems seem to be down.
- ★ **Eli Sandutsa:** Howie has taken a liking to the old man, and he wishes he would've gotten to know him better. If the Crew mentions him, he'll say how happy he is they're hunting down the *Malamadre*, and will reinforce that they have to find the ship. Howie will mention that Walt is one crafty sommbitch, and the only way to ensure that he's dead, is to put a bullet in his brain. He may not readily admit it, but Howie will sleep a lot easier when the Crew finishes the job.
- ★ **Shan Holt:** Depending upon when the Crew catches up to Howie, Shan Holt may have gotten to him first. If the Alliance agent crossed paths with him, Howie will be in bad shape, but he won't be so scared that he won't talk. When the Crew questions him, Howie will complain that he didn't know who hit him, that his assailant never gave him his name. He'll describe the man's features, mention he was bald, and say he's after the *Malamadre*, too, because he wants some other ship called the *Westlake*. Other than that, Howie won't know much—if anything—about who was after him.

★ **The Murder:** The showdown between Walt and J.T. came after weeks of tensions between the two men. The ship began to drift somewhere around Deadwood, toward the far side of the Blue Sun System. The Crew got restless being out in dangerous territory, and worried about being ambushed by scrappers or worse. J.T. approached Walt about goin' home. The two men argued in the middle of the cargo bay in front of the entire crew, but despite there bein' so many witnesses, that didn't stop them from coming to blows. Then, Walt pulled out a gun and two shots later, J.T. was dead.

★ **Howie's Escape:** After the murder, Howie saw the ship was losin' power every few hours, and he went to convince Walt to head into port. The cockpit was locked, so the only way Howie could speak to him was through the door. The captain thanked him for the status update and, despite the ship needing repairs, stayed on his current course. That night, Howie decided to make a run for it. He stole a shuttle while the rest of the crew slept and high-tailed it out of the Blue Sun System. Howie didn't tell anybody else about his intentions to run, worried what might happen to him if Walt ever found out.

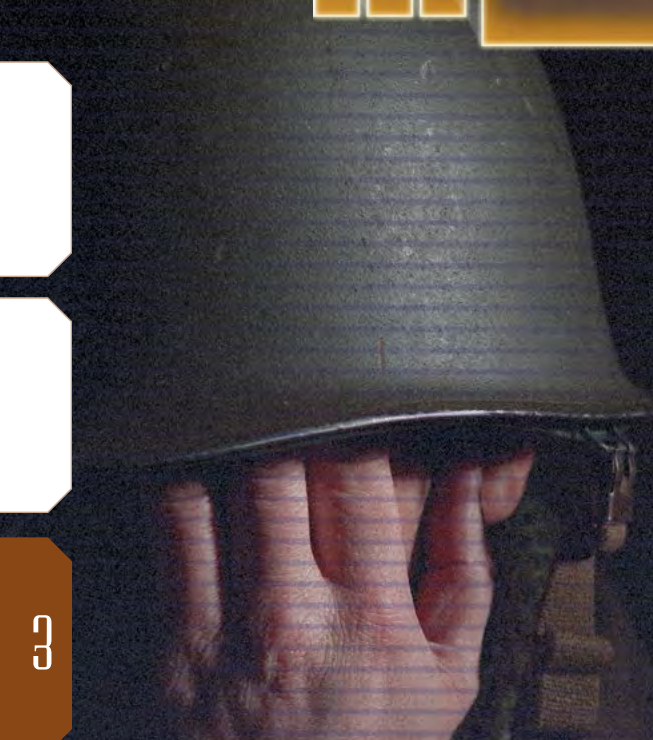
★ **Westlake:** Walt's crew doesn't know what he hopes to find on the *Westlake*, and many of them have mixed feelings about its existence. Some are convinced the hunt for a mystery ship is a pipe dream; others believe the boat is loaded with gold credits. Howie thinks it's a lost Alliance warship bristling with weapons to be sold. He heard other crewmembers say that, if it is real, it might be filled with platinum or a lost terraforming device, too. Howie's also convinced that if Walt did find the salvage he paid dearly to get, he couldn't sell or transport it back to a buyer. The *Malamadre* was days away from a catastrophic power loss when he left. Unless the *Westlake* was still functioning after she got stranded in the black, the ship wouldn't make it to Ezra let alone any other habitable planet. For all he knows, Howie thinks Walt and the rest of the crew might already be dead, but there's no way to know for sure.

Howie says the best way to find the *Malamadre* is through the stolen shuttle's navsat. The shuttle's navigational computer has a beacon transmitter that tracks back to the ship that it comes from. This let the ship keep tabs on its shuttles, but it can also be reverse engineered to locate the ship if the shuttle loses its way.

He'll also admit, with a sheepish grin, that he jerry-rigged the shuttle's systems so it could fly further than it normally did and get him clear of the Blue Sun System. It's unlikely that the shuttle can pinpoint the *Malamadre* directly like a tracking device might, but the data in the computer will help narrow down the search area. Otherwise, the Crew'll be looking for a needle in a haystack full of needles.

The shuttle is now located on Ezra in the Georgia System. Howie sold it to a buyer in exchange for credits and a ride to meet his cousin on Parth. When the Crew asks him who he sold it to, he'll tell them it was Adelai Niska.





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ACT II: DEALIN' WITH THE DEVIL

The Crew must negotiate with Adelai Niska to get the nav computer from the shuttle Howie stole—but they're not the only ones looking for the *Malamadre*.

"Ah, so we do know this is a bad idea. Why are we here again?"

– WASH

LOWDOWN: SWEATING THE SMALL STUFF

At the end of Act I, Howie reveals that he sold the *Malamadre*'s shuttle to Adelai Niska. By the time Act II opens, the Crew should have a general idea of how they want to get the navsat from Niska. In this scenario, the Crew sets up a meeting with Niska on the surface of Ezra, the dry planet his skyplex orbits. Despite Ezra's normally sandy landscape, there are a few shallow bodies of water that smugglers, criminals, and the occasional tourist visit.

Niska or his goons will arrange for the Crew to meet him near Sweat Rock Beach, a neutral and notable location. Unlike Niska's skyplex, Sweat Rock Beach is safer on account of the live ordnance buried beneath the black sands. The crime lord is accompanied by one **Niska's Goon D8** for each Crewmember that comes to the meeting. The navigation console, with its wires still dangling, will be in plain sight and guarded.

The crime boss exchanges pleasantries with whichever Crewmember he spoke to originally. Then, he'll gesture widely and remark that as soon as the other interested parties arrive, the negotiations can begin.

MASTERIN' THE GAME: DON'T CONDUCT A TRAIN

When presentin' this act to your Crew, try not to railroad your players into dealing with Niska on the terms you're most comfortable with. To avoid shufflin' the Crewmembers into a specific scenario, focus on the beating heart of the act which, in this case, is Howie's navsat. The Crew needs the navsat Niska has in his possession in order to proceed to the next act, so give them plenty of leg room to devise their own schemes.

Though the material presented is one possibility that might happen in this act, it ain't the only one. The Crew might decide to sneak on board Niska's skyplex to steal the navsat, send him a wave and meet him on Ezra below to buy it, or land on Ezra and stumble into Niska's goons to find out the navsat is worthless after all—and Holt now has what they need.

TROUBLE: MADE OUT OF CREDITS

The Trouble in this act is to highlight the Crew isn't the only buyer for the navsat. You may decide that, despite Holt's involvement, you'll add one or two more buyers in addition to the Alliance agent to shake things up a bit. The additional buyers' motivations for the navsat could be as simple as needing the part to fix a different shuttle or adding it to a salvage haul.

Shan Holt steps out from behind a half-buried crate, backed by four of **Holt's Gangmembers D8**. At the GM's discretion, he may or may not be in disguise to hide his identity. The Alliance agent will greet everyone like an old friend—except for folk who don't look or talk civilized.

He'll bristle if folk start asking him questions, and the more he talks, the more he'll show signs of Alliance arrogance.

When he's good and ready, Holt will lay out an opening bid for Mr. Niska. He may be a lot of things, but he's not dumb. Holt won't play the "Howie" card right away to tip the Crew off that they share something in common, but he will when it's convenient for him to do so.

Once Holt makes his first bid, the ball is in the Crew's court.

DON'T I KNOW YOU?

The Crew might decide to size up their competition. This is their first time meeting Holt officially, so lookin' him over seems like a good idea before taking their next step. They might observe how he behaves, think back to where they might have seen him before, or get him talking to accidentally reveal a detail about his background.

Crewmember Dice Pool: Mental + Notice, Mental + Know, Social + Trick

Gamemaster Dice Pool: Mental D8 + Trick D10 + Disguise D6 + A Face for Every Occasion D8

Possible Assets: I Saw Them Coming, Familiar Face, Do You Remember Ariel?

Possible Complications: Niska Gets Impatient, Runs Down Your Rap Sheet, But I Know About You

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember doesn't remember ever meeting Holt.
- ★ **Raise the Stakes:** The Crewmember recognizes he was a face in the crowd back on Parth. After Howie took off, the Crew lost track of Holt.
- ★ **Extraordinary Success:** As above. The Crewmember also notices an innocuous detail that pegs Holt as an Alliance agent, like the way he carries himself or how he holds his gun.

START THE BIDDING

The Crew makes a counteroffer after hearing Holt's opening bid. They might try to impress Niska with their limited knowledge of the *Westlake*, offer additional services, or convince the crime boss they have something—or someone—he wants. This is a high stakes conflict between Holt and the Crew—it's not that the loser of the roll gets physically harmed, but, for the purposes of the negotiation, whether or not Niska disregards anything the loser says.

Crewmember Dice Pool: Mental + Know, Social + Influence, Social + Trick

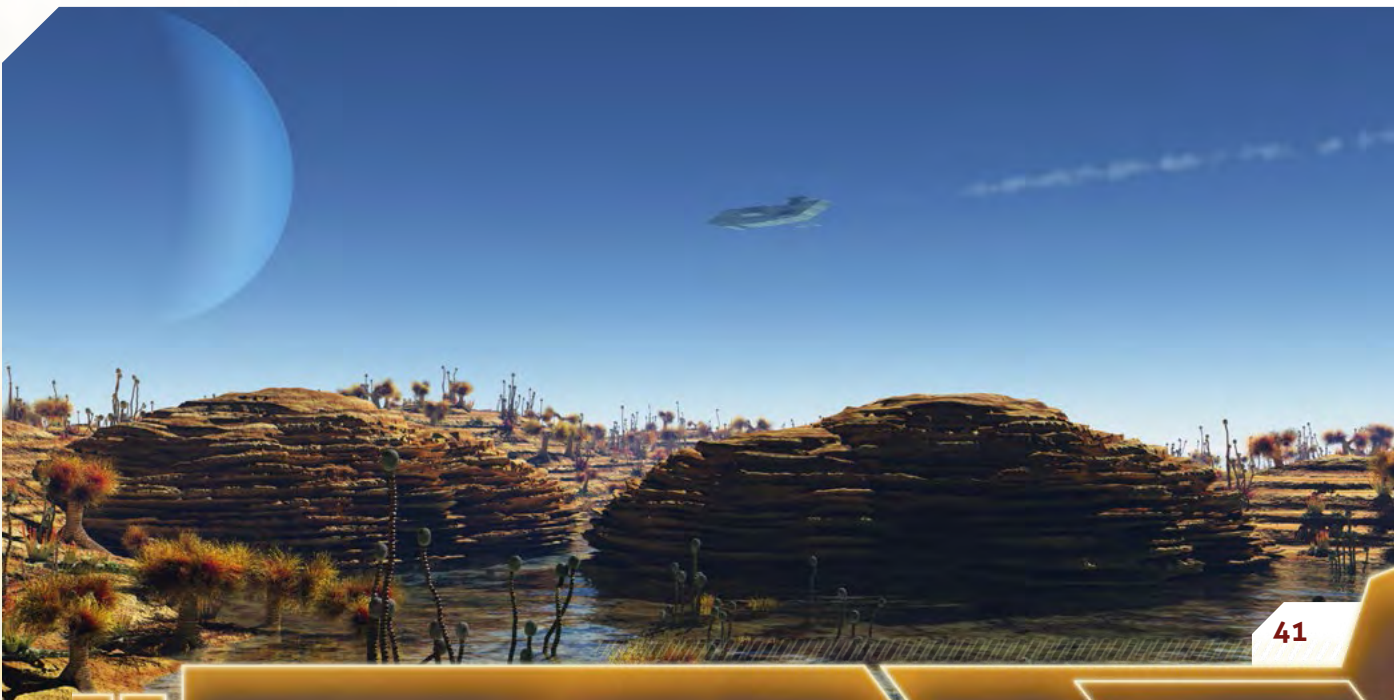
Gamemaster Dice Pool: Social D8 + Influence D8 + Kendo Master D8

Possible Assets: High Bid, Ship in Position, Rigged to Blow

Possible Complications: Holt Doesn't Like You, Niska Is Bored, Money Doesn't Matter

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember is Taken Out. If the Crewmember spends a Plot Point to stay in the bidding, the GM inflicts a Complication equal to Holt's highest rolling die or steps up an existing Complication.
- ★ **Raise the Stakes:** The Crewmember Takes Out Holt. The GM may spend a Plot Point and take a Complication equal to the Crewmember's highest rolling die to keep Holt bidding.
- ★ **Extraordinary Success:** The Crewmember Takes Out Holt. The GM may spend a Plot Point and take a Complication equal to the Crewmember's highest rolling die to keep Holt bidding. Create a **Niska's Admiration D6** Asset for the Crew. If they spend a Plot Point, the Asset lasts until the end of the Episode.



SHAKE ON IT

Your Crew might decide to cut a deal with Holt. If they manage to figure out why he's interested in the navsat, they could try to work with the Alliance agent to find the *Malamadre*. Here, what will motivate the Crew depends upon the information they've learned so far. Don't be afraid to toss 'em a bone if they get stuck.

Getting on Holt's good side means the Crew will need to impress him. To do that, the Crew could show how faithful they are to the Alliance or reveal their interests in the *Malamadre*. They may be skeptical, however, for good reason—for Holt is still a purple belly, through and through.

Crewmember Dice Pool: Mental + Know, Social + Influence, Social + Trick

Gamemaster Dice Pool: Mental D8 + Focus D6 + Kendo Master D8

Possible Assets: We'll Pay You Double, All We Want Is Walt, How 'Bout We Split It 80/20

Possible Complications: Alliance Tracker Implant, 27 Public Wave Terminals on That Planet, Incomplete Data

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember can't cut a deal.
- ★ **Raise the Stakes:** The Crewmember gets Holt to share information in exchange for a favor to be named later.
- ★ **Extraordinary Success:** As above. When Holt comes after the Crew in the next act, the Crewmember gains a **Saw It Comin' D6** Asset that can be used against the agent.

If the Crew comes away from the negotiations empty-handed, Niska makes them an additional offer once Holt leaves. He made a copy of the data for his own files, which he is willing to sell to the Crew. They will pay the same, exorbitant price that Holt commanded, and they will owe Niska a favor.

Of course, this means that if the Crew won the negotiations, Niska makes the same offer to Holt as soon as the Crew flies off. Holt has much more to offer Niska than the Crew does, because of his Alliance connections. Neither Holt nor Niska like to lose, however, and that means if anything goes sour or the Crew walks away clean, neither one of them will forget it.

SHOWDOWN: NO ROOM FOR NEGOTIATION

Some Crews may decide negotiating with a crime boss like Niska ain't worth the trouble. Should the Crew wish to start throwin' punches to take the navsat by force, remind them this is a High Stakes roll. Besides the live ordnance on

the beach, almost everybody who's present has a gun or knows how to fight. If'n they want to get physical, the Crew'll have to get through a pair of Niska's goons who are guarding it—and possibly fend off Holt and his allies, too.

WE PREFER THE TERM "BORROWED"

Depending on how the Crew feels about Niska, they may not want to do business with a torturer. If they're foolhardy enough to try and take the computer by force, reinforce that this would be a High Stakes roll. Should fists or bullets start flying, Niska has an escape route already planned. If that happens, all bets are off and the fate of the navsat will depend upon the outcome of the fight.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Challenging Difficulty D8 + Niska's Goon xD6 + Unexploded Ordnance D8 **Possible Assets: Shoot the Box Closest to Niska, I Never Trusted You, Now We're Even**

Possible Complications: Busted Lip, Niska Will Remember This, Ammo Box on Fire

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 health-related Complication equal to Holt's highest rolling die or steps up an appropriate existing Complication.
- ★ **Raise the Stakes:** The Crewmember Takes Out one of **Niska's Goons**.
- ★ **Extraordinary Success:** The Crewmember Takes Out two of **Niska's Goons**.

MASTERIN' THE GAME: MANAGING MINI-SCENES

The fear of heading off into the unknown at the conclusion of Act II may be challenging for the Crew. As the story's designed, the pressure to catch up with Holt and capture Rusina gives you the chance to up the ante and create tense moments in your game. Some Crews may freeze up entirely, however, and bring your Episode to a screechin' halt for fear they're outmanned and outgunned.

To help the Crew rest and resupply, don't be afraid to introduce a mini-scene prior to Act III that gives 'em the chance to prepare for what's ahead. While they don't have time to head back to Persephone, they could buy supplies on Ezra ahead of time, visit Li Shen's Space Bazaar, hail a medical boat, check in with Eli Sandutsa, etc.

THIS IS A STICK UP

Should Holt win the negotiation, the Crew might not stand for it. If he's got a way to track Walt's ship, the Crew might decide to liberate the navsat from him in a violent manner. If Holt is Taken Out, the Crew will be able to pick up the computer and find Walt.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot, Social + Influence

Gamemaster Dice Pool: Physical D8 + Fight D8 + Kendo Master D8 + Hastings Crew 4D8 + Unexploded Ordnance D8 OR Mental D8 + Focus D6 + Kendo Master D8 + Hastings Crew 4D8

Possible Assets: Sucker Punch, Got The Drop On Ya, Gravelly Voice

Possible Complications: Busted Lip, Holt's Ship Arrives, Niska Calls in Reinforcements

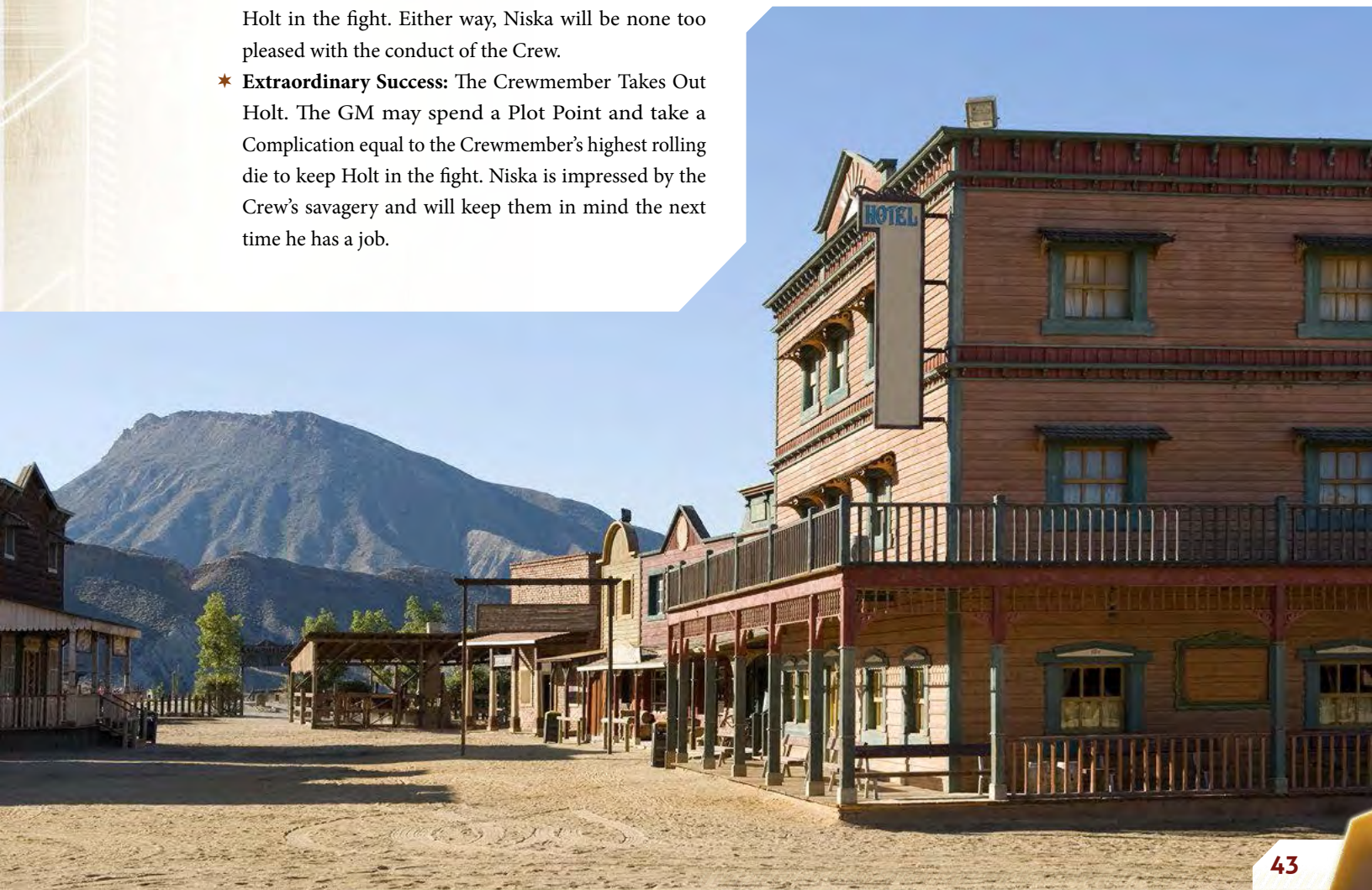
Example Results:

- ★ **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 Holt's highest rolling die or steps up an existing Complication.
- ★ **Raise the Stakes:** The Crewmember Takes Out Holt. The GM may spend a Plot Point and take a Complication equal to the Crewmember's highest rolling die to keep Holt in the fight. Either way, Niska will be none too pleased with the conduct of the Crew.
- ★ **Extraordinary Success:** The Crewmember Takes Out Holt. The GM may spend a Plot Point and take a Complication equal to the Crewmember's highest rolling die to keep Holt in the fight. Niska is impressed by the Crew's savagery and will keep them in mind the next time he has a job.

With so many possibilities for the Crew to get in and out of trouble, here's how to make sure the act comes to a thrillin' conclusion:

- ★ **Winning Scenario:** If the negotiations tip in the Crew's favor or they successfully fight for what they want, the Crew will get their hands on the navsat and return to their ship. Once they're in the black, however, they'll discover that Niska double-crossed 'em. The navsat is blank, and the codes have already been retrieved and given to Shan Holt—who's flying toward Howie Cebotan's old ship.
- ★ **Lost their Shirts:** If the bidding didn't go the way the Crew wanted it to or they lost more than they bargained for, they'll get a wave from Niska gloatin' at them. He'll tell them that he's willing to cut a deal, but they need to offer him something he wants. Then, he'll tell them that Shan Holt has what they need, and he's heading straight for the *Malamadre*.

No matter what happens, by the end of this act the Crew will discover a way to track the *Malamadre*—with or without the navsat. Cut to commercial!



Ice Planets!

(and other confectionaries)

Available in 8 new flavors!
Try some today!

新口味

- Blue Sun (blueberry)
- Red Rock (cherry)
- Red Sun (strawberry)
- Fiddler's Green (lime)
- Whitefall (butter brickle)
- Kaleidoscope (spumoni)

ACT III: WHO TRACKS THE TRACKER?

The Crew head into the black to find the *Malamadre*, only to find they aren't alone. Shan Holt is flyin' right beside them, and he ain't exactly the sharing type.

"How'd that ship get in front of us? They follow us?"

– JAYNE

LOWDOWN: ELIMINATING THE COMPETITION

At the beginning of this act, the Crew is either following the coordinates to find the *Malamadre*, or they're sailing through the back chasin' after Shan Holt's ship, the *Hastings*. If the Crew's pilot or ship's mechanic tries to extrapolate the *Malamadre*'s position, they'll guess that the ship's adrift in the black, located a few weeks from common trade or Alliance patrol routes. Whatever tip Walt got about the *Westlake*, sent him flyin' into uncharted territory.

The location of the *Malamadre* takes the Crew out of their comfort zone, and into an area of space rarely patrolled by Alliance cruisers or rescue ships on the edges of the Blue Sun System. If the *Westlake* existed, it could drift for years in a slice of space like this. Space like this is also home to much more deadly dangers: gangs, illegal salvagers, pirates, and maybe even Reavers.

Unfortunately, the Crew has a bigger problem on their hands: Shan Holt.

TROUBLE: PACKED WITH LIES

The Crew is sailin' through the black on a route that doesn't taken them anywhere near a planet or a moon. Depending upon the conclusion of Act II, the Crew may have the coordinates in hand or is following the *Hastings*. Either way, the Crew'll have to decide how to take Shan Holt out before they reach the *Malamadre*.

While the Crew is mulling over how they want to deal with Holt, his ship comes at 'em hard and fast. Holt broadcasts a message all comms, tauntin' the Crew. He'll mention that Niska played them for a fool, their information is false, and they don't stand a chance against him. Whether they won or lost the negotiations with Niska, the *Hastings* aims to destroy the Crew and their ship.

Is there a hint of truth to Holt's lies? Before Holt throws down, the Crew may decide to disarm his boat by hacking into his systems and stealing whatever data Niska gave him just to be sure.

HACK THAT CONSOLE

The Crew may decide to hack into the *Hastings* to verify the information they have is correct. In order to do that, they'll need to crack Holt's access codes to sniff around his computer.

Crewmember Dice Pool: Systems + Trick, Systems + Operate

Gamemaster Dice Pool: Mental D8 + Focus D6 + On the Way to Meet Buddha D8 OR Systems D8 + Crew D8 + Black Ops D8

Possible Assets: Ident Code Alpha, You Get a Bigger Cut, We'll Tell You Everything

Possible Complications: No Loose Ends, Clipped the Other Ship, Virus Uploaded

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember has been caught trying to hack into the ship's systems. The *Hastings* lines up behind the Crew's ship in a firing position. Step up or create an **On Your Tail D6** Complication.
- ★ **Raise the Stakes:** The Crewmember manages to hack in and verify that the Crew's course is correct, and they'll reach the *Malamadre* within hours.
- ★ **Extraordinary Success:** As above. The Crew has also discovered Shan Holt is an Alliance agent, and he is operating under strict orders to reach the *Westlake* regardless of cost.

GIVE 'EM A NASTY VIRUS

After successfully breaking through Holt's security, the Crew may decide to take the *Hastings* out by planting a computer virus that'll keep him busy for days.

Crewmember Dice Pool: Systems + Trick, Systems + Operate

Gamemaster Dice Pool: Mental D8 + Focus D6 + On the Way to Meet Buddha D8 OR Systems D8 + Crew D8 + Black Ops D8

Possible Assets: Ident Code Alpha, You Get a Bigger Cut, We'll Tell You Everything

Possible Complications: No Loose Ends, Clipped the Other Ship, Virus Uploaded

Example Results:

- ★ **Failure to Raise the Stakes:** The virus didn't take. What's more, the Crewmember triggered the *Hastings'* automated security systems, and now the virus is infecting the Crew's ship. Create a **Cap'n, Our Boat's Acting Funny D6** Complication.
- ★ **Raise the Stakes:** The Crewmember plants the virus and successfully infects the *Hastings* systems.
- ★ **Extraordinary Success:** As above. Create a **The Hasting's Electrical is Buggy D6** Asset. If a Crewmember spends a Plot Point, keep the Asset for the rest of the Episode.

HASTINGS

ENGINES 8 HULL 8 SYSTEMS 8

SKILLS

CREW 8

DISTINCTIONS

ARBITRATOR CLASS ALLIANCE PATROL BOAT 8

Also known as the "Cutter," this Alliance-owned ship is fast and has a generous cargo hold. This state-of-the-art military vessel has a thick hull and is primarily used to target scavengers and the like. The Cutter is well-armed and can hold its own in a fight.

- ✓ Earn 1 Plot Point when you roll a D4 instead of a D8.
- ✓ **Regularly Inspected:** Spend 1 PP to reroll a pool when rolling to **Fix** the ship.

IN THE LINE OF DUTY 8

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

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

BLACK OPS 8

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

- ✓ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ✓ **Straight out of Science Fiction:** Spend 1 PP to prevent a Crewmember from using a Big Damn Hero die. The Crewmember does not lose the Big Damn Hero die, and does not expend a PP.

SIGNATURE ASSETS

MISSILES 8

HI-TECH STEALTH PLATING 8

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

SHOWDOWN: THE BATTLE OF HASTINGS

Shan Holt, his ship, and his crew are the centerpieces of the final Action sequence prior to Act IV. Holt is a dangerous enemy who believes in the legend of the *Westlake*, and it's your job to highlight the nature of this Antagonist and the extreme lengths he'll go to take the Crew out before the conclusion of Act III.

The *Hastings* is armed pretty well for a small vessel, and can easily overtake the Crew's ship if it's short on firepower. A smuggler's boat taking out an armed ship seems like an unlikely proposition in the middle of nowhere—unless of course the Crew has something else in mind.

Rather than trigger another Timed Action, give the Crew the opportunity to end their encounter with Holt in one, final action.

OUTGUNNING *HASTINGS*

The Crew might take the fight to the *Hastings* rather than turning to run. Holt expects the Crew to run once he opens fire. Standing and fighting surprises him a little bit. The Crewmembers might close the gap to throw off Holt's aim, fly circles around incoming fire, or shoot back to damage Holt's ship. This is a High Stakes roll that will result in either ship being Taken Out.

Crewmember Dice Pool: Hull + Focus, Engines + Fly, Systems + Shoot

Gamemaster Dice Pool: Engines D8 or Systems D8 + Influence D8 + On the Way to Meet Buddha D8 + Black Ops D8 + Missiles D8

Possible Assets: High-Speed Intercept Angle, Grapple Line, Wanna Try a Zebra Maneuver?

Possible Complications: Covering Fire, Grazed the Hull, Slow Atmo Leak

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew's ship is Taken Out. If a Crewmember spends a Plot Point to stay in the fight, the GM inflicts a Complication on the ship equal to Holt's highest rolling die or steps up an existing Complication.
- ★ **Raise the Stakes:** The Crewmember Takes Out the *Hastings*. The GM may spend a Plot Point and take a Complication equal to the Crewmember's highest rolling die to keep Holt in the chase. If the *Hastings* is Taken Out, Holt beats a hasty retreat.
- ★ **Extraordinary Success:** The Crewmember Takes Out the *Hastings*. The GM may spend a Plot Point and take a Complication equal to the Crewmember's highest rolling die to keep the *Hastings* in the fight. If the *Hastings* is Taken Out, the Crew may choose to destroy the *Hastings*. If Holt returns to menace the Crew, he'll have to find a new ship first.

FLYIN' FANCY MANEUVERS

If the Crew's ship is unarmed, they'll just have to out fly the *Hastings* until they either lose it or come up with a creative way to get it off their backs. They might fly at full burn, try to turn a locked-on missile back on Holt, or shut his ship systems off remotely. This is also a High Stakes roll that will result in either ship being Taken Out.

Crewmember Dice Pool: Engines + Fly, Hull + Fly, Systems + Operate

Gamemaster Dice Pool: Engines D8 or Systems D8 + Influence D8 + On the Way to Meet Buddha D8 + Black Ops D8 + Missiles D8

Possible Assets: Crazy Ivan, I Know How He Thinks, Distracted

Possible Complications: Multiple Breaches, Busted Bulkhead, Definite Missile Lock

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew's ship is Taken Out and is about to be boarded. If a Crewmember spends a Plot Point to stay in the fight, the GM inflicts a Complication on the ship equal to Holt's highest rolling die or steps up an existing Complication.
- ★ **Raise the Stakes:** The Crewmember Takes Out the *Hastings*. The GM may spend a Plot Point and take a Complication equal to the Crewmember's highest rolling die to keep the *Hastings* in the chase. If the *Hastings* is Taken Out, the Crew's ship makes a clean getaway.
- ★ **Extraordinary Success:** The Crewmember Takes Out the *Hastings*. The GM may spend a Plot Point and take a Complication equal to the Crewmember's highest rolling die to keep the *Hastings* in the chase. If the *Hastings* is Taken Out, the Crew gets a clean getaway. As the Crew gets away, Holt screams obscenities at them through comms.

What happens to Holt at the conclusion of this act will influence how you present him as a recurring Antagonist throughout the course of the campaign. As an Alliance agent, Holt has access to resources that the Crew may not expect. Even if Holt's left stranded out in the black, there's always the possibility that he can come back harder and faster in a future Episode. Also, if you decide you do want to use Holt to put the pressure on the Crew to find the *Westlake*, don't be afraid to try and escape if the Crew is coming down on him, either. Holt is savvy enough to pull a fast one on the Crew, who may not realize he's been plannin' this mission for a long time.

Despite the importance of Holt as an Antagonist, he's an obstacle that stands in the Crew's way to finish the job and kill Walter Rusina. For this reason, if the Crew's ship gets Taken Out because they prove to be no match for the *Hastings*, nudge them to the grand finale. The *Malamadre* suddenly arrives, targets the *Hastings*, and gets a direct hit with one final shot. Holt is sent spinnin' into the black, ready to plague the Crew another day. And the *Malamadre*? She's used up everything she had left to take Holt out, and is now beggin' for a rescue.

By introducing the *Malamadre* as the Crew's rescuer, this will create a moral quandary for the crew when they finally meet Walter Rusina. If not, however, there'll be another opportunity for you to tug at the Crew's heart strings.

Once Act III comes to a close, the Crew is just a hop, skip, and a jump from the *Malamadre*. She's on the ship's radar, and she's waitin' for the Crew.



ACT IV: THE GREAT, WHITE WHALE

The Crew finds Walter Rusina, and sees the effects of *Westlake*-fever firsthand. Will they let Walt commandeer their vessel, will they join his search, or will they honor Eli's deadly oath?

"You're just in time. I need a ship and yours'll do just fine. We do this easy and I cut you a deal and return your ship after the job is done. We do this hard...well, more for me."

– WALT

LOWDOWN: ON DEATH'S DOOR

Now that the Crew has dealt with Holt, the *Malamadre* is finally within long-distance scanner range. The initial sweeps don't look good. The engine looks like it's completely shut down. Life signs are minimal. The ship is dead and the people inside are likely dying, too. Unfortunately, the Crew may have to rescue Walter Rusina just so they can kill him with Eli Sandutsa's gun.

The power fluctuations Howie mentioned in Act I have worsened, and now the ship is adrift in the black. Walt's shut down the power to minimum to keep everyone alive for as long as he can. The lights flicker and when they do work, they cast everything in a sickly yellow light. Even the artificial gravity ain't working right, givin' everyone on board a slight nauseated feeling. Walt's ship has the following Complications, which reflect the damage it's sustained: **Minimal Power D12**,

Unstable Gravity D10, **Flickering Lights D8**, **Engines Shutdown D12+**.

The ship's comms croak to life with Walt's tired, whispery voice. He asks permission to dock with the Crew's ship. He needs some supplies, some medical aid, and possibly some spare parts. He offers the Crew a cut of whatever he finds. Walt's convinced he is very close to finding the *Westlake*. Any bits of the legend that Howie missed get filled in by Walt as part of his desperate sales pitch.

Walt's still looking for the *Westlake*, but most of his crew is just looking for a rescue.

TROUBLE: PLAYIN' POSSUM

If the Crew latches onto the *Malamadre*, Walt and his crew quietly come on board. There are four crewmembers still alive, plus Walt and Rachel. If anyone asks what happened to the other crewmembers, Walt's crew looks to their captain or Rachel to do the talkin'.

Rachel has a good head on her shoulders, and acts as the crew's moral compass to keep everyone—including Walt—in check. She'll back her captain publicly, but as soon as he's out of earshot, she'll take over. A pragmatic woman, Rachel cares most about the survival of her crew, even if it means sacrificing herself to save lives.

Walt's in rough shape, strung out on little food or sleep. Clothes that once fit him well hang off his body. The gun he used to kill J.T. is in plain sight; it juts from his waistband. His crew ain't much better off. They've got a few cuts and bruises, but are otherwise uninjured.

MALAMADRE

ENGINES 10 HULL 8 SYSTEMS 6

DISTINCTIONS

FIREFLY 02 CLASS MEDIUM TRANSPORT 8

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

- ✓ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ✓ "Clunk": When the ship is involved in a high stakes conflict, the engineer may choose to have the ship take a **Engine Problems D8** Complication to gain 1 PP.

BEEN AROUND THE 'VERSE 8

Your boat has been in service a long while. It's probably had a few different owners and crew in its time, but it's also got a fair amount of charm.

- ✓ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ✓ **They Don't Make 'Em Like This Anymore:** Step back the difficulty die when making a **Fix** roll to repair the ship. Step up any Complications that result.

VARIABLE GRAVITY CONTROL 8

Most ships have artificial gravity that operates continuously with no power application. Your ship has activated gravity plating that can be controlled manually from the bridge. Gravity can be adjusted from zero to 2G.

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

SIGNATURE ASSETS

FANCY SENSOR ARRAY 8

LASER CANNONS 8

COMPLICATIONS:

Minimal Power D12, Unstable Gravity D10, Flickering Lights D8, Engines Shutdown D12+

No sooner is everyone on board the Crew's ship than all hell breaks loose. Hungry, desperate, and left for dead, the *Malamadre's* crew pulls out every weapon they've got and aim them at the Crew.

Walt apologizes for the deception, but he needs a fresh ship to continue his search and plans on commandeering the Crew's boat. The Crew is not invited. They're to march to a shuttlecraft—the *Malamadre* has one if the Crew's ship doesn't—and head out into the black toward civilization.

Once Walt finds the *Westlake*, he will send the surviving Crewmembers a cut of the profits that will pay for their ship and, if necessary, compensation for burials and restitution for the fallen Crewmembers. Or, he says as he cocks his pistol, everyone can die here, should they wish to forfeit their share of the salvage.

SHOWDOWN: PERDITION'S FLAMES

Walt's ready to die here. He's killed his best friend, put his crew in harm's way, and has given up any chance of a life because of his belief in the *Westlake*. Faith in the ultimate payload is a hard thing to break, especially when so many people are hurtin' for credits.

Despite Walt's desperation to fly further and further into the black, his crew is exhausted and just wants to go home. If Walt makes his move, they'll back his play, but the longer it takes for him to try and overtake the Crew, the more likely it is they'll hold their position and avoid a gunfight. The crew doesn't want to die, despite their actions, and is ready to back down given the opportunity. Should any Crewmember put a bullet in Walt's brain, they'll throw down and surrender.

TRICK THE CAPTAIN

Hungry, desperate, and unable to think clearly, Walt could be tricked into thinking he's got the upper hand. Almost any scheme the Crew comes up with might work, for the *Malamadre's* captain is more unstable than he lets on.

Crewmember Dice Pool: Social + Trick

Gamemaster Dice Pool: Mental D8 + Trick D10 + Lifetime of Misdeeds D8

Possible Assets: You've Got Us Where You Want Us, We Surrender! Not., We're Outnumbered

Possible Complications: Crazy Like a Fox, Hunger Games Smarter Than He Looks

Example Results:

- ★ **Failure to Raise the Stakes:** Walt isn't buying it and he makes his move with full support from his crew.
- ★ **Raise the Stakes:** Walt tries to take the Crew's ship, but the Crew gets to create an **It's a Trap! D6** Asset.
- ★ **Extraordinary Success:** Walt briefly hesitates, but then decides to make a move on the Crew. The Crew gets a **He Who Hesitates Is Lost D8** Asset.

A BETTER OFFER

Walt's crew has seen better days, which is why they've turned to the one person responsible for their survival: Rachel Sheldon. Though Rachel became Walt's right hand after J.T. died, even she sees he's gone too far. Your Crew might convince her to turn on their captain in exchange for a good shower, hot meal, and a ride to wherever they need to go. Getting the crew of the *Malamadre* to stand down will allow the Crew to deal with Rusina without fear of interference.

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Pirate Doctor D8 + Hard Hearted D8 + Desperate D4 + Desperate Spacer 4D6 + Walt's Trick D10

Possible Assets: Home Cooked Meal, A Kind Word, We Don't Have to Fight

Possible Complications: Desperate Hunger, Fanatical Loyalty, Smashed Face

Example Results:

- ★ **Failure to Raise the Stakes:** Rachel refuses the Crew's offer and sides fully with Walter.
- ★ **Raise the Stakes:** Walter's crew is split. Rachel and two of the other crewmembers stand down. Walt will only get **Desperate Spacer 2D6** in the next Action.
- ★ **Extraordinary Success:** Walt's on his own. Rachel stands down and won't interfere with the Crew dealing with him.

TAKING CARE OF BUSINESS

The Crew must Take Out Walt to finish the job and get paid. The Crew might get the drop on him, convince him to come quietly, or call him out for a one-on-one showdown.

In a different situation, Walt's crew would back him up, but he's pushed them too far. Rachel is hoping one of the Crewmembers will take the shot and put the captain down, and she's not willing to sacrifice anybody else for the sake of a gorramn legend like the *Westlake*. The rest of the crew, even if they believe in Walt's pipe dream, doesn't want any more trouble so they'll stand down. They will not take the shot to kill their captain, no matter how much they'd like to see him die.

Crewmember Dice Pool: Mental + Sneak, Social + Influence, Physical + Shoot

Gamemaster Dice Pool: Mental D8 + Trick D10 OR Mental D8 + Focus D4 OR Physical D12 + Shoot D8 + Antiques D6 OR Physical D12 + Fight D8 + Knives D6 + Lifetime of Misdeeds D8 + Malamadre Crew XD6 + Rachel's Pirate Doctor D8.

Possible Assets: The Honor Gun, Cornered, Walt Knows He's Beat

Possible Complications: Jammed Box Lock, The Gun Is Unloaded, Rachel Took the Bullet

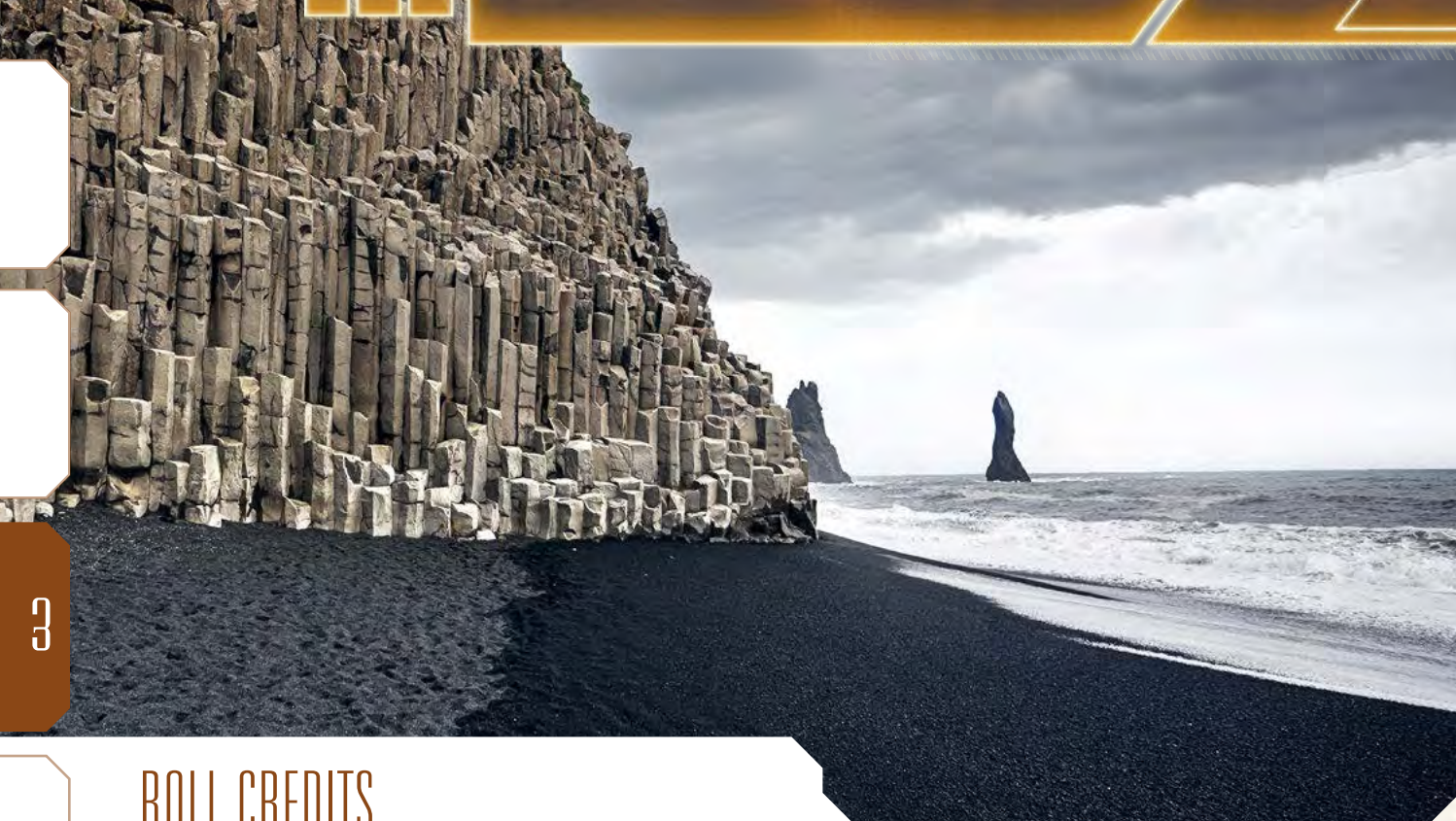
Example Results:

- ★ **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 Walt's highest rolling die or steps up an existing Complication.
- ★ **Raise the Stakes:** The Crewmember Takes Out Walt. His crew throws down their guns and surrenders.
- ★ **Extraordinary Success:** As above. Rachel and the rest of the *Malamadre*'s crew now owe their rescuers a favor.

A quick search of Walt and his ship yields a portfolio filled with maps and documents that points to the *Westlake*'s last known location. A few of the documents bear the signature of a notorious forger known as Ole Lyin' Eyes—a name the Crew might recognize. Walt knew he was sold a fake map, maybe even several, but he didn't care. Walt killed—and died—for nothing.

With Walt dead, the Crew is free to send a wave back to Eli. He's emotional when the Crew gives him the news, for both of his best friends are dead and he can't, despite his wealth, bring 'em back from the dead. Walt refuses to hear any details, and asks if they've recovered Walt's pistol. If they can send it back to him, he'll pay them for their trouble.

A short time after paying the Crew what they're owed, the old man will contact them one last time, letting them know he's flyin' off into the black for one final thrill.



ROLL CREDITS

This Episode reveals the existence of the legendary *Westlake*, and the lengths some varmints will go to track her down. If the Crew wants to stay hot on the trail of the ghost ship, send them on to the next adventure in this book. Otherwise, feel free to slot in an adventure or two based on one of the story hooks below or your original creation. New Episodes should cue off characters presented in *Six Cylinders Make a Right*. This'll help give you some continuity in the overall context of the campaign.

Then, just when the Crew starts to believe the *Westlake* is nothing more than a legend, run the next Episode and toss 'em back into the hunt.

DEAD MAN'S CHEST

Niska contacts the Crew with a new job. The crime boss buried valuable cargo on Sweat Rock Beach that's vital to a deal he's struck with an unnamed party. Unfortunately for him, Niska's goons buried the cargo before they planted bombs all around the area. Now that he needs what's in those crates, Niska is prepared to hire the Crew to help him. After all, if the Crew dies? Niska doesn't stand to lose anything.

When the Crew starts digging, however, they won't find any crates—just dead bodies. Worse, an Alliance cruiser was spotted in the area and there's plenty of witnesses pinning them to the scene. Did Niska set 'em up? Or is the dead bodies "the" cargo he's lookin' to find? What happens when one of his goons reveals himself as an undercover lawdog?

GONE IN 60 PARSECS

After a resupply run, Howie Cebotan stows away on the Crew's ship along with the rest of their cargo. Seems he's on the run after being accused of knocking off Big Bing's Transporium. Howie claims the warrant that's out for his arrest is false, and he knows who's after him. Seems that Big Bing's Transporium is a front for a ring of thieves, and Howie caught on to their shenanigans when he realized they were selling stolen ships and cargo.

The Crew knows Howie don't have the brains or the grit to pull off a scheme like that. Can they keep him alive long enough to find out who the real mastermind is? How will they be able to avoid the Law? Rival crews? Or worse?

HAUNTED

Rachel Sheldon sends the Crew a wave, asking them to help her with a grisly task: return the last *Malamadre* crewmember's body to his family on Greenleaf for burial. During the trip, Rachel shows she's not holding together well. She starts holding conversations with dead crewmembers and wandering into sensitive parts of the Crew's ship. Something—or someone—is affecting her. Worse, her "illness" is contagious, and your Crewmembers will start to see ghosts, too.

Can the Crew discover the source of the problem before everyone starts hallucinating? What happens when the fallen crewmember's family turns out to be fake? Will the Crew blame Rachel for their woes? Or realize, before it's too late, she's the only one who can save them?



PRISONER 3102Y

WANTED

KIRK LEE EMHARDT

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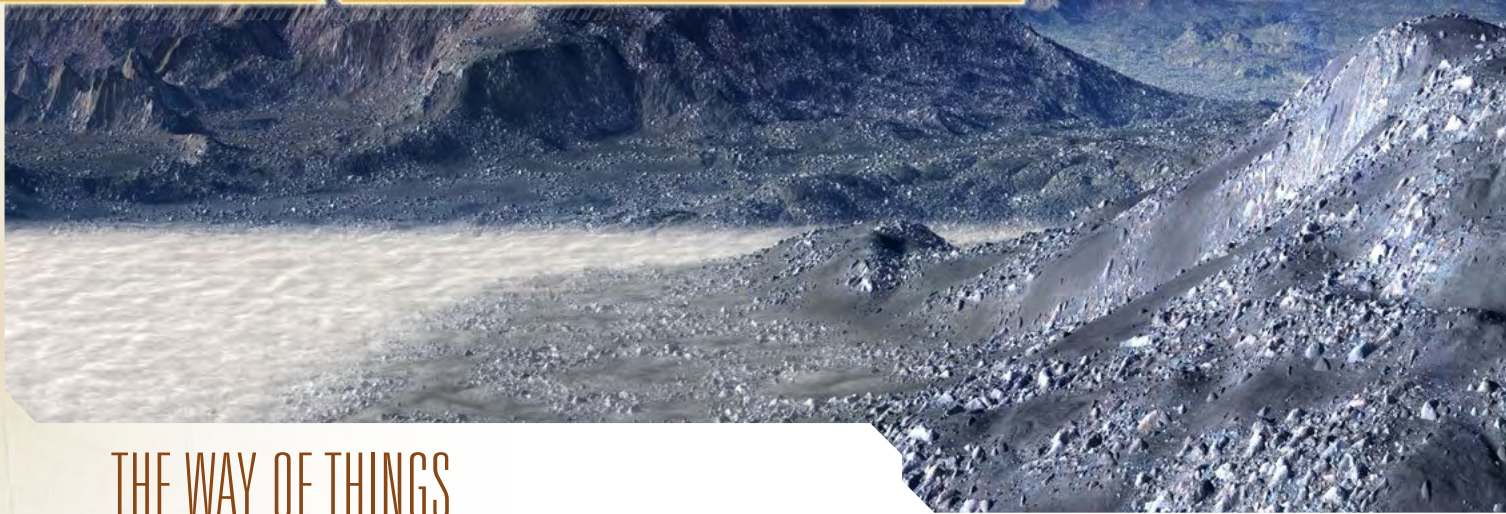


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**WANTED FOR:
MULTIPLE MURDERS**

ARMED AND DANGEROUS

REWARD OFFERED



THE WAY OF THINGS

"Leave it to the Alliance to claim a small piece of the Rim and stick a jail there. Not anything that could help no one, but a place to stick people that don't worship the high and mighty Core."

- ANONYMOUS KUAN LO CITIZEN

Prisoner 3102Y is, at heart, a story filled with simple actions: pick a high-security prisoner up, move him to a different place, and drop him off. The trick will be to make every step of the way hard—physically, as well as morally—and force the Crew to make tough choices. The pace might be slower than other Episodes, as Crewmembers spend more time talkin' over the nuances of each decision, but that ain't necessarily a bad thing. If the pace is dragging too much, don't be afraid to break conversations up with a little action now and then. The important thing to remember is that you know you'll need to use different techniques to manage the pacing ahead of time. Heck, if all else fails don't be afraid to introduce fine details to amplify the tension and, when appropriate, scare the Crew.

Truly despicable types that operate so far from the Core, like Kirk Lee Emhardt, present all kinds of problems due to their location. The sheriff, Mary Luna, wouldn't shed a tear to see him swing, but on Kuan Lo a justified execution has more than once stoked a fresh cycle of baseless vigilantism. The Alliance's foot dragging drives her plumb to vexation, and she ain't got time or resources to whisk him off world herself. Their destination will be the nearest ultra-maximum security prison, Detention Facility Q7A, on Constance. For the group to collect its pay, Emhardt must arrive alive and, for the most part, unharmed.

That leads to another potential problem. The *players* know that there ain't no such thing as an easy job—if it were easy, it wouldn't be worth playing at the table. But while the *Crewmembers* might talk a good game about how the only kind of luck they've got is bad, they don't know that with

MASTERIN' THE GAME: MOSTLY DEAD VS. REALLY GONE

In this Episode, the Crew is transporting a cold-hearted killer who's just itchin' to get his hands on 'em. While Emhardt won't think twice about slicin' a GMC's throat and lookin' all scary doing it, that don't make for a satisfying experience. If a Crewmember is Taken Out by Emhardt, he's gonna wanna kill them, but that don't mean they're actually *dead* dead.

Take another look at the sidebar on page 250 of the **FIREFLY RPG COREBOOK** about dying. If you're not running the kind of game where a death makes sense, it ain't cheatin' to say that something distracts Emhardt at the last minute, or something prevents the Crewmember from flat-out croaking. On the other hand, terrible things happen in the black, and if your players are okay with those kinds of consequences, don't shy away from them. Just make sure you talk to them before the game begins.

the same certainty. If the players of the Crew seem reticent, lean on Complications and Distinction Triggers to get 'em motivated.

As the Episode unfolds, all manner of bad things happen. Sometimes, they can be overcome through smart plannin', Plot Points, or just good dice-rollin'. Don't feel like you've got to force the Crew to suffer just 'cause it's written down in this here book. If the Crew gets Emhardt on their boat and Rainey don't come along, then he don't come along—find another way for Emhardt escape once the ship's in the black. If the killer just can't get free, throw in a new Complication, or even just let the Crew head to the jail with no further issues. On the flip side, if nothin' is going their way, cut 'em a break and drop some of the problems that are spelled out here.

At the end of the day, this Episode contributes to the legend of the *Westlake* in two, distinct ways. It sets the tone for what secrets are waiting to be uncovered in future Episodes, and reveals that the *Westlake* is real after all.



CASTING CALL

KIRK LEE EMHARDT

"The Reavers have the right idea. But they're amateurs."

Character Type: Genius Serial Killer

Role: The Cargo

Acts: I-IV

Character Description: Emhardt never knew his pa, and his ma was too busy working to pay him no mind. But he was smart—smart enough to avoid drawin' attention to himself as he explored his dark side. He started by settin' fires, then mutilatin' animals, and then kidnappin' and torture. His first murder was when he was sixteen—an orphan classmate no one much cared about—and he made sure no one ever found the body. Then more people disappeared, but just a bunch of nobodies no one cared about. When Emhardt up and left Kuan Lo for a couple of years, the disappearances stopped, but no one made the connection. Weren't until he came back and started babbling about the *Westlake* and demons, and when the teenage children of the settlement's high and mighty were found with their constituent parts disassembled and ritually rearranged, that folk took notice. It was all part of the plan—he needed to become legend, to strike fear into the sheep and cattle he preyed upon.

That dope Mary Luna took forever to catch him. He practically had to mail her an ear with his fingerprints on it. Gettin' caught was the first step—he wanted everyone to know he was behind it all. Next? He looks forward to escaping from his bonds, grabbin' a transport vessel, spectacularly slaughtering those on board, and flying away on his own newly acquired spaceship. From there, he'll scrawl his name in viscera across the face of the galaxy.

Likes and Dislikes: Having outed himself, Emhardt now enthusiastically speaks of his ambitions to anyone forced to listen. He matter-of-factly acknowledges his superiority to all around him. Other people are merely meat to Kirk Lee Emhardt.

Flashbacks and Echoes: If there was headshrinkers on Kuan Lo worth their salt, they would have early on detected Emhardt as a high-functionin' paraphilic psychopath. But there ain't, so he got to perform the textbook development of the aspirin' serial killer without no intervention.

ATTRIBUTES

MENTAL **12**

PHYSICAL **8**

SOCIAL **10**

SKILLS

CRAFT **6**

FOCUS **8**

NOTICE **10**

FIGHT **6**

INFLUENCE **12**

Smell Weakness

Knives

Terrorize

OPERATE **10**

FIX **6**

KNOW **12**

Psychology, Ships

TRICK **10**

Draw Sympathy

DISTINCTIONS

CHILD PRODIGY D8

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

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

MORBID AND CREEPIFYING D8

People say you're a sociopath when you've simply outgrown morality.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Unbound:* When you show how little regard you have for other people spend 1 PP to give a character a **Disturbed d6** Complication.

MASTERMIND D8

All life is a game of Go. People are but stones on the board.

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

SIGNATURE ASSETS

Scary Reputation D10: Emhardt knows that people are scared of him, and he *wants* them to be scared of him. Scared people make mistakes. Scared people bring him pleasure.

CALVIN CARD

"I'm bright enough to know how bright I'm not. If you know what I mean."

Character Type: Charismatic Lunkhead

Role: The Spoiler

Acts: I, III, IV

Character Description: Lanky, handsome, dumb as a box of rocks, and with the moral center of a scorpion nest, Calvin Card dreams of a better life. A life of lootin' and outlawry. Of livin' fast and leavin' a good-lookin' corpse. Trouble is, Cal don't scare nobody. Never has. And when he starts to thinkin' on a plan, his brain goes all mushy like. He's found a bunch of young mopes who, likewise to himself, envision themselves a piratical lifestyle. What he ain't got is a leader type. You know, to draw up strategies and strike terror into them what would get in the way.

This Kirk Lee Emhardt guy, now they say he's a genius. So that's the planning part. And the striking terror bit, why he's got that in spades, too. He'd make the perfect pirate captain. Naturally he'd leave his crew untouched by his unseemly impulses, since they'd be doing him an ongoing solid and all.

So all Cal and his buddies have to do is hijack a boat, intercept the ship with Emhardt on it, rescue him, and make their pitch. Then it's beer, plunder, and gravy from that moment on.

Likes and Dislikes: Cal's got just enough brainpan to know when he ain't bein' taken serious like, and he don't like it one bit. He's earnest and loyal to them that are loyal to him. Help him become a fearsome pirate, and you'll have a friend for life.

Flashbacks and Echoes: Cal's old enough to remember Kuan Lo before Bloody Pen busted heads and straightened everyone out after the War. He figures she gave up the good life to get fat and comfortable on this ball of dirt and he's thirstin' for the good ole days.

ATTRIBUTES

MENTAL **4**

PHYSICAL **8**

SOCIAL **6**

SKILLS

DRIVE **6**

MOVE **6**

SHOOT **8**

FLY **10**

NOTICE **6**

Pistols

INFLUENCE **8**

PERFORM **6**

TRICK **8**

DISTINCTIONS

DOE EYES **D8**

You look innocent. Maybe you are, maybe you ain't. But that's how folk think of you.

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

THE LOOKS, NOT THE BRAINS **D8**

How you doin'?

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

☒ *Smooth:* When you flatter someone with to get your way, you may double **Influence** for the Action.

Step up any Complications created due to rolling jinxes.

LIFE IN THE FAST LANE **D8**

Better to live a short life to its fullest than die a thousand little ways into old age.

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

☒ *Seize the Diem:* Step up your **Drive** or **Fly** when performing an insane stunt in a vehicle. Both 1s and 2s count as jinxes for the Action.

SIGNATURE ASSETS

Frontier Model B Pistol **D6:** Cal picked up this standard issue handgun off a dead former Independent officer a couple years back. Mal might have somethin' to say 'bout that if he sees it.

SUPPORTING EXTRAS

CAL'S COHORTS

These aspiring pirates might be dumber than Calvin Card when it comes to judging the consequences of their actions, but that don't mean they're unhandy with pistols. Or, that they're afraid to do what it takes to rescue Emhardt and make him their leader. They may not admit it, but they'll follow Cal's lead because they don't have any aspirations of their own—besides bein' a bonafide space pirate. **Traits: Aspiring Pirate **D6****

MARY LUNA

"On this rock, we obey the law."

Character Type: Hard-Bitten But Idealistic Lawperson

Role: The Client.

Acts: Prelude, Act I

Character Description: Mary Luna rules the sprawling town of Mogorutu with a carefully modulated blend of compassion and decisive bad-assery. She don't love the Alliance so much as she respects the need for legality and order. When she proved herself as marshal, lynching fever died down. But beneath the surface it still bubbles, and she ain't gonna let it break loose again.

Her crusade to preserve the rule of law leaves her little time for a personal life. Already she has to worry about her extended family bein' threatened. A husband and children seem out of the question. To dally with a local fella would weaken her authority. But she ain't above a little roll in the hay with a broad-shouldered offworlder who knows to keep his cakehole shut.

Luna would play down her looks if that were possible. She can't help if she comes from painfully good-lookin' stock. The dirtier she gets, the more glamorous she becomes. That softens the heads of plenty of menfolk who ought to know better. Annoyin' as it is sometimes, maybe it comes out a positive benefit overall.

Likes and Dislikes: Luna's a stickler for the rules and has a zero tolerance rule for offworlders. Her town is an oasis of law on this pirate moon—Luna don't even pay tribute to the Pirate Queen, and she won't brook no nonsense from a bedraggled Crew, no matter the favor they're doing her.

Flashbacks and Echoes: Luna's known no other world than Kuan Lo. When she was but a child, it seethed with violent retribution. Her own daddy and uncle were both hung by vigilantes in a wave of factional hysteria. They was innocent, and Luna promised herself that her sisters' children would grow up on a world ruled by law.

ATTRIBUTES

MENTAL **6**

PHYSICAL **6**

SOCIAL **6**

SKILLS

FIGHT **8**

MOVE **6**

SHOOT **8**

Revolvers

FOCUS **6**

NOTICE **8**

SURVIVE **6**

INFLUENCE **8**

TRICK **8**

DISTINCTIONS

LONG ARM OF THE LAW **D8**

Criminals are a hard bunch. The law needs to be harder still.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *.44 Caliber Authority:* When you threaten someone as part of your duties as a law dog, you may roll **Shoot** instead of **Influence**. Step up any Complications that result from jinxes in the roll.

MARRIED TO THE JOB **D8**

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

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

INDELICATE FLOWER **D8**

Bein' pretty don't mean you can't get your hands dirty.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *You Think I'm Pretty?:* When you use your looks to distract someone, spend 1 PP to create an **Always Underestimated d8 Asset**.

SIGNATURE ASSETS

Tin Sheriff's Badge **D6:** Luna's badge isn't just a trinket that says she's the sheriff. It's a physical manifestation of her desire to see Justice and Law be served in her town. It's practically a holy symbol.

MINOR CHARACTERS

IDA FARR

"When the law ain't justice, it ain't worth squat."

Character Type: Vengeful Community Pillar

Role: Sympathetic Obstacle

Acts: Act I

Character Description: Ida runs the town's iridium assay office and passes for wealthy in a place like Mogorutu. Kirk Lee Emhardt kidnapped, tortured, and killed her only daughter, Alice. The marshal and the doc warned her not to examine the crime scene images. But, she couldn't not look.

Emhardt must die, and do it in front of Ida's eyes. She understands why Luna fears a new wave of lynchings if Emhardt is executed here. She just don't care.

The folk of the town stand behind Ida. They knew Alice, and the other victims, too. Whatever they have to do today, the 'Verse will forgive.

Outside of this extreme situation, Ida leads a life of quiet authority. Tough enough to survive out here, and fair enough to do it and still hold her head up high. A regular churchgoer, donor to worthy causes, and all around downright rare metal citizen.

Traits: Community Leader **D8**, Dirt Rich **D8**, Tortured Memory **D4**, Vengeful **D8**

ALBERT RAINEY

"I'll keep a close watch on that miserable piece of guo pi."

Character Type: Sneering Citizen

Role: Likely Victim

Acts: Act I-III

Character Description: Albert Rainey works under Ida at the assay office. Before that, he struggled as a teacher out at the school. When a more qualified schoolmarm came to town, he happily stepped aside. Kids get on his nerves. Frankly, lots of people get on his nerves. Albert's not a bad man, just an angry one. He sees himself a different way, as righteous to the bone. If anyone deserves his taunts and vituperations, it's a know-it-all mass murderer like Kirk Emhardt. Albert don't see no reason to use his middle name, a self-styled affectation of the boy's everybody else falls in line with. Truth to tell, Albert saw Emhardt was no good back when he was schoolin' him. That cold smirk in his eyes should have been whipped out of him long ago. If Albert gets the chance to ride along with the Crew, he accepts it readily. There's still a bunch of insults for Emhardt he's thought of and ain't yet had a chance to use.

Lanky, balding, and pinch-faced, Albert favors a black leather vest, worn denim jeans, and checked red shirt.

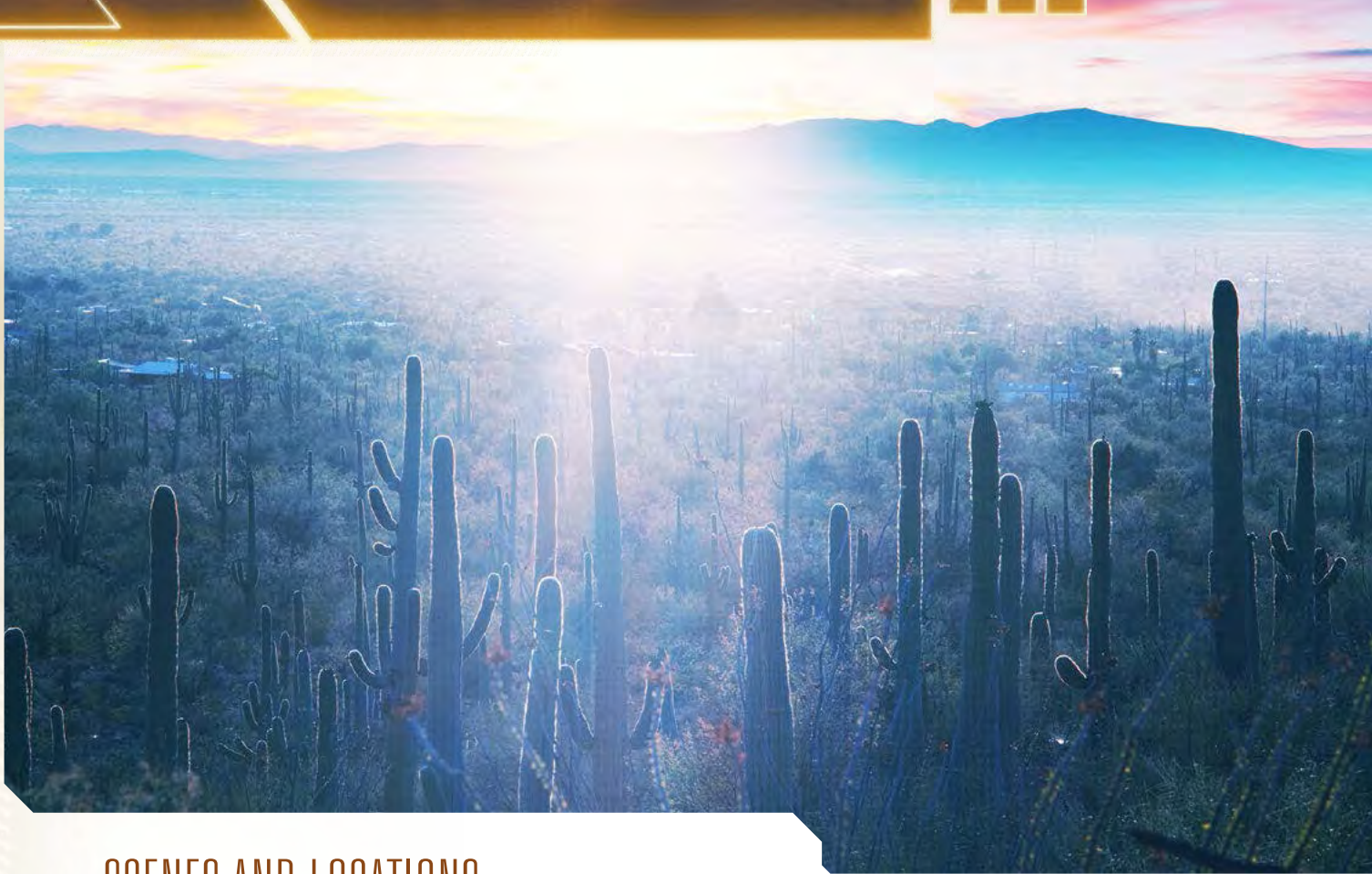
Traits: Sycophant **D8**, Concerned Citizen **D8**, Kinda Pathetic **D10**

EXTRAS

RILED TOWNSFOLK

The good people of Mogorutu have been agitatin' for some time to remove Mary Luna's harebrained restriction on capital punishment. There ain't no better advertisement for it than Kirk Lee Emhardt. He committed crimes too sadistic to contemplate. He victimized the brightest flowers of the town's youth. And he's laughing in their faces about it. The town needs Luna, but just 'cause lynchings got out of hand in the past is no reason to let this waste of flesh keep drawin' breath. There's got to be some way to string up Emhardt without hurtin' the marshal.

Traits: Riled Townsfolk **D6**



SCENES AND LOCATIONS

MOGORUTU

"Nipple what now?"

– JAYNE

Mogorutu is a small town mining town nestled between a desert and a large mountain, also called Mogorutu. The name is a corruption of the Chinese for "Devil's Nipple," for the linguistically curious. The port is off to the west, where there's lots of open desert. The town itself spreads out around the west side of the mountain to the north and south, where the main mines are.

Most of the business and trade takes place in the center of town, between the two mines. The Sheriff's office and attached jail, which doubles as City Hall, is in that section. It's actually built into the side of the mountain, using rooms and tunnels from an ancient abandoned mine that didn't pan out. All of the buildings are painted in bright colors to reflect the sun from the houses.

Night time is noisy in Mogorutu, on account of most of the minin' happening after the sun goes down. But the steady supply of oil and gas has kept the townsfolk fed, and lined plenty of pockets. Bein' prosperous on a pirate moon can

paint a big target on your head, which is why Sheriff Luna's got to work so hard to keep things civil.

Recommended Scene and Location Traits: Smells

Bad D8

Location Triggers:

- ★ *Horrible Stench:* When you conduct business here, spend 1 PP to create a **Distracted by the Awful Smell D8** Complication.

DETENTION FACILITY Q7A, CONSTANCE

"Great. An Alliance super prison. What could possibly go wrong?"

– SIMON

Detention Facility Q7A is much like a lot of high-security Alliance prisons. There's a single spaceport for prisoner delivery and transfer, which is outside the prison. Some guards meet you at the spaceport, check your cargo, and give you 6-hour badges. You're then walked through a weapon scanner—which scans for metal, ceramic, plastic, explosive chemicals, and just about anything that ain't flesh and blood—go through

a pat down, and then you get to see the front door. Badge scanned, a *second* weapon scan, check-in at a desk, badge scanned again, and finally, *finally* you can see places where actual prisoners are kept.

The prison itself is a circular tower. Most of the main floors are prison floors, with cells all along the walls. There are catwalks in front of each row of cells, with plenty of room to stay away from the doors, and two walkways that lead to a central pillar with tinted windows. This pillar is where the guards are stationed, and it also contains emergency services,

such as a small medical bay, and the elevators to other floors containing offices, the mess hall, the exercise yard, and so on. Want more? Check out Detention Facility Q7A in *Smuggler's Guide to the Rim* on page 138.

Recommended Scene and Location Traits: **High-Security D10**, **Shatterproof Windows D10**, **Badge Coded Doors D10**

Location Triggers:

- ★ *Maximum Security Prison:* Spend 1 PP to create a **Can't Hide Anywhere D8** Complication.





COMINGS AND GOINGS

"I think I can safely say I know what evil looks like, and that'd be Emhardt."

– MARY LUNA

In the **Prelude**, the Crew land in Mogorutu to check out a potential cakewalk job—move a piece of cargo to Constance. Turns out the client is a small-town sheriff, Mary Luna, and the cargo is actually a convicted killer that needs a ride to the nearest Alliance prison facility. Complicatin' matters, the locals are more interested in a quick lynching than giving the killer three squares and a cot. Just when the whole thing looks like a bad deal, the prisoner mentions the *Westlake*.

The Crew tries to find a way to sneak Emhardt onto their ship without rousing the locals in **Act I**. It ain't easy, because Emhardt ain't going quietly and the townsfolk notice. Just when the mob is thinking about hauling Emhardt off and dangling him from a rope, Albert Rainey steps up and offers to escort the killer and the Crew to the Alliance jail to make sure Emhardt gets the justice he deserves. The rest of the townsfolk back off and leave the Crew to take their cargo in peace.

In **Act II**, the Crew finds a way to keep Emhardt locked up, nice and cozy for his trip to a cell. As they are about to leave orbit, though, a band of inept pirates aboard the *McKnight* tries to capture and board the Crew's ship. During

the conflict, Rainey makes his way to where Emhardt is kept and...lets him go. It turns out he's been a fan of Emhardt's "ideology" the whole time, and his offer to escort the Crew was just so he could get up close and personal with his idol. Emhardt rewards Rainey's devotion by killing him on the spot.

This means that Emhardt is loose onboard the ship during **Act III**, which the Crew finds out as soon as they stumble across Rainey's body. They do some detectifyin' while Emhardt plays cat-and-mouse throughout the ship. In order to make his game more interesting, he steals a key part from the navigation controls, which means that the boat can't steer until they find him. They need to get Emhardt back under control and in confinement until they hit something, while he tries to pick off each Crewmember one at a time.

Assuming the Crew doesn't make Emhardt take a long walk out a short airlock, they arrive at the detention facility in **Act IV**. By the time they get the prisoner through a million security procedures and inside the jail, the Crew finds themselves in the middle of a prison break. If the Crew can prevent the bought guard from letting Emhardt escape, they can hand him off to the warden and head back to Kuan Lo to collect their reward.

While the Crew never gets Emhardt to spill the beans about his *Westlake* connection, they do find his stashed micro drive with a body scan of an actual *Westlake* POW...a semi-recent body scan that was taken *after* the *Westlake* was rumored to have disappeared.



4

PRELUDE: NOTHIN' BUT CREDITS

The Crew catches wind of a job on Kuan Lo that sounds like easy money. Unfortunately for them, they've got to deal with an angry mob first. Not to mention their cargo's human—and evil.

"I am the savior of Mogorutu. When my hands are coated in the townspeople's blood, they'll be safe from Reavers."

– Kirk Lee Emhardt

LOWDOWN: A SIMPLE JOB

The Crew gets a tip about an easy job on Kuan Lo. They're to contact Mary Luna, sheriff of a town so small that even folk on the Rim usually haven't heard of it, for a simple transport job with a lot of money involved. These days, Luna spends as much time being the town's benevolent dictator as she does its law enforcer, and her expanded political authority could be useful to the Crew in the future.

The Crew is prompted to land their ship at the town's crude port—a lot of flat spaces in the sand with refueling stations installed nearby. The Crew'll see another small cargo vessel docked nearby with its name, *McKnight*, painted on the side. The *McKnight* has a cannon turret installed on the top, too, which identifies it as vessel designed to fend off space pirates.

Outside the *McKnight* is a woman who's cleaning a landing strut. She's got the air of someone who is trying to find something to fill her time. If asked, she don't know much about Mogorutu or any mysterious cargo—her crew is here for a simple ore shipment—but she's heard that there's some kind

of fuss happening in town. She also knows a little bit about where to head to next, and will point them in the direction of the Sheriff's office.

TROUBLE: HANG 'EM OUT TO DRY

As the Crew gets close to the Sheriff's office, they see there's a mess of angry folk standin' around the office and screaming. They can't help but hear that the townsfolk are mad as hell about someone named "Emhardt." One of the folk, Ida Farr, is up near the front. She's holding a sign that says "Kill the Sinner" and seems to be one of the main agitators.

MASTERIN' THE GAME: EXCHANGING FAVORS FOR JOBS

As the Crew flies from Episode to Episode, they're bound to create ties with other characters along the way. The hook for this Episode could originate from a favor owed. One of the Crew's contacts might ask them to take the job on their behalf, or give it to them willingly because they owe 'em credits.

Too, there's an advantage to using existing characters. One of the best ways to tie this Episode to *Six Cylinders Make a Right* would be to send the Crew a wave from Rachel Sheldon, Howie Cebotan, or Eli Sandutsa. Tying this job to an existing character would make it harder to turn down. After all, this job may pay well but it's not exactly an exciting haul, and skittish Crews may worry about the Alliance even if they've done nothing wrong.

It's hard for the Crew to make their way through the crowd, but all it takes is some persistence and a few well-placed shoves. Unless there's a reason why the Crew needs to get through in a hurry, assume they make it after getting an earful about how Emhardt is a vile man and how he needs to swing for "what he's done to Alice."

Ida screams that the butcher inside will pay for taking her daughter away from her, before a man—Albert Rainey—takes her away, sobbing.

A GRIEVING MOTHER

Ida won't let the Crew walk by unchallenged, however. The mob won't act until she does, and they'll follow her lead. When she's good and ready, she'll step up to the Crewmember that she's pegged as the leader and demand to know why the Crew is in town. The Crew's job will be to resist her accusations until she calms down.

Crewmember Dice Pool: Mental + Focus, Social + Treat, Social + Influence

Gamemaster Dice Pool: Challenging Difficulty D8 + Vengeful D8 + Riled Townsfolk 3D6

Possible Assets: I'm Not from Around Here, Ma'am, Drill Sergeants Are Worse, Safety in Numbers

Possible Complications: Angry Mob Is Scary, Tripped Up, Migraine

Example Results:

- ★ **Failure to Raise the Stakes:** Ida fails to put the fear of God into the Crewmember and the Crew gets a **We've Been Through Worse D6** Asset.
- ★ **Raise the Stakes:** Ida's intensity unnerves the Crewmember a mite bit, and the Crewmember takes or steps up a **Angry Mob Is Scary D6** Complication.
- ★ **Extraordinary Success:** The Crewmember is visibly shaken at the encounter, and the Crewmember takes or steps up a **Angry Mob Is Scary D8** Complication.

Once the Crew is at the door of the Sheriff's office, it's clear that tryin' to get back out through this crowd of folk will be very difficult. Luna opens the door for the Crew, and quickly ushers them inside before closing it.

Luna introduces the Crew to one of her **Deputies D6** before quickly moving on to the assignment. The cargo she needs movin' is Kirk Lee Emhardt, a serial killer. He's killed nine people so far, and she's got a pile of evidence against him. His latest was the murder of Alice, the daughter of the local iridium assayer. It ain't that Luna don't want to see Emhardt swing before the night's out, but a few such justified executions all over Kuan Lo set off a cycle of baseless vigilantism—which is what led to her own family tragedy, though she won't bring that up unless pressed.

If Emhardt dies without getting a fair trial, Luna fears Mogorutu will tear itself apart with accusations and violence. 'Cept the Alliance ain't exactly in a hurry to come pick Emhardt up and take him to his duly-appointed justice, and she ain't got the facilities to keep him on ice for long before he escapes again. She ain't got the time or resources to whisk him offworld herself, but she's got money—being in charge of a town has its privileges.

The destination is the nearest ultra-maximum security prison, Detention Facility Q7A. It's in the same system, even: the prison was built on a desolate micro-continent on Constance, about half a world away from Disraeli. All the Crew's got to do is deliver Emhardt alive and in fair condition to the Alliance, along with the official transfer orders from Kuan Lo and the evidence Luna's acquired through the investigation. Simple, right?

If the Crew balks at setting foot near an Alliance prison, Luna can tell 'em that no one is gonna care about their petty crimes: Q7A is for the worst of the worst, not cow-hustlers and charlatans. She'll set them up with all the paperwork they'll need to get in, drop off Emhardt, and skedaddle.

If Emhardt's crimes ain't enough to turn the Crew's stomach and motivate them to do the right thing, there's always the money. Luna's offerin' a fat payday for this job—even if he weren't guilty, the money's good enough that he might as well be.

Just for extra incentive, Luna can drop this tidbit: she'd heard that the Crew had some interest in the *Westlake*, and Emhardt claimed to have been on the mystery ship. She'll let 'em interrogate the prisoner, so long as they keep him in one piece and deliver him as promised.

SHOWDOWN: THE SAVIOR OF MOGORUTU

Luna takes the Crew to meet Emhardt. He's in one of her high-security cells, in a cave connected to the building by an old mineshaft. Luna transferred all of her other prisoners to the other cells in her office, leaving Emhardt all alone in the gloom.

SIZING UP THE PRISONER

Emhardt is charming and articulate, and likes to talk about what he's done. He's also extremely intelligent, and has struck on this ploy of being "the savior" to appear deranged—because, in his mind, he's perfectly sane. While the Crew questions Emhardt, he's using the time to get a feel for the Crew.

Crewmember Dice Pool: Social + Notice, Social + Treat, Mental + Focus

Gamemaster Dice Pool: Social D10 + Notice D10 + Sense Weakness D6 + Mastermind D8 + Scary Reputation D10

Possible Assets: Dealt with Serial Killers Before, Saw Monsters During the War, Good at Readin' Folk

Possible Complications: Emhardt Has You Rattled, Creepy Tone of Voice, Emhardt Knows Me

Example Results:

- ★ **Failure to Raise the Stakes:** Emhardt's answers and demeanor creeps the Crewmember out a bit and takes an **Emhardt Knows What I Fear D6** Complication.
- ★ **Raise the Stakes:** The Crewmember gets the feeling that Emhardt has been interrogating them at the same time.
- ★ **Extraordinary Success:** The Crewmember realizes that Emhardt is trying to read the Crew, and mentions it to the Crew. The Crewmember gets an **Emhardt Respects Me D6** Asset.

The conversation can go in a variety of ways, depending on what the Crew asks him, but these are the main questions that Emhardt talks about in this act. You can read his answers out loud or paraphrase the information as needed. His emotional state is highly erratic as well—feel free to change his emotions as needed to convey that Emhardt is unstable.

- ★ **Who are you?** (happy) "I am Kirk Lee Emhardt, formerly of the good ship *Westlake*, and now the savior of Mogorutu."
- ★ **What kind of savior are you?** (arrogant) "I save people's souls from the demons that possess them. My skills are so far above the common man that most of these children mistake my mercy for sin."
- ★ **Did you kill that girl?** (pleased) "Yes, absolutely. I saved her from becoming something worse. I made sure she didn't suffer much, of course. I'm no monster."
- ★ **What's worse than death?** (terrified) "The Reavers. The demons make people into Reavers. But I help them. I keep them from turning into such monsters."
- ★ **Do you know what's going to happen?** (angry) "I assume you will take me for my trial, or my hanging. It's not like you're going to reward me, especially after all I've done for all of you. Is it too much to ask for a simple thank you?"
- ★ **What can you tell us about the Westlake?** (coy) "Oh, you've heard of it? Fascinating. Perhaps we can come to some arrangement after this terrible misunderstanding has been cleared up."
- ★ **Will you come quietly with us?** (furious) "Why should I? I've done nothing wrong. I'm a hero, I tell you! A gorramn hero!"

Luna is disgusted, and occasionally smacks the force field with her club yelling at Emhardt to calm down. She tells the Crew that she's had to start sliding his food in to him through a small break in the forcefield near the floor, because the last time the deputy took in a plate, he bit her on the arm.

Emhardt won't come quietly, and there's no back door to the jail—this cave is the furthest back the complex goes. The Crew needs to figure out a way to get Emhardt onto their ship, despite the mob and their highly-intelligent prisoner.



ACT I: FROM HOOSEGOW TO BOAT

The Crew tries to sneak Emhardt onto their ship without rousing the locals, but the transfer doesn't go as planned. Just when things seem bad, Albert Rainey steps up and offers to escort Emhardt with the Crew to make sure he gets justice.

"Cap'n, this mob gives me the heebie-jeebies. Is it time to go yet?"

– KAYLEE

LOWDOWN: POINT A TO POINT B

First things first, the Crew needs to figure out the best way to get Emhardt out of the jail and onto their boat without attracting the attention of the townsfolk. Neither Emhardt nor the townsfolk are feeling cooperative at this particular point in time. Further, Emhardt has a rare genetic condition that makes him fatally allergic to suspended animation fluid, so it ain't as easy as sticking him in the freezer and waiting it out.

Even if the Crew can shove Emhardt in a box long enough to get on the ship, they can't leave him in there for the whole trip—they'll have to figure out a more permanent way of securing him once they're all aboard.

SUBDUING EMHARDT

Emhardt doesn't plan to make things easy for the Crew, but he's just one prisoner. One or two people could hold him while another Crewmember tries to sedate him. But if that don't work, there's always Plan B: ask the Sheriff for more cuffs and hog tie him.

Crewmember Dice Pool: Physical + Fight, Mental + Treat, Social + Influence

Gamemaster Dice Pool: Physical **D8** + Fight **D6** + Morbid and Creepifying **D8** OR Mental **D12** + Focus **D8** + Child Prodigy **D8**

Possible Assets: Horse Tranquilizer, Knockout Punch, Soothing Voice

Possible Complications: Crazy Eyes, Low on Meds, Thick Skull

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember is just making a mess. Emhardt gives the Crewmember a **That Bite Looks Infected D6** Complication.
- ★ **Raise the Stakes:** Emhardt is out. The Crew can do with him what they will.
- ★ **Extraordinary Success:** Emhardt is truly out. When he wakes up, he'll have a **Groggy D6** Complication for a scene.

TROUBLE: FIXIN' TO HANG

Now that the Crew has Emhardt incapacitated, they can start trying to get him out of the office, across town, and over to the port without attracting any attention. The Crew has three beats to complete this Timed Action. The angry mob stands in their way and a newcomer, a guy by the name of Calvin Card, is trying to add a voice of reason. Calvin is expressing how, in this dire hour, what's needed most is justice.

During the Timed Action, Calvin Card will help clear a path through the mob. Because there are several Gamemaster characters involved in the scene for you to manage, make sure to trigger an Action Order and clearly identify who has the potential to act. The more characters you manage here, the longer it'll take for the Crew to get to their ship, and the harder it'll be to complete the Timed Action. The choice, ultimately, is up to you.

OUT THE FRONT DOOR

The Crew needs to get Emhardt past the huge number of townsfolk outside. There ain't a lot of options except for a small side window and the front door. If someone could start a distraction, the Crew may be able to get him out the front door. The side window could work, too, but using a smaller exit would be more time-consuming and more likely to attract attention.

Crewmember Dice Pool: Social + Trick

Gamemaster Dice Pool: Challenging Difficulty D8 + Riled Townsfolk 5D6

Possible Assets: Distracting Wardrobe, Loud Noises!, Silver Tongue

Possible Complications: Known Criminal, Don't Want to Make a Fuss, Easily Overlooked

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew gets Emhardt out of the office, but the crowd realizes quickly that he's gone and starts looking for him. Lose two beats.
- ★ **Raise the Stakes:** The crowd is distracted and the Crew successfully gets Emhardt out of the office. Lose one beat.
- ★ **Extraordinary Success:** The crowd is completely convinced to look somewhere else. Any roll to sneak Emhardt to the ship has the Asset **Distracted Crowd D6**. The Crew doesn't lose any beats.

SNEAKING THROUGH TOWN

Now that the Crew is out the door, they need to race through town to get back to their ship.

Crewmember Dice Pool: Physical + Sneak

Gamemaster Dice Pool: Challenging Difficulty D8 + Riled Townsfolk 5D6

Possible Assets: Distracted Crowd, Cunning Plan, Camouflage

Possible Complications: Squeaky Wheel, Open Desert, Loud Noises!

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew gets Emhardt through town but the crowd has figured out where the Crew is going. Lose two beats.
- ★ **Raise the Stakes:** The Crew has successfully navigated this stage of the extraction. However, the crowd suspects that something is happening. The crowd is no longer distracted and any **Distracted Crowd** Assets are no longer relevant.
- ★ **Extraordinary Success:** The Crew has successfully navigated this stage of the extraction. Further, the crowd is still distracted and confused. The Crew loses no beats.

If the Timed Action is successful, the Crew manages to sneak Emhardt all the way to their ship. If it's not, the mob'll catch up with them and Calvin Card will offer his assistance.

Either way, when the Crew finally reaches the ship they find a nasty surprise waiting for them: two small groups of townsfolk. One is led by Calvin Card, and the other by Albert Rainey.

SHOWDOWN: A RAINY DAY

At the docks, the Crew has their hands full. While they'll be able to get Emhardt on board their ship, they won't be able to take off until they set the crowd's mind at ease. There are two factions in this crowd. Calvin Card wants justice, and if the Crew's not ready to take Emhardt to the prison, he'll do it for them—and collect the payoff, of course. Albert Rainey, Ida's assistant at the assay office, speaks up, too. He says he saw what Emhardt did to little Alice, but if this is the best justice they're going to get, he's going to make sure it's done right. And if that means helping a disreputable group of criminals deliver him to an Alliance prison for trial, then that's just what he'll do!

If the Crew tries to talk Rainey out of this, he points out that this town is ready to tear them apart, and it's only his offer to go with them that's keeping them around. The Crew can haggle with Rainey about terms, leave him behind, or try to pass Emhardt off to Card.

Should the Crew have second thoughts about the job, Ida and Rainey both will object to Card's involvement until Mary has a chance to run a background check on him. Since that could take a while, they'll propose that Rainey goes along for the ride to help the Crew out.



HAGGLING WITH RAINY

Rainey is hell-bent on coming along—for the sake of Ida, for poor little Alice—but he's open to discussion about the terms of his trip. Some Crews may not be too happy with Rainey on board—just in case he decides to take the Law into his own hands and cheat them out of their payday.

Crewmember Dice Pool: Social + Influence

Gamemaster Dice Pool: Easy Difficulty D6 + Concerned Citizen D8 + Sycophant D8

Possible Assets: This Is My Boat, I'm Armed and You're Not, Good Bargaining Position

Possible Complications: Potential Mob, Bad Bargaining Position, Caught with Your Pants Down

Example Results:


- ★ **Failure to Raise the Stakes:** Rainey is not only coming along, but he and the townsfolk also aren't sure that the Crew won't just let Emhardt go at the next planet. He demands to be near Emhardt at all times.
- ★ **Raise the Stakes:** A little give. A little take. In the end, Rainey agrees to any reasonable terms, as long as he can check in on Emhardt from time to time.
- ★ **Extraordinary Success:** You can lock him in a cabin and throw away the key for all he cares. He just wants to be there when you deliver Emhardt to the prison.

Once Rainey and the Crew come to an agreement, the rest of the townsfolk stop impeding the Crew, and they can get Emhardt on board their ship. As the Crew is getting ready to break atmo, they might spot the *McKnight* followin' nearby, its turret set to target the Crew's ship. For a moment, things might look tense, but then the gun swivels back around.

If the Crew sends the *McKnight* a wave, someone they don't recognize will answer. She says that she's the ship's engineer, and their crew's been having trouble with the ship's targeting computer. But, she reassures them that everything's okay now, and bids them good day.

At the end of this act, the Crew will need to figure out how to restrain Emhardt on board their ship as they sail for Constance.





“COMPANIONS SURE MAY BE
BEAUTIFUL, BUT BELIEVE ME
WHEN I SAY THEY ARE DEVILS
IN DISGUISE. DON’T GIVE INTO
TEMPTATION, FOR THEY
THREATEN OUR VERY SOULS.”

– SHEPHERD MILLER

FEATHERFALL ABBEY, SIHNON

米勒牧师，落羽修院，西能

4 ACT II: RESTRAINTS AND INTIMATIONS

The Crew seeks a way to keep Emhardt locked up. Just when they think all’s well, Cal and his band of inept pirates try to capture and board the Crew’s ship with the stolen *McKnight*. During the conflict, Emhardt gets loose.

“I can keep him sedated for a while, but not more than a day. Maybe two. After that, it’ll do significant damage to his body.”

– Simon

LOWDOWN: KEEP HIM ON ICE

Now that Emhardt’s on the boat, the Crew needs to find a way to keep the serial killer isolated and secure. It may be a relatively short trip to the detention center, but the Crew can’t just keep him in a box. Before they put him away—if he’s awake—he’ll start sniffing each Crewmember that walks by and muttering that he can smell the demons on them. He vows to do what he can to save them from becoming Reavers. Odds are, this will expedite the Crew’s desire to get him unconscious or put in a hole as fast as possible.

There are a number of options available to the Crew for restraining Emhardt, but very few good ones. Once they figure out how to secure the prisoner, the Crew will also need to figure out who’s doing what. If Rainey’s on board, he’ll offer to lend a friendly hand. He’ll even mention he’s happy to take the late shift or administer his food, although it’s not likely that the Crew will accept his generous offer. If he’s not allowed to be around Emhardt while he’s put on ice, Rainey won’t

push his agenda. He’ll simply go to whatever bunk he’s been assigned, and wait for a better opportunity to help Emhardt.

★ **Suspended Animation:** The easiest way to restrain him, would be to put the prisoner in deep freeze and wait until they get to the prison. Only problem is that Emhardt’s got a rare genetic problem, makin’ him allergic to the preparation solution: once he’s under, he’ll die within minutes, which means they don’t get paid.

★ **Knockout Punch:** This might have worked once or twice, but the Crew can’t keep smacking him in the head and hope he goes back to sleep. The Crew can knock him out when it makes dramatic sense, such as in the middle of a fight, but assume it just doesn’t work as a long-term solution. Drugs, too, could work, but that means the ship’s doctor will be tied up doin’ nothing but playing babysitter.

★ **Lock Him Up:** Depending on the size of the Crew’s ship, this might be an option. The Crew could stuff him in an unused bunk, or even a closet that isn’t too small. The Crew will have to figure out how to feed him and give him access to his...biological functions...which may require a guard or someone who ain’t afraid to be in the same room as him.

If the prisoner’s locked up, let the Crew work out how they want to handle arrangements. A common plan would be to handcuff him to a bunk, leaving a hand free to eat and the like. Emhardt will take any opportunity to escape, though, so the Crew should always be on their guard.

EMHARDT TRIES FOR A WEAPON

This scenario will most likely happen when a Crewmember is feeding Emhardt, or any other task in which a Crewmember is in his cell. Emhardt will try to outsmart the Crewmember to take any opening in order to get a weapon.

Crewmember Dice Pool: Mental + Focus

Gamemaster Dice Pool: Social D10 + Trick D10 +

Draw Sympathy D6 + Mastermind D8

Possible Assets: Suspicious, Strong Handcuffs, The Camera's Always On

Possible Complications: Easy Gun Access, In a Hurry, Distracted

Example Results:

- ★ **Failure to Raise the Stakes:** Emhardt has a weapon, and has the Crewmember at his mercy. The Crewmember is Taken Out. If the Crewmember spends a Plot Point to stay in the scene, the Crewmember takes a **No Sudden Moves** Complication equal to Emhardt's highest rolling die to reflect that the Crewmember's bad position.
- ★ **Raise the Stakes:** Emhardt tries to make a play for a weapon, but it doesn't work—the Crewmember ducks back in time, or gets a gun out to force Emhardt to reassess his life choices.
- ★ **Extraordinary Success:** Emhardt doesn't even try. He sits like a perfect angel, and waits for the next opportunity.

Another way to ensure Emhardt is secure would be to keep him sedated throughout the trip. That's medically risky—the sedation needs to be re-administered at regular intervals, and there's always a chance of problems occurring. Still, if the Crew has the right supplies and ain't too worried about the medical consequences, this could be a way to go. It can also be combined with locking him up, such as confining him to a bed while he's sedated.

SEDATING EMHARDT

Once the Crew gets him on board, they need to set him up for a safer and more sustained program of sedation. Emhardt gains a Plot Point for rolling a **D4** instead of a **D8** for his Mastermind Distinction.

Crewmember Dice Pool: Mental + Know, Mental + Treat

Gamemaster Dice Pool: Physical D8 + Focus D8 + Mastermind D4

Possible Assets: Horse Tranquilizer, Full Medical Records, I've Done This Before

Possible Complications: Low on Meds, Not Cooperating, Med Bay's on Fire

Example Results:

- ★ **Failure to Raise the Stakes:** Emhardt is safely out, but it took a lot of drugs to do it right. The Crewmember has the Complication **Low on Meds D6**.
- ★ **Raise the Stakes:** Something in that mix of medications doesn't agree with Emhardt's system. He's just groggy and nauseated, and the Crewmember'll have to wait for a couple of hours to flush them out of his system and try again. He has the Complication **Groggy D6**—or, if he already had the Complication, it gets stepped up.
- ★ **Extraordinary Success:** The Crewmember found a more efficient way of keeping Emhardt under.

MCKNIGHT

ENGINES **12**

HULL **6**

SYSTEMS **6**

SKILLS

CREW **6**

DISTINCTIONS

EAGLE CLASS LIGHT TRANSPORT **8**

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

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

UNSAFE **8**

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

- ✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ✓ **She's Flying Apart!** When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

BUILT FOR SPEED **8**

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

- ✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ✓ **Full Burn:** Spend 1 PP to reroll a pool containing the **Engines** dice. On your subsequent roll, both 1s and 2s count for Complications.

SIGNATURE ASSETS

LASER CANNONS **8**

- ✓ **Heavy Ammo Effects:** When using your **Rail Gun**, step back **Engines** to step up **Systems**. Disable **Rail Gun** for the rest of the scene to return the Attributes to their original values.

FANCY SENSOR ARRAY **8**

TROUBLE: LEAVIN' SO SOON?

Soon after the Crew is in the black, the *McKnight* follows after them, trying to draw close to the ship without being detected. Turns out Cal and his cohorts are after the Crew, and they up and stole the *McKnight* to follow after 'em!

WHAT'S THAT DOT?

The Crew might notice the *McKnight* sneaking up on them.

Crewmember Dice Pool: Mental + Notice, Mental + Operate

Gamemaster Dice Pool: Hull D6 + Crew D6 + Built for Speed D8

Possible Assets: I Just Washed the Windows, Jumping at Shadows, High Alert

Possible Complications: Haven't Had Any Sleep, Distracted, Sensors on the Blink

Example Results:

- ★ **Failure to Raise the Stakes:** The *McKnight* gets the jump on the Crew. The Crew takes a **Where'd They Come From? D6** Complication.
- ★ **Raise the Stakes:** The Crew notices the *McKnight* following them. They aren't responding to waves, and their intentions are probably not benign.
- ★ **Extraordinary Success:** The Crew notices the *McKnight* following them. They aren't responding to waves, and their intentions are probably not benign. The *McKnight* takes a **They Noticed Us Too Soon D6** Complication.

Even if the Crew is surprised, they'll soon notice the *McKnight* is after them. Cal and his pirates will try to use the gun, but the Crew will see the turret jerk around a few times, and then nothing. The would-be pirates broke the weapon's targeting computer when they took the ship. It's clear these ain't the brightest stars in the black. If the Crew wants to, they can try to outrun the hapless oafs.

MASTERIN' THE GAME: PROMPTING THE CREW

Before the Crew's pilot makes rolls to try and outrun the *McKnight*, recommend the other Crewmembers help out. The engineer might work on the engines to give them a boost of speed, the doctor might shut off the internal gravity compensator if the ship is so equipped, and the security officer could get the weapons ready in case they're boarded. Players should describe what their Crewmembers are doing and then spend a Plot Point to create an Asset.

RUNNING FOR IT

After all the Crewmembers have made their contributions, the pilot can try to run for it. Since they're in the black, one roll will determine if the pirates can catch the Crew's ship to board her.

Crewmember Dice Pool: Mental + Fly

Gamemaster Dice Pool: Engines D12 + Crew D6 + Built for Speed D8 + Laser Cannons D8

Possible Assets: Boost of Speed, Sensor Chaff, Crazy Ivan

Possible Complications: Out of Gas, One Step Behind, Ship Don't Turn

Example Results:

- ★ **Failure to Raise the Stakes:** The *McKnight's* wonky laser cannons damage the Crew's ship just enough that she can pull alongside and board.
- ★ **Raise the Stakes:** The *McKnight's* wonky laser cannons damage the Crew's ship just enough that she can pull alongside and board. However, the Crew is prepared enough to automatically Take Out one of the pirates as they board.
- ★ **Extraordinary Success:** The Crew's pilot weaves their magic and the *McKnight* eventually sputters out. The Crew escapes.

REPEL BOARDERS

Cal sends four of his cohorts to attack while he "stays behind to take care of things." It's time to fight for the ship and this is a high stakes conflict.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Challenging Difficulty D8 + Aspiring Pirates 4D6

Possible Assets: Home Ground Advantage, Lots of Guns, Solid Right Hook

Possible Complications: Leaking Atmo, Cramped Quarters, Outnumbered

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember is Taken Out. The Crewmember can spend a Plot Point and take a Complication to avoid being Taken Out as usual.
- ★ **Raise the Stakes:** One of the **Aspiring Pirates** is Taken Out. If there are no more of Cal's cohorts, the *McKnight* breaks off and runs.
- ★ **Extraordinary Success:** Two of the **Aspiring Pirates** are Taken Out. If there are no more of Cal's cohorts, the *McKnight* breaks off and runs.

SHOWDOWN: FREEDOM AT LAST

While the Crew is distracted dealing with the *McKnight*, Rainey finally confronts Emhardt. Up to this point, the Crew believes Rainey is there to help them transport the prisoner to Constance, and maybe even kill him. What Rainey does next should shock the Crew, on account of him being in cahoots with Emhardt and, possibly, Calvin all along.

If any of the Crewmembers are left to guard Emhardt, Rainey will Take them Out by knocking them unconscious, distracting them, using fast-acting poison, etc.

If the would-be pirates get the best of the Crew, board the ship, and take over, a similar situation unfolds—Rainey can use the confusion to let Emhardt go.

RAINEY MAKES HIS MOVE

Crewmember Dice Pool: **Mental + Focus**

Gamemaster Dice Pool: **Challenging Difficulty D8**
+ **Sycophant D8** + **Kinda Pathetic D10**

Possible Assets: **Home Ground Advantage**, **Lots of Guns**, **Solid Right Hook**

Possible Complications: **Leaking Atmo**, **Cramped Quarters**, **Outnumbered**

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember doesn't notice Rainey and gets cold cocked. The Crewmember eventually wakes up with a **Headache D6** Complication to deal with.
- ★ **Raise the Stakes:** The Crewmember doesn't notice Rainey and is knocked unconscious.
- ★ **Extraordinary Success:** The Crewmember notices Rainey at the last second, briefly fights Rainey but is knocked unconscious. Emhardt sees this and the Crewmember gets an **Emhardt Respects Me D6** Asset.

MASTERIN' THE GAME: DEUS EX MACHINA

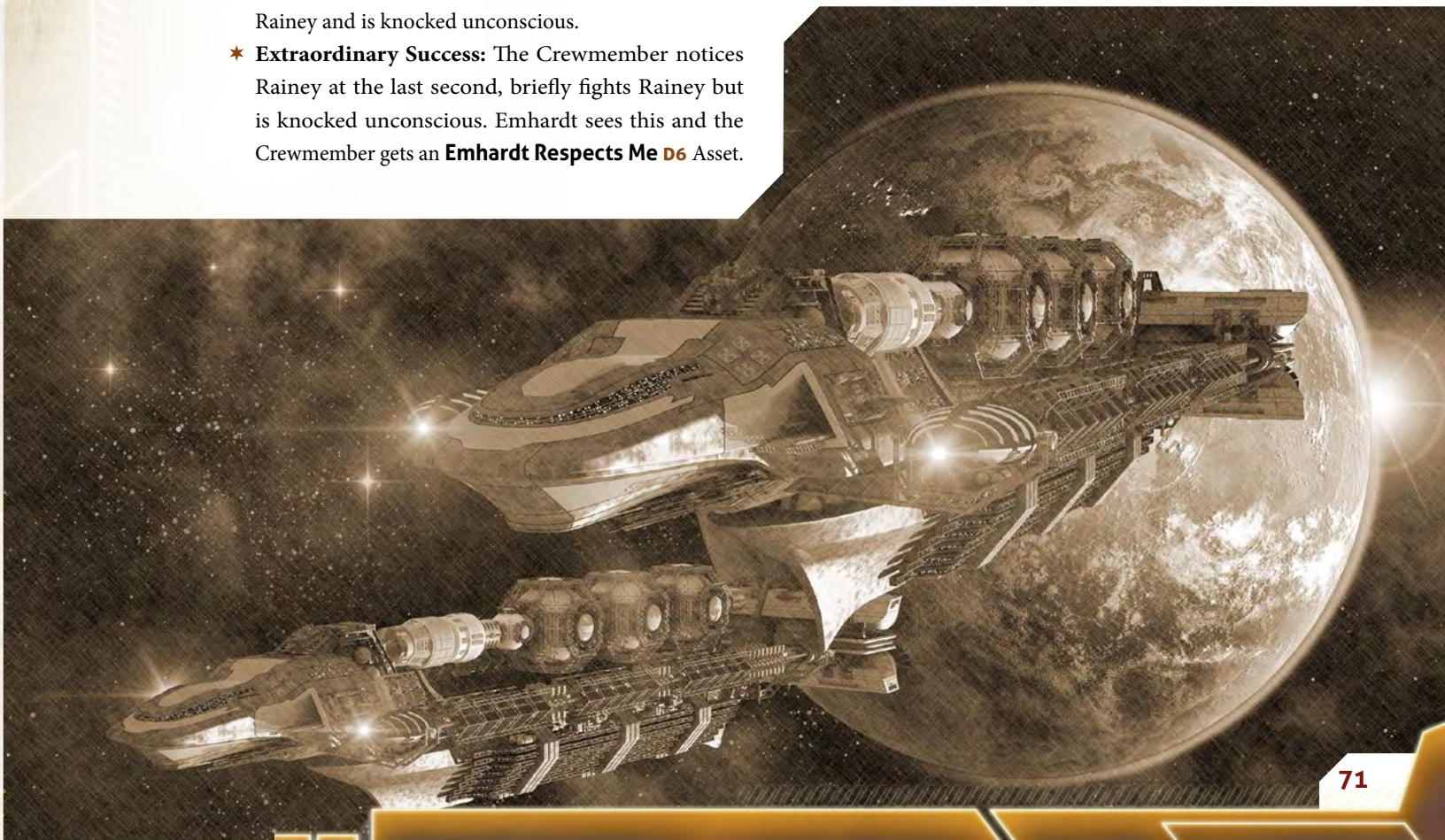
Your players might get mite annoyed by the fact that no matter what happens here, Emhardt escapes. Sometimes, on a television show like *Firefly*, something bad has to happen for the story to take a nasty turn.

What makes Emhardt's escape interesting is what the consequences are. It's just like Mal getting Taken Out by Saffron in "Our Mrs. Reynolds," or Tracey pulling a fast one on the crew in "The Message." It had to happen for the plot to progress, so it did.

To soften the blow, be generous with Plot Points and, whenever possible, remember that the Crew's still in charge. That said, if'n your Crew will be upset and feel cheated out of a win, don't force Emhardt's escape. Instead, consider shuffling the Acts around.

Once Emhardt's guards are out of the scene until the opening of Act III, Rainey works quickly to set the prisoner free. Turns out, Rainey is sympathetic to Emhardt's "mission"—he doesn't believe Alliance propaganda and thinks Reavers are real. Despite his foolishness, Rainey just wants to help his idol and, if he'll give him half a chance, become his protégé. As soon as he's freed, Rainey will give Emhardt a weapon—his own knife—so that his idol can start his education.

Emhardt rewards him by using the knife on Rainey first. At the end of this act, the serial killer is freed, Rainey is dead, and one or more Crewmembers have been Taken Out.



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ACT III: EMHARDT UNCHAINED

Emhardt is loose. Rainey is dead. Worse, the killer is trying to sabotage the Crew's ship so they don't land on Constance. They need to track down Emhardt fast before they hit something.

"Is that...blood?"

— INARA

LOWDOWN: ELEMENTARY, MY DEAR

After the encounter with the *McKnight*, the Crew will likely go to check on Emhardt. Instead, they'll find Rainey's dead body. He's lying in a pool of blood with a hole in his chest. Clever Crewmembers may be able to deduce some information from the corpse, although if any Crewmember has a Complication or a Distinction Trigger that comes from being a bit squeamish, now's a good time to trip it.

USE DEDUCTIVE REASONING

Examining the body can reveal some pieces of information that will help the Crew. They may deduce that Emhardt is the murderer since he's missing from his cell, but for Crewmembers who want to roll some dice, here's a suggested pool:

Crewmember Dice Pool: Mental + Know, Mental + Notice, Mental + Treat

Gamemaster Dice Pool: Challenging Difficulty D8 + Bloody Mess D6

Possible Assets: Good Eyesight, Doctorin', Detective Skills

Possible Complications: We Barely Knew Him, Runnin' Out of Time, Bad Lighting

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember doesn't learn anything about the murder.
- ★ **Raise the Stakes:** The Crewmember knows that it was Emhardt that killed Rainey, and identifies the murder weapon.
- ★ **Extraordinary Success:** The Crewmember knows that it was Emhardt that killed Rainey, and identifies the murder weapon. Further, Rainey wasn't scared or defending himself, which means he trusted Emhardt. The most likely explanation is that Rainey was actually an accomplice.

TROUBLE: HIDE AND SEEK

While the Crew is dealing with the corpse, Emhardt is sneaking around their ship.

Why isn't the prisoner up and killing off the Crew? Well, Emhardt is like most cold, calculating bastards—he doesn't murder on command, and he's selective about when and where he kills someone. Sure, he'll kill if he's got no other choice or for pragmatic reasons—like Rainey. But if he doesn't *have* to kill right away, he'd rather make the game more interesting, simply because he's bored.

Emhardt's plan is to find a critical part of the ship and either take or incapacitate it. By sabotaging the ship, the serial killer will force the Crew to fix the ship before something bad happens, while Emhardt picks off the Crew one by one.

This scenario relays one possibility. Emhardt's managed to steal a section of the navigation control, so that the ship can't steer. What he actually gets depends on the ship, Emhardt's location, and what he can get access to. Either way, the ship part isn't something that can easily be replaced—especially when there's a serial killer on the loose.

If you want to turn the missing ship part into a Complication, create **Missing Doodad D12+**, or roll on the Talkin' Like Kaylee table on page 211 of the **FIREFLY RPG COREBOOK** to come up with the part that's missin'.

PLAYING CAT AND MOUSE

The game's afoot. While the Crew tries to find him, Emhardt moves around the ship, counterin' every move that the Crew makes. He's a criminal mastermind, after all, and has an almost uncanny ability to predict what folk do. Encourage the use of an Action Order in this part of the act, to ensure that every player gets a chance to roll dice. Actions may include using the ship's internal sensors to try to locate him, coordinatin' a sweep of the ship, or trying to talk him into surrendering.

Crewmember Dice Pool: Mental + Operate, Physical + Notice, Physical + Move, Social + Influence

Gamemaster Dice Pool: Mental D12 + Know D12 + Ships D6 + Mastermind D8 + Scary Reputation D10 OR Social D10 + Influence D12 + Terrorize D6 + Mastermind D8 Scary Reputation D10 OR Mental D12 + Operate D10 + Mastermind D8 Scary Reputation D10 OR Social D10 + Trick D10 + Mastermind D8 Scary Reputation D10

Possible Assets: Coordinated Search Pattern, Heat Detection, Criminal Psychology

Possible Complications: Internal Sensors Offline, Jumping at Shadows, Almost Shot a Crewmember

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew can't find Emhardt. Worse, he's starting to get into the Crew's heads. The Crew takes a new **D8** Complication or steps up one already in play. Don't step a Complication up above **D12**, though.
- ★ **Raise the Stakes:** The Crew can't find Emhardt, and they're getting concerned, but they feel like they're getting closer. The Crew takes a new **D6** Complication or steps up one already in play. Don't step a Complication up above **D12**, though.
- ★ **Extraordinary Success:** Oooo, they almost caught him! The Crew gets to create a shiny **D6** Asset.

MOVING IN FOR THE KILL

When Emhardt is ready to make his move, he'll try to take a Crewmember out when the odds are in his favor. You may decide that Emhardt isolates each Crewmember and then tries to Take them Out one by one, or you may force an Action when there's lots of Complications on the table.

Emhardt'll try to stick to darkness whenever he can, busting interior lights if he's able to do so. With a limited number of Crewmembers, Emhardt won't be as discriminatory as he normally might. In the end, the prisoner'll kill whoever he can corner. Needless to say, this is a High Stakes conflict.

Crewmember Dice Pool: Physical + Fight

Gamemaster Dice Pool: Physical D8 + Fight D6 + Knives D6 + Morbid and Creepifying D8 + Scary Reputation D10

Possible Assets: Eyes Peeled, Smell of Blood, Paranoid

Possible Complications: Lights Out, Blind Turn, Ambush!

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember is Taken Out. The Crewmember can spend a Plot Point and take a Complication to stay active, as normal. If the Crewmember is Taken Out, the rest of the Crew better turn up quick before Emhardt turns deadly.
- ★ **Raise the Stakes:** Emhardt is Taken Out. If possible, he will spend a Plot Point to take a Complication and leave the fight. The Crewmember lets the rest of the Crew know where Emhardt is.
- ★ **Extraordinary Success:** Emhardt is Taken Out. If possible, he will spend Plot Point to take a Complication and leave the fight. The Crewmember lets the rest of the Crew know where Emhardt is. Further, he drops whatever item he's taken, which removes the **Missing Doodad** Complication.

SHOWDOWN: BACK IN YOUR CELL

Once the Crew has tracked Emhardt down to confront him, it's time to take him down. This, too, is a High Stakes conflict, to reflect the dangerous nature of the prisoner.

TAKING EMHARDT DOWN

Crewmember Dice Pool: **Physical + Fight, Physical + Shoot**

Gamemaster Dice Pool: **Physical D8 + Fight D6 + Knives D6 + Mastermind D8 + Scary Reputation D10**

Possible Assets: **Big Damn Hero, Tough as Nails, I Have an Idea**

Possible Complications: **Blood in My Eyes, Ship's Rattling Apart, Too Much to Lose**

Example Results:

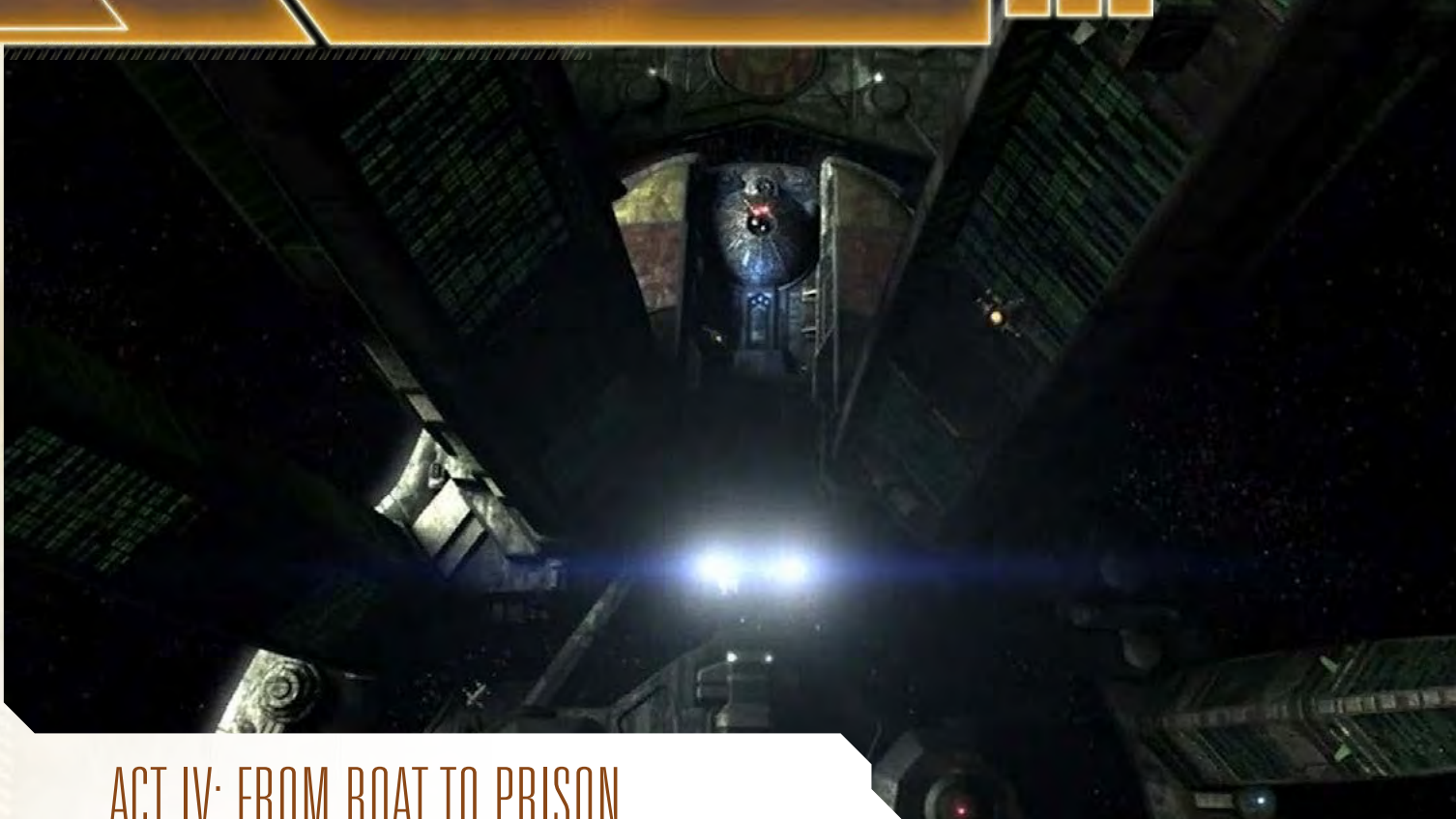
- ★ **Failure to Raise the Stakes:** The Crewmember is Taken Out. The Crewmember can spend a Plot Point and take a Complication to stay active, as normal.
- ★ **Raise the Stakes:** Emhardt is Taken Out. If possible, he will spend a Plot Point to take a Complication.
- ★ **Extraordinary Success:** Emhardt is Taken Out. If possible, he will spend a Plot Point to take a Complication. Further, he drops whatever item he's taken, which removes the **Missing Doodad** Complication.

Once they have Emhardt, it's time to make a hard decision. They don't get paid unless Emhardt is alive and able to stand trial. However, Crew might not be as worried about the money if Emhardt's been causing too many problems or if he's killed folk. Plus, the prisoner's still holding on to that information about the *Westlake*, partly because he knows that data is keeping him alive. On the other hand, some folk might want to see justice done, and don't trust the Alliance to make that happen.

This is a real turning point in the adventure for the Crewmembers. They could just space Emhardt and walk away—and there ain't a person in the 'Verse that can stop 'em. If the Crew decides to get rid of their quarry, the Episode ends here—roll credits with no music in the background, and let the players know that they have to live with that choice.

Otherwise, at the end of this act the Crew will have Emhardt back in custody. The Crew might take some time to patch him up enough to hand him over, or they might let him enjoy his well-deserved injuries, but otherwise the rest of the trip to the prison is without incident.





ACT IV: FROM BOAT TO PRISON

The Crew arrives at the prison, just in time to get wrapped up in a new plot. Once that gets resolved, they meet the warden: Chun Mi Fang.

“What? You thought you actually had a chance of beating me?”

– EMHARDT

LOWDOWN: JAILHOUSE BLUES

After the Crew sends a wave down to the surface, they’ll eventually get in touch with a mid-level Alliance communication officer. She’ll be suspicious of the Crew and their intentions, but she’ll give ‘em directions to the prison’s spaceport with no hassle. From there, a trio of **Alliance Guards D8** will check Emhardt, glance at the transfer orders from Luna, and tell

the Crew to bring their prisoner along when they meet the warden. Unless the Crewmember is *extremely* clever, odds are any weapons they’re carrying will be found and confiscated before the act begins.

Though Cal ain’t much of a mastermind, he did take steps to make sure that Emhardt never sees the inside of a prison cell on Constance. One of the guards ain’t all that she appears to be—Cal contacted her after getting Taken Out by the Crew and made a deal with the **Bought Guard D8** to liberate Emhardt and start a fight as he arrived at the prison. Turns out, though, there’s a whole planet of difference between a plan and reality. In just the past few hours, the guard heard about who Emhardt is and is having second thoughts. A perceptive Crewmember might pick up on it before the tide turns.

YOU LOOK NERVOUS...

One of the guards has been bribed by Cal to facilitate a prison break, but she's getting nervous. It may be possible to pick up on the subtle tells. Emhardt senses the guard's weakness immediately, even if he doesn't know what she's planning. Emhardt's presence allows him to distract the Crew and he lends her his **Trick Skill** die.

Crewmember Dice Pool: Social + Notice

Gamemaster Dice Pool: Challenging Difficulty D8 + Bought Guard D8 + High Security D10 + Emhardt's Trick D10

Possible Assets: Companion, Eye for Detail, Paranoid

Possible Complications: Long Trip, Black Eye, Never Been in Prison

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember doesn't notice anything amiss. The Crew takes an **Oblivious D6** Complication.
- ★ **Raise the Stakes:** The Crewmember notices something is off about one of the guards, but can't figure out quite what it is. She looks nervous, though, but it could be because she's around a vicious killer.
- ★ **Extraordinary Success:** The Crewmember notices that the guard is worried about something, and keeps fingering her gun. Something's about to go bad, and soon. The Crew gets a **We're Ready for Anything D6** Asset.

TROUBLE: PRISONER TRANSFER GONE AWRY

To get to the Warden's office, the Crew needs to walk down a narrow hallway and take the lift up to the top floor. The lift is a double-sized platform that's approximately four gurneys wide. Once they're inside the elevator, the alarm can't be triggered by unauthorized personnel. To set off the alarm, the guards will either need to enter in a specific series of codes, or place their thumb on the pad next to the outside of the lift.

If the Crew hasn't incapacitated or otherwise dealt with the bought guard, she'll freeze the elevator so it doesn't move by inputting an Alliance access code. Then, she'll take on the other guards, one at a time, and then turn her attention to a Crewmember. She's not stupid enough to murder someone in an Alliance facility, but she will take that person hostage. In her twisted mind, knocking the guards unconscious will actually save their lives and prevent them from getting killed. Emhardt will take full advantage of the situation and do anything he can to keep the guard on her path, using his wicked way with words to dazzle her brainpan.

That said, the guard's plan isn't well thought out. She decides to deactivate the power. With no power, the force fields would short out and the prisoners would have a chance to escape before the backup generators kick in. All she has to do is find a console that will allow her to shut it down—*after* she releases Emhardt from the Crew.

There are two ways to deal with this situation: talk the bought guard down or knock her out.

TALK THE GUARD DOWN

This guard is having second thoughts, but she's scared of what will happen if she doesn't go through with the full plan. With a little prodding, the Crew can talk her down and save a guard from ruining her future entirely. Problem is, Emhardt's with them and it's freaking her out. The challenge here isn't to get through to her, but to break Emhardt's hold over her. And that ain't easy. He'll use his ample knowledge of psychology to counter the Crew's attempts.

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Emhardt's Social D10 + Know D12 + Psychology D6 + Mastermind D8 + Scary Reputation D10 + Bought Guard D8

Possible Assets: Soothing Voice, Innocent Look, Con Artist

Possible Complications: Holding a Gun, Stop Yelling at Me!, Emhardt Is Right Here

Example Results:

- ★ **Failure to Raise the Stakes:** She won't budge. You better do what she says, or folk will get hurt. The Crew takes a **Gun to Crewmember's Head D6** Complication.
- ★ **Raise the Stakes:** She won't give up her prisoner, but she doesn't really want to hurt anyone. If someone can offer her another way out—take her to another planet where she can change her name, maybe—she'll take it.
- ★ **Extraordinary Success:** Her conscience has gotten the better of her, and she completely surrenders. She hands over her gun and lets the prisoner go.

MASTERIN' THE GAME: WHAT ABOUT EMHARDT?

Once the Crew entered the Alliance facility, the guards will offer assistance to ensure this dangerous prisoner is secure. The Crew's got Emhardt locked up good and tight—and possibly gagged, too. If the Episode has been proceeding smoothly thus far, consider letting him off his leash. Otherwise, don't be afraid to keep Emhardt contained to introduce a new threat before they meet the warden.

TAKE THE GUARD OUT

On the other hand, this guard made a bad decision and is now holding a gun to somebody's head in an elevator. That's bound to make anyone keen to just pop the guard and get it over with. The Crewmember only has one shot before this gets messy, though. Better make it count! If the Crewmember decides to shoot the guard in an Alliance prison, make sure that you explain there'll be consequences for this Action. This is a high stakes conflict.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Challenging Difficulty D8 + Bought Guard D8 + Blaring Alarms D8

Possible Assets: Hawk Eye, Rabbit Punch, Don't Look That Strong

Possible Complications: Can't Hit a Woman, Honest Face, Blurry Vision

Example Results:

- ★ **Failure to Raise the Stakes:** The attack fails. The Crewmember being held hostage is Taken Out. The Crewmember can spend a Plot Point and take a Complication to stay active, like normal, but things just got a lot messier. The guard takes Emhardt, opens the lift doors, and then shuts off the power using a nearby panel. Time for a prison break!
- ★ **Raise the Stakes:** The Guard is Taken Out. Go straight to the Showdown.
- ★ **Extraordinary Success:** The Guard is Taken Out and the Crew gets the satisfaction of finally seeing Emhardt's smirk vanish from his face. Go straight to the Showdown.

FIGHT! FIGHT! FIGHT!

Once the power's out, the prisoners have sixty seconds to leave their cells before the backup generators kick in. This is a tough fight—the prisoners have sheer numbers on their side. There are a pair of **Prison Guards D8** who will gang up with Crewmembers during the fight, but there are three **Escaped Prisoners D8** for each Crewmember. A couple of good exchanges can even the odds, though. It's recommended you go to Action Order for this.

Note that the prison guards are aware of the Crew's presence and are not expecting that they have anything to do with this. The Alliance is on their side—for once.

Crewmember Dice Pool: Physical + Fight + Prison Guard XD8, Physical + Shoot (if the Crewmember can get a gun) + **Prison Guard XD8**

Gamemaster Dice Pool: Challenging Difficulty D8 + Bought Guard D8 + Escaped Prisoner XD8 + Emergency Lighting Only D10

Possible Assets: On the Offensive, Using Emhardt as Cover, Experienced Brawler

Possible Complications: Surrounded!, A Step Too Slow, Fatigued

Example Results:

- ★ **Failure to Raise the Stakes:** If there are loyal prison guards left, one of them is Taken Out. Otherwise, the Crewmember is Taken Out. The Crewmember can spend a Plot Point and take a Complication to stay in the fight.
- ★ **Raise the Stakes:** The bought guard or one of the escaped prisoners is Taken Out—player's choice of which.
- ★ **Extraordinary Success:** The bought guard and one escaped prisoner, or two escaped prisoners, are Taken Out—player's choice of which.

Once the prison break is quelled, fresh guards arrive and escort prisoners back to their cells. The bought guard should also be incarcerated at the end of the fight. Another set of guards will escort the Crew and Emhardt to the warden's office to resolve this Act.

SHOWDOWN: TIME FOR AN INSPECTION

Warden Chun Mi Fang is located on the top floor. She's not a judge. She ain't even a police officer. At the end of the day, she's a **Petty Bureaucrat D8** that likes exercising what little power she has. If Emhardt is awake, he immediately starts kicking up a fuss. He'll claim that he was framed, and that his confession was beat out of him by Luna. He'll point out any injuries he's sustained and say he was abused by the Crew, claiming that they're just petty bounty hunters who are willing to frame innocent folk for credits.

The warden, on the other hand, isn't buying the serial killer's story. She'll tell the Crew that Sheriff Luna notified her of the transfer ahead of time, and mention that she expected trouble from Emhardt. She's prepared a nice holding cell in isolation for him, and will notify the Sheriff that their end of the bargain is complete.

The main reason why the Crew'll meet with the warden is to tie up any unpleasanties that may have happened in the prison. As long as the Crew didn't start a fight or shoot a guard, they have nothing to worry about. After all, they're in an Alliance prison—and there are plenty of scanners around to sort out fact from fiction.

The resolution of this act concludes the Crew's job. The next clue to find the *Westlake* is in Sheriff Luna's hands. Well done!



**We stand together,
reunited as a people.
欢迎回家
Welcome home, veterans.
We salute you.**

Paid for by Friends of the Alliance.

ROLL CREDITS

4 If Emhardt is locked up good and tight, the Crew will signal their client on Kuan Lo to get their payday. Luna will throw in something unexpected: a micro drive containing various computer files. The key file, when examined, includes a complete body scan of a prisoner that one or more of the Crew knew, someone who disappeared after boarding the *Westlake*. Incredibly, the timestamp indicates that the scan was taken two years ago—four years after the ship disappeared. That means that the vanished POWs, and perhaps the ship itself, might still be found somewhere out there in the 'Verse. Who better than the Crew to find them...and it?

If the Crew is kicked out of Q7A unceremoniously, they can try to collect from Luna, or they may find the micro drive on the ship as they're cleanin' up the mess Emhardt left. Either way, they now have a solid lead—whoever made the scan may know the final resting place of the *Westlake*.

Aside from the *Westlake* angle, there are other threads that you could bring back up in future Episodes.

ERSATZ PIRATES

Cal and his gang have decided that the pirate life really is for them, despite the problems they had with the Crew in stealing their ship. So they've stolen another ship—an old, decommissioned Alliance fighter. It's barely held together with duct tape and good intentions, but that don't matter none. They just need the ship to hold together long enough to take care of an old problem: getting back at the Crew for embarrassing them, and maybe taking their ship for salvage.

Of course, it ain't like the Alliance to just leave military hardware lying around for anyone to find. A dangerous group was rebuilding that ship for their own purposes, so odds are that the original owner will want to have a word with Cal and his friends, and get rid of any witnesses to boot. Will the Crew start gunning for Cal and his less-than-stellar peers? Will they turn 'em over to the Feds? Or, will they use them as patsies to take the fall for one of their own jobs?

CROSS THE WARDEN

After Emhardt's arrival, the Alliance debated investigating Warden Chun Mi Fang's value to the detention facility. Since Q7A is so far out from the Core, though, they decided to shift the blame to Mary Luna and her prisoner transfer. Chun Mi knows she's dodged a bullet, so she's encouraging the idea that Mogorutu is the problem, not her. As such, she's decided to release all of the prisoners from Mogorutu and ship them back to Luna...including Emhardt. And she asks the Crew to be the prison transport back to Mogorutu, in exchange for not locking them up as a "person of interest" to the Alliance.

If the Crew takes the job, then Chun Mi looks good for doing what she was told without costing her bosses much. If the Crew fails, then Chun Mi has something she can take back to show that Luna and her associates are a threat to the Alliance. What will the Crew decide?

BEHIND BARS

It turns out that one of the prisoners at Detention Facility Q7A has some information in her head that's very valuable to Niska. He spent months bribing and threatening guards to arrange for her to be broken out and brought to him, but then security was suddenly heightened after the Emhardt incident. He blames the Crew as the wild card that caused him to lose his prize, so he offers a proposal: either the Crew gets Niska the prisoner he wants, or he gets a chance to spend some "quality time" with the Crew in his private back room. The only problem is: Niska is not real clear on the identity of the prisoner. The only thing he knows is that she's a woman who hails from Ariel.

To take the job, the Crew'll have to either infiltrate the Alliance prison or get themselves arrested to sniff around the jail. Sure, the pay may be worth it—but is this job worth the risk? What happens when other crime bosses start askin' around for the same thing?





TOMBSTONE BULLETS AND A GRAVEYARD MIND

**Fair wages for fair work.
Now hiring miners, blasters,
drillers, and surveyors.**

Apply at your nearest Blue Sun Recruitment Office.

现今招聘

WELCOME TO SEVERANCE!
ALL OF THIS COULD BE YOURS!
这所有一切都能是你的





Daddy, what did YOU do in the War?

THE WAY OF THINGS

"This gorramn moon is mine. Ain't nobody gonna take it from me without a fight."

– CLARENCE MULOCK

For the first time, the Crew has an honest-to-goodness clue that verifies the *Westlake* is real and they have a chance of finding it. Folk have been chasin' the *Westlake* for years, followin' wisps of false coordinates, bloody rumors, and cursed hope. But now the Crew's got a body scan of one of *Westlake*'s POWs—a scan made well after the *Westlake* disappeared.

The Crew traces the body scan back to the troubled moon of Severance, a hotbed of in fighting and claim jumping. Seems the Alliance has a bad habit of inviting settlers and then abandonin' them, just to do it all over again. The original inhabitants of Severance, the "Oldboot Guns," are lead by the volatile land baron, Clarence Mulock. The Alliance was expectin' a certain amount of return on their investment, and when the Oldboot Guns started dying on account of poor farmin' conditions, the Alliance declared their claims null and void.

Figurin' new settlers might do better, the Alliance invited even more folk to settle down on Severance. Only problem was that the Oldboot Guns didn't all die off, and were none too pleased by newcomers tryin' to take what's theirs. These "Jumper Raiders" just want what they was promised—and their leader, Ella Novi, will fight tooth and nail to see they get it.

MASTERIN' THE GAME: CONNECTIN' ANOTHER DOT

Tombstone Bullets and a Graveyard Mind takes place in the Kalidasa System, on a moon called Severance. One interesting feature Crews might discover is a space station orbiting the moon, which is run by Asante Okoro. While most of Asante Okoro's business takes place on Newhall, the station is heavily armed enough to be a good deterrent to any marauders and pirates. The locals have learned that if they don't bother it, it won't bother them.

If you'd like to add this new location and character to your Episode, you can find more detail in the GM-facing supplement, *Things Don't Go Smooth*, beginning on page 31.

In *Tombstone Bullets and a Graveyard Mind*, the Crew gets dragged into this civil war whether they want to or not. Both sides believe that anyone who doesn't stand with them is against them. While trying to stay under the feuding sides' radar and out of the crossfire, the Crew follows the clues to a foul varmint named Sano. This criminally minded fellow found a map, and now he's hell bent on finding a treasure rumored to be buried in a forgotten cemetery.

Sano ain't too sure what that map'll lead him to, but this is one varmint who knows that, whatever it is, the loot is worth something. Only trouble is, he ain't the only soul who's after it. It'll be up to the Crew to navigate this turbulent landscape filled with gun-totin' characters, to follow a trail of breadcrumbs and discover the connection between the *Westlake* and that treasure.



CASTING CALL

CLARENCE MULOCK

"This moon belongs to them what put their time and toil into it."

Character Type: Indomitable Local Strongman

Role: Leader of the Oldboot Guns

Acts: III, IV

Character Description: Clarence Mulock arrived on Severance a generation ago, as an honest settler. Unfortunately, the lunar soil lost its nutrients after a couple of plantings, and the microbes the first settlers brought mutated past the point of medicine to cure. When Clarence's wife and children went hungry and died after the crops failed, he turned to robbery and extortion, amassing power at the expense of his fellow settlers.

Years have passed since Mulock first settled on the moon, and most folk forgot the unsavory way this moon boss made his fortune. Unfortunately, Alliance surveyors saw that no one was makin' their unrealistic projected crop yields and declared the moon uninhabitable, and the old land claims null and void. Usin' the same old come-ons, the Alliance attracted a new wave of settlers with big promises and shorted supply shipments. The newcomers, or Jumper Raiders as the established Severancers call them, turned to raiding existing homesteads for food. Naturally, the citizens called on Clarence to fight them. And now, his gang of Oldboot Guns will be gorrarned if they're going to let the rival faction take what's theirs.

Long ago, Clarence took to bankrolling offworld heists when Severance's resources started to dry up. Through these backroom deals, he recently came into possession of the *Westlake* and its cargo of POWs, and is currently tryin' to figure out how to sell them under the Alliance's nose.

A white haired, portly mountain of a man, Mulock wears a cream-colored jacket over a red velvet vest. He pretends to be a gentleman and'll tip his white hat to the neighbors.

Likes and Dislikes: With the Jumper Raiders bedevilin' him, Mulock can't risk attracting Alliance attention. If the Alliance found out he's been rootin' around in the *Westlake*, they might side with the Jumper Raiders and wipe him out.

Flashbacks and Echoes: Though many settlers on Severance fought in the Unification War, Clarence Mulock was exempt from the fightin' on account of his bum leg. He carries a gold-tipped cane and shakes it at folk whenever he's upset, remindin' them of how much he's suffered on their behalf.

ATTRIBUTES

MENTAL **8**

PHYSICAL **8**

SOCIAL **8**

SKILLS

CRAFT **6**

LABOR **6**

SNEAK **8**

FIX **6**

NOTICE **6**

SURVIVE **10**

INFLUENCE **10**
Stymie

Treason
SHOOT **8**

TRICK **8**

DISTINCTIONS

BANDIT GUARDIAN D8

Being in charge sometimes just means you have the most guns.

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

SCHEMER D8

Everybody wants something. Let's make a deal.

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

☒ **Stay Afloat:** Once per scene, you may take a **Delicate Balance D6** Complication at the start of a high stakes conflict. When you spend a Plot Point to avoid being Taken Out, instead of taking a Complication you may rename **Delicate Balance D6** to reflect your new circumstances.

☒ **Wheeler-Dealer:** If you exaggerate your promises or position while negotiating for services, you may step up **Trick** for the Action. Both 1s and 2s count as jinxes for the roll.

SETTLEMENT SURVIVOR D8

They call you a survivor. Truth is you died back there and just haven't fallen over.

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

SIGNATURE ASSETS

.44 Magnum D6: An old classic revolver, Mulock doesn't find it necessary to fire it very often.

Usually, the appearance of his very large gun is enough to intimidate his opponents.

Train to Nowhere D8: Not just a means of transportation, Mulock's train is also his home and base of operations for the Oldboot Guns.

SUPPORTING EXTRAS

Mulock's Minions: The old man employs several **Goons D6** to provide muscle for him, and arms his thugs well. What makes Mulock's minions dangerous, is the fact that there's a lot of 'em and they could easily gang up on the Crew. In addition to a gang of mean-lookin' goons, Mulock has also hired **Professional Bodyguards D10**.

ELLA NOVI

"We are only here to take what the Alliance has legally given us."

Character Type: Bandit Queen

Role: Leader of the Jumper Raiders

Acts: II, IV

Character Description: When Ella arrived on a government migration boat, she understood right away she'd been taken. She saw other naïve settlers driven off to die in the desert by Clarence Mulock's people. Ella couldn't afford to leave, so did the next best thing: organizing raiding parties to knock Mulock from his perch. The newcomers fell in line with her, because what choice did they have? But to her, they're a means to an end.

The Jumper Raiders leader don't know a thing 'bout no buried treasure. If Ella had robbed Clarence, she'd be hiring gunships to blast his mansion to smithereens instead of savin' that loot for a rainy day. She wouldn't draw no treasure map leading every Tom, Dick and Harriet right to it, either. But just 'cause it ain't her buried treasure don't mean it's nonexistent. Should such a rumor reach her perfectly formed ears, she'll upend heaven and earth in search of that cash. After all, she hates Mulock too much to stop the war between the Jumper Raiders and the Oldboot Guns. It's Queen of Severance or bust.

Ella's gleaming corset and twin dao combine with a hard-edged beauty to intimidate or mesmerize her minions, as their interests dictate. Much to the dismay of her many suitors, what with all her self-objectifyin', Ella avoids romantic entanglements to keep her mind clear. This l'il fact works to her benefit, for the Jumper Raiders believe she's aloof 'cause she's dedicated to their cause.

Likes and Dislikes: Ella spouts newcomer rhetoric all day long. Provided she winds up in charge when the dust clears, she don't care who's lickin' her boots and who's molderin' in a pine box. Truth is, she's got more in common with ole Mulock than she wants to admit.

Flashbacks and Echoes: Ella lit out from Higgins' Moon at age fifteen, and was too young to fight in the Unification War. The only sign of her departure was a knife stuck between her useless stepfather's shoulder blades. With looks her only resource, she whored around long enough to purchase herself a stake on Severance. She don't whore no more.

ATTRIBUTES

MENTAL	8	PHYSICAL	8	SOCIAL	8
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SKILLS

DRIVE	6	INFLUENCE	8	SHOOT	6
FIGHT	10	MOVE	8	SURVIVE	6
<i>Swords</i>		<i>Fencing Footwork</i>		<i>Desert</i>	
FIX	6	NOTICE	6		
FOCUS	8	PERFORM	6		

DISTINCTIONS

VENDETTA D8

Hatred is a passion. It can drive or destroy you if you let it.

- ✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ✓ **Swear Bloody Vengeance:** When someone wrongs or betrays you, you may choose to take a **Feud D8** Complication and inflict a **Feud D8** Complication to the one who wronged you. Spend 1 PP to step back your Complication to **Feud D6**.

PUT MYSELF ON A PEDESTAL D8

You are a goddess – beautiful, admired, and unreachable. Or so you tell yourself.

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

GREW UP POOR D8

There ain't much to be said for being dirt scratch poor 'cept it makes you tough as nails.

- ✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ✓ **Never Surrender:** Once per scene when you spend a Plot Point to avoid being Taken Out, you may step back **Focus** instead of taking a Complication to stay in the fight.

SIGNATURE ASSETS

Twin Dao D8: Novi carries a pair of historically-accurate Chinese sabers primarily used for slashing and chopping. The dao are perfectly balanced, slightly curved, and sharpened to a near molecular scale edge.

SANO

"Positions reversed, you'da done the same."

Character Type: Weaselly Scoundrel

Role: Rival Seeker

Acts: II-IV

Character Description: Never mind his many aliases or his checkered past, this varmint's got a rap sheet in very town from the Border to the Rim. Yes, yes, if folk want to get all pedantic like, Sano's accused of murder, arson, kidnapping, false impersonation of a Companion, extortion, cheatin' at cards, and desecrating temples and the like in over forty towns. But, like many villains outside of the Core, there ain't a lawdog who's determined to take him down—yet.

Just a few weeks ago, Sano arrived on Severance and relieved a doctor of medical supplies he didn't really need. Which was easy, considering the fight between the Oldboots and the Jumpers keeps e'erybody occupied. Thing is, Sano found encrypted datafiles that sure looked to him like a treasure map. Everybody's been chattering about how ole Mulock had his safe broken into, and believe it's stashed somewhere on the moon. Fact is? Sano wants to claim that treasure for his own self, and then hightail it to a Core world and the plush retirement he has deserved for so long.

Small and round, with a voice that's gravelly and high-pitched, Sano is caked in an irremovable layer of dirt and looks like any number of lowlife losers hiding out in the Rim. Sometimes, Sano's ridiculousness shames him. At other times, he thanks the heavens for his funny looks, fore most people think twice about messin' with him.

Likes and Dislikes: Don't ask Sano his last name. It's just Sano. Given names mean complications. They beckon to the past. Nor do old nicknames hold any sway. They're libels, each and every one of them. And whatever Sano did in the past, whether that was when he was growin' up, or a few months ago on another world, well, he aims to leave that behind—so don't ask.

Flashbacks and Echoes: Whatever Sano did in the past, whether that was when he was growin' up, or in the Unification War, he aims to leave that all behind. Maybe Sano betrayed somebody and he regrets it. Maybe he let somebody double-cross him, and he feels guilty 'bout that, too.

ATTRIBUTES

MENTAL **8**

PHYSICAL **10**

SOCIAL **6**

SKILLS

FIGHT **6**

KNOW **6**

SHOOT **6**

FIX **6**

Treasure

SNEAK **8**

FLY **6**

MOVE **6**

Escape

FOCUS **6**

High Tailing

TRICK **8**

OPERATE **8**

Alibis

DISTINCTIONS

LIVING IN THE MOMENT D8

Don't plan for the future. Don't dwell on the past. Just live.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Worry About it Later:* When the GM would add a Complication against to the dice pool in a roll against you, you may spend 1 PP to step that Complication up and remove it from the scene. The Complication returns at the beginning of the next scene.

TREASURE HUNTER D8

You ever hear the Earth-that-was tale of Shangri-La? I think it's out there. In the black.

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

JACK OF ALL CRIMES D8

The concept of original sin means avoiding all the pedestrian crimes and getting truly creative.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *New, Exciting Crime:* When breaking into a place you've never been before, you may double **Operate** or **Sneak** for the Action. Both 1s and 2s count as jinxes for the roll.
- ☒ *Through the Vatican:* When planning a heist, gain 1 PP if you take an **Overcomplicated D8** or **Never Been Done D8** Complication.

SIGNATURE ASSETS

Concealed Lockpicks D6: Sano is never without a set of trusty lockpicks that he keeps hidden somewhere on his body at all times.

Clever Traps D6: This varmint deploys traps to dissuade folk from trailing him. Some of 'em are high tech, and some of 'em are run-of-the-mill—but all of them are nasty.

MINOR CHARACTERS

LIEUTENANT JESSE CASALE

"You're gonna regret you said that. Someday."

Character Type: *Lazy-Eyed Alpha Goon*

Role: *Jumper Raider Lieutenant*

Acts: II, IV

Character Description: This golden haired, bright-eyed, sullen gunslinger showed up after Ella Novi sent him a wave and said she needed his gun hand. Jesse Casale's hard in love with her, but knows full well there ain't no percentage in that. All the same, he's happy to be on the same moon as her.

Jesse's nickname, the Someday Kid, comes from his habit of threatenin' to kill people in that timeframe. Which more often than not, he gets around to. Jesse moves slow, talks slow, and gives the impression of thinkin' slow—the latter of which is decidedly not the case.

The lieutenant got no plans other than makin' Ella happy by winning her war for her, and shootin' whoever she needs shot. He don't wanna take no bullet for her, mind, but he ain't gonna let her down, neither.

Traits: **Slow Speech D4**, **Quick Draw D10**, **Jumper Raider Lieutenant D8**, **Loves his Boss D8**

EXTRAS

CAPTAIN BURTON SCRUGGS

Burton Scruggs is the captain of the *Carson*, one of the few boats that belongs to the Oldboot Guns. The *Carson* is a transport freighter, and a pretty big one at that. But, it's a whale of a ship and maneuvers about as well as you'd expect. Burton and his crew had been the mainstay for exports on Severance for many years. The crew's mostly made up of old vets, and plenty are close to retirement. The *Carson* can take shipments from several different suppliers, makin' each run quite lucrative. While the crew ain't s'pry, their experience keeps the ship flying.

Traits: **Oldboot Freighter Captain D8**

CARSON CREWMEMBER

When the Jumper Raiders came lookin' to undercut the *Carson*, the bottom fell out of their trade. They can't charge the right price to keep this large ship flying or get enough cargo to fill it. Many of the Oldboot Guns were forced to stay on board with no credits to speak of. Even so, the crew's experience makes them formidable, and now they're like old dogs who'd been backed into a corner—ready to bite.

Traits: **Carson Crewmember D10**

LIEUTENANT FLORENCE BREGA

Florence Brega starved on Severance in the same wave of settlers as Clarence Mulock. Like so many others, she lost her family. When Mulock rose in the world, she went begging to him for any scrap of work. Lucky for her, his last housekeeper had just run off. When she saw his underlings engagin' in acts of profound stupidity, she couldn't hold her tongue. This used to weary ole Clarence, till he realized she had more smarts than any of 'em. So he gave her authority.

Her goal in any situation: make the wisest play for the Oldboot cause. Whether that means enlistin' the Crew or buryin' 'em up to their necks in desert sand depends entirely on circumstances.

Traits: **Oldboot Guns Lieutenant D8**

CAPTAIN SARA MOCKRIDGE

Sara and her crew are young and hungry. She's in charge of the Jumper Raider ships and does her best to rule the black between Severance and Newhall. When it became clear the Oldboot Guns weren't gonna leave and most of the land was already taken, many of the Jumper Raiders turned their colony ships into small transport ships, held together with little more than spit—they were designed to do one trip and be taken apart for a new homestead. But desperation keeps them flyin' and the crews are young enough to almost enjoy the risk of knowin' each trip might see their ship fall apart.

Traits: Jumper Raider Freighter Captain D6

DELANY CREWMEMBER

The *Delany* is the "flagship" of Sara's small flotilla and does its best to hassle Oldboot's ships and rescue Jumper ships, as needed. It's a flying brick, with little in the way of weapons, but armored well enough to make an effective ram. Sara and Burton are old enemies now, but neither wants to fire the first shot. Sara's got more backup, but without it she can't take down the *Carson*. All either of them need is a push, though, as things in the black become more desperate.

Traits: Delany Crewmember D8





SCENES AND LOCATIONS

SEVERANCE

"I don't care about no land. I just want to get paid."

– SANO

Newhall is a watery world that exports all manner of seafood, seawood, salt, and other resources. But, that planet ain't much of a tourist destination, even with the offer of overpriced romantic cruises between a few artificial tropical islands located far from the processing plants that dot the surface.

The moons circling Newhall, includin' Severance, were terraformed almost as an afterthought. None of 'em are particularly rich in minerals and the terraforming process went well enough to found a few colonies, but not to make 'em especially comfortable. While there's good land on Severance, large swathes of the moon are covered in dust plains and barren land. Folk can just about make a livin' in the fertile areas. But, if any settler decides to wander anywhere else without enough food and water, no one will find the body.

Due to the moon's remote location and the fact nobody travels to it unless they have good reason to, most folk can't stand outsiders.

Recommended Scene and Location Traits: **Xenophobic Townsfolk D8**

HARVEST VALLEY OUTPOST

"Nothing wrong with makin' a bit of extra on the side, as long as nobody gets hurt too bad."

– DOC BRIGGS

Harvest Valley Outpost was named by the Alliance engineers who built it, before anyone really knew what the place would be like. While there's good farming land in the surroundin' area, the town itself is a dry and dusty place. Most activity in the town is centered on Main Street. Along this street, the buildings are mostly made of sheet metal, constructed from prefabricated frontier building kits. These kits were only designed to help the settlers weather the first couple of seasons; at this point, most of those buildings are fallin' apart.

The outpost offers the locals supplies, medical help, and entertainment.

- ★ **Supplies:** Plenty of shops sell tools, seed packets, and all manner of farming goods. Traders have an unspoken agreement to avoid competing too much, so they can all make a living. Unfortunately, the feudin' between the Oldboot Guns and Jumper Raiders is just as bad among traders, and prices are on the rise.
- ★ **Entertainment:** There are five bars in the town, but only three of them taverns got a name: The Whisky Barrel, the ardently pro-Alliance Freedom Flag, and the Watering Hole. The Whisky Barrel doubles as a brothel, too, but its folk tend to be careful on account of the fact that non-sanctioned Companions, a.k.a. whores, are illegal and will get arrested.
- ★ **Medical Help:** Medical assistance is provided by **Doc Briggs D8**, who, as the only doctor for a few miles, can't do house calls unless it's urgent. His services are mostly needed when farmin' accidents occur or after brawls in the bars, the latter being more frequent. He also acts as a fence for any medical supplies that come his way and makes a side profit selling drugs, like morphine, to those lookin' for recreational chemicals.

The only other site of interest in the Harvest Valley Outpost is the train station. The Train to Nowhere, however, is owned by Mulock, and so it only stops when he chooses. Everyone knows there ain't no point in buying a ticket. The platform and ticket office remain deserted, even though the rails seem clean and well used.

Recommended Scene and Location Traits: **Doc's Office Is on Fire! D6, Poor Folk D4**

Location Triggers:

- ★ *Money Talks:* If you take a **D8** Complication related to giving away money to a local, you may create a **D8** Asset representing that local's aid.

MASTERIN' THE GAME: POOR OLE DOC

In this Episode, Doc Briggs ain't exactly vertical—or breathing! When the Crew discovers him in Act I, he won't tell no tales on account of him bein' dead. Prior to Act I, **Doc Briggs D8** can be found in the Harvest Valley Outpost. The details of his comings and goings are offered below.

Doc Briggs' background is provided in Scenes and Locations for a few reasons. Namely, because even though he's a likeable fellow and has a kind of history with Mulock, the purpose of his character is to die in a fire. Literally. By introducing a few, key details, the ole Doc's death becomes more meaningful to the story.

Should you want to make his death have a stronger emotional impact, don't be afraid to connect him to the Crew in a previous Episode or through a past connection.

TRAIN TO NOWHERE

"The silver snake eats itself."

– RIVER

The Alliance didn't send enough supplies for anyone on Severance, but it did make sure that an expensive train got built. This large and mostly pointless extravagance benefited the Core World cronies who got the contract. Once they decamped, Mulock naturally claimed the unneeded rail system for his personal use.

The railroad tracks were laid every which way, and the only train that's allowed to use 'em is the Train to Nowhere. Mainly, the train takes supplies to those folk Mulock approves of—which is why the leader of the Oldboots keeps a whole passel of armed goons aboard.

While Mulock don't live on the train, he can usually be found there, as it has become his mobile command center. The train is armored, and its maglev systems allow it to reach speeds of nearly 200 miles an hour on a good day. Besides bein' fast, folk assume the leader of the Oldboot Guns has outfitted it with all manner of munitions, security systems, and the like.

Recommended Scene and Location Traits: **Fast-Moving Train D12, Cramped Quarters D8**

Location Triggers:

- ★ *Outnumbered and Outgunned:* If you choose to be Taken Out by surrendering when outnumbered, you gain 1 PP.

MAMA WOLF'S DRY PATCH

"I hate sand. I ever mention that? Sand, sand, sand. Word don't make no sense, neither. Just sounds nasty."

– JAYNE

Outside the relative safety of the towns on Severance is a whole heap of dangerous nothing. There are very few patches of truly fertile land, and the largest settlements huddle around 'em. Outside these areas is a dry, dusty desert filled with rocks and sand. The sun beats down on this side of the moon mercilessly, and folk without water will likely croak before they make it to the next town. After an hour walking or ridin' in the heat, folk are caked in dust and sweat. No one lives out here—no one can.

Still, plenty of people might be lyin' in wait, ready to take advantage of the situation, even going so far as to engineer traps and the like. There are lots of barren rock formations and slopes out in the desert, givin' enterprising types a place to set up an ambush or hole up until the sun dies down. For those folk searching for a quiet location or the perfect spot to bury loot where no one will find it, this is the place to conduct all manner of uncivilized business.

Recommended Scene and Location Traits: **Inhospitable Desert D8, Hot Sun D8**

Location Triggers:

- ★ *Lots o' Rocks*: Spend 1 PP to create a **Caught 'Em Unawares D8** Asset.

ST. HUBERT'S CEMETERY FOR THE BROKEN-HEARTED

"Mal, can we speed this up? I think I saw my name on a headstone back there."

– WASH

St. Hubert's Cemetery for the Broken-Hearted is an old graveyard overlooking a ghost town, and is the location where the climax of this adventure takes place. St. Hubert's is even more desolate than Mama Wolf's Dry Patch, which is why most folk steer clear of it.

The bodies of the *Westlake* POWs are buried in this forgotten cemetery. Each capsule was put in a different grave, and the headstone was marked with a cross and a circle so they could find 'em. Each grave is a little different: some are marked with a wooden cross, others a headstone with a hologram poking out the top, and a few are decorated with an angel of mercy.

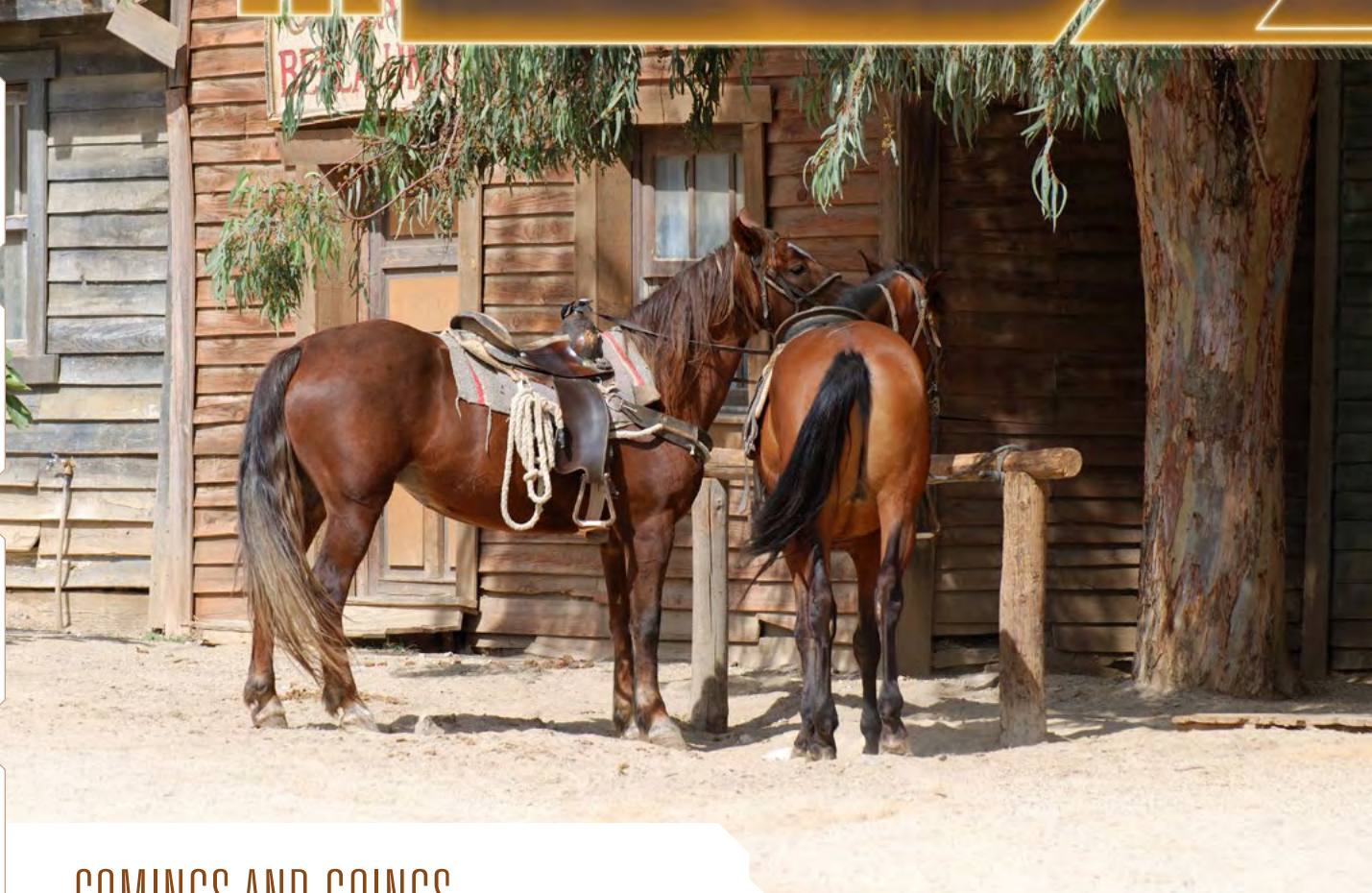
A circle of stones, broken sign, and a marble statue of St. Hubert marks the area. There are one or two larger tombs the size of a small shed, but otherwise no chapel or other buildings to speak of.

Recommended Scene and Location Traits: **Remote Area D6, Creepy Graves D8**

Location Triggers:

- ★ *Dead 'Ard*: Spend 1 PP to create a **These Headstones Make for Good Cover D8** Asset.





COMINGS AND GOINGS

"I realize that shooting people is all part of your master plan, but where do the rest of us fit into your grand scheme?"

– SHEPHERD BOOK

Led to Severance in the **Prelude**, the Crew discovers that the moon is anything but peaceful. Two factions are vying for control and the trouble is even reaching out into space. Before they can even land, the Crew's being hassled by ships from both sides. It seems anybody who wants to land on Severance will find themselves in the middle of a war between the Oldboot Guns and the Jumper Raiders.

When the Crew manages to land in **Act I**, their welcome is no better. They trace the origin on the body scan to a frontier doctor, but find his office is on fire and the ole doc is dead. The likely culprit is a known criminal called Sano, who is one of the rare individuals both factions want to get their hands on for past crimes. The Crew is gonna have to catch up with the trail he's left before someone else does, or all they'll find is a body.

Act II offers the Crew the chance to finally catch up with Sano, but not before Ella Novi, the leader of the Jumper Raiders, and her lieutenant, Jesse Casale, manages to. When Sano reveals he's hell-bent on findin' a buried stash of platinum

bars, Ella loses interest in negotiating, for her rival blamed the theft of those gorramn bars on her! Ella gets it into her head that if there really is a stash of Clarence Mulock's platinum buried somewhere in Mama Wolf's Dry Patch, she wants it. Trouble is, Mulock ain't about to let his treasure go, and sends the Oldboot Guns to turn a simple gunfight into a full-scale battle.

MASTERIN' THE GAME: DON'T SPILL ALL THEM BEANS!

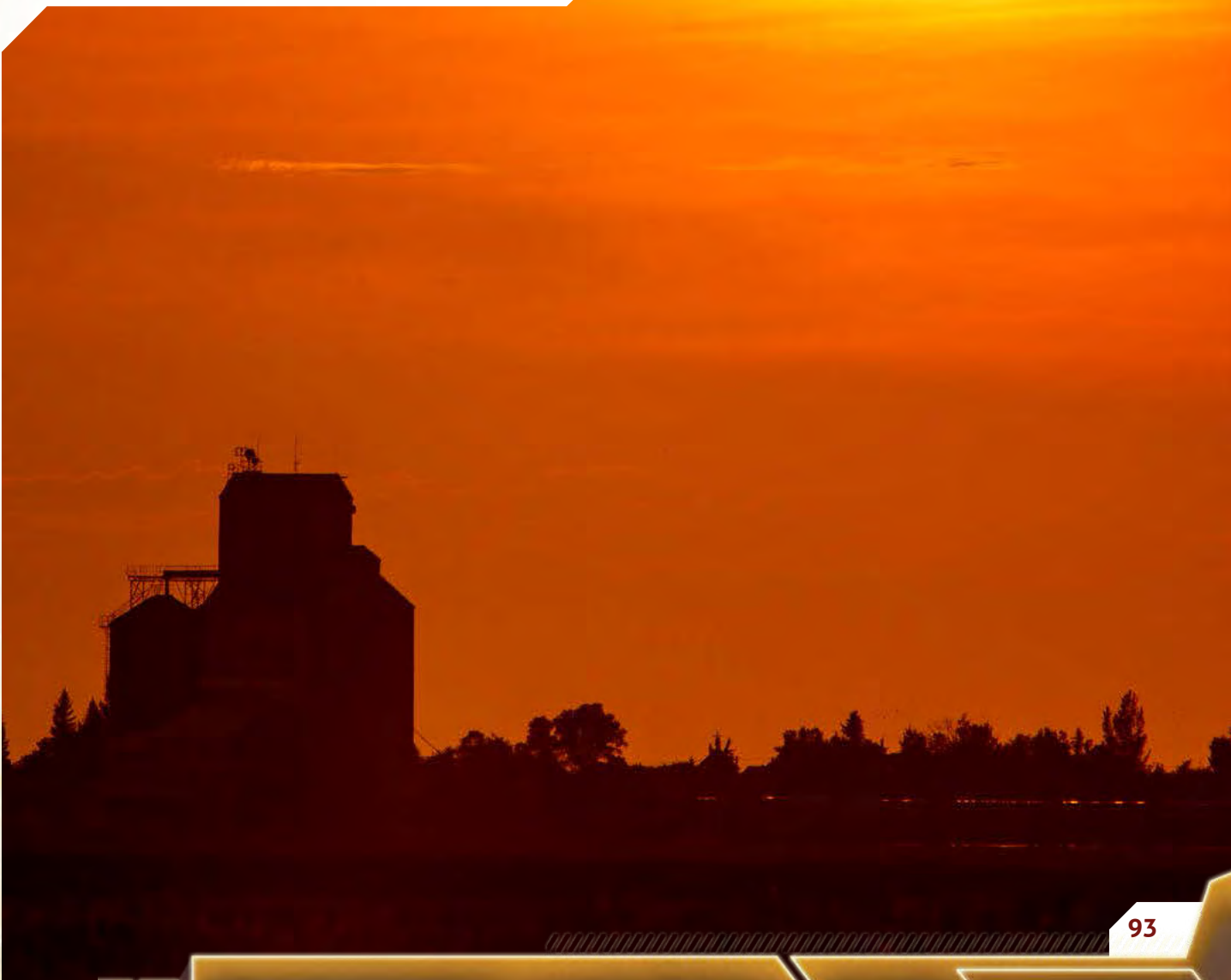
Though *Ghosts in the Black* gives you e'ery little detail of the overall plot, try to keep the details about Doc's connection to Clarence Mulock and the Oldboot Guns as mysterious as you possibly can. Mulock's direct tie to the *Westlake* and the POWs is a big reveal that begs to be unraveled over a longer period of time.

The best way to ensure that the beans don't get spilled, would be to make sure the Crew learns those *Westlake*-related tidbits from characters—not from a quick Cortex search. This'll slow down the knowledge that's revealed and create more emotional ties between the Crew, the characters, and the Alliance, too. After all, if you reveal too much, the Crew might get scared and abandon the search altogether!

Sano manages to slip away in **Act III**, but he's captured by Mulock's goons. They take him to the train that Mulock uses as a base. If the Crew wants answers, they're gonna have to get aboard the Train to Nowhere—'cept it doesn't stop and is full of armed thugs. Even if they make nice with Mulock who's on board, Sano disappeared and ain't nowhere to be found.

Everybody's on Sano's trail, which leads them to St. Hubert's Cemetery for the Broken-Hearted in **Act IV**. Sano refuses to give up on the treasure he still believes to be there, but when he finds bodies instead of platinum, he figures he might need to rethink his plans. Mulock ain't looking to share his schemes with anyone, and Ella tries to take down her rival once and for all. A lot of folk with a lot of guns converge on the graveyard, and no one seems very particular about who they shoot. Can the Crew stay alive in the crossfire and unearth the *Westlake* POWs? Will they have to see everyone dead to stop the feud?

With the POW capsules in their possession, the Crew has tangible proof of the *Westlake*—it's no longer a wild goose chase. Now all they gotta do, is figure out where the POWs came from and whether or not the Alliance will raise hell to find 'em.





PRELUDE: THAT'S A HELL OF A START

At the conclusion of *Prisoner 3102Y*, the Crew received a clue to finding the *Westlake*. The body scan was coded with a location, hidden in the data, that'll lead them straight to Severance. When the Crew tries to land on the moon, however, they'll quickly find themselves in a world of trouble.

"Mal, remember when I asked you to fly us someplace civilized? Severance is definitely not that."

– INARA

THE LOWDOWN: TRIANGULATE YOUR POSITION

The first thing the Crew needs to do is figure out where the body scan came from and how to get there. Luckily, determining the point of origin is reasonably simple, but there's some additional data they may manage to get hold of if they dig deep enough. The Crew's medical officer will likely shed insight on the scan, and may rightly claim the data was created by a medical professional using modern tech.

INVESTIGATING THE BODY SCAN

Crewmember Dice Pool: **Mental + Operate**

Gamemaster Dice Pool: **Easy Difficulty D6 + Medical Tech D8**

Possible Assets: I've Used This Before, Looks Like a Standard 648 Unit, What We Need Is on the Top

Possible Complications: Med Tech Ain't Normal Tech, Bad as a Doctor's Handwriting, Doesn't Anyone Ever Just Sign Things Anymore?

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew can only get the most basic detail on the scan. The location stamp says Severance, but don't say who made it or where to find 'em. But from that, it'll be a simple task to plot a course to the moon.
- ★ **Raise the Stakes:** Diggin' a little deeper the Crew can also discover the scan was done by a doctor named Elijah Briggs. The location of his practice will come up if the Crew checks the Cortex. It can be found on Severance in the Harvest Valley Outpost.
- ★ **Extraordinary Success:** Not only does the Crew pick up the name of the place and the doctor, but they also notice something a little odd about the scan. There's been an attempt to remove a lot of key data from it, too.

The scan was created by Doc Briggs when Clarence Mulock, the leader of the Oldboot Guns, took possession of the *Westlake* POWs and asked him to verify the health of the prisoners. Briggs, however, was also looking to make a few more credits on the side and tried to make a deal behind

Mulock's back. The scan was "proof" that the doc had what he claimed.

At the conclusion of the Lowdown, the Crew will be headin' toward Severance. They may know the identity of the person that created the scan and where the doc can be found, but not much else.

TROUBLE: A FROSTY RECEPTION

However much the Crew knows, their search clearly starts on Severance. It's a simple enough task to plot a course to that moon, even though there's a local Alliance cruiser patrolin' in the area. If the Crew's got any outstanding warrants, they may have to keep an eye out.

As the Crew approaches the moon, they'll detect another ship closin' in on their position. It's a transport ship that's in sad shape, and it's called the *Delany*. The **Jumper Raider Freighter Captain D6**, Sara Mockridge, and the **Delany Crewmembers D8** believe the Crew's making a supply run. Trouble is, the captain of the *Delany* wants to make sure the Crew ain't deliverin' goods to their rivals—the Oldboot Guns.

Initially, while the *Delany* will get aggressively close to the Crew's ship, Sara will be quite friendly. She'll tell the Crew there's something of a situation on Severance and they might want to reconsider where they're droppin' their cargo. Failing that, the captain'll be happy to come aboard and bring the Crew up to speed on the situation if they want to trade.

Unfortunately, Sara's offer is a ruse. She simply wants to get on board to check out the Crew's ship and possibly steal their cargo.

NEGOTIATING WITH SARA MOCKRIDGE

Crewmember Dice Pool: **Social + Influence**

Gamemaster Dice Pool: **Challenging Difficulty D8 + Not Her First Rodeo D8 + Jumper Raider Freighter Captain D6**

Possible Assets: **I Don't Trust No One, All Seems Mighty Convenient, My Momma Didn't Raise No Fool**

Possible Complications: **Seems like the Trustworthy Type, Not Everybody's Trying to Kill Us, I'm Askeered of Strangers**

Example Results:

- ★ **Failure to Raise the Stakes:** Sara's information is insightful and valuable to the Crew. The captain of the *Delany* seems like she wants nothing more than a reasonable exchange.
- ★ **Raise the Stakes:** There is something about Sara and her crew that just don't seem right. The *Delany* captain and crew might be truthful, but the Crew'd be fools not to keep an eye on them.

DELANY

ENGINES 10

HULL 8

SYSTEMS 6

SKILLS

CREW 8

DISTINCTIONS

FIREFLY CLASS TRANSPORT 8

Designed as a multi-purpose boat, this mid-bulk ship is extremely versatile and can be used as a salvager out in deep space or to haul passengers from one town to another. Though variations exist, all Firefly ships have the capacity to take off and land vertically and are engineered with certain fixed compartments: cargo hold, engine room, quarters, and bridge.

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

HELD TOGETHER WITH DUCT TAPE AND CHEWIN' GUM 8

Right 'bout now you're wishing you listened to your mechanic when she said you needed a blah blah blah blah for the blah blah.

- ✓ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ✓ **It Can Wait:** Step up a Complication related to delaying a needed repair to gain 1 PP.

BULL IN A CHINA SHOP 8

You've reinforced the fore of your ship such that she's a weapon all on her own. Who needs guns when you can blow right through an enemy ship like she were paper?

- ✓ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ✓ **Ramming Speed!:** Take or step up a **Minor Hull Damage** Complication when you successfully ram another ship to step up a Complication that you just inflicted on that ship.

SIGNATURE ASSETS

GRAPPLERS 8

PORTABLE AIRLOCK 8

- ★ **Extraordinary Success:** Captain Sara Mockridge's plan to double-cross the Crew is see-through. Although Sara does have some useful info about the Jumper Raiders and the Oldboot Guns, the Crew'd be wise not to trust her.

After a little negotiation, the Crew will either allow Sara and some of her crewmembers to board, or they won't.

If the Crew doesn't play nice with the Jumper Raiders, the *Delany* will attempt to collide with the Crew's ship and clamp on. Then, the *Delany* captain and her crew will try to jerry-rig a dock and board her.

‘Course, the Crew might skip dealing with the captain altogether and simply make a run for it. Whether trying to slip past the *Delany* or attempting to dodge their ramming maneuvers, the fate of the Crew’s ship is in the hands of the pilot.

ESCAPING THE DELANY

Crewmember Dice Pool: **Engines + Fly**

Gamemaster Dice Pool: **Engines D10 + Crew D6 + Bull in a China Shop D8 + Grapplers D8 + Portable Airlock D8**

Possible Assets: **Fancy Flyin’ Maneuvers, You Can’t Do What I Can, Got a Reinforced Hull**

Possible Complications: **What’s That Sound?, They’d Never Try Something That Stupid, Not as Responsive as I’d Like**

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew can’t avoid the *Delany*, and with a thump the ship connects to the boarding ramp, creating a hard seal.
- ★ **Raise the Stakes:** The *Delany* is flyin’ too fast for the Crew to escape, but the ship didn’t get close enough to ram into the Crew’s boat. It’s a standoff: the Crew can’t get past the *Delany* and the Jumper Raiders are unable to board. The rival captain will try to renegotiate in light of this new predicament.
- ★ **Extraordinary Success:** The pilot has left the *Delany* in a pile of space dust. The Crew will no doubt fly as fast and as hard as they can towards Severance, but their boat is now marked as hostile by the Jumper Raiders.

If the *Delany* crew and captain board the ship, all manner of hell could break loose. Nobody wants to start a gunfight on board the Crew’s ship, though, for they ain’t that dumb. Sara is actin’ on behalf of the Jumper Raiders, and as soon as she thinks the Crew’s on her side, she’ll back off.

How the Crew feels about an alliance with the rival captain and her crew, of course, will depend on the tense nature of the situation.

SHOWDOWN: GETTING CROWDED IN MY SKY, CAP’N!

As soon as the Crew regains control of the situation, another ship approaches them from the moon’s surface. This one’s called the *Carson* and is helmed **Oldboot Freighter Captain D8**, Burton Scruggs, and the **Carson Crewmembers D10**. While both ships make a living trading supplies back-and-forth from Newhall to Severance, they also spend a lot of time keepin’ an eye on each other. Like Mockridge, Scruggs has flown in to investigate the situation.

CARSON

ENGINES **6** HULL **10** SYSTEMS **8**

SKILLS

CREW **10**

DISTINCTIONS

POLARIS CLASS CARGO LINER **8**

This mid-sized cargo liner is an older model that’s distinguished by its slower speed and thickened hull. Though it’s small for its class, the Polaris is a heavier ship that was once manufactured by the Trans-U shipping company. Because it’s not widely used and is no longer in production, pilots who recognize this ship will find it odd no matter who’s at the helm....

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

BEEN AROUND THE ‘VERSE **8**

Your boat has been in service a long while. It’s probably had a few different owners and crew in its time, but it’s also got a fair amount of charm.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ **They Don’t Make ‘Em Like This Anymore:** Step back the difficulty die when making a **Fix** roll to repair the ship. Step up any Complications that result.

TURTLIN’ **8**

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

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ **Like Turning the Titanic:** Step back you ship’s **Engines** for the rest of the scene to step up your ship’s **Hull** for the rest of the scene.

SIGNATURE ASSETS

MASSIVE CARGO BAY **8**

TRACTOR BEAM EMITTER **8**

Burton’ll make most of the same assumptions Sara did, which’ll kick up more dirt. But, the crew of the *Carson* won’t try to board the Crew’s boat, since that would leave them vulnerable to an attack from the *Delany*.

This is one situation that can be resolved with a well-timed conversation. While neither ship can really stop the Crew from landin’ on Severance, both boats could always send a wave and warn both factions to make sure there’s an armed welcomin’ party for the Crew when they land. Be sure to gauge the results of the roll dependin’ on the Crew’s intent. If they decide to try and trick the captains, alter the results to reflect what happens when they play both sides against the middle.

If the Crew decides to try and burn past the *Carson*, too, you can use the same dice pools suggested in Trouble: A Frosty Reception to help ‘em slip past the *Delaney*.

CONVINCING BOTH CAPTAINS

Crewmember Dice Pool: **Social + Influence**

Gamemaster Dice Pool: **Challenging Difficulty D8**
+ **Ornery Negotiators D8** + **Oldboot Freighter Captain D8** + **Jumper Raider Freighter Captain D6**

Possible Assets: **Just Want to Help You Folk, Face as Harmless as a Wee Babe, Got No Ulterior Motive Here**

Possible Complications: **You've Already Taken Sides, Not from Around Here, Probably an Alliance Stooge**

Example Results:

- ★ **Failure to Raise the Stakes:** Not only does the Crew fail to make things better, they make things a little worse. Both Sara and Burton decide the Crew are secret Alliance moles and team up to attack 'em.
- ★ **Raise the Stakes:** While the Crew hasn't made any friends, they haven't made any enemies either. Both Burton and Sara take their word for it that they're a neutral party and are happy to let 'em go in peace.
- ★ **Extraordinary Success:** Somehow, the Crew manages to make friends with both crews. Not only will they let 'em pass in peace, they also send a wave to their allies to tell them the Crew is decent folk.

Now that the Crew has dealt with both captains, they are ready to land on Severance. Unsurprisingly, the Crew's welcome on the ground ain't much better.

MASTERIN' THE GAME: THREE TIMES THE LOCATIONS

Though the story in act I can be condensed into a single scene, it takes place in a few different locations depending upon where the Crew lands, and where they pick up the trail to find Sano. This is important for a few reasons. First, if the act opens and you are expected to narrate the scene, place them outside of the Harvest Valley Outpost instead of in a remote location, and allow the **Xenophobic Townsfolk D8** to get a good look at the Crew. That'll reduce your need to constantly assess the Assets and Complications, and make sure the Crew doesn't waste Plot Points on Assets that won't be relevant for long.

Second, the more locations you have, the longer the act becomes. If pacing is a concern, try to tighten up the Showdown and, if needed, skip the hunt for Sano by bringing the act to a thrillin' finish.





ACT I: AN UNFORTUNATE PREDICAMENT

There's a chance for the Crew to choose a side, which means every friend they make down on the surface brings a whole clutch of enemies with 'em. Worse, although the body scan leads them straight to the doctor—he's gone up in flames.

"Wait, is that building on fire? Right, well... I guess I'd better make myself useful."

– Simon

THE LOWDOWN: LOVE THAT LOCAL COLOR

Now that the Crew has met the welcoming committee, they're free to land on the surface of the moon. Wherever they land, **Oldboot Guns Lieutenant** **D8** Florence Brega will approach 'em in response to the conclusion of the Prelude. At this point, the Crew should begin to realize the Oldboot Guns are better-equipped, for the most part, than the Jumper Raiders, and they're a little tougher.

Lieutenant Brega, and whomever else she brings along, is on the Oldboot Guns side. She'll keep her allegiance to herself initially, because the Lieutenant wants to see if the Crew has picked a side. If they claim to join the Oldboot Guns, and that's backed up by Captain Scruggs, Florence will help 'em out. In that situation, the Crew won't need to set the stakes to try and convince her to ally with them.

If the Crew claims they're neutral, and she's got no reason to believe they're working for the Jumpers, she'll let 'em go but will keep an eye on them. However, if they claim to be Jumper Raiders, the Lieutenant will look for a reason to shoot first.

One way Florence can be appeased—even if the Crew claim to support the Jumpers—is if the Crew lets her to take a look over their ship. The reason why she's tooling all over the place, is because the Lieutenant is hunting down a criminal named Sano. While she ain't a lawdog, the Lieutenant will explain that the law operates a little differently down on Severance, and folk band together when there's justice to be done.

Lieutenant Brega is meant to be an Extra, to kick off the rest of Act I. If the Crew's interactions with her become more involved, or are expanded beyond her initial intent, consider bumping her up to a Minor Gamemaster Character.

HELLO, OLE FLO!

Crewmember Dice Pool: **Social + Influence, Social + Trick**

Gamemaster Dice Pool: **Challenging Difficulty D8 + Oldboot Guns Lieutenant D8**

Possible Assets: **Ain't Got No Criminals Here, We Don't Want Trouble, Just Bein' Polite**

Possible Complications: **Big Fat Mouth, Trouble on Arrival, Looks Shifty**

Example Results:

- ★ **Failure to Raise the Stakes:** Florence Brega will let the Crew go on their way, but the Crew takes a **We Annoyed the Oldboot Guns D6** Complication.
- ★ **Raise the Stakes:** The Lieutenant lets the Crew go on their way, and neither helps nor hinders 'em. She will, however, keep an eye on them, just in case they're not on the up-and-up.
- ★ **Extraordinary Success:** Not only does Florence Brega allow the Crew to be on their way, Mulock will be more inclined to have his goons stand down in Act III.

What the Crew knows will depend on how much they're willing to share with her. There's a good chance the Crew may want to keep the body scan to themselves, but that doesn't mean the lieutenant can't lead them to their destination in a roundabout way.

If Florence takes a decent likin' to the Crew, she'll tell 'em to drop by the Harvest Valley Outpost to rest up and resupply. She'll mention the Outpost has a state-of-the-art medical facility, and it's a good place to patch up and hurts they might have. If the Crew doesn't make friends with Florence, veer them toward the Outpost by revealing another piece of data buried in the scan, or have Sara Mockridge send 'em a wave and suggest they grab some supplies.

TROUBLE: OUT OF THE FIRE, INTO THE BLAZING FURNACE

Embedded in the body scan, is a data point which leads them to medical facility run by Doc Briggs. If the Crew didn't get the Doc's name from the scan, they might ask around some to figure out which facilities in the area have state-of-the-art technology.

When the Crew arrives, however, ole Doc's building is up in flames—and the doctor is as good as dead. Faced with an emergency situation, the Crew will be forced to either help the locals or walk away, in order to get more information.

A PASSEL OF POSSIBILITIES

There are several actions the Crew could take to impress the townsfolk. They might try to rescue Doc Briggs, help get water to fight the fire, help build a trench to stop the flames from spreading, see to those who have been hurt in the explosion, or gossip with some of the few onlookers.

Here are the basic dice pools associated with sample Actions for this roll:

- ★ **Fighting to Put Out the Fire: Physical + Labor**
- ★ **Seeing to the Wounded: Mental + Treat**
- ★ **Building a Fire Trench: Physical + Operate**
- ★ **Gossiping with Townsfolk: Social + Influence**

When figuring out your dice pool, use this combination regardless of which Action the Crew takes: **Challenging Difficulty D8 + Xenophobic Townsfolk D8 + Doc's Office Is on Fire! D6**. If want more dice to roll, you may want to add Scene or Location Trait dice or, depending upon how you want to involve the two factions, some of their people, too.

Don't forget to tailor the Assets and Complications to the scene. In this situation, because the doc's office is a temporary location, you might want to rely on Social Assets and Complications that could impact the Crew for the duration of the Act, instead of Physical Assets and Complications that only apply to one-or-two rolls.

Should the Crew attempt to try and brave the flames, a simply **Mental + Treat** roll will allow the Crewmember to discover how the doctor died. Unfortunately, someone tried to strangle him, and was already unconscious before the building started on fire.

THE JURY SAYS...

After the flames die down, the Harvest Valley residents will either regard the Crew as heroes or damn them as villains. If they're heroes, the residents will claim that they've arrived just in the nick of time, that ole Doc's murderer—Sano—is slipping away. Then, they'll give them access to the burnt medical center to investigate. There, they'll find the remains of an advanced body scanner. While it's beyond repair, it's easy for the Crew to compare serial numbers to the scan and confirm this was the machine that generated it. Savvy investigators might figure out that the scanner seems to be the source of the fire, and Sano probably knows something he shouldn't.

If villains, however, several of the townsfolk will accuse the Crew of being Sano's accomplices. The only way they'll believe they're innocent, is if they find Sano and bring him back to them.

Too, the Crew might want a reason Sano set fire to the doctor's office. If'n that's the case, use your best judgment to tailor Sano's reasoning to what makes the most sense. Then, reveal that motivation at the most opportune time—even if that means keeping that reason more mysterious until a later Act.

For example, reasons Sano might have murdered the Doc include:

- ★ The Doc caught Sano trying to patch himself up, and confronted him.
- ★ Sano was trying to steal the Doc's X-Ray equipment, to use it to hunt buried treasure.
- ★ Sano caught wind that the Doc had buried treasure, and asked him about it.
- ★ According to Sano, the body scans were fake. They were a chance for the Doc to hide the location of platinum bars. Sano was trying to confront the doc to find out what the scans meant.

At the conclusion of Trouble: Out of the Fire, Into the Blazing Furnace, the Crew should realize the only person who might know something about the *Westlake*, is the last one who saw the ole Doc alive: Sano.

SHOWDOWN: MAMA WOLF HAS BIG TEETH

While the Crew may not glean much information from the locals, it should be clear the doctor's murderer is their strongest lead. They've tracked the scan to the right place, but the only person who talked to the doc before he died has run off into the desert. However, thanks to Lieutenant Brega, the Crew might also realize they ain't the only people looking for him. The townsfolk, regardless of whether or not they're siding with the Jumper Raiders or the Old Boot Guns, are out for blood. If the Crew wants to talk to Sano, they're gonna have to find him before somebody puts a bullet in him.

Unfortunately, the locals will admit they're aware of where Sano has gone, but they're too afraid to go after him. Sano has left a clear trail behind him, and he's holed up somewhere in Mama Wolf's Dry Patch. Outside the safety of the Outpost, the desert is filled with raiders and varmints like Sano. The townsfolk will caution the Crew to take plenty of supplies, as many have died out there among the rock and dunes.

Depending upon the length of this Act, you might want to bring it to a close and cut to commercial. If the Crew is anxious to find Sano, the fastest way would be to fly their ship to habitable locations in the Dry Patch. For a more grueling adventure, the Crew can hike through the desert to find him or, if you want to make this part of act I even more challenging, throw in a couple of encounters with a rival faction, too.

TREKKING THROUGH THE DRY PATCH

Crewmember Dice Pool: **Physical + Survive**

Gamemaster Dice Pool: **Challenging Difficulty D8 + Inhospitable Plains D8 + Hot Sun D8**

Possible Assets: **Stocked Up Beforehand, Weather Could Be Worse, Trail Looks Pretty Clear**

Possible Complications: **Should We Have Brought Water?, We're Going 'Round in Circles, Unprepared for the Desert**

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew finds the trail easy enough to follow, but makes a few wrong turns, adding more time to their trip. Each player should pick a medically-related **D6** Complication based on how they feel the journey has affected them. They might be **Suffering from Sunstroke** or **Dehydrated**. These Complications reflect the physical trials of being out in the desert, and will affect their meeting with Sano.
- ★ **Raise the Stakes:** Luckily, the Crew makes the right calls and the journey to Sano's hideout takes about as long as it should. Supplies have run out by now, and they are all tired and hungry, but don't suffer from dehydration or heat stroke.
- ★ **Extraordinary Success:** It turns out the Crew is pretty well suited to the desert. They've got a few supplies left, and have found Sano's hideout with ease. They gain the Asset **Beaten the Desert D6** which'll help them in their encounter with Sano.

At the end of the desert trail, the Crew comes to an odd rock formation. It seems their quarry has holed up here. Unfortunately, there's another party that got to him first.



ACT II: WANTED FOR QUESTIONING

The Crew has tracked Doc Briggs's murderer to a pile of rocks in the desert. Though they're hot on Sano's heels, the Crew ain't the only ones who are dogging after Sano.

"You know, this Sano character better be worth our trouble. Otherwise, I'll be fixin' to put a bullet in his brain my own self."

– MAL

THE LOWDOWN: LIKE A RAT IN A HOLE

The trail ends at a strange rock formation out in the middle of nowhere. The land is, like the rest of Mama Wolf's Dry Patch, barren and dusty. If the Crew gained any Assets or Complications at the conclusion of Act I, they'll certainly apply here. Too, this Act should go pretty quick. Keep the action hopping by taking advantage of tense moments. Don't be afraid to shoot first!

As the Crew approaches the pile of rocks, the Jumper Raiders will easily spot them. It is up to you how many Jumper Raiders you need to stress the difficulty of this situation. The Jumper Raiders will react to the Crew based on their interactions up to this point. They might warn them, fire a couple of warning shots, or chase the Crew out of the area.

Ella Novi and her Lieutenant, Jesse Casale, will likely be in attendance. One of 'em is on guard at all times while the other makes sure Sano stays very uncomfortable. Turns out, they captured Sano because he's got a big mouth and is after some treasure—platinum bars, he thinks—that's been stolen from Clarence Mulock, her biggest rival.

Unfortunately, Mulock started a rumor that Novi took e'verything from him so he could justify killin' a few of his own double-crossing goons. That pretty little lie fired up the Oldboot Guns and increased the price on her head, long before Sano got wind of the treasure.

SHOOT 'EM OR LOSE HIM

To resolve this situation, the Crew might try and shoot their way past the Jumper Raiders. The score on the line is far too big for anyone to walk away without exchanging a few bullets. Remember, if Ella Novi enters the fray, she'll rely on her twin dao to cut her opponents down. However, she's not the type of faction leader that'll back down and not shoot somebody, so give her a gun if needed.

This isn't the big showdown yet, though, so no need to go through a full Action Order to resolve this situation.

Crewmember Dice Pool: Physical + Shoot

Gamemaster Dice Pool: Physical D8 + Shoot D6 + Vendetta D8 + Jesse's Gunslinger D10

Possible Assets: Got Them Pinned Down, Found Decent Cover, They're Outnumbered

Possible Complications: No Decent Cover, Can't See in All This dust, Have to Protect Sano

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew can't seem to get a bead on Ella and Jesse, and take more fire than they expect. Give the Crew a few medical Complications for their trouble. Meanwhile, the Jumper Raiders break ranks and dash, leaving Sano behind to fend for himself.
- ★ **Raise the Stakes:** The Crew has the Jumper Raiders on the run.
- ★ **Extraordinary Success:** The Crew manages to force Ella Novi and Jesse Casale to surrender and hand over Sano. They won't talk much, but they can be taken prisoner.

Trouble is, seems like there's been a big ole misunderstanding. Give the Crew a chance to find out what's really been goin' on. The only thing Ella Novi and Sano won't know is if the treasure is real and what the connection between the platinum bars, Doc Briggs, and those medical scans are. While everyone is happy to talk, no one's looking to say anything of real value.

TROUBLE: UNGRATEFUL STRANGERS

Having been rescued, you would think Sano would be grateful, even if he is still tied to a chair. But the situation is the same for him, just different people asking questions. If the Crew brings up the body scan, he might show more interest in them.

The same rules apply: Sano's got too much to lose to bargain with less than his life.

PRESSURING SANO TO TALK

Crewmember Dice Pool: Social + Influence

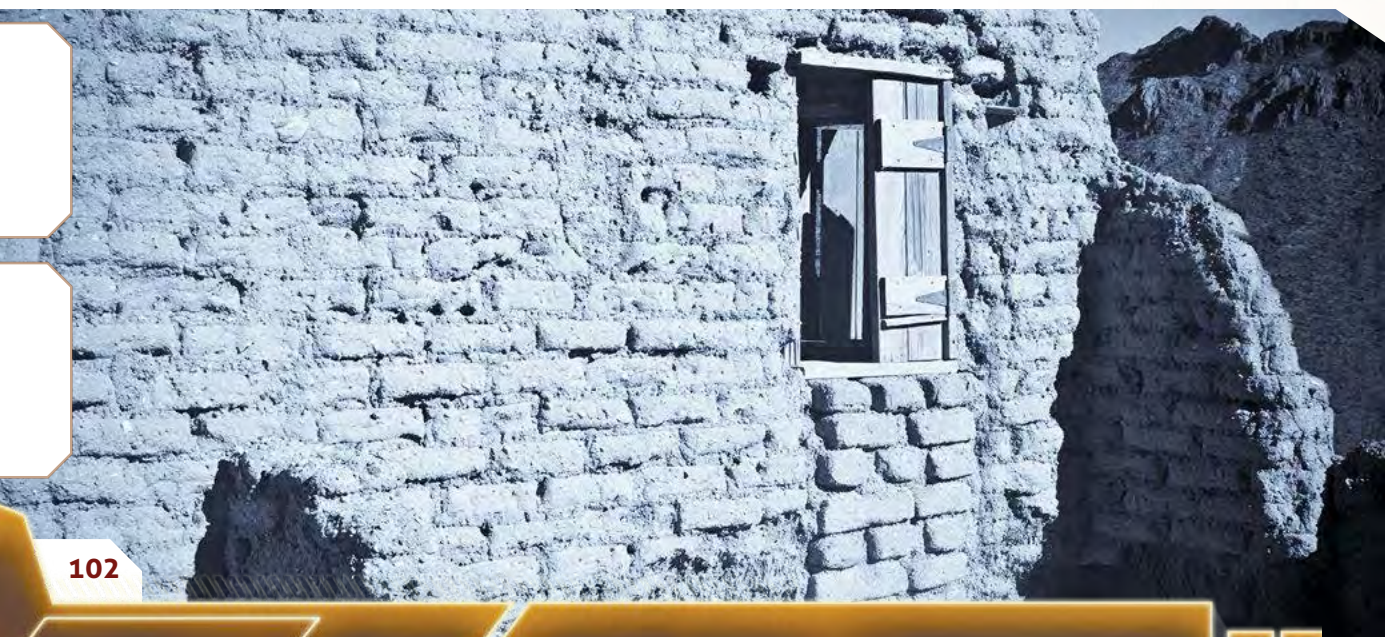
Gamemaster Dice Pool: Mental D8 + Focus D6 + Living in the Moment D6

Possible Assets: Look Pretty Threatening, I Can Really Hurt You, Ten Percent Share of the Loot

Possible Complications: Not Very Impressive, Too Many Good Lawdogs, You Ain't Got the Stones

Example Results:

- ★ **Failure to Raise the Stakes:** Sano won't talk. Simple as that.
- ★ **Raise the Stakes:** While Sano won't tell them the location of the big score, he'll let slip that he don't really know what it is. He will admit to killing the doc and explain that he intercepted the scan from a courier.
- ★ **Extraordinary Success:** As above. Sano will profess to lead them to the treasure, but won't tell 'em where to look unless they agree to take him along.



SHOWDOWN: ANOTHER GORRAMN CAVALRY?

Before the Crew has time to get any rougher with Sano, the cavalry arrives. Mulock, who keeps tabs on folk, got word a search party went after Sano and sent a “few” goons to investigate. Just as everyone is getting real nice and cozy, a whole mess of Oldboot Gun members—could be two or three dozen—appear on the horizon, whoopin’ and hollering.

The Oldboot Guns are driving trucks and are armed with a variety of weapons. The noise they make gives the Crew ample time to get into their own vehicle, if’n they brought one along, and hightail it out of there. It’s pretty clear that the Crew wouldn’t be able to hold their own against this many folk.

ESCAPING THE PACK

Crewmember Dice Pool: Physical + Drive

Gamemaster Dice Pool: Challenging Difficulty D8 + Mulock’s Goon 5D6

Possible Assets: Saw Them Coming, Faster Vehicle, Experienced Getaway Driver

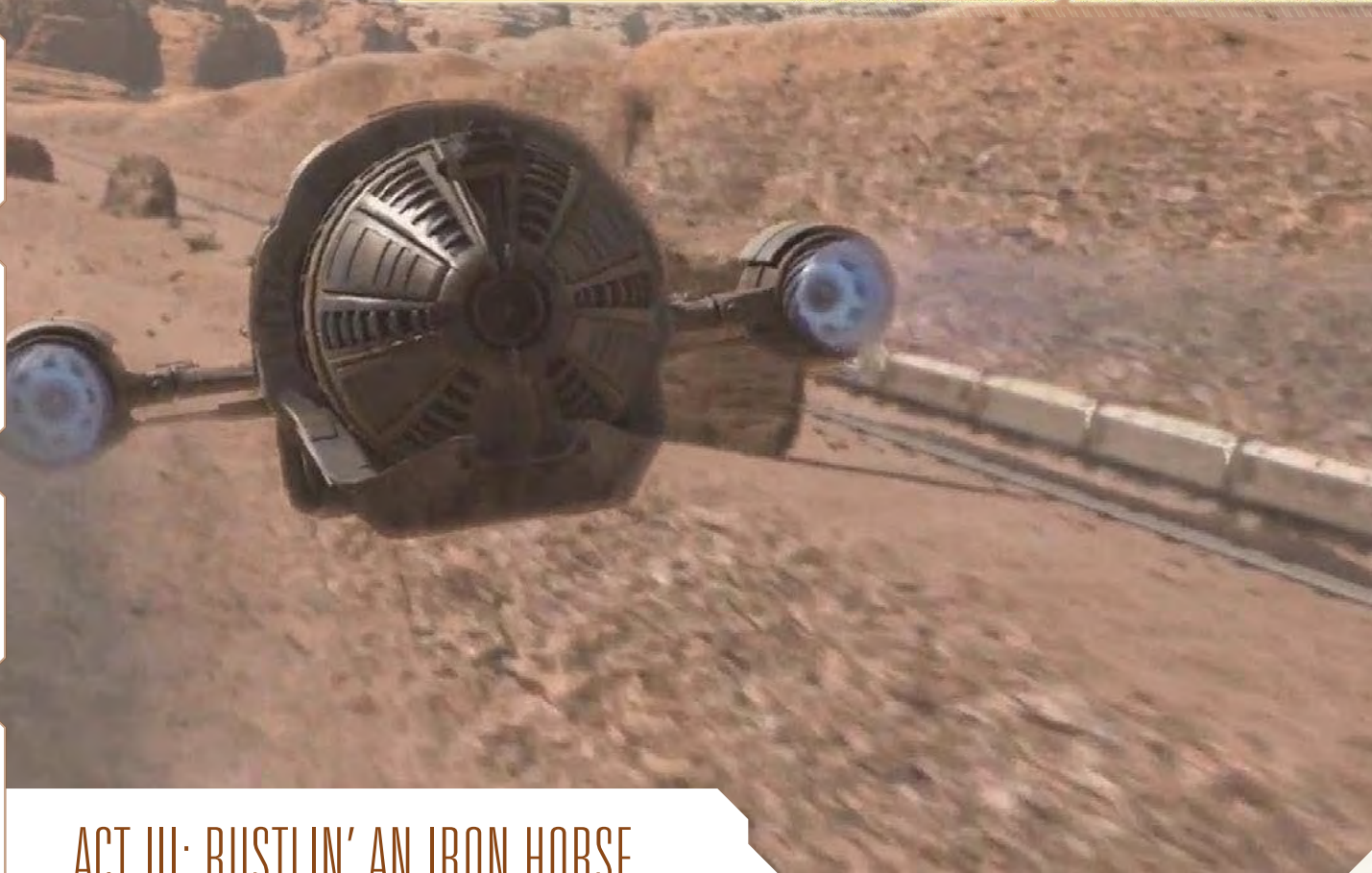
Possible Complications: Why Didn’t You Put in More Gas?, I Can’t Shoot and Drive at the Same Time, We’re Going too Fast

Example Results:

- ★ **Failure to Raise the Stakes:** After an epic chase, the Crew is overtaken and surrounded. Guns are pointed at them until Sano—and, if they are present, Ella and Jessie—are handed over. If they comply, the Crew gets to live. The Crew won’t be harmed, but their equipment or vehicle will be. They suffers a related **D8** Complication.
- ★ **Raise the Stakes:** The Crew escapes the horde of Mulock’s killers, but during the chase, Sano manages to get free and is grabbed by the Oldboot Guns.
- ★ **Extraordinary Success:** As above. The Crew also finds out Sano has been kidnapped and will be forced to face Mulock on the Train to Nowhere.

At the end of this Act, Sano has been kidnapped by the Oldboot Guns and is being taken to Clarence Mulock’s headquarters: the Train to Nowhere. The Jumper Raiders that were present in this Act may have been taken along as well, but they’ll be treated differently than Sano will. Mulock wants the knowledge Sano has, and he’s desperate to extract it since the Doc is dead.





ACT III: RUSTLIN' AN IRON HORSE

Sano's been captured by Mulock's goons and is going for a train ride. If the Crew wants him back, they're gonna need to perform an old-fashioned train heist.

"Rob a train? Vera says this'll be fun."

– JAYNE

THE LOWDOWN: JUMPIN' JACKALOPES!

Having lost their only lead, the Crew needs to find Sano again to figure out what the connection is between the body scans and his buried treasure. Remember, the only character present in this Episode that knows what the buried treasure might be is Clarence Mulock, since Doc Briggs is already dead. Sano, Ella Novi, and all the other characters think that somebody stole from Mulock and buried that loot somewhere on Severance.

After a fashion, it's true that Mulock was robbed. Doc Briggs did steal from Mulock, except he didn't take no platinum bars, but body scans of Alliance POWs. The Crew may guess that the body scans are real, or that they belong to prisoners, but they won't be able to verify the truth right away. Once the Crew rescues Sano, they still need to find the treasure—which is why they need to make a deal with the murderin' bastard.

If the Crew didn't learn, at the conclusion of Act II, where the Oldboot Guns were headed, give them the opportunity to regroup and figure it out by questioning the locals.

ASKING AROUND AGAIN

Crewmember Dice Pool: **Social + Focus**

Gamemaster Dice Pool: **Easy Difficulty D6 + Not Really a Secret D6**

Possible Assets: **Plenty of Friends in This Town, No One Likes Sano, I Got Money**

Possible Complications: **Why Does No One Like Me?, We Don't Like Strangers, You Can't Do Me No Favors**

Example Results:

- ★ **Failure to Raise the Stakes:** While no one's really looking to talk, the word on the street seems to be that if Mulock has Sano, he'll take him to the train. Unfortunately, Mulock knows the Crew is after him, and they'll earn a **This Train is Armed and Dangerous D8** Complication.
- ★ **Raise the Stakes:** Sano is so unpopular, someone will happily talk. Mulock's train pulled in recently and Sano was seen being taken aboard. If Ella, Jesse, or any other Jumper Raiders were taken, they were also seen busting out.
- ★ **Extraordinary Success:** As above. Depending upon which faction the Crew's been making nice with, they'll earn an appropriate Asset. Either **Help from Jumper Raiders D6** or **Aid from Oldboot Turncoats D6** will help them in this Act.

TROUBLE: TWIN TRACKS OF STEEL

Sano's proving a slippery customer to follow, and now he knows people are after him and what he knows. Unfortunately for the Crew, he's now in the hands of Clarence Mulock, on a heavily armed and armored train. If the Crew's gonna have any chance of findin' the *Westlake* sleepers, they're gonna have to spring Sano, and that means gettin' aboard the train. This ain't as easy as it sounds, and if you've been paying attention, it didn't sound that easy to begin with!

Luckily, the Crew's got a few advantages: the train can only travel on rails, and there's only one train line. Plottin' where the Train to Nowhere will be is very easy. For the purposes of this Act, the train is treated like a vehicle, and the dice rolls were suggested to reflect that usage.

The best way to prepare for this encounter would be to review the Episode Guide in the **FIREFLY RPG COREBOOK** on page 28 to review "The Train Job," as well as the section about alternative vehicles on page 230. If the Crew is hoping to jerry-rig the terminal guiding the train on the tracks, refer to "Trash" on page 109.

Here's a sample roll that's bound to happen in most adventures:



BOARDING A MOVING TRAIN

A Crewmember might want to board a moving train. The stakes for this roll are at your discretion. If you decide this is a High Stakes roll, boarding the Last Train to Nowhere could result in a Crewmember's serious injury which would Take them Out of the Act. Too, don't be afraid to assess other results, like the loss of gear or Complications that are medically-based.

Crewmember Dice Pool: Physical + Move, Mental + Operate, Physical + Craft, Mental + Know, Physical + Sneak

Gamemaster Dice Pool: Challenging Difficulty D8 + Fast Moving Train D12 OR Challenging Difficulty D8 + Granite Ravine Walls D10

Possible Assets: I'm Feeling Bouncy, Doesn't Look That Fast, They'll Never Suspect We're Here

Possible Complications: I Think I Mistimed That, Crap, They Spotted Us, I've Changed My Mind About This

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember didn't make it onto the speeding train, and will have to try again. Give the Crewmember a medical **D6** Complication that reflects the nature of their injuries.
- ★ **Raise the Stakes:** It was a scary jump, but the Crewmember made it and is now standing on top of the moving train. Now all they gotta do is find a way inside!
- ★ **Extraordinary Success:** The Crewmember leaps aboard the speeding train like an Alliance agent. Keeping low, the Crewmember evades the sight of any of the guards or cameras, and has also managed to land near an opening.

Once the Crew is on board the *Train to Nowhere*, they'll need to dodge Mulock's goons and search for Sano.

SHOWDOWN: PREDATOR AND PREY

While the Crew could shoot their way to the car where Sano's being kept in a blaze of glory, the sensible option would be to stand down when the odds stack up. Mulock's goons are not there to Take them Out, and will tell them they're just following orders. Mulock suspects the Crew knows something—which means he wants to talk to them, too.

That don't mean, however, that some Crews won't try to shoot first and ask questions later.

SHOOTOUT ON A SPEEDIN' TRAIN

Unless the entire team manages to board the train like an Alliance agent, the guards and security systems will spot them. A shootout might happen either on top of the train or inside a car. The only difference between the two situations is the number of goons that are shooting at the Crew. If there's more Crewmembers than goons, you probably don't need to start an Action Order. However, the more Extras you add, the smoother the gunfight will be if you use one.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Challenging Difficulty D8 + Mulock's Goon 3D6

Possible Assets: Feint Punch, Taking Careful Aim, Have 'Em Cornered

Possible Complications: Hanging Over the Edge, Bruised, I've Been Shot

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember gets Taken Out, or can spend a Plot Point and take a Complication equal to the Goon's highest rolling die.
- ★ **Raise the Stakes:** The Crewmember Takes Out one of **Mulock's Goons**.
- ★ **Extraordinary Success:** The Crewmember Takes Out two of **Mulock's Goons**.

Once the shooting clears and the Crew's on board, Mulock will invite the Crew to his "inner sanctum" and treat them to fine whisky and good cigars. He won't let them walk free, however, and will assign one **Mulock's Pro BodyGuard D10** per Crewmember.

DEALING WITH MULOCK

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Mental D8 + Focus D4 + Schemer D8 + Mulock's Guards XD10

Possible Assets: Too Purty to Be Trouble, Tough Negotiator, I Never Liked the Jumpers Anyway

Possible Complications: What Proof is this Whisky Again?, All These Guns Make Me Nervous, Pretty Enough to Be Trouble

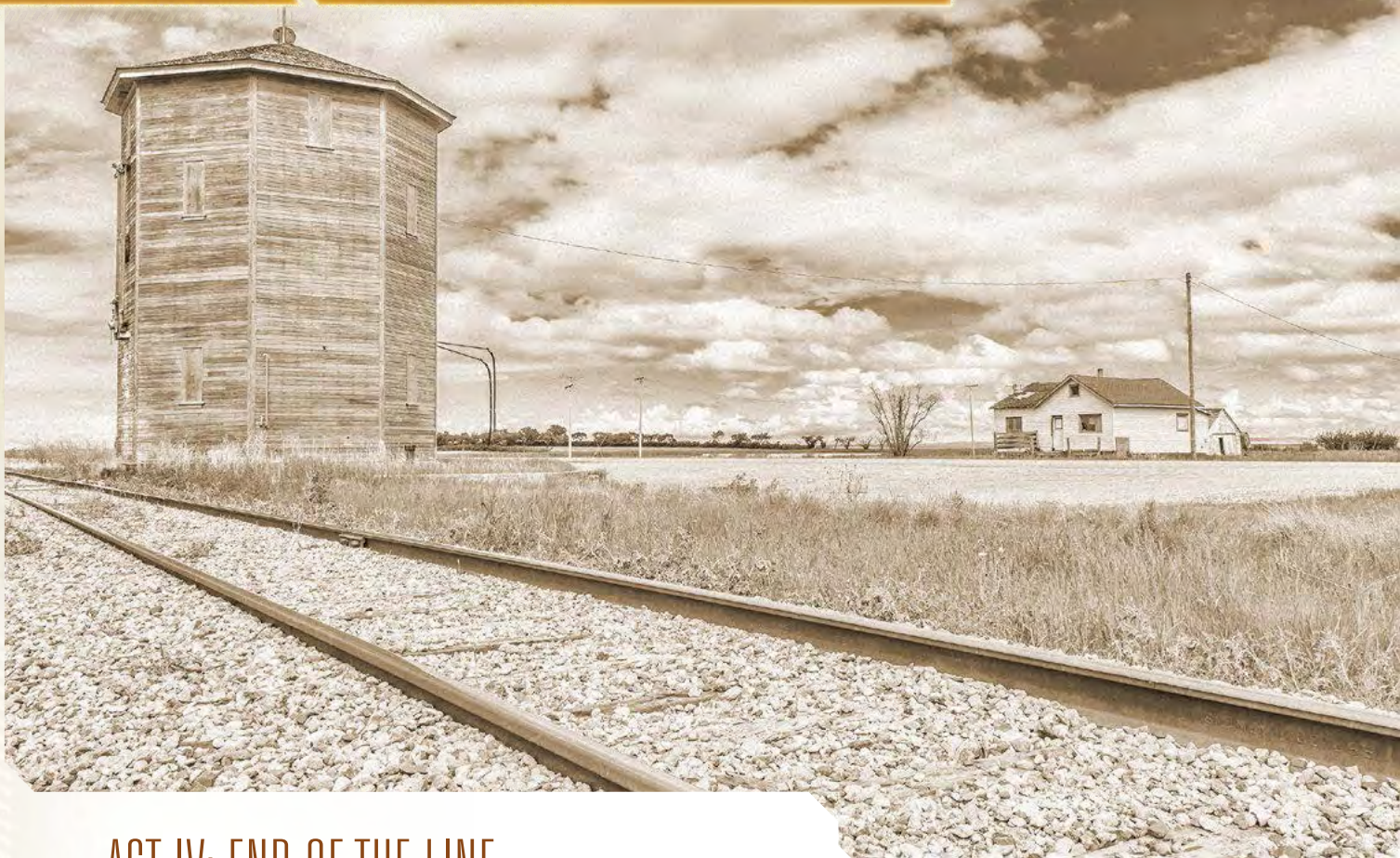
Example Results:

- ★ **Failure to Raise the Stakes:** Mulock ain't going to let much slip, but he will admit that Doc Briggs worked for him. The doctor is a loss, but he suspected he was trying to skim on the side.
- ★ **Raise the Stakes:** Mulock will confirm there was a robbery, but Ella and the Jumper Raiders are not responsible. He has a suspicion about where Sano is headed and informs the Crew of that fact, but he won't let slip what Sano is after, or that the loot does belong to him.
- ★ **Extraordinary Success:** As above. Mulock will also admit the platinum robbery was a rumor he started and why. It worked well, removing some disloyal goons and putting more pressure on Ella.

Whether or not Mulock offers them a job to work for him depends on how the Crew has treated the Oldboot Guns. The savvy leader won't show all his cards, but will act nice towards the Crew and allow them to question Sano. Thing is, Mulock suspects the Crew knows something, and he won't reveal what he'll do about that fact until much later.

Now that they've dealt with Sano, the Crew is free to question him. Trouble is, he ain't on the train no more—Sano escaped while Mulock and his goons were distracted by the Crew.

At this point in the Episode, while Sano is important to the overall plot, Mulock cares more about where that gorrarnn murderin' fool is headed. Unfortunately for Sano, the leader of the Oldboot Guns did manage to extract that bit of information: St. Hubert's Cemetery for the Broken-Hearted, an old graveyard located somewhere in Mama Wolf's Dry Patch.



ACT IV: END OF THE LINE

The Crew finally manages to catch up with Sano at the St. Hubert's Cemetery for the Broken-Hearted, along with everybody else, too.

"It had to be a graveyard, didn't it? This is too spooky, Shepherd, even for me."

– Zoe

THE LOWDOWN: THAT'S ONE CRAFTY SOMMBITCH

The hunt is on for Sano once more. Both the Oldboot Guns and the Jumper Raiders now believe there is a big score waiting for them at the St. Hubert's Cemetery for the Broken-Hearted.

Sano may not be the cleverest outlaw out there, but he does know the heat is on and that he needs to slow down the opposition. This time, Sano puts his knowledge to good use, and sets a few simple traps to occupy his followers' time.

- ★ **Autogun Emplacement:** The Crew comes across an old hunting shack—the place looks utterly uninhabitable. But, Sano's set up a tripod-mounted autogun inside. Using motion sensors, it opens fire on anyone that approaches, blasting the shack apart and spraying bullets everywhere. The gun'll eventually run out of bullets, but will stop firing if it detects no targets to conserve ammo.

- ★ **Mines:** An open area looks suspiciously clear, which is why Sano has placed a few self-burying mines along the way. These devices have wide drill bits tough enough to let them bury themselves in sand or loose earth. As the misplaced earth falls, it covers the device, but leaves a tell tale patch if you know what to look for. Sweeping the area will take time, but luckily Sano couldn't afford too many of these devices, even if the Crew don't know that.
- ★ **Explosive Rockfall:** A motion sensor in a valley is primed to set off explosives on a nearby ridge. While it's possible the Crew will get caught in the blast and the rock fall, the intent is not to hurt them. Instead the rock fall will close the pass to 'em. If they are using horses or a vehicle, they'll have to leave 'em behind and climb over the rocks. If they spot the trap early they can avoid it and keep their transport.
- ★ **EMP Blast:** Similar to the rock fall, Sano has set up another motion detector to fire an EMP pulse. This'll knock out unshielded technology in the nearby area. The pulse has got a solar battery and will recharge after about ten minutes, so it'll fire again if the Crew hangs around. While their weapons will probably be unaffected by the pulse, any comms technology, and possibly their transport, might be knocked out.

IT'S A TRAP!

There's a number of different ways you might deal with the traps, but the dice pools will be fairly similar.

Crewmember Dice Pool: Mental + Notice

Gamemaster Dice Pool: Mental D8 + Operate D8 + Jack of All Crimes D8 + Traps D6

Possible Assets: Keeping an Eye Out, Light on My Feet, Expecting Trouble

Possible Complications: Focused on the Goal, Rushing Along the Trail, Heavy Footed

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember gets hit by the trap and takes a **D6** Complication associated with the trap. If there is an additional problem caused by the trap, it also takes effect.
- ★ **Raise the Stakes:** The Crewmember sees it just in time to get out of the way, but not early enough to stop it from triggering. The additional problem, if any, still takes effect.
- ★ **Extraordinary Success:** Not only has the Crewmember not been hit, the trap hasn't even been set off.

TROUBLE: WHO BRINGS A GUN TO A GRAVEYARD?

Eventually, the Crew arrives at a cemetery in the middle of Mama Wolf's Dry Patch. A dusty statue stands guard in front of the graves, and the whole place is deserted. Sano's hard at work in the graveyard, digging. If, for whatever reason, the Crew arrives in the graveyard without Sano, they'll need to figure out where the treasure is by following the patterns on the graves.

Sano is so focused on digging up specific graves, he doesn't notice the Crew arriving until it's too late. They've got the drop on him, but then Ella and Jesse show up, returning the favor. She's brought two **Jumpers D6** for each Crewmember with her, and they've got guns drawn and the Crew lined up in their sights.

The Crew can choose to go straight into a shootout with the Jumpers, but if they do, they'll be saddled with a **They've Got the Drop on Us D12** scene Trait for the first round of Action Order. It might be a better idea to surrender for now, with the possibility of turning the tables on the Jumpers once the "treasure" is dug up.

Feel free to swap the order of Trouble: Who Brings a Gun to a Graveyard? and the Showdown: Diggin' for Flesh and Bones if necessary.

SHOOTIN' AND DUCKING

The graveyard's headstones grant everyone a lot of cover, and when the dust kicks up, things get hard to see. The fight should be run with an Action Order, with Ella and Jesse each taking their own turns while ganging up with a couple of Jumpers. The rest of the Jumpers will group up in twos or threes. These will be High Stakes rolls.

If it makes more sense for your Crew, substitute the Oldboot Guns for the Jumper Raiders. Too, if you wish to make this shootout more challenging, don't be afraid to add more Scene and Location Trait dice or triggers from Mama Wolf's Dry Patch.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot, Physical + Move, Physical + Sneak

Gamemaster Dice Pool: Ella's **Physical D8 + Fight D10 + Swords D6 + Vendetta D8 + Twin Dao D6 + Jumper 2D6** OR **Challenging Difficulty D8 + Jesse's Quick Draw D10 + Jumper Raider Lieutenant D8 + Gravestones D6 + Dry and Dusty D6 + Jumper 2D6** OR **Challenging Difficulty D8 + Dry and Dusty D6 + Gravestones D8 + Jumper 2D6** or **Jumper 3D6**

Possible Assets: Headstone Cover, Dust in my Target's Eyes, Shovel Makes a Good Club

Possible Complications: Dust in My Eyes, Ricocheted Bullets, Gun Jammed

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember is Taken Out or can spend a Plot Point and take a Complication with a die rating equal to the opponent's highest rolling die—or have an existing appropriate Complication stepped up.
- ★ **Raise the Stakes:** The Crewmember Takes Out a **Jumper**. If there are no more Jumpers, the target is Taken Out unless they spend a Plot Point and take a Complication with a die rating equal to the Crewmember's highest rolling die—or have an existing appropriate Complication stepped up.
- ★ **Extraordinary Success:** The Crewmember Takes Out two **Jumpers**. If there are no more Jumpers, the target is Taken Out unless they spend a Plot Point and take a Complication with a die rating equal to the Crewmember's highest rolling die—or have an existing appropriate Complication stepped up.

The Jumper Raiders are willing to die for their cause, but won't act like fools. Once the **Jumpers** have been reduced to two, they'll surrender or try to escape. Since Sano hasn't finished digging up the treasure, he won't try to murder 'em and run after his opponents.

SHOWDOWN: DIGGIN' FOR FLESH AND BONES

The Jumper Raiders either won the firefight or have enough firepower to force the Crew and Sano to dig. Once they dig deep enough to reveal one of the occupied sleep capsules from the *Westlake*, the Jumper Raiders will be distracted.

JUMPIN' THE JUMPER RAIDERS

Once a capsule is unearthed, Ella Novi will be too distracted inspecting it. This gives the Crew the perfect opportunity to jump Jesse and scatter the Jumper Raiders.

If the Crew chooses not to attack the Jumpers, there's no need for another firefight. The capsule's contents will quickly take the wind out of everybody's sails—including Sano's.

Crewmember Dice Pool: Social + Trick, Physical + Trick

Gamemaster Dice Pool: Jesse's Unassuming D8 + Quick

Draw D10 + Jumper 3D6

Possible Assets: Dust In Your Eyes, That Ain't No Platinum, Is That Mulock?

Possible Complications: Smarter Than He Looks, Poor Timing, Intercepted Signals

Example Results:

- ★ **Failure to Raise the Stakes:** Whoops. Jesse realized that the Crew was going to make their move just in time. The Crew takes a **Saw It Coming D6** Complication, and Jesse gets the first Action if there's a firefight.
- ★ **Raise the Stakes:** Jesse realized what was happening a split second before the situation got out of control. He gets first shot if there's a shootout.
- ★ **Extraordinary Success:** Jesse gets blindsided. Not only does the Crew get to start off the Action Order in a shootout, but they get a **Surprised Jumpers D6** Asset.

At the conclusion of the dice rolls, the treasure will be revealed and Sano is now exposed. Depending upon which Gamemaster characters are present for the outcome, the Crew might need to tie up a few loose ends.

Here's how the various Gamemaster characters will react if they're in St. Hubert's Cemetery when the capsules are exposed:

- ★ **Clarence Mulock:** Mulock will order any Oldboot Guns that are present to leave the area immediately. He'll be noticeably upset, and wants to recapture Sano to question him and find out where his loot really is. Though Mulock was aware that the "treasure" was, in fact, the missing POW capsules from the *Westlake*, he will do everything in his power to avoid revealing the truth about his connection to the capsules.

- ★ **Florence Brega:** Florence, who was looking for Sano in Act I, is only after him. She doesn't care about the capsules, and wants Sano dead. She may even try to execute him in the graveyard, and return Sano's body to the townsfolk. This benefits Mulock, because dead men don't talk, so he'll allow it.

- ★ **Ella Novi:** Like Florence, Ella wants to bring Sano to justice. She'll leave the "mess" of the capsules to anybody but her, for she doesn't want any Alliance trouble. She might, depending upon how the Episode played out, try to frame the Crew or the Oldboot Guns and report the find to the Alliance. When she has Sano in her custody, she'll tell the Crew she plans on handing him over to the Harvest Valley Outpost residents—who'll likely hang him on the spot.

- ★ **Jesse Casale:** Jesse's primary concern is making Ella happy, so he'll avoid causing a fuss. He'll march on her orders, which means that whatever she does or says, he'll agree with.

- ★ **Sano:** The villain of this here tale, Sano will be disappointed by the find and may, if pushed too far, start acting erratically or hand himself over to whoever wants him. The capsules represent his shattered dreams, and he might just give up the ghost right then and there.

At the conclusion of *Tombstone Bullets and a Graveyard Mind*, the Crew will be asked to take possession of the POWs. If they're resistant to bringing on the unusual cargo, Mulock and Novi will pay them for their trouble. They don't want no POWs on their little moon, and neither one of them is fool enough to call in the Alliance, for fear they'll get blamed.

Unfortunately, the POWs can't just be revived and set free. Upon waking any prisoner, the Crew's doctor or medic realizes that their bodies are in perfect health, but their brains remain, for some unknown reason, in a dormant state. For now, the Crew is stuck with the capsules.

This ain't over—not till those brave Browncoats can be truly returned to life.

At the conclusion of this Episode, don't give the Crew too much time to figure out what the heck to do next, for have a chance to examine the capsules and resume the hunt for the *Westlake* in *The Hellhound Trail*.



ROLL CREDITS

You might think that if all goes well for the Crew, all that's left to do is dig up the *Westlake* capsules and mosey right out of town. But, the situation on Severance is far from settled, and the Crew could be of some use to the locals—for a few extra credits and eternal gratitude, of course.

In *The Hellhound Trail*, the Crew'll get a chance to look at the bodies and the capsules in finer detail. But until then, if they choose to stay on Severance for a while, there is a whole lot of messes that still need sortin' out.

RUN, RESCUERS RUN

Mulock and the Oldboot Guns aren't above tradin' with slavers, and with towns spread out across the moon, few people notice the occasional odd disappearance of unsavory types like Sano. Unfortunately, there's recently been a spate of child abductions, but with the feud, the local law enforcement hadn't got the resources to track 'em down. The abductions have been professional and the culprit is hard to find. Trouble is, there are some very nasty people who will take issue with someone making off with their "merchandise."

Now that the Crew has the capsules in their possession, will they abandon them to deal with slavers? Worse, what happens if they decide to spy on Mulock, to track down more details? When the Oldboot Guns come after 'em, will they turn to the Jumper Raiders for help?

BULLETS CAN BE REPLACED

A bar fight on Unification Day between Oldboot Guns and Jumper Raiders spills out to encompass the entire Harvest Valley Outpost. The situation on Severance has been at the boilin' point for a while, and finally a tiny spark has set the whole place alight. Everyone is tooling up and soon the fistfights will turn into knife fights and then a full scale battle. The town is already divided into territories and crossing the street quickly becomes an act of war.

Unfortunately, one of the first casualties is the local sheriff and her deputies. They get gunned down trying to stop the bloodshed. The lawdog's last wish is for the Crew, the only neutral party, to find a way to calm things down. Are they ready to pin a tin star on their chests and save a town from destroyin' itself? Or will the Crew try to talk some sense into Mulock and Novi to ensure nobody else dies on account of a feud caused by the Alliance?

STAR-CROSSED AND MOON MAD

A local girl has run off with her lover. Believin' they can build a new life together, the couple set off into Mama Wolf's Dry Patch and probably won't last more than a day or so. Their parents want 'em brought back separately. The boy's family is among the few wealthy Oldboot Guns families, and the girl's relatives are a bunch of poor Jumper Raiders. Neither side wants the match to happen, hence the couple's desire to elope. In fact, tensions are so high that both families will offer a reward, with a side bonus if their child's paramour doesn't make it back to the Outpost alive.

Unfortunately, the kids had a better plan than anyone expected. They set a false trail out of town and then went to stay with a family they trusted and hid there. They intend to stow away on a ship and get at least to Newhall to make a new life. Will the Crew set off on a wild goose chase into the desert, only to find the couple stowed away aboard their own ship? Or, will the Crew go after one but not the other?

PLATINUM IN THEIR EYES

The Oldboot Guns attack a Jumper town and find a whole heap of platinum bars stashed away in their bank's vault. The Jumpers are out for blood for knocking off their bank, but the Oldboot Guns insist they were just claimin' what the Jumpers stole. By now, Mulock and Novi—or their successors, if they are dead—know the platinum rumor was just that, and this pile of platinum loot does really belong to the Jumper Raiders. What Mulock don't know, is that his rival obtained this platinum as a loan from some unpleasant off-world gangsters. These are the sorts of folk that think Shan Yu was a peace lovin' prairie rabbit.

Ella Novi told her new friends a big score was waitin' for her and she needed funds to steal from Clarence Mulock. She was lyin', of course, but needed cash to fight her cause and took advantage of the rumors that Mulock had valuable loot. Unfortunately, the gangsters are coming to claim back their investment. Can the Crew get the Oldboot Guns and Jumper Raiders to work together before the gangsters kill all of them and steal e'everything they got?





THE HELLHOUND TRAIL

ACCESSING...

GENERAL ANNOUNCEMENT

大众公告

**REGARDING SUSPICIOUS ACTIVITY NEAR THE
ASTEROID BELT KNOWN AS "MOTHERLODE"—**

**THE ALLIANCE KINDLY ASKS THAT YOU REPORT
ANY AND ALL MOVEMENT INTO AND OUT OF THE
"MOTHERLODE" ASTEROID BELT.**

**THERE HAS BEEN SEVERAL REPORTS OF PIRATES
IN THE GENERAL VICINITY. DO NOT ATTEMPT TO
APPREHEND OR INTERCEPT ANY SHIPS IN THE
AREA, BUT REPORT THEM TO THE NEAREST
ALLIANCE OUTPOST ON NEW MELBOURNE.**

**A REWARD IS OFFERED FOR ANY INFORMATION
LEADING TO CAPTURE OR DESTRUCTION OF
THESE PIRATES.**

**ONCE AGAIN, DO NOT APPROACH ANY SHIPS
OR ENTER THE ASTEROID BELT YOURSELF.**

THANK YOU.



THE WAY OF THINGS

"You've tracked across half the 'Verse, dodged rocks the size of a town, and took on me and my ship. Now you're gonna leave here with nothing."

– ADA PINNOCK

Now that the Crew's got a cargo hold full of sleeping POWs, the problem is what to do with 'em. They need a place to hide them, and that means Persephone, and Persephone means Badger. The Crew will need to cut a deal with Badger, and quick, before the Alliance catches up with them and inspects their cargo hold. Once the POWs are stashed, the Crew can dedicate time to crackin' the ancient tech and uncover the coordinates to the *Westlake*.

With the coordinates in hand, the Crew travel through "The Hellhound Trail," a smuggler's run through the dangerous Motherlode asteroid belt. There ain't many Alliance patrols here, but there are some big rocks that will crush a ship if they get too close. What makes it all the more dangerous is that it's a hangout for some of the worst types of criminals and thrill seekers.

MASTERIN' THE GAME: REPLACING SHAN HOLT

If the Crew managed to kill Shan Holt in Episode 1, or he's eliminated in Act I, the Alliance puts another Agent on the Crew's trail—Lisbeth Tallow. You can use Lisbeth's Crewsheet for Shan in this Episode or Advance Shan Holt to a Heavy Major GMC.

But it ain't just asteroids between the Crew and the *Westlake*. An old Independent ship haunts the area and it don't take kindly to trespassers. Ada Pinnock and her crew have made a home here and don't see any reason to be polite to visitors. If the Crew wants the *Westlake*, they gotta get past Ada. Luckily, Ada's crew ain't as loyal as she might think. If offered the right deal, they might be convinced to turn on her. But as Ada is as mad as a box of angry badgers, it's gonna have to be a damn good deal to convince anyone to cross her.

As if that wasn't enough to deal with, Holt, the Alliance agent that's been dogging the Crew, has got ahead of them and got close to Ada's crew. He'll stir the pot to make everything that much harder for the Crew, maybe giving himself the time to beat them to the *Westlake*.



CASTING CALL

ADA PINNOCK

"Your war may be over, but mine ain't."

Character Type: Space-Mad Veteran

Role: Sympathetic but Dangerous Complication

Acts: III-IV

Character Description: Life on the run weren't nearly so good for the self-image as the War had been. As soon as Ada got into a fight, she had to turn tail and run. Better than the alternative, though.

After a few close calls too many, she's been playin' it safe. Much as that kills her. The *Diamondback* only goes out to resupply when the cupboards go absolutely bare. Its crew minimizes outside contact. Instead they creep between asteroids, evading the attention of patrollers and snitches. Playin' cards. Chewing over the old days. Picklin' their brains with increasingly worse grades of rotgut. Wondering which one of them's gonna snap first.

Ada knows that the *Westlake* floats nearby, but don't pay it no never mind. The *Diamondback* skipped before its legend took hold. Far as she's concerned, it's just another reminder of the good old days of rebellion and tracer rounds.

Likes and Dislikes: Sometimes Ada worries that she's goin' loco. Spend too much time isolated out in space and it can turn you into a Reaver, or so they say. Every morning she looks herself in the mirror and asks herself if she's lost her mind. A special pistol lies underneath the sink, ready for her to blow her brains out should she show signs of turnin'. You can't be crazy if you're still worried about stuff like that. Can you?

Flashbacks and Echoes: Ada Pinnock joined the Independence movement as an idealistic student, hopped up on slogans of freedom. When she entered the trenches, she saw war from its brutal underside. After a while she got to like it. Well, *like* is the wrong word. She came to need the adrenaline, the absolute meaning that permeated every moment. Most of all, combat offered the chance to avenge her fallen comrades. Because the moment a soldier gives up, it's like she's spittin' on the graves of all them she buried.

When the winds of surrender blew, Ada stole her own ship, the *Diamondback*, from her former comrades. Taking as many fellow hardcases as would agree to go with her, she lit out for the fringes.

ATTRIBUTES

MENTAL **10**

PHYSICAL **8**

SOCIAL **6**

SKILLS

FIGHT **6**

KNOW **8**

SHOOT **6**

FIX **6**

The Unification War

Pistols

FLY **8**

MOVE **6**

SURVIVE **8**

FOCUS **6**

PERFORM **6**

TREAT **6**

Denial

TRICK **8**

DISTINCTIONS

SPACE CRAZY **D8**

Perspective out here in the black is a little different. It's just you and voices in your head arguing things over.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Crazy Like a Duck:* Spend 1 PP to substitute **Trick** for another Skill when you take a risky Action. Both 1s and 2s count as jinxes on that roll.

RELIVING THE UNIFICATION WAR **D8**

If war is hell, you're still burning.

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

HERMIT **D8**

Just how far do you have to go to keep people away?

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Get Off My Lawn:* Step up your **Social** Attribute when dealing with newcomers to your turf. Both 1s and 2s count as jinxes on the roll.

SIGNATURE ASSETS

Diamondback **D8:** The *Diamondback* is one of the few Freedom class cruisers to survive the Battle of Serenity Valley, but she certainly didn't come out of the conflict unscathed. Much like her captain, she's scarred, only partially working, and prone to having parts of her shut down at inconvenient moments.

Independent Dress Uniform **D6:** Despite her ship's dilapidated condition, Ada's dress uniform is perfect with nary a thread out of place. When she wears it, for "special" occasions, she can forget for a time that the Independents lost the war.

SUPPORTING EXTRAS

Diamondback Crew: The crew of the *Diamondback* is a mixed bunch of mainly thugs and lowlifes. Most of them are with Ada through old loyalty or simply because no one else will have 'em. In most gatherings like this fights would be common, but not here. This crew is at the rock bottom end of the galaxy and few of 'em have much energy to fight each other over status or resources. They ain't got nothin', don't expect nothin', and so don't really want nothin'.

Most of the crew is the same sort of thug. They come in all shapes and sizes, but life together has worn 'em all down to the same shape on the inside. All of them are frightened of Ada, either that she'll leave them out here to rot or do something so crazy they'll get killed. Very few are brave enough to make the first move against her, though. **Traits:** **Desperate**

Veteran **D8**

LISBETH TALLOW

"If you put the gun down, I might not have to shoot you."

Character Type: Alliance Agent

Role: Alternate Alliance Pursuer (if Holt is killed)

Acts: III-IV

Character Description: Lisbeth is a dedicated agent of the Alliance, much like Holt. In fact, she knew Holt, and was even quite sweet on him. When his body turns up, she pulls a few strings so she can finish what he started, and if there is room for some revenge along the way, so much the better.

While she will first cause problems for the Crew on Persephone, wanting to find the capsules that she thinks the Crew is holding in the cargo bay. During the inspection she'll plant a tracker so that she can follow the Crew wherever they go. Once she realizes that the Crew's heading for the Motherlode she realizes where their ultimate destination is, but she gets captured by Ada, captain of the *Diamondback*. Playing the part of the thrill-seeking scion of a wealthy noble, she convinced Ada to keep her alive as a potential hostage to get funds from her nonexistent family. When the Crew comes across her, she seems to have become a servant/prisoner of the *Diamondback*, but she's just biding her time.

Likes and Dislikes: Lisbeth is almost as cold as Holt. Having idolized him a little, she tries to follow his way of doing things. As such, she's a confirmed Buddhist, as well. She likes to lie in wait in the background for her targets rather than hit them head on. So she is adept at disguising herself and fitting in with those around her.

Flashbacks and Echoes: Lisbeth was too young to sign up for the War, but she dedicated herself to the Alliance cause anyway, rattin' out folk she said were Browncoat sympathizers. Some of 'em may have been, but most of 'em were just regular folk tryin' to stay out of the fight.

ATTRIBUTES

MENTAL 10

PHYSICAL 10

SOCIAL 10

SKILLS

FIGHT 10
Martial Arts

KNOW 8
Places

SHOOT 8

FLY 8

NOTICE 8

SNEAK 8

FOCUS 8

PERFORM 8

TRICK 8
Disguise

INFLUENCE 8

DISTINCTIONS

ON THE WAY TO MEET BUDDHA D8

If you should meet the Buddha upon the road, kill him.

- ☒ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☒ *Misplaced Nirvana:* When you violently Take Out an opponent you may spend 1 PP to step back a mental or social-based Complication.
- ☒ *Walk the Earth:* When you assess someone's emotional state, spend 1 PP to step up or double Notice for the Action.

HIGHLIGHTED SKILLS: FIGHT, NOTICE, SHOOT

KENDO MASTER D8

Think lightly of yourself and deeply of the world.

- ☒ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☒ *Contemplate the Void:* When you stand with a sword drawn before an imminent fight and your opponent strikes first, you may spend 1 PP to make them set the stakes for the Action. Your opponent counts 1s and 2s as jinxes for the roll.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, PERFORM

A FACE FOR EVERY OCCASION D8

A good spy has dozens of cover identities ready to assume at a moment's notice.

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

HIGHLIGHTED SKILLS: INFLUENCE, SNEAK, TRICK

SIGNATURE ASSETS

Disguise Kit D10: This briefcase is full of makeup, false mustaches and bears, wigs, prosthetic pieces, and contact lenses, all of which are particularly useful in making Holt look like someone else.

Hastings D10: The *Hastings* was Holt's Alliance assigned patrol boat, adapted for use in covert operations. It's armed with plenty of missiles and is extremely difficult to pick up in the black.

BADGER

"I'm above you. Better than. I'm a businessman, yeah? Roots in the community. You're just a scavenger."

- Badger, "Serenity"

Character Type: Small Time Crime Lord

Role: Dubious Benefactor

Acts: I

Character Description: There are few folk on Persephone more well known than Badger, so he expects a little respect from the lowlifes that come to his door. Badger is a businessman first and foremost, but what he really likes is holdin' the reins. He never comes into a situation he doesn't have the upper hand in unless he's got no choice. Generally, Badger will treat people fairly if they give him the same courtesy—though, "fairly" means he might not go out of his way to double deal. He also likes to make sure everyone knows he's in charge. So if the Crew gets a little uppity, he might screw them on even a good deal just to teach them a lesson. It's always the same lesson, too: they need him more than he needs them.

Likes and Dislikes: Only thing Badger hates more than bein' disrespected is being disrespected in front of his goons. "Winning" against him ain't always worth the cost. That said, if you help Badger maintain his air of respectability, he may just scratch your back. Either way, Badger ain't someone you want causin' trouble for you if you plan on doin' business on Persephone regularly.

Flashbacks and Echoes: The past is the past—no point stickin' noses where they don't belong. Taking opportunities as they come can't be a crime, can it now? And even if it is, best for everyone if some secrets stay buried.

ATTRIBUTES

MENTAL **10**

PHYSICAL **6**

SOCIAL **8**

SKILLS

CRAFT **6**
Forgery

NOTICE **8**
Appraisals

TRICK **10**
Sleight of Hand

FOCUS **6**

SNEAK **6**

INFLUENCE **10**

KNOW **6**
Streetwise

Hiding

Criminals

SURVIVE **6**

DISTINCTIONS

BIG PLANS **D8**

Always working the best angle.

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

☒ *Did I Forget to Mention That?:* Gain 1 PP when an important detail of your plan "slips your mind."

GANG BOSS **D8**

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

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

☒ *Menacing Growl:* Step up a personal Complication to reroll any pool containing your thugs or goons.

SHADY BUSINESS MAN **D8**

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**.

MASTERIN' THE GAME: LEVERAGING BADGER

Badger has a lot of potential in this episode due to his connections in the criminal underground and his access to resources on Persephone. To get more use out of this character, refer to the **FIREFLY RPG COREBOOK** on pages 18 and 20.

MINOR CHARACTERS

LEMUEL ZHANG

Character Description: During the War, Lemuel Zhang always had Ada's back. Before that...he can barely recall, to tell the truth. His memory plays tricks on him, now that he's trapped in the *Diamondback*. Frankly he could stand to cut back on the home-distilled liquors. Some kind of ignorant dirt farmer maybe? Don't matter. There's only two Lem Zhangs: the one that used to breathe free, even though he was terrified all the time. And the one now, whose lungs only get recycled life support air.

Ada makes it like there's no other life for any of them but the hiding kind. She's mighty persuasive, so until Holt or the Crew show up, Lem ain't askin' no questions about his choices. Once they do, though, the thought of striking some kind of deal and getting out suddenly looms like a double sunrise over his mental horizon. 'Cept he might then have second thoughts. He can't really betray Ada, can he? Can he even imagine a Lem Zhang who has a life beyond this?

Traits: Pickled **D4**, War Vet **D8**, Desperate To Leave **D6**

WILAMENA XU

Character Description: Wilamena's a slightly eccentric guide who's been living in the Motherlode for almost her entire adult life. She tried to keep out of the Unification War, but wasn't quite able to do so entirely. She don't talk about her experiences, but they're etched on her face if you know how to read the signs. She's got a nervous tick, making her a mite twitchy, but once she's in the pilot seat, she's got nerves of steel and ice for blood. There's no one better in the whole Motherlode to take a ship through the rocks, and she charges a pretty penny for her expertise. But she's worth every copper—that is, if she don't decide to stab you in the back along the way.

Traits: Asteroid Navigator **D10**, Secret Past **D8**, Takes a Liking to Strange Folk **D4**, Double Crosser **D8**

EXTRAS

THE RADIOHEADS

A bunch of hackers and eavesdroppers like to hang out at Commsat 57, a "retired" Independent communication relay station. They might be of use for tracking strange radio signals.

Traits: Comm Phreak **D8**



SCENES AND LOCATIONS

THE MOTHERLODE

"Lickety-split. Sometimes lickety-splat. But that almost never happens when I'm the guide. Mostly."

– WILAMENA XU

This vast asteroid field was once a huge mining colony. But there was never as much ore as folk thought there might be and it soon ran dry. Now it's a forgotten place full of rocks that might crush any ship that gets too close. Even travelling slowly, you need to be careful, as clouds of dust can clog an engine intake and tear it to shreds.

The place is actually more populous than you might expect, though. Two kinds of people make use of the place, especially a path called "The Hellhound Trail." The first group is thrill seekers, usually from wealthy families. They're extreme sport fanatics, who pilot small nimble craft through the asteroids as fast as possible, racing against each other and their personal best times. Plenty of 'em end up smeared on an asteroid, but that rarely dissuades any of the others.

The second group inhabiting the place is an altogether different breed. Most Alliance vessels are too big to enter the asteroid field without taking heavy damage, so there ain't no patrols here. This makes the Motherlode a great smuggling run, if you're good enough. Sure, there are big cruisers waiting on the other side, but if you exit at full burn they'll never catch you. The best route between the rocks and dust has become known as "The Hellhound Trail" and it sees a lot of traffic. It's also full of a fair bit of debris from the less skilled and less fortunate.

Recommended Scene and Location Traits: **Tons of Asteroids D8**

Location Triggers:

- ★ *Places to Hide:* If you take a **D8** Complication related to giving away money to a local, you may create a **D8** Asset representing that local's aid.

THE ROCK

"This tastes almost as good as Mudder's Milk."

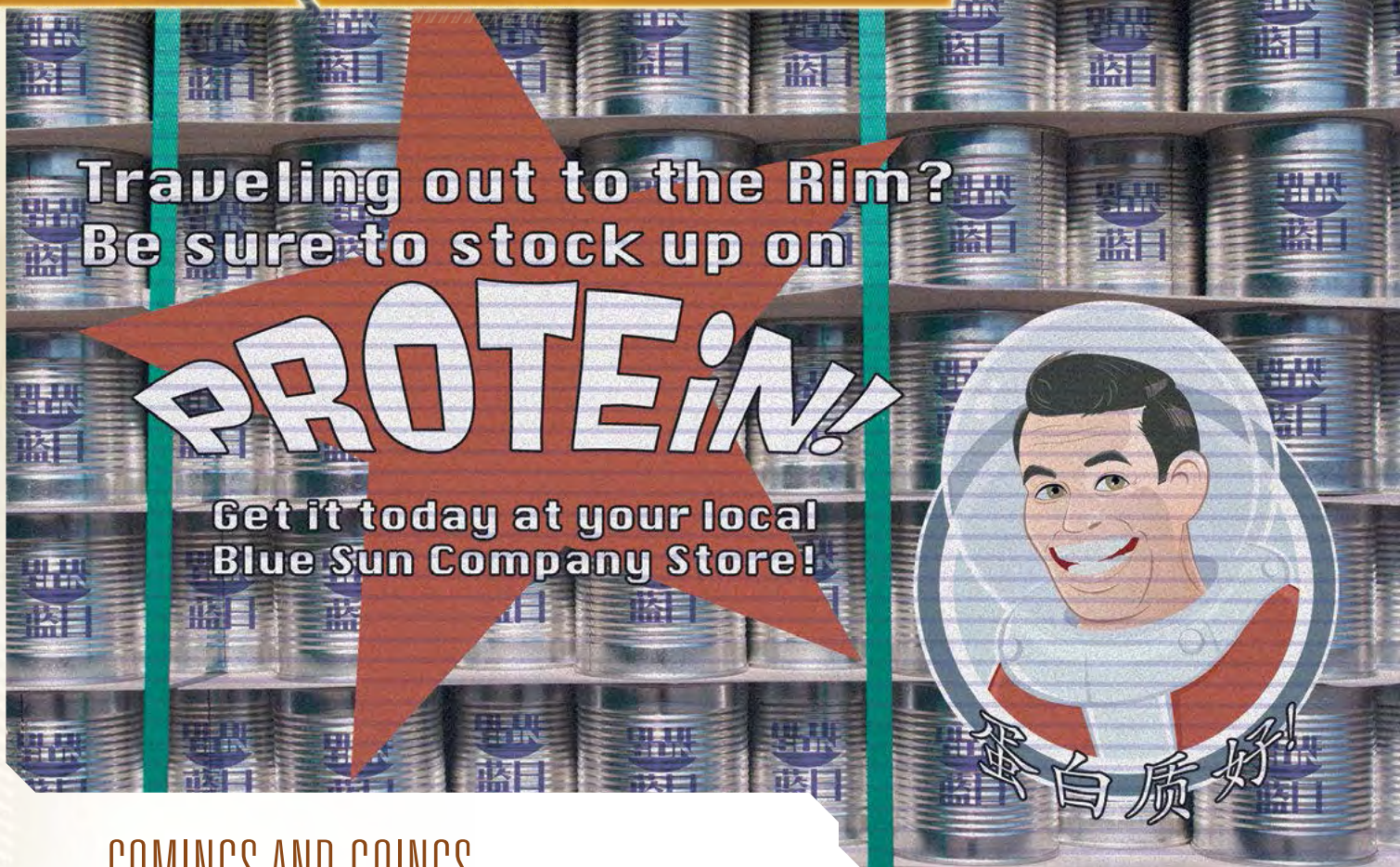
– JAYNE

While no one actually lives in the Motherlode, there's a bar at the edge of The Hellhound Trail called "The Rock." It's the remains of an old minin' station, a basic steel and spit facility carved out of the inside of one of the big asteroids. It now serves as a bar and layover for them that want it. The alcohol and a room are cheap, but better keep a gun under your pillow. There are stories of folk going blind from the moonshine the bar sells, but it sells well all the same. Deals are often made here, too, and plenty of folk haunt the place looking for smugglers brave enough to do the run. The cargos they offer are often lucrative and always the worst kind of illegal.

Recommended Scene and Location Traits: **Safest Place in the Belt D6**

Location Triggers:

- ★ *Deal Makin':* Spend 1 PP to step up your **Social** for one Action.



COMINGS AND GOINGS

"I'm going to arrest those responsible, and put them in the deepest darkest hole they can imagine."

- LIZBETH TALLOW

In the **Prelude**, we find the Crew investigatin' the sleeper capsules they've recently "liberated." Unfortunately, the sleepers can't be woken up, but the capsules contain data on the location they were launched from. Is this the last position of the *Westlake*? Sadly, in trying to get them out of dreamland, the Crew set off a transponder unit. They need to track where the signal has gone and get it purged from the satellite in question before the Alliance finds out what's goin' on.

With the transponder problem solved, they need somewhere to stash the sleepers. In **Act I**, it seems Persephone is the best place for that. However, the Alliance is still on their trail and they'll need to stash the sleepers as quickly as possible. Unfortunately, Badger finds out that they're using "his" hideyhole and might have something to say about that. Then Holt shows up askin' to take a look at their cargo hold.

With the sleepers finally safely stowed, the Crew can track down the location they've got for the *Westlake* in **Act II**. It leads to the Motherlode asteroid field, where big rocks are actually the least of the Crew's problems. They need to hire a

guide to navigate the asteroids in "The Hellhound Trail" safely and get close to the coordinates they are after. Unfortunately, everyone's got an angle and their trusted guide decides to renegotiate at a very inconvenient time.

In **Act III**, the Crew finally gets close to the coordinates, but they ain't alone. Out here is an old battleship called the *Diamondback*, led by the mad captain Ada Pinnock. She knows little about the *Westlake*, but finds what she does learn very interestin'. The Crew's taken prisoner, albeit very politely, and discover an old friend in the same cell: Holt! It seems Holt managed to get ahead of 'em in the hope of taking the Crew down, but got caught for his troubles. Luckily, he's had time to plan an escape. He needs help, but can the Crew trust him?

Escaping the *Diamondback* in **Act IV** proves the least of the Crew's problems. Ada ain't willing to let them go without a fight and has most of the nearby asteroids mined with explosives. The Crew'll need to evade both the *Diamondback*'s guns and the explosions going off all around them. If they've been clever, they might've got some help from members of Ada's crew, and, if so, they're in with a chance. If they do manage to survive, they pick up another signal deeper in the asteroid field. Is this the *Westlake* at last?



PRELUDE: THE RABBIT HOLE

The sleep capsules the Crew has discovered might hold the key to finding the *Westlake*. In fact, there's a locator transponder built into each capsule that might hold the last known position of the lost ship. Unfortunately, the transponder uses an old form of system code and will need translatin'. To make matter worse, it's also programmed to send a distress call to the nearest Alliance system.

"There's no danger from the dreaming people. I'm listening to them. They say we're all going to die."

– RIVER

THE LOWDOWN: OLD SCHOOL

Now they've got a cargo hold full of sleeping POWs, the Crew will need to investigate the capsules to see if there's anything useful about 'em. Each capsule's a long coffin-sized device with a clear window, showin' a sleeping person inside. All the units have got a small transceiver embedded in their controls. This is a scene for the engineers and tech-heads to work their magic.

One of the first things the Crew might try is wakin' up one of the POWs. Doing so is pretty tricky, as the tech is old and not as efficient as modern sleep systems. It's better to wake 'em up in a hospital facility, but in a pinch the med bay

on a ship will do. Sadly, the process takes quite some time, and while they'll thaw out successfully, they'll still refuse to actually wake up. It's like their bodies are fine, but their minds are elsewhere.

DATA MININ'

There's good news and bad news when it comes to the position of the *Westlake*. The good news is that each capsule holds a data log that tracks its position. By working the trail backwards, the Crew can discover the original position of the *Westlake*. The bad news comes in two parts. Firstly, the capsules are quite old and use a very outdated code sequence. The Crew is going to need someone to decode it. The second piece of bad news is that the capsules are also programmed to try and get their occupant some help as soon as possible. So in messin' around with them, the Crew trips a system designed to alert the Alliance to their position!

TROUBLE: CHASIN' PACKETS

The Crew now has the data they need, or at least knows where it is. Problem is, they can't read it. The coding on the data is far too old for any current tech to run properly. Still, all they need is time, but time is a luxury they don't have. When they messed with the capsules, they sent out a data packet detailin' where they had been and where they are now. As it

piggybacks on a nearby ship's transponder signal, it might even carry the ID of the Crew's ship! Luckily, there ain't an Alliance Cruiser bearing down on 'em telling them to prepare to be boarded, so maybe the Alliance don't have the data yet. But it'd be a pretty good idea to try and find out where it went.

TRACK IT

If the Crew is pretty tech savvy, they might try tracking the data themselves. It's tough with only the ship's resources, as you ideally need some pretty sophisticated comms equipment to cut through the chatter in the 'Verse. Should they fail, this is something the Radioheads they will meet on Commsat 57 might also be able to do for them.

Crewmember Dice Pool: Systems + Operate

Gamemaster Dice Pool: Hard Difficulty D10 + Lots of Noise in the 'Verse D10 + Signal Encryption D6

Possible Assets: Tuned in, Good Listener, Found the Right Frequency

Possible Complications: Too Much Noise, Can't Detect the Return Signal, Long Way to Go

Example Results:

- ★ **Failure to Raise the Stakes:** There is just too much static out there to receive a decent return signal. Yes, the data definitely left the ship, but the Crew can't figure out where it went after that.
- ★ **Raise the Stakes:** The Crew gets a return signal from a location not too far away. It also appears this location may be some form of listening post. If this is true, the data will have to be downloaded by the Alliance instead of automatically going to their central systems.
- ★ **Extraordinary Success:** The Crew tracks the signal to an old Alliance listening post, as they suspected. It's the only place old enough to receive such a signal. It travels no further from there, so it must be waiting for a local patrol to download the data on its rounds and filter it for anything useful.

COMMSAT 57

While they might not be able to track or decode the data themselves, the Crew knows of a nearby place that might. There is an old Independent relay station not too far away. It also functions as a resupply stop for plenty of ships, although it is little more than a gas station. The station is also full of a few amateur radio enthusiasts who use the station to track, record, analyze, and listen to the sea of comms traffic that passes through. Doing so is illegal, and occasionally the Alliance has a purge of the place. However, most of the people here are simply too small to worry about.

TECH SUPPORT

If their technical expertise has failed 'em, the Crew can fall back to their social skills. With a little friendly barterin', they might convince one of the Radioheads living here to analyze the capsule navigational data and track the signal it sent out. The people here are generally pretty decent, so if the Crew offers a fair deal it shouldn't be a problem to get their help.

Crewmember Dice Pool: Social + Influence

Gamemaster Dice Pool: Challenging Difficulty D8 + Comm Phreak D8 + Don't Want To Be Found D8

Possible Assets: Browncoat friendly, Something Interesting I've Not Seen, I Like Me a Challenge

Possible Complications: Don't Like Strangers, No One Likes a Cheapskate, I Don't Talk to Tourists

Example Results:

- ★ **Failure to Raise the Stakes:** Well, that didn't go well. The Crew doesn't make any friends here, and end up paying over the odds for the information they need and the Crew takes a **Short On Money D6** Complication. They can learn the type of coding on the capsule data, but no one has the right sort of tech to run it on. While they don't know for sure where the capsule sent the navigational data, the Radioheads know of an old Alliance listening post nearby that is probably their best bet.
- ★ **Raise the Stakes:** The Crew makes a few new friends, who can be a lot more definite about the navigation signal going to the nearby listening post. They'll assure the Crew that the Alliance patrol ain't that frequent and if they can get to the listening post quickly and delete the data, the Alliance won't get hold of it. They also charge a fair price for their help.
- ★ **Extraordinary Success:** The Crew gets on so well with the Radioheads they get their help, as above, for free. Anything that sticks a thorn in the paw of the Alliance is payment enough. While they don't know how to decode the capsule data, one of them will remember that Badger on Persephone has a lot of old comms tech from one of his recent dealings, which might have what they need.

SHOWDOWN: THE PURGE

While they still haven't found a way to decode the capsule data, the Crew has a few leads. More importantly, they've managed to track the data the capsule transmitted about 'em to an old Alliance listening post. The data will be held here until the next patrol passes by to download it, so while it is safe for now, time is of the essence.

Luckily, the listenin' post is automated. It's little more than a single pressurized room surrounded by antennae. There's too much comms equipment on the outside to allow

a large ship to dock. So the Crew will have to use a shuttle or, better yet, suit up and go for a spacewalk. To pull off this job, they are gonna need to succeed at two Actions. First, they've gotta get aboard the station, past its minimal security. Then they gotta find the data they are after and purge it from the system. They'd better hurry, too, because the local Alliance patrol is running ahead of schedule! It won't be long before it's in range to download the data, and spot a ship illegally messing around at the listening post.

SILENT ENTRY

The listening post ain't especially tough to crack, but it's not exactly an unlocked door. The problem ain't so much getting in, as not tripping an alarm when you do.

Crewmember Dice Pool: Mental + Operate or Sneak

Gamemaster Dice Pool: Challenging Difficulty D8 + Listening Post D6 + Low Security System D6

Possible Assets: Alliance Codes, That Code Was My Lucky Number, Taking Enough Time to Be Careful

Possible Complications: You Should Have Knocked, Patience Is a Virtue, Is That a Rip in Your Suit?

Example Results:

- ★ **Failure to Raise the Stakes:** If they don't break in with a bit of care, the Crew trips all the alarms. They'll get aboard the station, but the whole place is singin' like a canary. The captain of the approaching Alliance Cruiser comes over the comm telling 'em they have illegally entered an Alliance facility. She orders them to stand to and await arrest. Time is short, to say the least.
- ★ **Raise the Stakes:** The Crew manages to get aboard without tripping the main alarm. Unfortunately, the station registers their unscheduled entry. It's not enough to make the cruiser step on the gas to get to 'em, but it does mean they'll be looking for something wrong when they get there.
- ★ **Extraordinary Success:** Not only does the Crew get aboard, but the Alliance Cruiser is also none the wiser. In fact, the station itself barely registers their presence at all.

DATA SCRUB

Once inside the station, the Crew needs to purge the data banks of whatever the sleep capsules have transmitted. Given the listening post is both old and not very important, computer security ain't very tight. The problem is finding the data they are after among the reams of comms traffic the post has recorded.

Crewmember Dice Pool: Mental + Operate

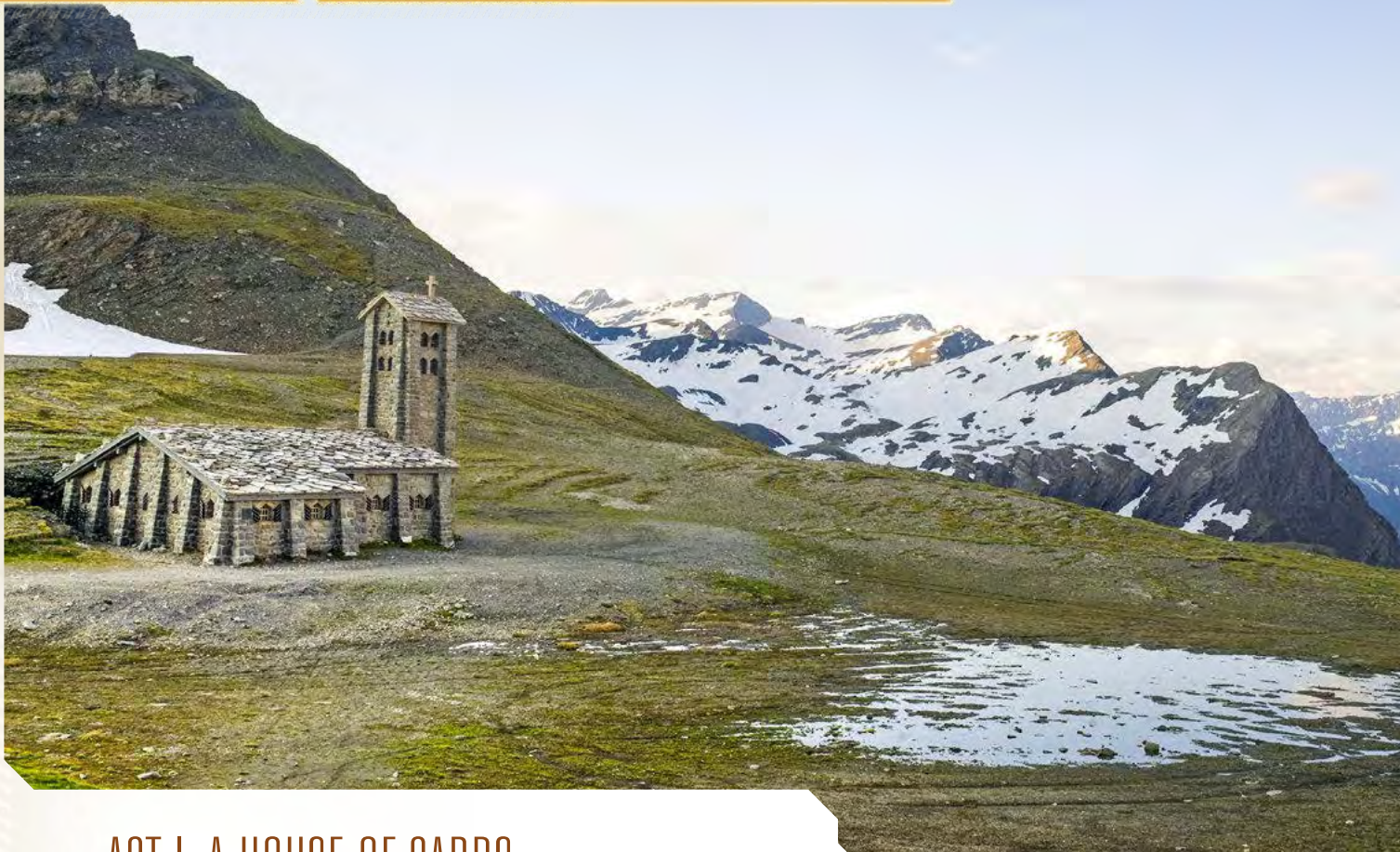
Gamemaster Dice Pool: Easy Difficulty D8 + Alliance Tech D6

Possible Assets: Nicely Organized, I Know This System, What I Want Is at the Top

Possible Complications: No Organization, Extra Security, Non-Standard System

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew can't find the data, and the system detects their intrusion and sets off all the alarms. The only option is to purge the entire system. However, the Crew notices that the intrusion attempt was transmitted to a nearby Alliance Cruiser. The information also gets transmitted to Holt, but the Crew isn't aware of this fact. The Crew will start the Timed Action in Act I already having two beats used.
- ★ **Raise the Stakes:** OK, so the good news is that the Crew finds the data they are after, or at least most of it. The bad news is that the Crew trips an alarm and attracts the attention of a nearby Alliance Cruiser. They're also not sure if everything got purged. The information still got sent covertly to Holt. The Crew will start the Timed Action in Act I already having one beat used.
- ★ **Extraordinary Success:** The Crew manages to clear the data, but it ain't a very clean job. While they don't trip any alarms, the Alliance techs might notice someone's been messin' around in their system when they come to download from the station. The Crew notices that some new code recently inserted into the program was scanning communications regarding the capsules and has been retransmitted.



ACT I: A HOUSE OF CARDS

The Crew has a cargo hold full of unconscious POWs, and no hideyhole big enough to stow them. They need to get them somewhere safe and quiet, and quick, before the Alliance Cruiser bearing down on 'em decides to search them. Persephone is the closest place, but that's going to mean dealin' with Badger.

"So we're stuck between people who do want to shoot us and other people who will want to?"

– WASH

THE LOWDOWN: HOLD 'EM

With an Alliance Cruiser closin' in, the Crew needs to find a bolthole on nearby Persephone. Landing at the Eavesdown Docks is the best way to quietly merge with the crowd of ships and travelers before the purple bellies catch up with 'em. But they still have the problem of what to do with the POWs and how to finally decode the signal with the *Westlake's* position.

Before they do anything else, the Crew needs to get together to think of a place to stash the capsules—the last thing the Crew wants is an inspection of the ship while those are on board. This scene's an opportunity for everyone to play out that conversation. Each Crewmember suggests one of the places they know as an option for hiding the POWs, with the others shootin' down their suggestions until the best place is found.

In no particular order—simply as often as they think of 'em—each player should invent a possible hideyhole. The other Crewmembers have the opportunity to point out a reason why it ain't feasible. No one can repeat either a place or a reason, but otherwise it's an opportunity to go crazy imagining all manner of places to hide or why they might not be suitable.

When no one can think of a reason to dismiss a suggestion, that place becomes the hiding place the Crew picks. We offer a few examples for this free-for-all below. You can then expand upon the place that gets picked, or any of the other places that get invented.

Example Places:

- ★ The caves out near Talon station.
- ★ The warehouse in the dock district.
- ★ The derelict ship deep in the dust plain.
- ★ The old mine in Eversly forest.
- ★ The deserted factory downtown.
- ★ The storage facility in the Chinese district.

Example Reasons:

- ★ Too close to the Alliance.
- ★ It got recently flooded.
- ★ I heard a bear started using it as a home.
- ★ The Triad will want a cut.
- ★ There have been a lot of fires in that area.
- ★ We'd have to pass an Alliance checkpoint.
- ★ There is a Fed Station right next door.

TROUBLE: FOLD 'EM

After figurin' things out, the Crew needs to stash the POW capsules. The Crew needs to complete a Timed Action consisting of sneaking the capsules out of their ship, moving them to the hideyhole, and unloading the capsules before the Alliance manages to identify their ship and inspect them. Finally the Crew needs to deal with Badger. The Crew has five beats to complete this task although they may already be down one or two beats dependin' on how successful they were at the listening post.

The Timed Actions starts with the Crew hearing chatter on the Cortex about a rumor that the Alliance is trying to find a Firefly class ship with something big on board.

BUY TIME

Crewmembers not directly involved in stashing the capsules can still help out by Buying Time. Some Actions they can take can include identifying the quickest way from the Docks to the hideyhole, attempting to temporarily scramble Alliance records on their ship's location, and efficiently organizing the stashing of the capsules.

Crewmember Dice Pool: Mental + Operate, Mental + Labor, Mental + Know

Gamemaster Dice Pool: Challenging Difficulty D8 + Maze of Streets D8 OR Dockyard Security D8 OR Cramped Quarters D8 + Need to Hurry D8

Possible Assets: Cortex Map, Security Keys, Mind for Efficiency

Possible Complications: Old Map, On Alert, Can Tell Them How, Don't Mean They'll Follow

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew doesn't regain any beats and the Crewmember can't assist any more this Timed Action.
- ★ **Raise the Stakes:** The Crew regains one lost beat.
- ★ **Extraordinary Success:** The Crew regains two lost beats.

SNEAK OUT

Crewmember Dice Pool: Mental + Sneak, Mental + Trick

Gamemaster Dice Pool: Challenging Difficulty D8 + Lots of Prying Eyes D8 + Time Pressure D6

Possible Assets: Big Tarp, We Ain't Doin' Nothin' Wrong, Smuggling Experience

Possible Complications: The Law Is Watching, Dislodged Capsule, Looking Nervous

Example Results:

- ★ **Failure to Raise the Stakes:** The methods the Crew use to try to sneak the capsules from the ship aren't working very well and people are starting to notice. The Crew loses two beats.
- ★ **Raise the Stakes:** The Crew manages to successfully hide or disguise the capsules and nobody takes much notice of them. The Crew loses one beat.
- ★ **Extraordinary Success:** The Crew disguises their actions so well that nobody even has a hint that anything's up. The Crew loses no beats.

MOVE 'EM

Crewmember Dice Pool: Mental + Drive, Physical + Labor

Gamemaster Dice Pool: Easy Difficulty D6 + Crowds D8 + Chaotic Streets D8 + Time Pressure D8

Possible Assets: Honk, Honk, Trusty Mule, Practically a Native

Possible Complications: Unexpected Crowd, Large Law Presence Ahead, Mechanical Problems

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew gets bogged down by mechanical trouble, gets lost, or runs into a crowd. The Crew loses two beats.
- ★ **Raise the Stakes:** The Crew doesn't have much problem navigating the streets of the Docks. The Crew loses one beat.
- ★ **Extraordinary Success:** The Crew gets a bit lucky and rapidly moves through the streets to the hideyhole. The Crew doesn't lose any beats.

STASH 'EM

Crewmember Dice Pool: **Physical + Labor, Mental + Operate**

Gamemaster Dice Pool: **Challenging Difficulty D8**

+ **Capsules D8 + Time Pressure D10**

Possible Assets: **Dolly, Easy Street Access, Convenient Ramp**

Possible Complications: **Capsules Roll, Pulled Muscle, Getting Tired**

Example Results:

- ★ **Failure to Raise the Stakes:** The capsules prove to be heavier than expected. The Crew loses two beats.
- ★ **Raise the Stakes:** The Crew successfully stashes the POW capsules.
- ★ **Extraordinary Success:** The Crew gets a bit lucky and rapidly moves through the streets to the hideyhole. The Crew doesn't lose any beats.

The Crew manages to get to their hideyhole and stash the POW capsules. The nature of the place will depend on what the Crew decided on, but it'll be quiet and secluded, with enough space to store all the capsules. In fact, it's perfect. That is, until Badger and a group of goons walk in.

Luckily, Badger ain't looking for gunplay. Very little happens on Persephone without him hearin' about it, and recently discovered and claimed this very hideyhole. He knew the Crew was here the moment they started unloadin', and so once the heavy liftin' was done he made his move. The situation ain't so one-sided the Crew can't escape with some gunplay, but Badger's goons are well armed and have got the drop on 'em.

If everyone behaves in a civilized manner, Badger explains he has no he's a respectable businessman and he can't just let the Crew use "his" hideyhole without some compensation.

BADGER'S BARGAIN

Crewmember Dice Pool: **Social + Influence**

Gamemaster Dice Pool: **Badger's Social D8 + Influence D10 + Shady Business Man D8**

Possible Assets: **Possession Is Nine Tenths of the Law, Our Guys Are Bigger Than His, Good Business Relationship**

Possible Complications: **Not My Turf, I Don't Think They're Kidding, Time Is Short**

Example Results:

- ★ **Failure to Raise the Stakes:** The negotiation is taking longer than expected. The Crew loses two beats.
- ★ **Raise the Stakes:** The Crew comes to an agreement with Badger where they'll owe him a favor at a future date. Badger will also make sure no one comes near the hideyhole. He won't even ask what they are hiding. The Crew loses one beat.
- ★ **Extraordinary Success:** The Crew comes to an agreement with Badger where they'll owe him a favor at a future date. Badger will also make sure no one comes near the hideyhole. He won't even ask what they are hiding. In addition, Badger mentions that he's heard that the Alliance is on the way to inspect the Crew's ship. The Crew loses no beats.

SHOWDOWN: ANYTHING BUT ROUTINE

It's time for the Crew to rush back to their ship just as Shan Holt—or Lisbeth if Holt was previously eliminated—arrives to investigate. Whether they arrive in time will depend on their success in the previous timed action.

If the Crew ran out of beats before finishing their negotiation with Badger, Holt arrives before the Crew gets back to their ship. If a Crewmember stayed with the ship, they'll see Holt and about two dozen Alliance troops arrive and can report this to the rest of the Crew. Holt will be highly suspicious about the fact that the Crew isn't with the ship and will suspect that they may have already removed anything important. The Crew takes a **Holt Is Suspicious D10** Complication, and the Crew's ship has a **Landlocked D12** Complication.

If the Crew succeeded at finishing their negotiation with Badger, but didn't have any beats left, Holt arrives just seconds after the Crew gets back. The Crew's ship has a **Landlocked D12** Complication, and Holt is a mite bit suspicious and the Crew takes a **Holt Is Suspicious D6** Complication.

If the Crew finished the Timed Action with beats to spare, they get back to their ship before Holt finally locates their ship and they can get away cleanly—mostly.

INSPECTION

Holt demands to inspect the Crew's ship, and with this many Alliance soldiers, he's got the muscle to get what he demands. Hopefully the Crew's not carrying anything else illegal, but Holt is specifically looking for the capsules. Now the Crew needs to convince him that he's got the wrong ship.

Crewmember Dice Pool: Social + Trick

Gamemaster Dice Pool: Mental **D10** + Focus **D8** +

A Face For Every Occasion D8 + Alliance Soldier 3D6

Possible Assets: Just a Coincidence, Nothin' to Hide, Empty Cargo Bay

Possible Complications: Capsule Label Still Here, Holt Is Suspicious, Interesting Seeing YOU Again

Example Results:

- ★ **Failure to Raise the Stakes:** Holt is pretty sure the Crew is hiding something but can't prove that they had the capsules. Still he cites the Crew for some other minor offense, probably for the condition of their ship, which gives the Crew a **D6** Complication related to financial problems, or steps up an already created similar Complication.
- ★ **Raise the Stakes:** Holt is still pretty suspicious of the Crew, but he's got no evidence that they had the capsules.
- ★ **Extraordinary Success:** Holt still doesn't believe the Crew didn't have the capsules, but they're not here anymore.

No matter what, Holt lifts the landlock on the Crew's ship. But he's still pretty sure that the Crew is up to something and so makes a point of tagging their ship with a tracker, which he'll follow in a small, covert ship.

The players probably suspect that they're being tracked, and that's okay. But the Crew won't find the tracker—it's tiny, it's designed to be hidden, and it only transmits in bursts. Holt needs to be able to follow them in order to meet up in Act III.

Help protect
your family's
way of life.

保护

Visit your local recruitment office
and sign up to patrol the Rim today!



ACT II: THROUGH THE BRIAR PATCH

Having finally decoded the data from the sleep capsules, the Crew follows the trail of the *Westlake* to an asteroid belt known as the Motherlode in Red Sun System. To navigate the place, they're gonna need help, and luckily the place ain't as empty as you might expect. Turns out it's a home to all manner of smugglers and thrill seekers.

"Those are really big rocks. Really, really big rocks. Is no one listening to me about the really big rocks?"

– WASH

THE LOWDOWN: HITTING THE MOTHERLODE

Now that the Crew finally has some time, they're able to decode the data in the sleep capsules: it's good news and bad news once more. The good news is that the data is very specific and gives solid coordinates for the last known position of the *Westlake*. If it's only drifted since then, it should be easy to find nearby. The bad news is that the coordinates are smack bang in the middle of an asteroid field!

Luckily, there's a way to navigate this asteroid field. Plenty of smugglers use a route referred to as "The Hellhound Trail." While still dangerous, it's a good way to avoid Alliance patrols that rarely enter the area for obvious reasons. So the Crew is

gonna need to find a guide who knows how to navigate the trail, so they can get closer to the *Westlake*'s position.

Finding a guide is not as hard as it might be, as many can be found in a bar called "The Rock," a repurposed mining installation at the edge of the field. The Crew will have to be pretty careful how they play things here. The bar's full of unsavory types who don't think much of outsiders. The wrong word or a surly attitude could start a nasty bar fight that'll get very unfriendly very quickly.

You should use this opportunity to add a little "local color" to the scene. The bar serves awful beer, but offers basic resupply services for ships passing through. There are plenty of interestin' folk here, and a number of the smugglers might become useful contacts. That is, as long as the Crew don't start any trouble.

If the Crew decides they don't need a guide, you should warn 'em the rocks look awfully big out there. Without someone who knows the currents and flow of the place, their ship could easily be crushed like a bug.

FINDING A GUIDE

Crewmember Dice Pool: **Social + Influence, Social + Survive**

Gamemaster Dice Pool: **Challenging Difficulty D8**

+ **Surly Locals D6**

Possible Assets: **We Can Pay, We Ain't no Alliance, This Could Be the Beginning of a Beautiful Friendship**

Possible Complications: **You're Not from Around Here, I Don't Like Your Face, Costs More Than You Got**

Example Results:

- ★ **Failure to Raise the Stakes:** Looks like the Crew manages to annoy everyone in the place. So it should be no surprise that the locals get rather ornery and throw the Crew out. If a fight ensues and the Crew does well, they might get an offer from someone who found them entertaining, but it'll be expensive.
- ★ **Raise the Stakes:** The Crew finds themselves a guide by the name of Wilamena Xu, and for a decent price.
- ★ **Extraordinary Success:** Not only does the Crew find a guide, named Wilamena Xu, but she likes them enough to undercut the other offers. She thinks the Crew is just her kind of crazy.

TROUBLE: THE HELLHOUND TRAIL

Now they've got a guide, the Crew can take their ship into the asteroid field in search of the *Westlake*. Unfortunately, even with a guide, it ain't a simple matter. While The Hellhound Trail is the safest route through the field, it's still full of big rocks looking to crush any ship. Wilamena flies ahead in her ship, *Pookie*. The Crew's pilot will have to try and follow in her footsteps. It'll be a nerve-wracking experience, as the asteroids are very large and difficult to predict.

NAVIGATING THE ASTEROIDS

Wilamena will gang up with the Crew's pilot and add her **Savvy Belter D10** Trait to the pilot's dice pool.

Crewmember Dice Pool: **Engines + Fly + Savvy Belter D10**

Gamemaster Dice Pool: **Challenging Difficulty D8 + Mighty Big Rocks D8 + Tons of Asteroids D8**

Possible Assets: **Helpful Guide, There Is a Strange Pattern to This, Just Keep Getting Lucky**

Possible Complications: **Did Something Just Get Knocked Off My Ship?, That Sounded Like Grit in the Engine, Another Hit Like That and We'll Be in Pieces**

Example Results:

- ★ **Failure to Raise the Stakes:** This is a lot harder than it looks, even with a guide to follow. The ship takes a hit, gaining a ship Complication at **D8**.

POOKIE

ENGINES **12** HULL **6** SYSTEMS **6**

DISTINCTIONS

RIKISHI CLASS SPACE TUG **8**

Ships that get stranded out in the black send out emergency beacons. Tugboats fly around, answering their call, hauling 'em to safety. These small spaceships have very powerful engines compared to their size. In addition, they are usually equipped with tractor beams, magnetic grapplers, and gravity dampeners in order to tow much larger ships.

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

BATTLE-SCARRED **8**

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

- ✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ✓ **That Part Don't Work Anyway:** Step back your ship's **Hull** Attribute for the rest of the scene to step back a new Complication that's just been inflicted on your ship.

TURTLEIN' **8**

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

- ✓ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ✓ **Brace For Impact!:** When your ship is about to be Taken Out, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight

SIGNATURE ASSETS

GRAPPLERS **8**

MANEUVERING THRUSTERS **8**

★ **Raise the Stakes:** The Crew makes it through the field with only a few knocks and scratches.

★ **Extraordinary Success:** Nice work! The pilot barely needs Wilamena and sails through the asteroid field. It's a scary ride but the ship scrapes through unscathed, as does the Crew. Wilamena is impressed with the pilot's skills and decides not to double cross the Crew, knowing that they might be able to take her down.

SHOWDOWN: DOUBLE CROSS

Having made it deep into the asteroid field, Wilamena decides it's time to renegotiate. She stops her ship and opens a comms channel to the Crew. She wants more money or she'll skedaddle and leave the Crew in the middle of the asteroids. Sure, they might be lucky and get where they are going, but

it's a big risk for a newbie. So do they want to negotiate or do they feel lucky?

The Crew doesn't have to negotiate; after all, they made it this far. Needless to say, Wilamena will only negotiate across a comm channel; she'll not be foolish enough to come aboard and chat in person. She is expecting the Crew to be a mite ornery about this, after all.

RENEGOTIATING

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Challenging Difficulty D8 + Takes a Liking to Strange Folk D4 + Double Crosser D8

Possible Assets: We Don't Need No Stinking Guide, I've Navigated Asteroids Before, I'll Give You One Last Chance to Stick to the Deal

Possible Complications: Don't Leave Us to Die!, I'm Sure That Rock Is Looking at Me, We Could Always Just Stay Here

Example Results:

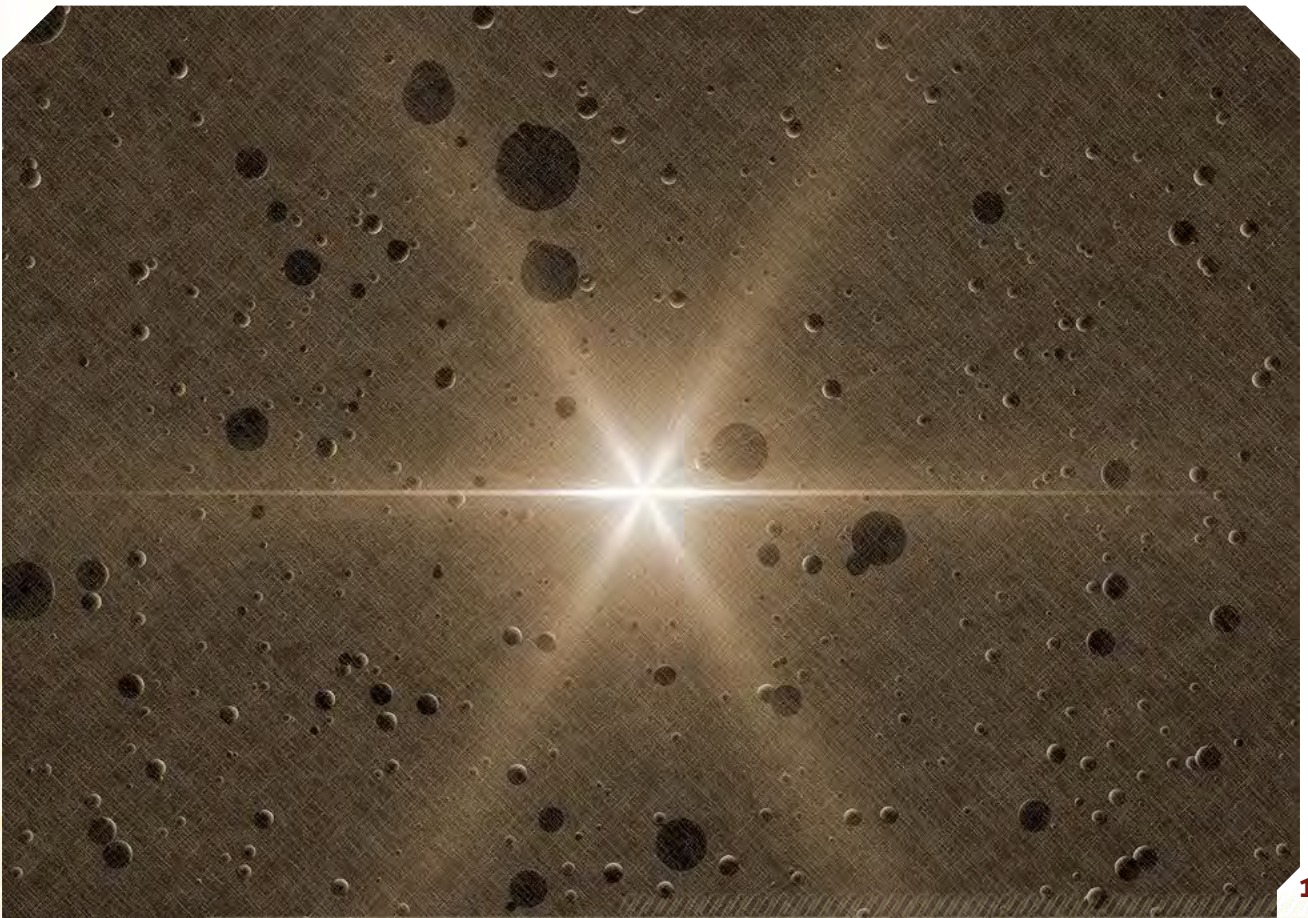
- ★ **Failure to Raise the Stakes:** Wilamena sadly has the Crew over a barrel and she knows it. The Crew has no option but to increase the offer. She'll accept money wired to an account or goods thrown out of the airlock for her to pick up. Step up a financial-related Complication or create a new **Low on Cash D6** Complication.

- ★ **Raise the Stakes:** Well, it was worth a try. The Crew ain't budging, but still needs her help. The Crew arranges to add a small bonus, but that's as much as she'll get, and even then only when she gets the Crew to where they're going safe and sound.

- ★ **Extraordinary Success:** The Crew convinces Wilamena that they are just crazy enough to go on without her. She's not getting any more out of them and she's even worried they'll come looking for payback if she doesn't stick to the deal. She carries on, even dropping the price by 10%, vowing never to mention it again. The Crew can step back a financial-related Complication.

As the guide only got them halfway, the Crew will need to make another piloting roll just like in the previous scene to get the rest of the way. If the Crew decided to do without the guide, they can carry on, but it is a lot harder. They take a **No Guide D10** Complication, making it unlikely they'll get to the *Westlake* without a few dents.

After another perilous journey deeper into the asteroid field, the Crew comes to the position marked for the *Westlake*. Wilamena jets off, her work done. When the Crew needs passage back out, she might be called upon to return. Slowly flying past the dense asteroids, the Crew finally comes upon a ship, but it is not the *Westlake*.





ACT III: MERCURY RISING

After navigating the Motherlode asteroid field, the Crew finally reaches the coordinates of the last known position of the *Westlake*. They do indeed find a ship here, but it's not the one they are expecting.

"Glad to see this is turning out as expected."

– ZOE

THE LOWDOWN: TRESPASSERS

Having reached the last known position of the *Westlake*, the Crew comes across a ship floatin' out among the asteroids. But it ain't the *Westlake*; instead, it's an old Independent Freedom class destroyer called the *Diamondback*. The *Diamondback* has been hiding out here since the end of the War, living off rations and piratin' anything that comes past them. They want to be left alone and don't respond well to visitors.

The *Diamondback*, a dangerously beat up hulk of a ship, is huge, rivaling the size of an Alliance cruiser. In its heyday, it was a mobile command center and supply ship. It's covered in gun turrets, has an expansive shuttle bay, and has lots of space for cargo and crew. Now it's a rusted shadow of its former self. At least a third of the ship is uninhabitable, either open to space or too much of a drain on ship's resources to pressurize. The gun turrets may look impressive, but only about a quarter

of them fire, even if two thirds of 'em can move around. It's a wonder how Ada and her crew keep it running, but truth is it was built well and is simply lasting better than expected. Ada don't even have half the crew the ship needs, but there's enough to keep it flying. The *Diamondback* already has the **Only Partially Operational D8** and **Half Crewed D8** Complications inflicted on it.

The *Diamondback* will let the Crew get close, playin' dead and appearing to be a derelict. But as soon as they close in, the ship lights up and its gun turrets swing into action. Captain Ada Pinnock sends the Crew a wave telling them to stand down and prepare to be boarded. Obviously, the Crew ain't going to be too happy about that.

DIAMONDBACK

ENGINES 6

HULL 10

SYSTEMS 8

SKILLS

CREW 8

DISTINCTIONS

FREEDOM CLASS INDEPENDENT DESTROYER 8

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

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

UNSAFE 8

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

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

☒ Loose Internals: When a crewmember takes a Complication related to being injured while on the ship, the crewmember can step up the Complication to gain 1 PP.

ARMED AND DANGEROUS 8

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

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

☒ Y'All Are Outgunned: Spend 1 PP to double Systems when fighting a ship that lacks your firepower.

SIGNATURE ASSETS

LASER CANNONS 8

COMMAND COMMUNICATIONS SUITE 8

PERIMETER SCAN

While they figure out what to do, the Crew might want to scan the area to see if they can detect the *Westlake* or find out more about the *Diamondback*. If the Crew scans the *Diamondback*, Ada uses the **Armed and Dangerous** Ship Distinction as a D4 to gain a Plot Point.

Crewmember Dice Pool: **Systems** + **Operate**

Gamemaster Dice Pool: **Hull D10** + **Crew D8** + Ada's **Reliving the Unification War D8** + **Armed and Dangerous D4**

Possible Assets: **Not Much Here but Rocks, Taking My Time So I Can Be Sneaky, I Know What I'm Looking for**

Possible Complications: **It's All Dust and Rocks, They Might Detect Our Scan, We Haven't Got Much Range on This**

Example Results:

- ★ **Failure to Raise the Stakes:** All the Crew can detect are rocks and the *Diamondback*. But there's a lot of static out there and the *Westlake* could still be nearby
- ★ **Raise the Stakes:** The scan reveals two interesting facts. The first is that there is a large mass not too far away that could be the *Westlake*. The second is that the *Diamondback's* power system seems rather flakey. They are certainly armed, but not nearly as well as they might appear.
- ★ **Extraordinary Success:** The Crew detects another large ship not too far away; it could easily be the *Westlake*, as it seems to be driftin'. The *Diamondback* appears to be in bad shape, and plenty of its systems are offline. Sadly, its weapons are active, but only a few of 'em. If it came to a fight, things might not go well, but the Crew might escape with a bit of luck.

The Crew has got a few decisions to make. If they stand and fight their way out or run away, they're effectively walkin' away from the *Westlake*, too. Chances are they've come too far and lost too much to give up now. Ada is clearly trouble, but her ship is also an Independent design. If the Crew has Browncoat allegiances they might attempt **Influence** rolls to get on her good side.

Whatever way such negotiations go, Ada will invite the Crew aboard her ship for dinner. She likes to be civilized with those she robs. They'll all sit down and discuss what the Crew can offer her to dissuade her from destroying their ship. If they refuse, their options are fight or run as above. Makin' a run for the *Westlake* will also be a bad idea, as that will only lead Ada to a greater prize.

Luckily, if the Crew has done well in their negotiations, Ada will genuinely like 'em. She is still planning to rob them, but may just take a few supplies she needs and send them away. But if the Crew mentions the *Westlake*, Ada will get very interested indeed.

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TROUBLE: DINNER IN THE DARK

With the *Diamondback's* guns aimed at their ship, the Crew is “invited” to dinner to discuss terms. The best way to do this is to take a shuttle over there. It’s possible to dock with the *Diamondback*, but that would give them access to the Crew’s ship, as well. The *Diamondback* is a large enough ship to have its own shuttle bay, so the Crew can just slide on over. They may take the opportunity to take a look over the *Diamondback* as they fly around to the bay.

The ship’s certainly seen better days and anyone with a **D8** or better **Fix** realizes just how badly in shape it is. Many of its wounds look old, Unification War old, and most have been patched up with a temporary fix at best. Having said that, the ship’s not going to fall apart completely anytime soon. It may be a beat-up destroyer, but it’s still a destroyer!

The shuttle bay is easy to find, and accessed through huge metal doors that creak ominously as they open. But once they have landed and given the area time to repressurize, the place seems secure enough. There are a few other shuttles in the bay, all in various states of disrepair. Of note is a more modern and cared Wakinyan class ship here, as well. This is actually Holt’s ship—or Lizbeth’s, if Holt is dead.

The Crew will be met in the shuttle bay by a few goons, all wearin’ the remains of Independent uniforms. They ain’t especially talkative, but will probably loosen up if the Crew can offer a few war stories of their time among the Browncoats.

MEMORY LANE

Crewmember Dice Pool: **Social + Influence, Social + Trick, Mental + Notice**

Gamemaster Dice Pool: **Challenging Difficulty D8 + Desperate Veteran 3D8**

Possible Assets: **I Was at the Battle of Serenity Valley, Hate Those Purple Bellies, War Vet**

Possible Complications: **Bad Memories, Not Really a Browncoat, Foot in My Mouth**

Example Results:

- ★ **Failure to Raise the Stakes:** The goons clam up.
- ★ **Raise the Stakes:** The goons seem a mite nervous about their captain.
- ★ **Extraordinary Success:** The Crew gets the feeling that Ada might not be firing on all thrusters.

As the Crew is led through the ship, they get another chance to see how badly maintained it is. Several sections are locked and marked as being open to space. Rust is everywhere and several panels hang open with hastily made repairs evident. It seems the engineers here are only just keeping the ship running. No one seems to care enough to upgrade it or make long term repairs.

After being taken through the ship, the Crew reaches the dining room, a large open area that used to serve as the officer’s mess. It’s dominated by a large scratched table, at the head of which sits Ada. She plays the genial hostess and offers each Crewmember a seat as food is brought out. The food is palatable, but not as appetizin’ as it should be when brought out on the ship’s best china and silverware. But the Crew is invited to join Ada eating and drinking, even though her armed crew stands over them, weapons drawn.

A MODEST PROPOSAL

This whole scene should play out like a Mat Hatter’s tea party and, given Ada’s mental state, could go a number of ways. Essentially, she wants to know what the Crew has of value, and suggests that if they tell her and hand it over, this can all be over without anyone getting killed. If they prove polite or have a background as Independents, she’ll be more lenient about what she expects handed over. Negotiations will be very tricky indeed, as Ada’s mood can flip on a dime. The mere mention of the Alliance or an action she deems “impolite” will send her into a screaming, gun toting rant that’ll be over as soon as it begins.

Crewmember Dice Pool: **Social + Influence, Social + Trick**

Gamemaster Dice Pool: **Mental D10 + Focus D6 + Space Crazy D8**

Possible Assets: **My Paw Had a Few Loose Screws Too, I’m Very Very Polite, Keep Your Cards Close to Your Chest**

Possible Complications: **Rocking the Boat, Rock and a Hard Place, Downright Rude**

Example Results:

- ★ **Failure to Raise the Stakes:** Negotiations don’t go smooth. Ada flies into a rage and orders the entire Crew locked up. She’ll later decide one of them should take her and a boarding party back to the Crew’s ship in the shuttle so they can strip it bare
- ★ **Raise the Stakes:** The Crew manages to live through dinner. Ada decides to take their word for it on what they have to give her and decides to trust ’em to deliver it. She’ll keep a couple of them as hostages to make sure, though.
- ★ **Extraordinary Success:** Ada rather likes the Crew’s style. While she can’t let the Crew go without handing over something—“In front of the crew, you understand”—she will start talking partnership with the Crew’s captain.

Having survived dinner, the Crew is in for another surprise. Holt turns out to be a prisoner on the *Diamondback*. The Crew might discover this by being locked up with him,

MASTERIN' THE GAME: WHAT IF HOLT IS DEAD?

In case accident or misadventure has taken out Holt long ago, the Crew will meet Lisbeth Tallow here instead. Lisbeth is in a similar position to Holt, having been caught by Ada while hunting the Crew. Instead of being locked up, she has played things a little more cleverly and convinced Ada she is the daughter of a wealthy family. As such, she is being treated well, but used as a servant while they await her ransom. But she has worked out the same escape plan as Holt would have. What makes Lisbeth interesting is that the Crew may not have met her before, giving her the edge when it comes to her sudden but inevitable betrayal.

or Ada might take them to see him as an example of what happens to those who cross her. Holt will not be pleased to see the Crew, since he was caught by Ada after managing to get ahead of 'em—once he saw roughly where the Crew was going, he was pretty sure of their eventual destination. But he does have an offer for them. If the Crew is locked up with him, he can talk about it then. But even if the Crew is on good terms with Ada, she might leave them to talk to the prisoner for a while as part of her object lesson in betrayal.

Holt needs the Crew's help to get off the *Diamondback*, as he can't do it alone. But he'll point out they can't either, as just running for the shuttle will probably get 'em killed. He's got someone on the inside, and if the Crew joins his plan they can all escape together. Problem is: can Holt be trusted?

SHOWDOWN: THE GREAT ESCAPE

At this point, the Crew's in something of a pickle. Ada has probably insisted they hand over anything of value they have or lose their ship. Their old enemy Holt has turned up and they are stuck on a dilapidated ship in the middle of an asteroid field. If they've let slip about the *Westlake*, Ada will want a cut of that, too. They need to make a run for it, but first they need to make sure the *Diamondback* can't either follow them or blast their ship into atoms.

Luckily, Holt's got a plan, and he'll share it with the Crew if they agree to a truce. His plan hinges on a member of Ada's crew who is not too happy with the way things have been going. Lemuel Zhang might be persuaded to help them if they can get him off the *Diamondback*, too. With him on their side, they have a chance to get into the engine room and cause enough ruckus to disable the *Diamondback's* power systems for long enough to escape. Then, of course, it will just be the simple matter of making a run for it through the maze of corridors to reach the shuttle bay. It's gonna be a busy day.

MAKIN' ALLIES

If the Crew is on reasonably good terms with Ada, they are free to wander the *Diamondback* to a certain degree, as long as they don't go to the bridge or engine room. So it will be easy to find Lemuel and talk him into joinin' the plan.

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Easy D6 + Desperate to Leave D6

Possible Assets: You Won't Get Another Chance, There Ain't Nothing to Lose, It's All Going to Hell Before Long Anyway

Possible Complications: Ada Will Kill Me, What About My Shipmates, How Can I Trust You?

Example Results:

- ★ **Failure to Raise the Stakes:** Lemuel isn't convinced. He won't rat them out to the captain, but he doesn't want to get involved. He still wants out, though, and if it looks like their plan is working he might help out later, maybe. He'll let them out of their cell if they're imprisoned, though.
- ★ **Raise the Stakes:** He'll help, but he's in no mood to risk his life. If things go wrong he's out, but he'll help them get to the engine room. He becomes an Asset **Lemuel's Assistance D6**.
- ★ **Extraordinary Success:** Not only is it a yes, it's a hell yes! Convinced Ada will kill him anyway sooner or later, Lemuel is on board with the plan as if he has nothing to lose. He will be an Asset **Lemuel's Assistance D8** and is willing to risk his life to make sure the plan works.

DISABLING THE DIAMONDBACK

Escaping the *Diamondback* is a Timed Action with four beats. The Crew will have to access the *Diamondback's* engine room, disable the power systems—including those to the weapons turrets—get to the shuttle bay, and then use the manual controls to open the shuttle bay doors.

To have a chance to escape, the Crew will need to screw with the *Diamondback's* power systems. That way the weapons systems will shut down and the ship won't be able to chase the Crew. It will create a problem opening the shuttle bay doors, but one thing at a time.

For each segment of the Timed Action, pick a spotlight character to attempt the Action. The rest of the Crew—and Holt— can help out by lending a Skill die as normal.

CAUSE CHAOS

The Crew might need to Buy Time, unless they can manage to get an extraordinary success along the way. They can do this by causing various amounts of chaos on the ship—hackin' into the computer systems, making fake reports on the comms, or other means of sabotage.

Crewmember Dice Pool: Mental + Operate, Social + Trick

Gamemaster Dice Pool: Challenging Difficulty D8 + Desperate Veterans 2D8

Possible Assets: Been On This Kind of Ship Before, Brought My Trusty Hacking Key, Do You Know Who I Am?

Possible Complications: What's Your Security Code?, Tracing This Communication, Reporting This

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember's tactic doesn't succeed. The Crewmember can no longer participate in this Timed Action.
- ★ **Raise the Stakes:** The Crewmember causes a bit of mayhem. Regain one lost beat.
- ★ **Extraordinary Success:** The crew of the *Diamondback* is really confused. Regain two lost beats.

ACCESS THE ENGINE ROOM

The engine room ain't exactly guarded, but it does have a few people working there. Gaining access will require some pretty slick talkin' if they don't have Lemuel to vouch for them. The Crew might also try distracting the *Diamondback* crewmembers and knocking them out.

Crewmember Dice Pool: Social + Influence, Social + Trick, Physical + Sneak, Physical + Fight

Gamemaster Dice Pool: Challenging Difficulty D8 + Desperate Veterans 3D8

Possible Assets: Hey, I'm Lost, Hey, What's That Behind You?, I Just Love These Freedom Class Engines

Possible Complications: Let Me Check With the Captain, You're Not Supposed to Be Here, Punched a Bulkhead

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew doesn't convince the engine crew that they're supposed to be here. They're going to try to contact the captain! Lose two beats.
- ★ **Raise the Stakes:** The engine crew is distracted, knocked out, or otherwise out of the picture. Lose one beat.
- ★ **Extraordinary Success:** The engine crew is out of commission in rapid fashion! Lose no beats.

SABOTAGE THE POWER SYSTEMS

Now it's time for someone to disable the power systems, which unfortunately means the Crew will have to open the shuttle bay doors manually, but that's what's going to be required to ensure they don't get shot by a stray turret that happens to still have power.

Crewmember Dice Pool: Mental + Fix

Gamemaster Dice Pool: Challenging Difficulty D8 + Working on the Sly D8

Possible Assets: No One Is Watching, Bigger It Is the Easier It Is to Screw with, I Got Me a Big Hammer

Possible Complications: Need More Privacy, Takes Two of Us to Handle, Should It Make That Noise?

Example Results:

- ★ **Failure to Raise the Stakes:** While it ain't too hard to break something, the Crewmember has broken the wrong bit. The engine systems make a horrible sound and power dials start going crazy. The Crewmember's certainly done something, but who knows if it's what the Crew was after. Better make sure. Lose two beats.
- ★ **Raise the Stakes:** The Crewmember's got about ten minutes and then all hell is gonna break loose. When the pressure builds up, the systems are going to fall apart, but no one should notice until then. The Crewmember's got a head start, but the clock is running. Lose one beat.
- ★ **Extraordinary Success:** The Crewmember can breeze out of the engine room knowing that everything is shiny. It'll take the *Diamondback* crew a while to figure out where the power loss is coming from so they can fix it, too, by which time the Crew should be long gone. Hopefully. Lose no beats.

HEAD TO THE SHUTTLE BAY

Now for the hard part: making a run to the shuttle bay, and the Crew encounters a few of *Diamondback* crewmembers along the way. They'll need to deal with 'em somehow.

Crewmember Dice Pool: Physical + Move, Physical + Sneak, Physical + Fight, Physical + Shoot

Gamemaster Dice Pool: Challenging Difficulty D8 + Long Way to Run D8 + Desperate Veteran 3D8

Possible Assets: Taking 'Em by Surprise, They Ain't So Tough, Shuttle Bay Is This Way

Possible Complications: Are You Sure This Is the Right Way?, They Seem Pretty Angry, We're Taking Fire!

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew finds their way blocked, or is dealing with taking out some of the opposition. Lose two beats.
- ★ **Raise the stakes:** The Crew makes it to the shuttle bay. Lose one beat.
- ★ **Extraordinary success:** That was a cakewalk. Taking a slightly odd route, the Crew avoids plenty of Ada's goons and catches the rest of 'em completely by surprise. Lose no beats.

GET THE DOORS!

There is one last obstacle to getting of the *Diamondback*: the shuttle bay doors. They need power to open, which is exactly what the Crew has had to shut down. Luckily, there's a manual system to help evacuate the ship in an emergency. The doors open into space, so it'll get pretty messy for anyone not in a suit once this happens.

Crewmember Dice Pool: Physical + Labor

Gamemaster Dice Pool: Hard Difficulty D10 + Rusted Manual Wheel D10 + Get Ready for Explosive Decompression D8 + Hard to Do in a Spacesuit D10

Possible Assets: Crowbar, WD-50, Seen This Model of Emergency Systems Before

Possible Complications: It's Real Rusty, Stuck, I Think They're Trying to Break in!

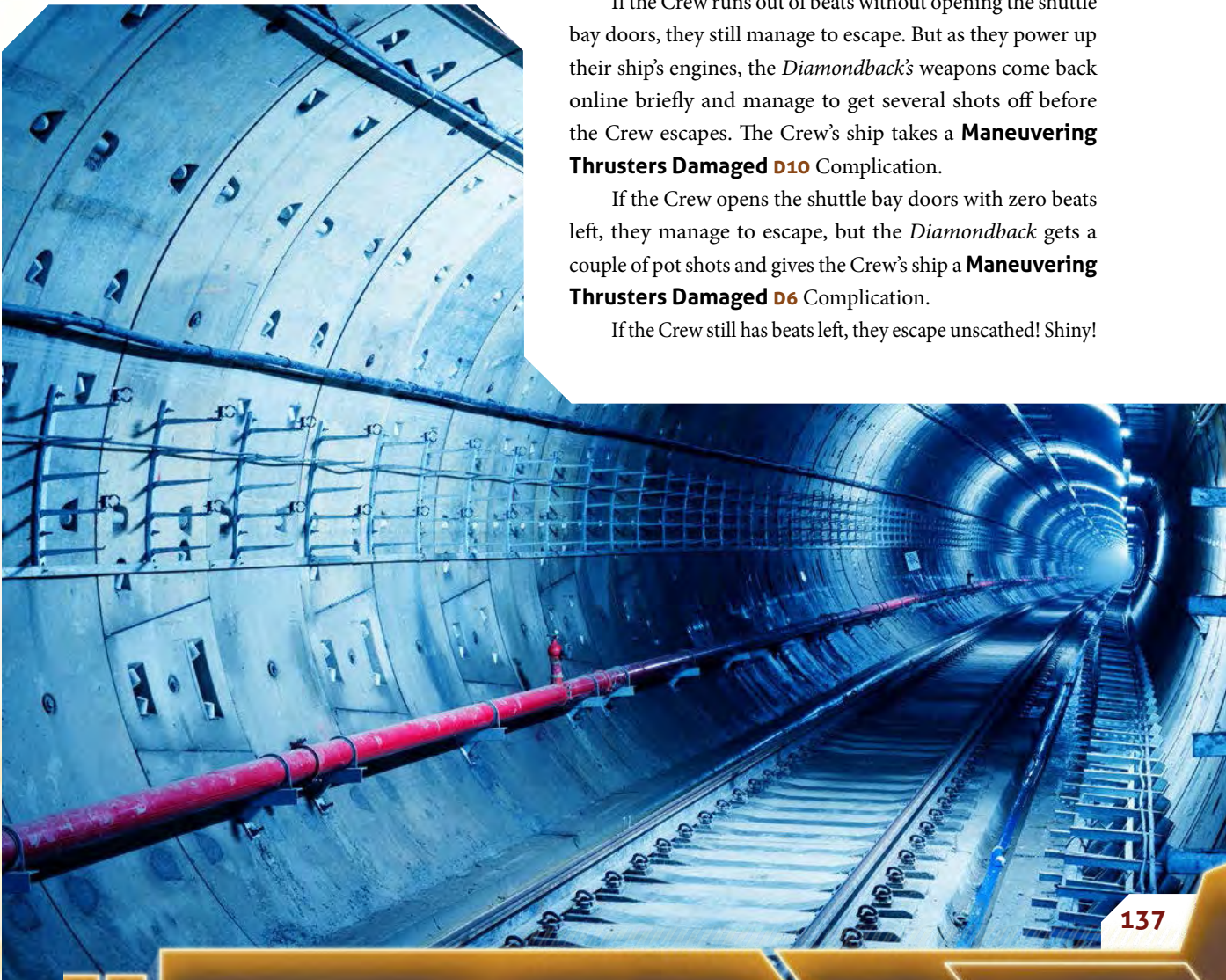
Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember finds it really tough to turn the manual wheel. Lose two beats.
- ★ **Raise the Stakes:** The Crewmember manages to open the shuttle bay doors. Time to leave! Lose one beat.
- ★ **Extraordinary Success:** That wasn't very hard at all. Lose no beats.

If the Crew runs out of beats without opening the shuttle bay doors, they still manage to escape. But as they power up their ship's engines, the *Diamondback*'s weapons come back online briefly and manage to get several shots off before the Crew escapes. The Crew's ship takes a **Maneuvering Thrusters Damaged D10** Complication.

If the Crew opens the shuttle bay doors with zero beats left, they manage to escape, but the *Diamondback* gets a couple of pot shots and gives the Crew's ship a **Maneuvering Thrusters Damaged D6** Complication.

If the Crew still has beats left, they escape unscathed! Shiny!



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ACT IV: UNSTABLE GROUND

While the Crew may have escaped the *Diamondback*, they ain't out of the woods yet. As Ada and her crew try to repair the damage, they become hell bent on destroyin' the Crew's ship. While the *Diamondback*'s guns might be temporarily out of order, Ada's got another trick up her sleeve.

"So they shot you, threw you in a cell, and tried to blast the shuttle to pieces? Talking clearly isn't your strong suit."

– INARA

THE LOWDOWN: DEADLY ROCKS

While the *Diamondback*'s guns might not work too well, her captain has another weapon. The asteroids are full of explosives, which Ada has a remote trigger for. She begins blowin' the charges as the Crew's ship gets close to each asteroid. 'Course, if the Crew failed to shut down the *Diamondback*'s weapons, they'll light up the black blasting away at the Crew's ship. The Crew needs to get their ship out of the mined part of the asteroid field or they'll be destroyed for sure.

EVASIVE MANEUVERS

Crewmember Dice Pool: Engines + Fly

Gamemaster Dice Pool: The *Diamondback*'s Systems

D8 + Crew D8 + Freedom Class Independent Destroyer

D8 + Command Communications Suite D8

Possible Assets: I Can See a Clear Space, That Was More Flash Than Bang, That's All the Big Ones Gone

Possible Complications: Too Much Dust in the Engines, Everything Is too Close Together, No Room to Maneuver

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew's ship gets hit by a nearby explosion and takes a Complication equal to the *Diamondback*'s highest rolling die.
- ★ **Raise the Stakes:** While they haven't managed to escape the field, the Crew manages to get close enough to the *Diamondback* to make it risky for them to fire off any more explosives.
- ★ **Extraordinary Success:** Not only does the Crew manage to avoid the exploding asteroids, they also trick Ada into detonating one too close to her own ship. The *Diamondback* takes a heavy hit from the nearby explosion, leaving them driftin' and in need of repair. The *Diamondback* takes a Complication equal to the Crewmember's highest rolling die, or the Crewmember can choose to step up one of the *Diamondback*'s existing Complications.

TROUBLE: HOT REVENGE

While the Crew may have found temporary safety, it won't last for long. Very soon the *Diamondback* will get its weapons operational, or be able to move out of the way to detonate more asteroids. The Crew needs to find a way to use the *Diamondback*'s weapons against 'em. There are a few ways they might manage to do this. One is to get in contact with an ally on board the *Diamondback*. If Lemuel refused to join them before, maybe he can be convinced to help them now. Failin' that, a small team might be able to board the *Diamondback* and find a way to disable the detonator.

As these options are problematic at best, the other way to save the ship might be to take control of the detonation system for the asteroids. Like any wireless signal, it uses a particular frequency, but is otherwise a simple signal to imitate. If the Crew can isolate that frequency, they can not only jam it, but also start blowing up asteroids themselves. A few near the *Diamondback* should finish it off, especially as Ada's crew ain't keeping their distance, thinking they've got nothin' to fear. The problem with this plan is that to get a reading on the frequency, the Crew's gonna have to get close to a receiver when it gets a signal, which is when it's gonna explode!

WHAT'S THE FREQUENCY?

Crewmember Dice Pool: Systems + Operate

Gamemaster Dice Pool: The *Diamondback*'s Systems

D8 + Crew D8 + Freedom Class Independent Destroyer

D8 + Command Communications Suite D8

Possible Assets: I Think This Is a Small One, I've Got a Lock, This System Has a Longer Range

Possible Complications: It Could Blow at any Time, Getting Mighty Close, Too Much Static

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew finds the frequency and detonates the asteroid nearest the *Diamondback*, which gets Taken Out. Unfortunately, they accidentally detonate the asteroid nearest to their ship, which takes a Complication equal to the *Diamondback*'s highest rolling die.
- ★ **Raise the Stakes:** The Crewmember gets the frequency, but only just. The ship might pick up a bit of damage, but the Crew has what they need. The nearby asteroid explosion almost tears the destroyer in two, leaving the *Diamondback* a wreck. Unfortunately, Ada escapes to possibly plague the Crew at a later date.
- ★ **Extraordinary Success:** Almost too easy. The Crew grabs the frequency, detonates the nearest asteroid, and leaves the *Diamondback* a wreck.

BLETCHLEY PARK

ENGINES 10

HULL 4

SYSTEMS 10

DISTINCTIONS

WAKINYAN CLASS SURVEYOR 8

The Wakinyan, or "Thunderbird" in the Sioux tongue from Earth-That-Was, is a small, agile vessel used mostly to prospect asteroids for minerals. The cargo capacity is small and the crew quarters cramped. Another ship is needed to actually extract the minerals. However, its speed, agility, and stealthiness make the Wakinyan attractive to bounty hunters, criminals on-the-run, and illegal salvagers.

- ✓ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ✓ **Can You See Me Now?:** When another ship is attempting to detect your ship, the pilot may spend 1 PP to double **Sneak** for the roll.
- ✓ **Mighty Zippy:** Spend 1 PP to step up or double your ship's **Engines** Attribute for one Action when attempting a complex or dangerous maneuver.

BRAND SPANKIN' NEW 8

A fancy new boat is the best damn investment a captain could make. You've splurged some, but you've got no regrets.

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

BUILT FOR STEALTH 8

You've painted your ship black, lined it with thermal insulators, and installed directional communications arrays. Your boat is like a needle in a haystack. But shutting down your short-range radar makes it easier for others to get the jump on you.

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

SIGNATURE ASSETS

EMP WEAPONS 8

BLACK CAMO 8

With the detonation frequency under their control, the Crew just has to send it at the asteroid nearest to the *Diamondback*. The explosion almost tears the battleship in two, leaving the *Diamondback* a wreck. Unfortunately, in the confusion Holt has stolen a shuttle and is making a run for the *Westlake*!

SHOWDOWN: HEADING OFF HOLT

With the *Diamondback* destroyed or driftin', the Crew's finally free to make their way to the *Westlake*. Unfortunately, Holt is again one step ahead. Having gotten back into his ship during the chaos, he's already on his way to the distant ship. Fortunately the Crew still has access to some exploding rocks.

Time for a head to head against Holt. This will be a high stakes conflict, but Holt isn't willing to die here though and will retreat if needed.

PLAYING WHACK-A-HOLT

Crewmember Dice Pool: **Systems + Operate**

Gamemaster Dice Pool: **Hull D4 + Fly D8 + On the Way to Meet Buddha D8 + Built For Stealth D8 + Black Camo D8 OR Systems D10 + Shoot D10 + On the Way to Meet Buddha D8 + Wakinyan Class Surveyor D8 + EMP Weapons D8**

Possible Assets: **Exploding Asteroids, Sensor Echo, Getting Under Holt's Skin**

Possible Complications: **Signal Getting Jammed, Too Many Rocks, Hard to See Him**

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew's ship gets Taken Out. A Crewmember can spend a Plot Point to keep fighting but the ship takes a Complication equal to Holt's highest rolling die, or has an appropriate Complication stepped up.
- ★ **Raise the Stakes:** Holt's ship gets Taken Out. If the *Bletchley Park* doesn't already have a **D8** or greater Complication Holt will spend a Plot Point to stay in the fight. His ship takes a Complication equal to the Crewmember's highest rolling die or has an appropriate one stepped up.
- ★ **Extraordinary Success:** Holt's ship gets Taken Out.

If Holt's ship gets Taken Out, he leaves the scene, not wanting to sacrifice his life in these circumstances. But he'll be back. Holt may have been defeated and the way to the *Westlake* is finally clear, but the adventure is far from over.

At this point in the adventure, it's up to you to decide if this ship is actually the *Westlake* itself. In the next chapter, the Crew will finally board the vessel. But if you want to run a few more adventures in the Motherlode, or even take 'em to another planet for a spell, this ship can easily be another false alarm. It's instead another broken cruiser called the *Alberta*, a shattered empty wreck with minimal power drifting in the black. But you should be careful not to offer too many false starts, as the Crew might decide to give up on the *Westlake* if they run into too many dead ends. So if you choose to use the *Alberta*, the Crew should find a final clue to the *Westlake*'s nearby position there.





ROLL CREDITS

Once the shooting stops, it's time to take stock of the damage. If you are running the next chapter straight away, then the Crew has indeed found the *Westlake*. What they find there will be revealed in the final chapter. But if the Crew is ready for more action before taking the adventure to a climax, there's plenty left they can do.

The first thing they will need to do is take stock of their wounds and damage. They've come up against pretty fierce opposition and both they and their ship may be in sore need of repair. They may also be low on supplies, forcing 'em to leave the asteroid field to refuel and restock before continuing their search for the *Westlake*.

SALVAGE AND SPOILS

Ada's ship, the *Diamondback*, ain't much, but it's something and there may be lots of useful parts or valuable cargo among the wreckage. Even if Ada herself might be gone, some of her crew will remain. If they are offered passage out of there, they may be more forthcoming about where to find the good stuff. Just be careful—some of the less trusting souls might try to board the Crew's ship and take it for their own.

SEARCH AND SEIZURE

Just when they thought they'd be free of Alliance entanglements, the Crew's caught in a raid. The illegal activities in the Motherlode has been on the Alliance's radar for a long time—but they haven't wanted to risk the personnel or the ships. Unfortunately, Alliance brass has decided enough is enough. They go in mob-handed, arrestin' anyone they find here, contraband or no. Fightin' would be suicide, and three cruisers are waiting to pick up runners. But it seems some of the younger commanders leading the strike forces into the field are corrupt, looking for their piece of the lucrative black market here. The trick is, how do you separate the bribable officers from the honest ones?



LOST IN SPACE

The Crew comes across a man floating in the black in a space suit, running out of air. His name is Toren Bray and he was thrown out by Caleb, the leader of a small group called the Black Eagles, for making a move on Caleb's girlfriend, Hazel. He'll offer large amounts of money for safe passage back, and for help getting revenge. Not the deadly kind—he simply wants to teach Caleb a lesson and give Hazel a chance to get away from her “dangerously abusive boyfriend.” Toren's story checks out, at least as far as his identity and wealth go. But what he ain't telling them is that Hazel had refused his less than subtle advances several times, and he was taken out by the gang after some especially nasty threats.

JUNKYARD TROUBLES

The Crew finds an old man out among the rocks in a ship almost older than he is. Jed is the Motherlode's equivalent of a beachcomber, sliding between the rocks looking for mineral deposits or worthwhile salvage. Seems he's caught the attention of some raiders, though he can't imagine what he's got that's worth killing him for. If the Crew backtrack Jed's trail, they'll get attacked by small raiding craft, looking to blow holes in ships and scoop up any cargo that falls out. Turns out Jed unknowingly passed very close to their hidden strike base and somewhere in Jed's prospectin' computer is all the detail needed to find the pirates' secret lair. If the Crew can folk to admit they'd been robbed, they'll have all the allies they need to take down the raiders for good.



THE BIG DARK

We may have won the Unification War, but our victory came at a great cost. For some the war will never be over, and we must be vigilant.

The *Westlake's* existence is a lie that hurts survivors and the memories of the fallen. Shortly after the Battle of Serenity, the *Westlake* was destroyed in the confusion and the wreckage fell into Murphy. Like Reavers, sightings of this "ghost ship" are false. To claim otherwise, is grounds for treason.

Do your patriotic duty.

Help us stop the lies.

Turn suspicious citizens in to your local Alliance outpost for a small reward today.

做你的国爱义务



THE WAY OF THINGS

In *The Big Dark*, the Crew's made it to the *Westlake*, bright eyed with the promise of a score inside. They've been through the ringer to make it to this point, settlin' old debts, chasing down prisoners, and escaping the Alliance, all so they can finally face down the long-lost boat. It's the culmination of the five-Episode arc, and there's lots of choices for the players to end this storyline.

'Course, boardin' the ship and making out with the loot ain't all that easy. It's an old girl, left out in the black for a long time, so it'll need a kick in the ribs to get runnin' again. Tracking down the right mechanism to jumpstart to the system is the Crew's first step, but that also pushes the ship's security protocol into high gear.

If fightin' their way through a virtual army of security bots ain't enough, there's the cackle of a crazy POW, now loyal to the Alliance, coming over the intercoms. The bots were his doing, seeing as what the Crew might discover on board could potentially hurt the Alliance. Crafty Crewmembers can hunt the ship for ways to circumvent many of these obstacles, but just blasting a hole where they want to go is just as keen a tactic.

MASTERIN' THE GAME: REPLACING SHAN HOLT

If the Crew managed to kill Shan Holt in Episode 1, or he's eliminated in Act I, the Alliance puts another Agent on the Crew's trail—Lisbeth Tallow. You can use Lisbeth's Crewsheet for Shan in this Episode to represent Advancing him to Heavy Major GMC status.

Once on the bridge, they find themselves between a rock and a hard place. See, the Alliance caught up with 'em while they were dealing with the POW containment pods and tryin' to stop the deletion software on the computer's mainframe. The encounter ends with an explosive climax, but the POWs ain't out of the woods yet, and the Crew must race to treat them before they all die.

Finally, the Crew needs to deal with only one question: what to do with all they've learned? They could blow a hole in the pretty walls the Alliance have built around themselves or walk away with a major payday if they find the right buyer.

CASTING CALL

The Major Gamemaster characters in *The Big Dark* reflect characters the Crew previously encountered. Tailor the Major GMCs or advance Minor GMCs the Crew ran afoul of over the course of your campaign to attain a stronger emotional impact for the conclusion of *Ghosts in the Black*.

Below, find suggested rules for Shan Holt and Clarence Mulock.

SHAN HOLT

"If you put the gun down, I might not have to shoot you."

Character Type: Alliance Agent

Role: Alliance Pursuer

Acts: III

Attributes: Mental **D10**, Physical **D10**, Social **D10**

Distinctions:

ON THE WAY TO MEET BUDDHA **D8**

If you should meet the Buddha upon the road, kill him.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Misplaced Nirvana:* When you violently Take Out an opponent you may spend 1 PP to step back a mental or social-based Complication.
- ☒ *Walk the Earth:* When you assess someone's emotional state, spend 1 PP to step up or double **Notice** for the Action.

Highlighted Skills: Fight, Notice, Shoot

KENDO MASTER **D8**

Think lightly of yourself and deeply of the world.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Contemplate the Void:* When you stand with a sword drawn before an imminent fight and your opponent strikes first, you may spend 1 PP to make them set the stakes for the Action. Your opponent counts 1s and 2s as jinxes for the roll.

Highlighted Skills: Fight, Focus, Perform

A FACE FOR EVERY OCCASION **D8**

A good spy has dozens of cover identities ready to assume at a moment's notice.

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

Highlighted Skills: Influence, Sneak, Trick

Skills: Fight **D10** (*Martial Arts*), Fly **D8**, Focus **D8**, Influence **D8**, Know **D8** (*Places*), Notice **D8**, Perform **D8**, Shoot **D8**, Sneak **D8**, Trick **D8** (*Disguise*)

Signature Assets: Antique Jian **D8**, Hastings **D8**

CLARENCE MULOCK

You folk have made the biggest, and last, mistake of your lives."

Character Type: Enraged Robber Baron

Role: Final Casualty of the *Westlake*.

Acts: Epilogue

Attributes: Mental **D10**, Physical **D10**, Social **D10**

Distinctions:

BANDIT GUARDIAN **D8**

Being in charge sometimes just means you have the most guns.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Boss in This Here Town:* When your Crew has your back in a confrontation, you may spend 1 PP per Crewmember or GMC to step up one Trait on each of them for the scene. If you are Taken Out, step back twice each Trait stepped up this way.

Highlighted Skills: Fly, Notice, Shoot

SCHEMER **D8**

Everybody wants something. Let's make a deal.

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

Highlighted Skills: Fix, Influence, Trick

SETTLEMENT SURVIVOR **D8**

They call you a survivor. Truth is you died back there and just haven't fallen over.

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *Can't Kill the Dead:* When you spend a Plot Point to avoid being Taken Out from a potentially lethal blow, you may make a **Physical + Survive** Action. If you raise the stakes, do not take a Complication for staying in the fight. If you fail to raise the stakes, step up the Complication you take for staying in the fight.

Highlighted Skills: Craft, Labor, Survive

Skills: Craft **D6**, Fix **D6**, Fly **D6**, Influence **D10** (*Stymie*), Labor **D6**, Notice **D6** (*Treason*), Shoot **D10** (*Big Pistols*), Sneak **D8**, Survive **D10**, Throw **D6** (*Grenades*), Trick **D10**

Signature Assets: .44 Magnum **D8**, Bulletproof Business Suit **D8**

MINOR CHARACTERS

FELIX STURGESS

"The Alliance is Mother. The Alliance is Father."

Character Type: Monkey Wrench

Role: Brainwashed for the Alliance

Acts: I

Character Description: Durin' the War, Felix had one of the bloodiest dusters on the battlefield. There weren't none who hated the Alliance more than this gruff man, but he also fought for the freedoms he knew would be stolen from him and his kids. This stalwart attitude mixed with the chemicals used to alter his brainpan to the Alliance way of thinking has created quite the unstable mix.

Upon waking up when the Crew enters the *Westlake*, Felix's senses are still numb. He'd always been fighting the serum with as much willpower as he could muster, which unbalances his temper and makes him explosive. While the Crew is talking with Felix, he'll seem absolutely loyal to the Alliance when he speaks, but the observant few will notice the desperation and outright fear that lingers beneath the surface. His voice cracks and his body shakes with every word he utters, and any research on Felix after the fact will show that a worse fate couldn't have taken a better man.

Traits: Brainwashed Loyalist **D10**, Unbalanced **D4**, Crazy? I Was Crazy Once **D8**

ABBESS GRACE THAO

"Our facilities are open to all, but first...I have some questions."

Character Type: Accepting, Yet Cautious Abbess

Role: The POWs' Last Hope

Acts: IV

Character Description: Abbess Thao's been on the fringes of the church for a long time. After years of loyal service, she began to bore of the same ole routine of prayer and service. She organized protests and charitable efforts to help the poor and disenfranchised. She was arrested several times and finally given the choice: excommunication or service on a Rim planet for a period of time long enough for her to become forgotten to the masses in the Core.

Her position within the church as an outspoken Abbess let her quickly take command of *Curing Hands*, a hospital built inside of an asteroid. You'd almost think she started the place herself. Abbess Thao has got a strong command of the others in the facility, and medical expertise rivaling any college-educated doctor, though she never attended medical school herself. She's acceptin' of everyone, criminal or savior, but knows how to root out unsavory types only out to take the hospital's resources. She'll die for the hospital's efforts if necessary, because they do mighty good work here.

Traits: Abbess **D8**, Outspoken **D8**, Cautious **D8**, Arrest Record **D4**, Self-Taught Doctor **D10**

EXTRAS

INSIDE THE CURING HANDS

The majority of the people who work here are Shepherds themselves who either have volunteered out of a sense of altruism or been sent to the hospital to serve out some kind of penance. But while there are plenty of Shepherds, don't let the players forget that there are also a number of patients—it is a hospital after all.

- ★ **Shepherd Cardinal:** While Abbess Thao works on schedules, organization, and choosin' whether or not to allow patients into the hospital in the first place, Shepherd Cardinal's the chief surgeon often called to perform or supervise the majority of the procedures done. If people are physically injured, they'll no doubt have interaction with this old, greying, and curmudgeonly stick-in-the-mud. **Traits:** Surgeon **D10**
- ★ **Shepherd Dawn:** An expert in pharmaceuticals, Shepherd Dawn's the one to talk to if in need of pain killers, scar-reducing salves, or help performin' any kind of chemistry on the *Curing Hands*. She's a new recruit,

but has got a great attitude toward helpin' anyone in need. She also loves to discuss scripture with anyone willing to listen, and ain't one to turn down a good debate. **Traits:**

Pharmacist D8

- ★ **Other Shepherds:** The Shepherds servin' under Abbess Thao are all well-trained doctors and nurses. They respond well in a crisis and ain't ones to scurry in the face of danger. Likewise, they've got no problem patching up the type of clientele they get in the Blue Sun System, who are rarely followers of faith so much as people looking for a cheap stitchin' on the church's dime. **Traits:** Doctor **D8**
- ★ **Patients:** Occasionally, the hospital gets a downed cruiser or other generally harmless group of patients within their walls, but this is a rarity. Currently, there are plenty of patients with a number of different ailments, but most notably there is a three-time murderer, named Axel Red, with the whoopin' cough, who was dumped off by his fellow shipmates because they feared getting infected. **Traits:** Patient **D6**

SCENES AND LOCATIONS

THE WESTLAKE

"Can we keep her, Cap'n?"

– KAYLEE

Persephone-based Universal Cruise Lines ordered the *Dennis Tito*, the ship that would become the *Westlake*, just before the beginnin' of the Unification War. After the War broke out, the board of Universal Cruise Lines declared their support for the Independents and the Alliance confiscated the corporation's assets.

Early in the War, the Alliance was short on ships and the Alliance Navy purchased the *Dennis Tito* from SDG Corporation at a steep discount in return for future orders. The ship was rechristened the *Westlake* and was modified to be a troop transport. After deployin' Alliance troops to the warzones for a little over a year, the Alliance Navy decided that the ship weren't armored enough if it were caught in combat. Realizin' that it also needed ships to move prisoners, the *Westlake* was converted into a prison transport.

The *Westlake*'s passenger berth windows and excursion exits on the bottom hull were covered up by steel platin'. A large ramp was placed at the back of the ship that extended from the former entertainment hall, for rapid troop deployment. After convertin' to a prison transport, it became a small ramp connected to a security airlock. Just before its last mission, the *Westlake* was painted all stealthy-like to make it more difficult to see in the black.

OUTSIDE APPEARANCE

The *Westlake* was originally a Tchaikovsky class passenger liner. Just about three times the size of a Firefly class transport, it's got smooth lines and an aerodynamic appearance. Its original chrome surface was painted very dark blue—almost black—with radar absorbin' paint, making it mighty tricky to see from a distance.

The bottom part of hull looks much like a sea-going ship, comin' to a point in the bow, with a square stern. The shape of the hull, containin' the first two decks, smoothly curves upwards and then spreads outwards to form a large, swept-back delta wing.

The lowest decks originally housed the passenger berths, which bracket the outside of the hull. Each berth had a wall-to-wall and floor-to-ceiling window, which provided panoramic views of whatever location the liner had travelled to. But

those windows were covered up with hull plating. The two side airlocks were also removed and covered by hull plating, resultin' in the only three entrances: the dorsal airlock on the top of the vessel, a large airlock on the rear of the cargo area, and the front ramp connected to the commissary.

The only windows visible now are on the bridge, located at the bow of the ship on the top deck.

The top of the ship was once covered by a large, oval-shaped dome. It stretched from bow to stern, and covered a large recreational area, including a swimmin' pool, badminton courts, and a zero-g flight area. Now, the dome glass has been replaced with hull plating, encasing a large cargo bay. Just ahead of the dome is the dorsal airlock.

Two smooth, raised strips run along the outside of the ship just above the passenger berth windows, which house anti-gravity generators, used to land the ship planetside. Two sets of laser cannons are mounted on the sides of the ship, with one laser cannon mounted on top. Retractable landin' struts are located on the very bottom of the ship for landin' on planets.

INTERIOR

The *Westlake*'s got three main decks, numbered from bottom to top. The bridge is at the bow of Deck 3, while the *Westlake*'s engine and gravity drive are at the stern of the vessel, takin' up all three decks. Deck 4, the former recreational area, is encased in the dome on top of the ship and now serves as a cargo hold.

HALLWAYS

Hallways, large enough to move heavy equipment, run through the center of the ship on all three decks, from bow to the engineering section at the stern of the ship. Until the engines are turned on, the ship's got **Very Dark Hallways D10**. A very fine layer of dust that would otherwise have been cleaned by service robots covers the floors of the hallways. The hallways feel very odd, almost like they're longer than they actually are. It's possible that the Crew has inhaled some lingerin' fumes from the **Poison Gas D6** pumped into the POW containment pods that ended up diffusin' throughout the rest of the ship.

WESTLAKE

ENGINES **6**

HULL **10**

SYSTEMS **8**

DISTINCTIONS

TCHAIKOVSKY CLASS PASSENGER LINER **8**

Popular in the Core, the Tchaikovsky Class liner is manufactured by the elite SDG Corporation and caters to the gentry. Most citizens who book passage on one of these vessels are mighty particular and want to be seen flyin' in style. These fashionable ships not only get folks to their destination, they do it with all the grace a boat can muster.

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

DERELICT ADRIFT **8**

The ship is adrift in the black with its drives disabled and barely under power, if it's under power at all. The damage is bad and parts are lacking. The ship is very, very, silent. Except for...

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *I'm Not a Miracle Worker*: when you try to repair something on the ship, step back your **Fix** for the rest of the scene to gain to gain 1 PP.
- ☒ *What Was That?!*: Take a **Creeped Out D8** Complication to gain 1 PP.

BUILT FOR STEALTH **8**

You've painted your ship black, lined it with thermal insulators, and installed directional communications arrays. Your boat is like a needle in a haystack. But shutting down your short-range radar makes it easier for others to get the jump on you.

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

SIGNATURE ASSETS

BLACK CAMO **8**

INTERNAL SECURITY **8**

LASER CANNONS **8**

There's a service elevator at the midpoint of each deck, with personnel elevators near the bow and stern. Ladders and hatches are next to the elevators in case the power goes out.

In the event of a prisoner escape, the security office or bridge can activate lockdown, which locks all doors and elevators with an **Electronic Lock D8**. Doors could be hacked to open or close individually, as well, and the security robots can open and close the doors themselves via radio.

Every room and hallway has multiple **Hardened Security Cameras D8**, providin' video to the security office and bridge.

DECK 1

The front of Deck 1 originally contained the library, but it was repurposed as security office. The rest of Deck 1's got 5-star passenger berths on both sides of the hall.

★ **Security Office**: The security office has a security officer's desk and chair, and a terminal gives access to the *Westlake's* computer and the Cortex. The ship's surveillance system can be accessed through this terminal, as well as archived footage. A locker room attached to the office is full of various civilian clothes, as well as pictures of loved ones. The weapons locker, with an **Advanced Lock D10**, contains body armor, rifles, shotguns, stun guns, and pistols.

★ **Prisoner's Cells**: Each prisoner cell has six bunkbeds, a sink, and a toilet. Each cell door's got an **Electronic Lock D8** that can be controlled from the security office or the bridge.

DECK 2

The front ramp extends from a large airlock—large enough for heavy equipment—for gettin' into and off of the ship, planetside. The airlock enters onto the commissary where meals were served. Just to the stern of the commissary, flankin' the hallway, are two large rooms repurposed into a laboratory and office for the researchers. The rest of the deck to the fore of the engineerin' section contains more passenger berths, since converted into prisoner's cells.

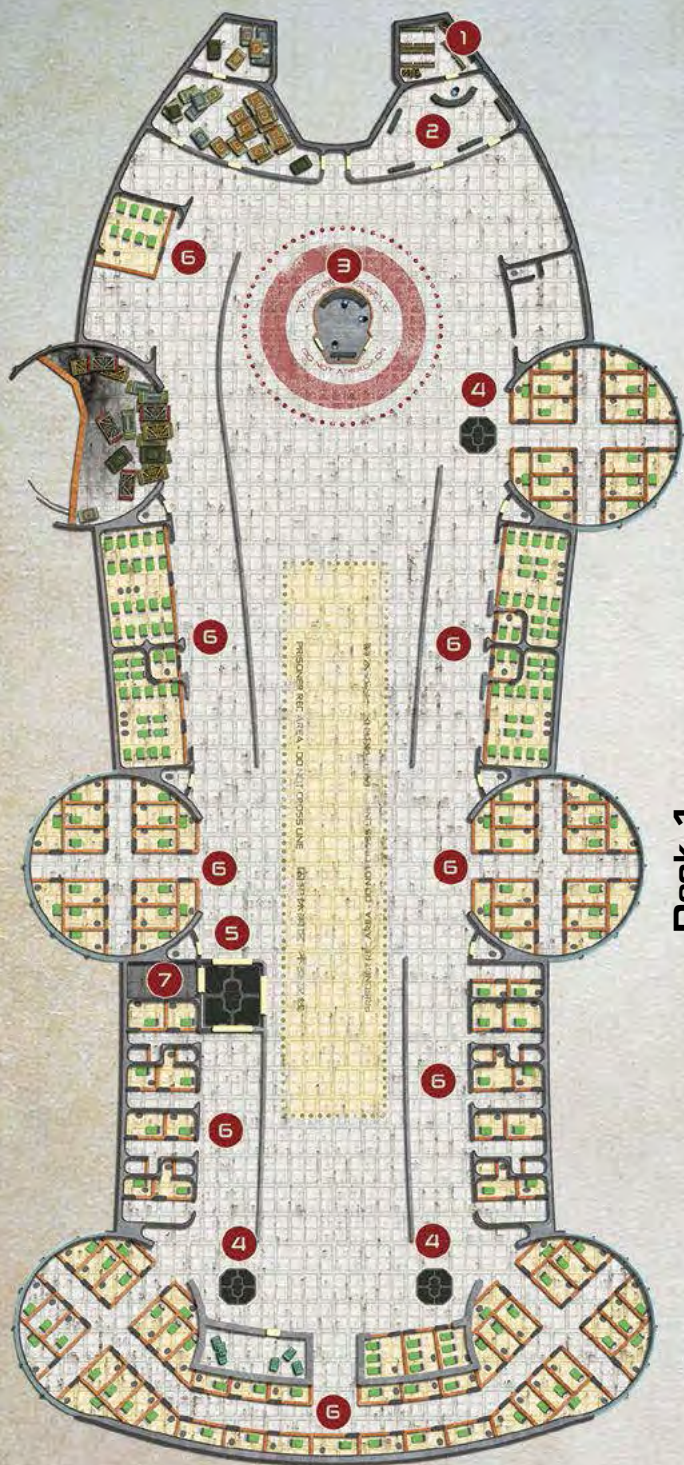
★ **Airlock**: The large airlock's got variable gravity control, though it's usually activated.

★ **Commissary**: The commissary's a relatively unremarkable large room, with enough tables and chairs for all the prisoners to eat at the same time, as well as the facilities used to make the food.

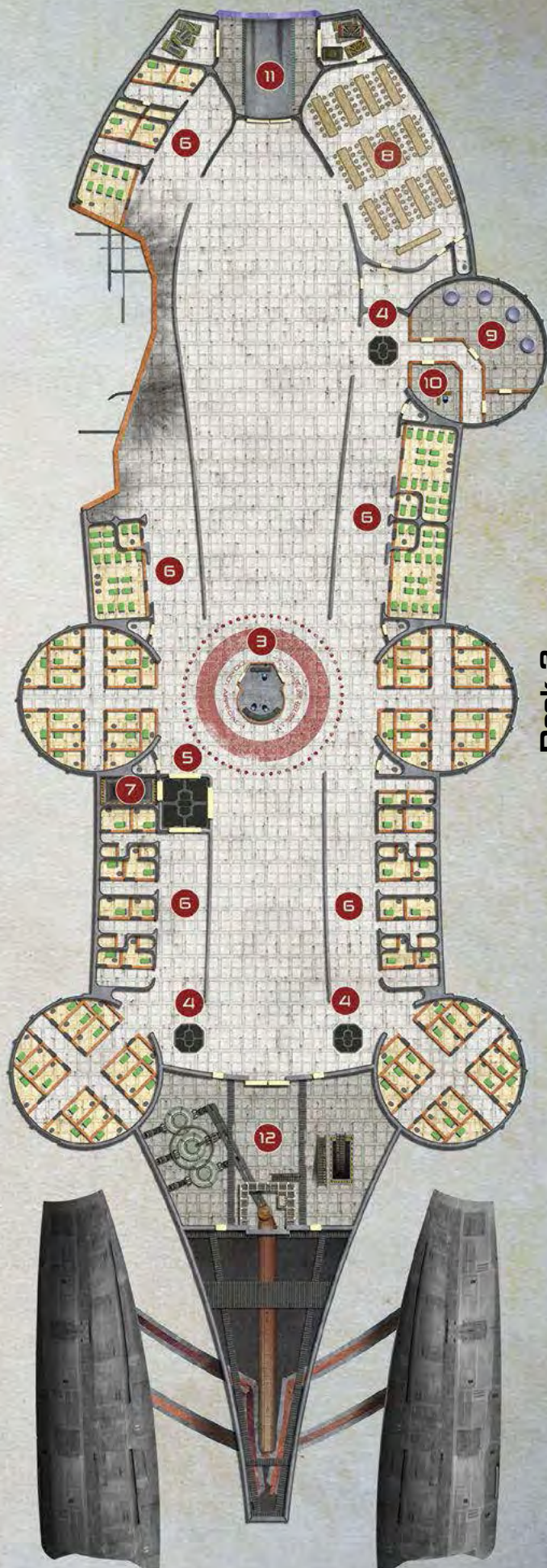
★ **Laboratory**: There's a variety of high-tech equipment against the walls in here—a centrifuge, cooling units, scanners, electron microscopes. There are shelves of various sized beakers, test tubes, and petri dishes. Four workstations with computer terminals take up the middle of the room.

★ **Office**: This office space contains three desks, chairs, and computer terminals. Hangin' on the walls are three large whiteboards. The research done on the *Westlake* can be accessed from any of these terminals, though they are **Encrypted D10** and **Password Protected D4**. The passwords ain't very secure.

★ **Prisoner's Cells**: Each prisoner cell has six bunkbeds, a sink, and a toilet. Each cell door's got an **Electronic Lock D8** that can be controlled from the security office or the bridge.

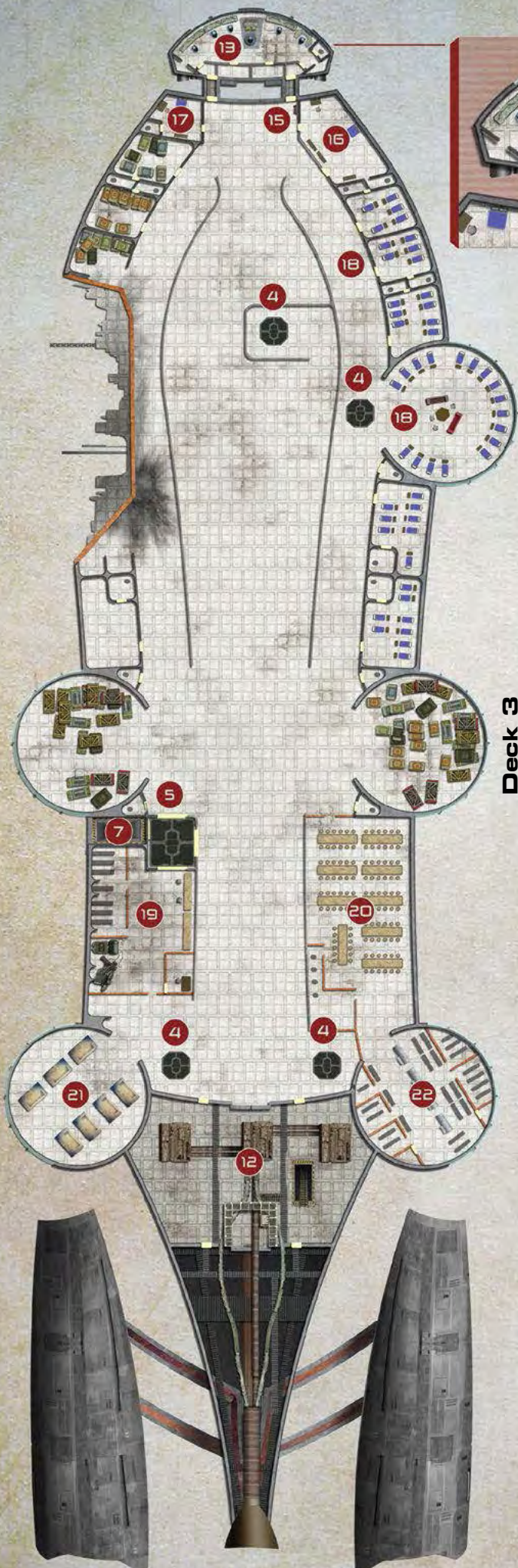


Deck 1



Deck 2

Westlake



Deck 3



Closeup of Bridge



Deck 4

Key

- | | |
|---------------------------------|----------------------------------|
| 1. Armory | 14. Storage Room |
| 2. Security Office | 15. Ladder to Emergency Airlock |
| 3. Guard Fortification | 16. Captain's Quarters |
| 4. Personnel Elevator | 17. Executive Officer's Quarters |
| 5. Service Elevator | 18. Crew Quarters |
| 6. Prisoner Cells | 19. Maintenance Room |
| 7. Service Shaft | 20. Crew Mess |
| 8. Prisoner Commissary | 21. Laundry |
| 9. Laboratory | 22. Kitchen |
| 10. Office | 23. Zero-G Recreation Zone |
| 11. Main Airlock / Loading Ramp | 24. Empty Pool |
| 12. Engineering | 25. Air lock |
| 13. Bridge | |

DECK 3

The *Westlake's* bridge is located at the bow of Deck 3. In the hallway just behind the bridge is a ladder leadin' up to the dorsal airlock. To the aft of the bridge are the captain's and executive officer's quarters, and then the crew quarters behind those. Just ahead of the engineerin' section are four large rooms: the kitchen, crew mess, maintenance room, and a laundry room.

- ★ **Bridge:** The *Westlake's* bridge is spacious, considering that it's only got six workstations: the captain's chair in the middle of the room, with security, weapons, communications, and two general work stations around the perimeter of the room. The bridge's door has an **Advanced Electronic Lock D10**. The security station can activate the locks throughout the ship. The general work stations have direct access to the researcher's data files, and archived video and audio from the ship's surveillance system can be accessed through the security station.
- ★ **Storage Rooms:** These large walk-in storage rooms can only be accessed from the bridge and contain the remainin' POW pods. One of 'em has already been opened.
- ★ **Captain's Quarters:** Large and comfortable, the captain's quarters are functionally divided into a sleepin' area and a sittin' area. The room's sparsely decorated with personal mementos, presumably the captain's.
- ★ **Executive Officer's Quarters:** Decidedly smaller, the XO's quarters don't have room for much more than a double bed and a small dresser. More personal effects litter this room, includin' a bedraggled lookin' stuffed bear on the unmade bed.
- ★ **Crew Quarters:** These quarters housed the junior officers, security guards, and researchers.
- ★ **Kitchen:** This kitchen's got just the basics—a stove, a sink, a dishwasher, a fridge, and a few prep surfaces. A handful of pots and pans are strewn about.
- ★ **Crew Mess:** The officer's table sits at the end of the room; two long rows of tables with benches take up the bulk of the space.
- ★ **Maintenance Room:** Cleanin' supplies and basic parts line the shelves. If you need a mop or a light bulb, this is the spot to get it.
- ★ **Laundry Room:** Rows of washers and dryers flank this room, with a pressin' table at the end for ironin'.

- ★ **Engine Room:** A set of gantries and stairs runs up both sides of the ship, allowin' easy access to the engine and drive system. The engine and gravity drive have been maintained and it don't look like anything has degraded significantly, at least due to the ravages of time. But the drive has been intentionally disabled by havin' some the gravity modulator compensators removed, and the engine's been **Sabotaged D8**. Repairs are possible, but the drive will take gettin' the compensators, which are highly advanced electronics and can't simply be jerry-rigged, and even then it'll take a few days to get 'em installed.

DECK 4

Deck 4 consists of a large cargo hold, filled with crates and boxes. The elevators extend into the deck. The old swimmin' pool's still here, and not filled in. Also, a marked-off circular section of the deck has no artificial gravity, and anything placed in this area floats.

Location Triggers

- ★ *Now I Have the Power:* Spend 1 PP to step up Operate when activating security systems anywhere on the ship.
- ★ *Vertigo:* Take a **Slightly Poisoned D8** Complication to gain 1 PP.
- ★ *Lock and Load:* Spend 1 PP to create a **D8** weapon or armor based Asset.
- ★ *Split the Party:* If you choose to go off exploring the ship by yourself gain 1 PP.

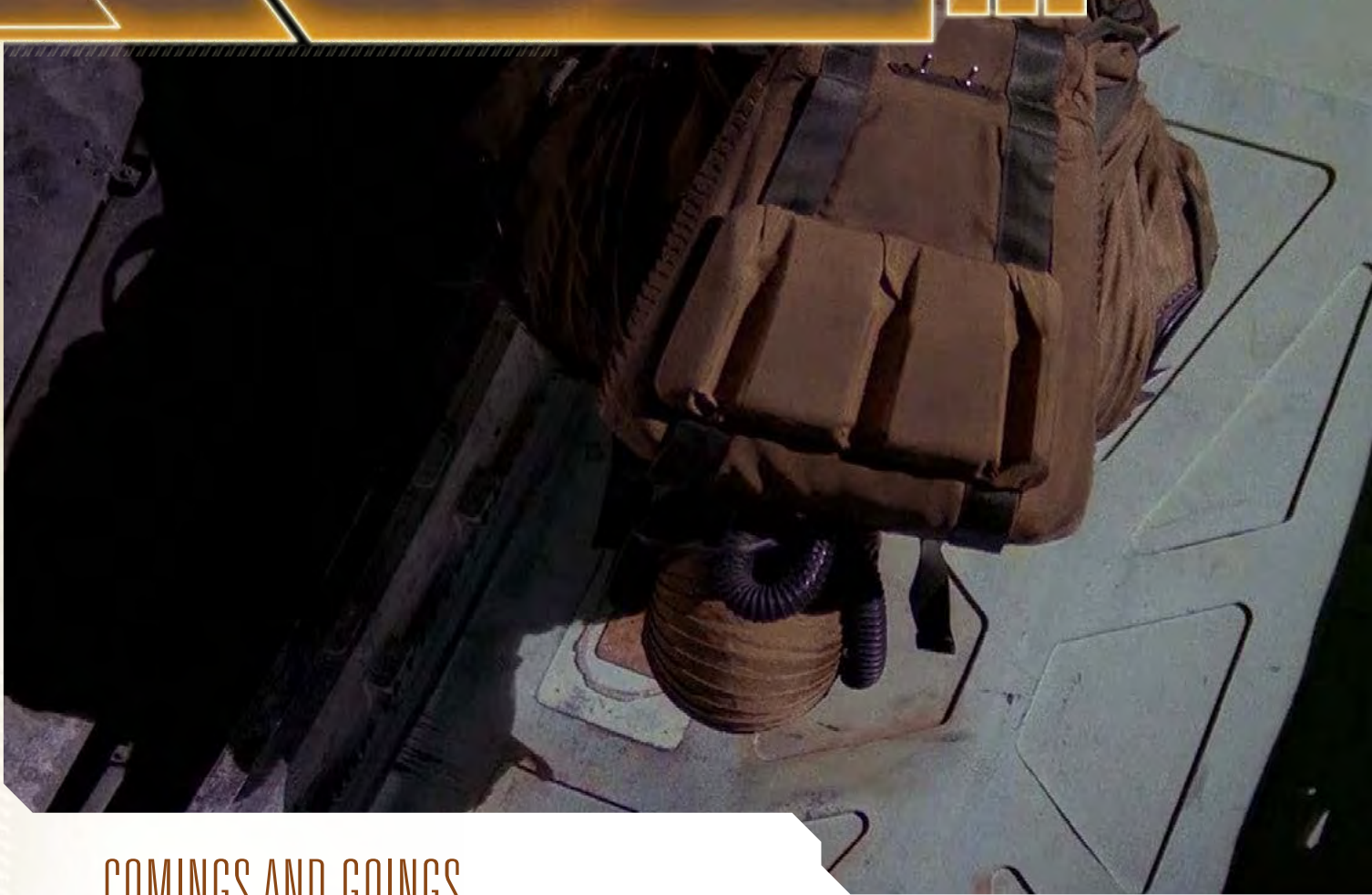
CURING HANDS ORBITAL HOSPITAL

"If anyone can help these poor souls now, it's the good folk at Curing Hands Hospital."

- BOOK

If the *Westlake's* POWs end up on the Crew's ship, *Curing Hands* is the only medical facility to take them to with any hope of 'em survivin' the trip. The ship's facilities are sophisticated enough to synthesize a cure for the serums that have infected their bodies, but the Crew must ensure they've got some sort of tithe to give. Nothing's for free, especially when dealin' with religious matters.

The hospital is built on the inside of a small asteroid located at the L4 Lagrange point ahead of Fury, in the Blue Sun system. From the outside it looks like just a rapidly rotating rock. Inside, however, is the expected pristine, almost blinding, white of a hospital. Everything's very clean and Shepherds can always be seen very busy tending to their duties.



COMINGS AND GOINGS

And here we are! The Crew has finally reached the *Westlake* and can board the ship, explore its wonders, and figure out its secrets.

The **Prelude** to *The Big Dark* don't cut any corners. It starts with the Crew enterin' the ship and attempting to bring it back to life. It's been dead for a long time, and many of its systems are locked down. Of course, doing this also reawakens the security measures on the ship, creating chaos and triggerin' a firefight with security bots.

Act I begins when the last security bot falls, usually with heavy breath and a few scratches. The alarms are blarin' and it may take them a moment to regain their bearings, but they don't really get that chance. Felix Sturgess, one of the lost POWs, quickly appears on a video screen to taunt and berate the Crew. They can confront or attempt to calm the seemingly unstable man, which determines how strong the next wave of security bots Felix sends after 'em ends up being.

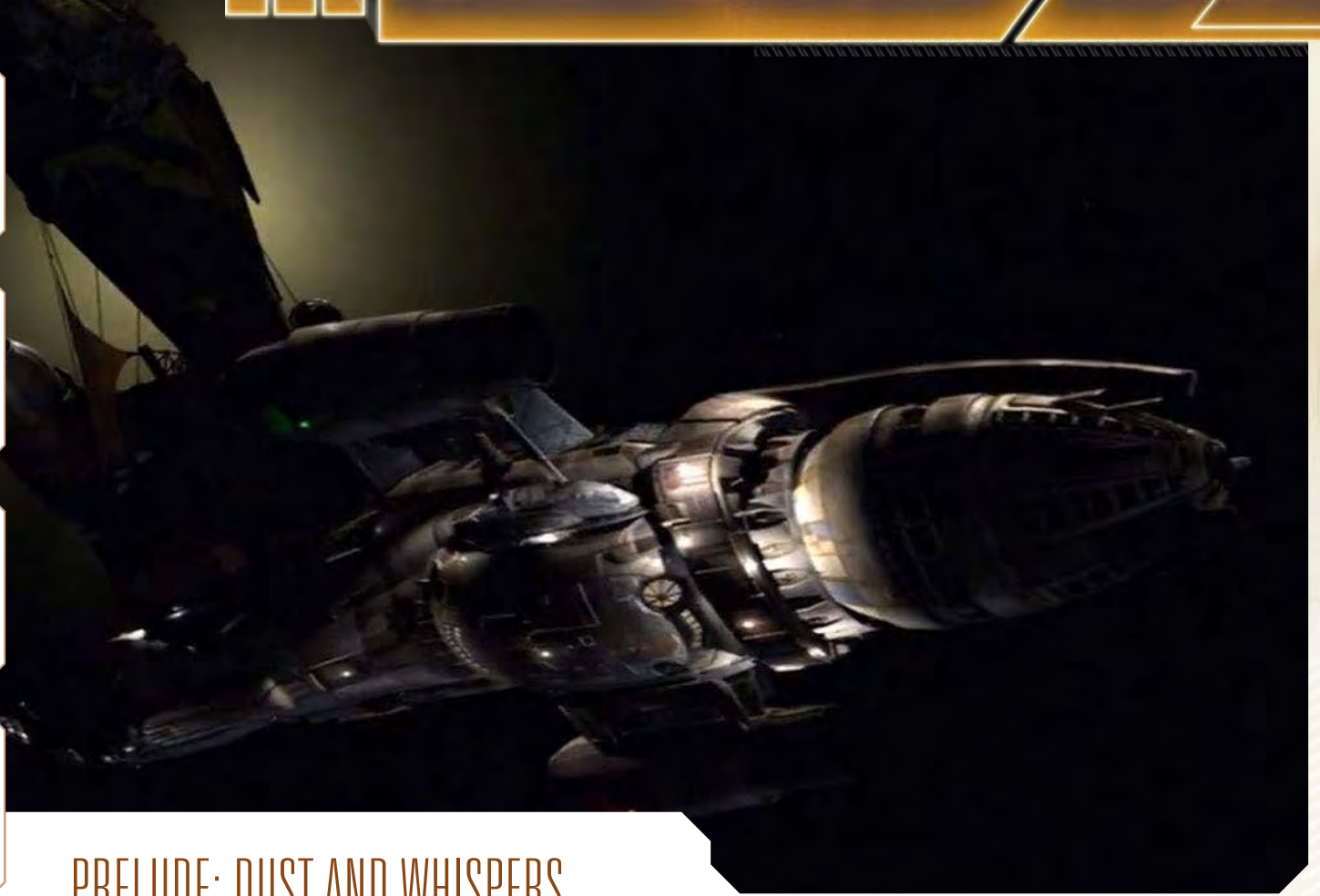
Act II brings the Crew to the bridge to witness not only a terrible event, but also to see the system files being deleted. Quick action is necessary to stop the program, but either way they are clued into Mulock's dastardly involvement by a security video played for them on the console that also activates the ship's systems to take out any intruders...and the ship they rode in on. A hard choice awaits them: use their precious time to save themselves and the POWs or save their ship. This choice echoes throughout the Episode.

The Crew seems to be in the clear when **Act III** reintroduces an old enemy, Shan Holt. A showdown is about to take place, but it's up to the Crewmembers to figure out which kind: cannons or words. Can the Crew get away from this bloodhound or do they attempt to just take the Alliance ship out with the *Westlake's* superior weaponry and size? This could be a final showdown for Holt and the Crew.

In **Act IV**, the Crew discovers that the POWs in their capsules are dying, and they need to be treated, stat. The Crew needs to make a hard burn to end all hard burns to get to the nearest medical facility that can safely revive the POWs—the *Curing Hands* hospital. Once they get there they'll need to convince the Shepherds there to treat the POWs. Although they want to help as many as they can, they run a shoestring budget and this treatment will be expensive.

Finally, in the **Epilogue** the Crew needs to decide what to do with the information they've gotten regarding Project Ghosting—selling the info off, spreading it to the masses, or simply leavin' well enough alone are all choices they'll need to make as a Crew. There'll likely be strong opinions in every direction, which only lends to the character progression for each individual Crewmember.

Mulock won't take too kindly to any of the choices the Crew may make, and may decide to take his revenge in a **Flash-Forward**. An alert Crew can make minced meat out of him quickly, but he don't attack when they'd actually expect it.



PRELUDE: DUST AND WHISPERS

Serenity slowly moves toward the *Westlake*, flying at just the right angle to dock with the lost ship.

"We get in and get out. Mighty secret things are waiting for us to find 'em. Crew? Let's board us a ghost ship."

– MAL

THE LOWDOWN: MOOD LIGHTING

The coast is clear and the black is empty, except for the *Westlake*. The coordinates were accurate and they finally made it to the legendary ghost ship. It looks positively dead from the outside—not a single light or sensor is powered on, which obviously helped it stay hidden for all these years. Even if a ship passed right by, it would be hard to spot it unless you knew what you was looking for, despite its immense size.

Boarding the *Westlake* is relatively easy, just dockin' the Crew's shuttle to the top auxiliary entryway and descendin' a long ladder. With very little light and no ambient sounds, every step they take echoes off the walls, makin' it right eerie. Feel free to throw in any other haunted house or scary movie ideas, like Kaylee disappearin' and everyone freaking out just to find out she was down a hall no one saw, checkin' out a nifty-looking bolt. Lots of strange sound can trigger reactions stronger than any frontal assault.

While the *Westlake's* in pristine condition, it's obvious no one's accessed the boat for a few years. Layers of dust expose everywhere the Crew steps and anything they touch. Seeing only by the light of their flashlights should get old very quickly. Don't be afraid to answer a few of the players questions with "It's too dark to see" to encourage 'em to do something about that. There're signs that tell exactly how to get to the engine room, which is where the main power can be found. The *Westlake's* power grid has been reduced below 10%, meanin' they gotta find the power source before they can truly do any kind of sleuthin'. This is the best time to describe the locations on the *Westlake* as they go through them to get to the engine room, but keep the descriptions short, as they've still got limited lighting.

TROUBLE: MONKEYWRENCH

After findin' the engine room and steppin' on a few feet in the process, the Crew's got to get the boat powered again. Not only have the systems been dormant for a long time, but they're also pretty complicated. Not the usual gears and oil, but rather a Core Planet-grade, high-tech engine that'll take the work of a skilled gearsmith to figure out. From a cursory glance, it's obvious the engine's been moderately maintained by someone, nothing rusted or anythin', but it also looks like it may have been sabotaged. Who would have done this?

WESTLAKE

ENGINES **6**

HULL **10**

SYSTEMS **8**

DISTINCTIONS

TCHAIKOVSKY CLASS PASSENGER LINER **8**

Popular in the Core, the Tchaikovsky Class liner is manufactured by the elite SDG Corporation and caters to the gentry. Most citizens who book passage on one of these vessels are mighty particular and want to be seen flyin' in style. These fashionable ships not only get folks to their destination, they do it with all the grace a boat can muster.

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

DERELICT ADRIFT **8**

The ship is adrift in the black with its drives disabled and barely under power, if it's under power at all. The damage is bad and parts are lacking. The ship is very, very, silent. Except for...

- ☒ Gain 1 Plot Point when you roll a **D4** instead of a **D8**.
- ☒ *I'm Not a Miracle Worker*: when you try to repair something on the ship, step back your **Fix** for the rest of the scene to gain to gain 1 PP.
- ☒ *What Was That?!*: Take a **Creeped Out D8** Complication to gain 1 PP.

BUILT FOR STEALTH **8**

You've painted your ship black, lined it with thermal insulators, and installed directional communications arrays. Your boat is like a needle in a haystack. But shutting down your short-range radar makes it easier for others to get the jump on you.

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

SIGNATURE ASSETS

BLACK CAMO **8**

INTERNAL SECURITY **8**

LASER CANNONS **8**

There's a service elevator at the midpoint of each deck, with personnel elevators near the bow and stern. Ladders and hatches are next to the elevators in case the power goes out.

In the event of a prisoner escape, the security office or bridge can activate lockdown, which locks all doors and elevators with an **Electronic Lock D8**. Doors could be hacked to open or close individually, as well, and the security robots can open and close the doors themselves via radio.

Every room and hallway has multiple **Hardened Security Cameras D8**, providin' video to the security office and bridge.

DECK 1

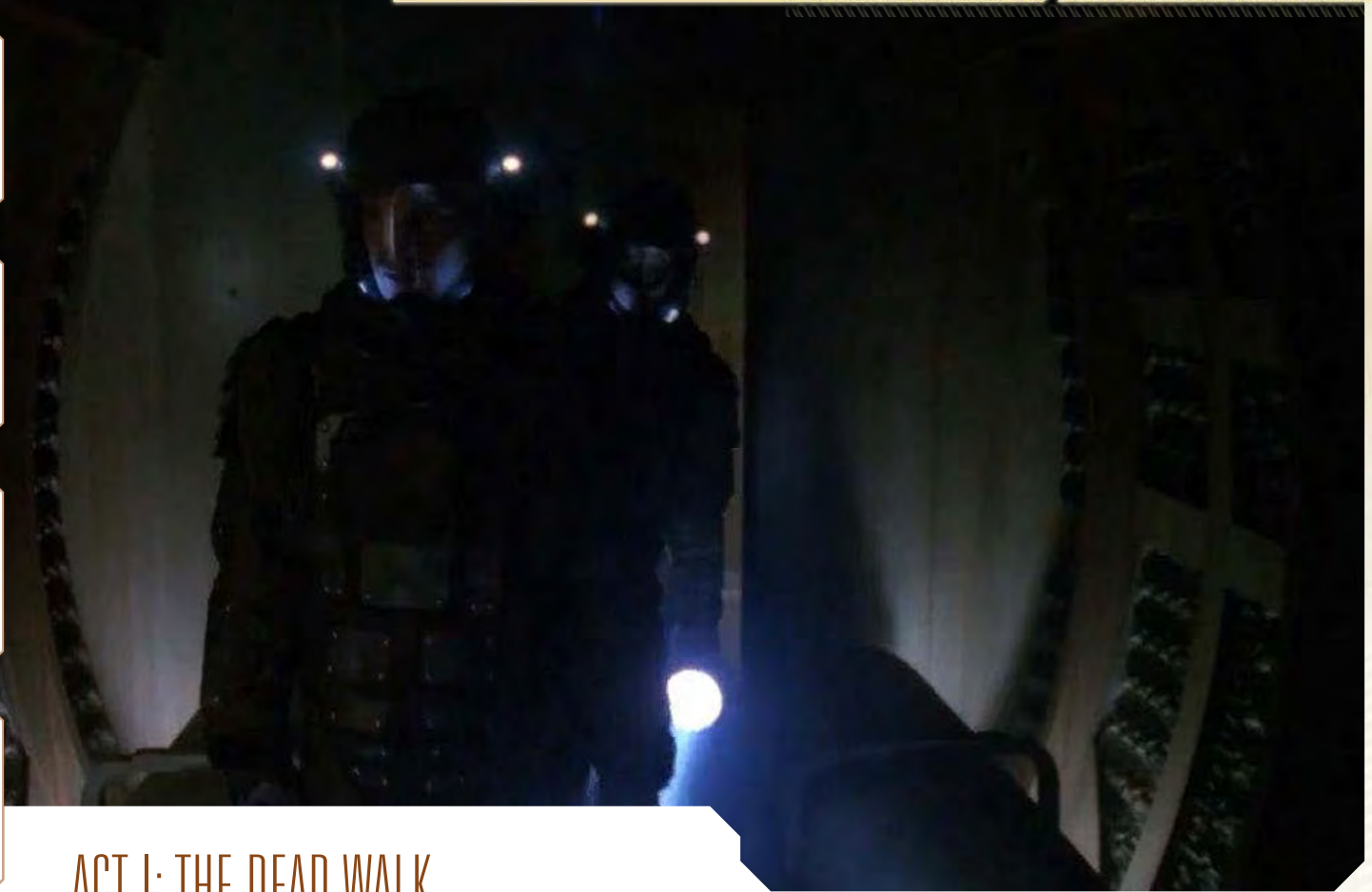
The front of Deck 1 originally contained the library, but it was repurposed as security office. The rest of Deck 1's got 5-star passenger berths on both sides of the hall.

- ★ **Security Office**: The security office has a security officer's desk and chair, and a terminal gives access to the *Westlake's* computer and the Cortex. The ship's surveillance system can be accessed through this terminal, as well as archived footage. A locker room attached to the office is full of various civilian clothes, as well as pictures of loved ones. The weapons locker, with an **Advanced Lock D10**, contains body armor, rifles, shotguns, stun guns, and pistols.
- ★ **Prisoner's Cells**: Each prisoner cell has six bunkbeds, a sink, and a toilet. Each cell door's got an **Electronic Lock D8** that can be controlled from the security office or the bridge.

DECK 2

The front ramp extends from a large airlock—large enough for heavy equipment—for gettin' into and off of the ship, planetside. The airlock enters onto the commissary where meals were served. Just to the stern of the commissary, flankin' the hallway, are two large rooms repurposed into a laboratory and office for the researchers. The rest of the deck to the fore of the engineerin' section contains more passenger berths, since converted into prisoner's cells.

- ★ **Airlock**: The large airlock's got variable gravity control, though it's usually activated.
- ★ **Commissary**: The commissary's a relatively unremarkable large room, with enough tables and chairs for all the prisoners to eat at the same time, as well as the facilities used to make the food.
- ★ **Laboratory**: There's a variety of high-tech equipment against the walls in here—a centrifuge, cooling units, scanners, electron microscopes. There are shelves of various sized beakers, test tubes, and petri dishes. Four workstations with computer terminals take up the middle of the room.
- ★ **Office**: This office space contains three desks, chairs, and computer terminals. Hangin' on the walls are three large whiteboards. The research done on the *Westlake* can be accessed from any of these terminals, though they are **Encrypted D10** and **Password Protected D4**. The passwords ain't very secure.
- ★ **Prisoner's Cells**: Each prisoner cell has six bunkbeds, a sink, and a toilet. Each cell door's got an **Electronic Lock D8** that can be controlled from the security office or the bridge.



ACT I: THE DEAD WALK

The Crew takes one huge, collective breath as the last security bot falls to the ground, smokin' and twitching from its damage. The once quiet ship is alive with noise and danger. Just their luck.

"I may be able to strip some of these lasers for a haul, Cap'n. May bring in a few credits."

– KAYLEE

THE LOWDOWN: BRIDGIN' THE GAP

It's fairly obvious that the security systems have been activated. No more of the bots can get into the engine room at the moment, but there are sure to be more along soon. This gives everyone a minute to collect themselves and steel their nerves before moving on. Crewmembers hurt during the encounter have got a short time to create custom splints or bandage wounds. Even if they hadn't brought any of this equipment with them, there's a first aid kit in the engine room for just such an emergency.

Checkin' the schematics for the *Westlake*, conveniently found in the engine room, reveals where many of the different systems can be accessed. Surveillance and research systems are limited to the bridge. Only there can the bright red lights and blarin' alarms be turned off. Unfortunately, the hallway

leading to the bridge is long, fairly narrow, and fillin' up with **Security Bots**. The **Security Bots** don't congregate in the hallways leading to other areas of the ship, though.

This is a good point for the Crew to come up with some sort of plan. There's nothing wrong with suggesting they use the buddy system so no one gets left behind and possibly coupling one tech-minded and one fight-minded Crewmember together. All of this extra security is all set up to keep them out of the bridge, so be sure to tell them that. The bots float and guard the precise corridors they need to go down. Also mention that they can see cameras following their every movement.

TROUBLE: THE LONELY INMATE

As soon as the Crew is ready to jump into the fray to try their hand at dismantlin' all of the dangers put before them, a large panel screen opens in the wall of the engine room to reveal a face close-up. If they look out of the door, they'll also see the face come on screens all down the hallway as well, so this is a ship-wide video feed. The face belongs to Felix Sturgess, which is a name the Crew may recognize from the list of still-missing prisoners. The prisoner number on his jumpsuit tells them who he is pretty handily.

The feed's coming from the bridge, meaning Felix has control over all of the *Westlake's* systems at the moment.

He can be seen clicking buttons and typing frantically before he laughs manically and screams into the monitors: “Whoever has found their boots on this ship ain’t making away with the rest of us. We belong to the Alliance!” Then the Crew notices a call box beside the screen they can use to talk to Felix. It’s a big moment, because saying the wrong thing can set Felix off, seeing as his brain pan’s leakin’ already.

REACHING FELIX

The Crew’s got one chance to talk to Felix, one of the test subjects that was almost too successful. He became so loyal that he swore to keep the *Westlake* from fallin’ into the wrong hands—that is, folk that might reveal what the Alliance had done. It’s his personal mission to see to the death of anyone who boards the ship without permission. He’s small in stature, slightly balding, and apparently not in full control of himself.

Seeing his state, the Crew definitely has got the option to not talk to him at all. It don’t look like Felix knows how to use the camera feature, so he can’t see the Crewmembers or address them specifically. He also don’t know how many of ’em there are, only that at least one intruder is on the *Westlake* and has disposed of the engine room bots. Felix is on edge, so sayin’ the wrong thing could be very bad. Simply leaving and not speakin’ with Felix means as many **Security Bots D6** as Crewmembers show up for the Showdown.

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Hard D10 + Brainwashed Loyalist D10 + Unbalanced D4 + Crazy? I Was Crazy Once D8

Possible Assets: Alliance Officer’s Name, Calming Voice, Official Sounding Legalese

Possible Complications: You Callin’ Me Crazy?, Aggressive Tone, Bad Mouthin’ Alliance

Example Results:

- ★ **Failure to Raise the Stakes:** Felix may be crazy, but he’s no fool. He knows who his handlers are and is completely loyal to the Alliance. The Crewmembers have done nothing but get his back up. He gets very angry and sets the security protocols to red, stepping up **Security Bots to D8** in the Showdown.
- ★ **Raise the Stakes:** Felix starts toyin’ with his prey. The Crew’s got his attention and he’s paying attention to them instead of what he’s supposed to be doin’—starting the erase protocols. He reluctantly believes whatever story they tell him, but also admits that he don’t know how to stop the security protocols. Felix says he can help by lowerin’ the warning level of the **Security Bots**, though, which means one fewer **Security Bot D6** than Crewmembers show up for the Showdown.

- ★ **Extraordinary Success:** They’ve definitely convinced Felix they’re there for him. He seems strangely saddened to hear the news. Though he still don’t know how to turn off the security, he does drop the number of **Security Bots D6** to two fewer than Crewmembers in the Showdown.

THE SHOWDOWN: SIEGE

Regardless of how much help they’ve gotten from Felix, even the slightest movement in the hallways is met with resistance from the *Westlake* security systems. This makes it awful hard to get through to the bridge without having to fight almost every step of the way.

More’n likely, at least one Crewmember will want to see exactly what kind of weaponry is layin’ about. The armory on the *Westlake* is not lacking for powerful weapons, so the Crewmember is in luck. There’s no roll to find the armory, but the Crew will have to deal with the **Advanced Lock D10**.

OPENING THE WEAPONS LOCKER

Crewmember Dice Pool: Mental + Operate

Gamemaster Dice Pool: Hard Difficulty D10 + Advanced Lock D10

Possible Assets: Lockpicks, Crowbar, Drill

Possible Complications: Time’s Ticking, Snapped Lockpick, I Can’t Hear the Tumblers!

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember can’t open the locker, and the wasted time adds another **Security Bot** when the Crew tries for the bridge.
- ★ **Raise the Stakes:** The weapons locker opens up without a problem.
- ★ **Extraordinary Success:** The weapons locker opens up with no problem and a Crewmember may get one of the Assets inside without spending a Plot Point.

What they find inside will certainly help them fend off any more **Security Bots**, and they can use the *Lock and Load* location trigger to create **D8** Assets like:

- ★ **High-Powered Laser Rifle D8:** This is the gun that makes all the goons swoon. It’s a beaut with its laser tracking, digital target damage readouts, and the other computer tech added to very expensive guns. The downside is it’s got about four shots in it and the armory seems to only have one power cell available for backup. Whoever takes the gun needs to be careful not to waste the ammo.

- ★ **Concussion Grenades D8:** Very handy tool on the battlefield. It sends out a shockwave that can disorient enemies, even security bots—especially the kind that float and can lose their trajectory with enough force.
- ★ **Reflective Vest D8:** This type of vest is specifically made to ward off laser. It's slightly bulky and the wearer looks kind of silly, since it ain't very fashionable, but it fits right over regular clothing.

HACKING THE SYSTEM

Any tech-savvy Crewmember keen on deactivating at least a fraction of the security should head to the security office, located on Deck One. There's little to no resistance going away from the bridge, though the GM may want to throw a random **Security Bot** in if the Crew has had too easy of a time so far. From here, they can actually hack the *Westlake's* systems without gettin' to the bridge.

Crewmember Dice Pool: Mental + Operate

Gamemaster Dice Pool: Hard Difficulty D10 + Complicated System D10

Possible Assets: Security Codes, Just Like the Mainframes at Home, Speaking My Computer Language

Possible Complications: Room Only Partially Powered, Encryptions, Too Many Cooks...Too Many Cooks

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew only makes things worse for themselves when the system detects their intrusion and amps its security en masse. All **Security Bots** are stepped up one die type.
- ★ **Raise the Stakes:** With the final key press, the flashin' red lights become flashing orange lights and the alarms stop in certain sections of the boat, showing obvious results. All **Laser Sensors D8** are deactivated.
- ★ **Extraordinary Success:** The Crew's figured out how to lower security protocols drastically, stepping down **Security Bots** by one die type, and all **Laser Sensors D8** are deactivated.

Lookin' over the system, the Crew finds out that all other files are locked. Several are being erased as they watch. Someone's wiping the mainframe clean: probably Felix. Gettin' to the bridge and stopping that crazy inmate is the only way to ensure whatever info is there remains.

GETTING THERE

Swarmed with more bots, this is similar to their first encounter, but possibly stepped up or stepped down if they decided to interact with Felix over the intercom or hacked the computers from the security office. If the **Security Bots** have been reduced below **D4** by either—or possibly both—the Crew simply skips this challenge, as they've sufficiently turned off security to allow safe passage. If they went to the security office and the **Laser Sensors D8** are deactivated, don't include that Trait in the opposing dice pool.

Crewmember Dice Pool: Physical + Fight, Physical + Shoot

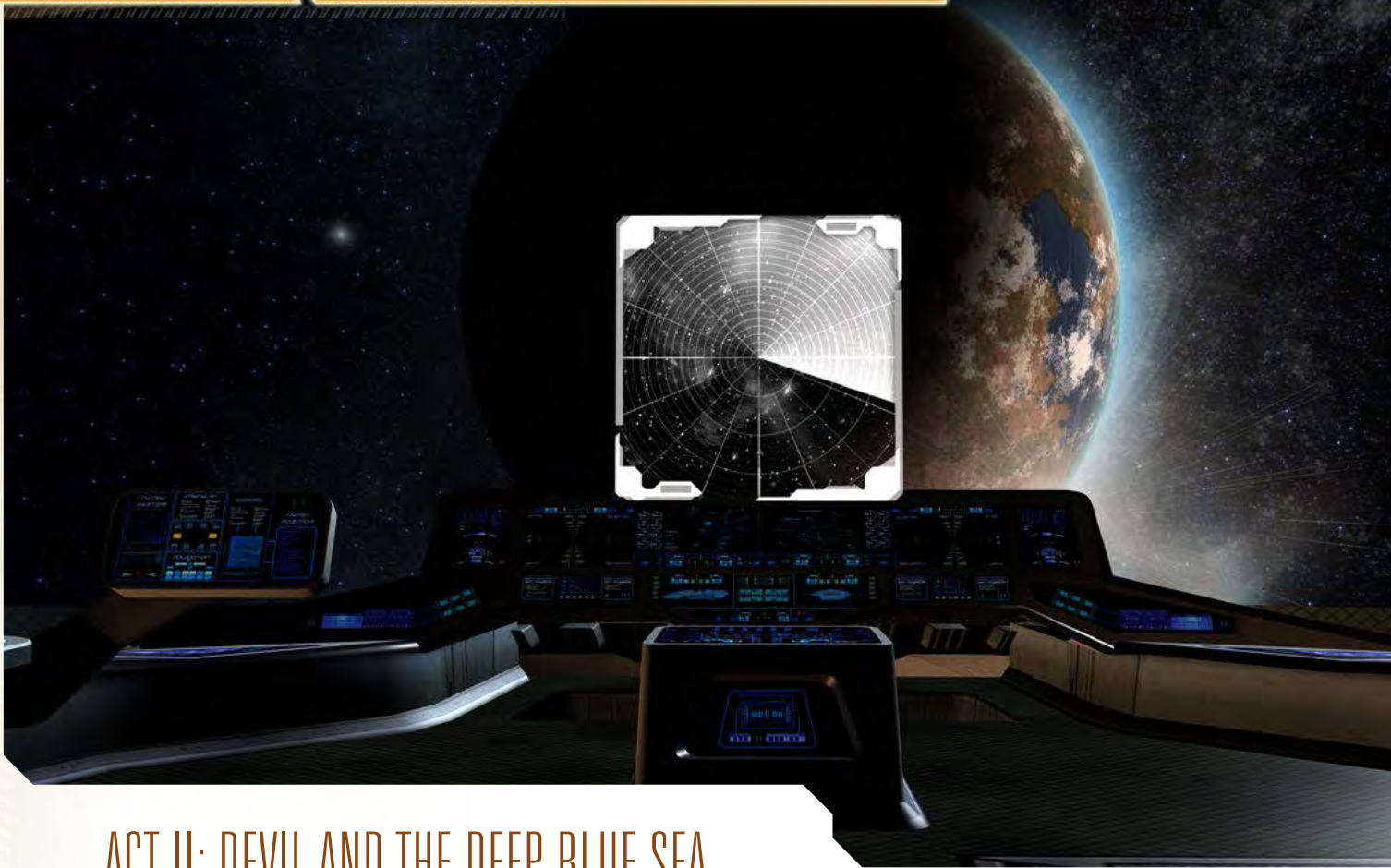
Gamemaster Dice Pool: Challenging Difficulty D8 + Security Bot X D6 + Laser Sensors D8

Possible Assets: Dealt with You Before, Hide Behind the Corner, Bot Blueprints

Possible Complications: Blinded by Flashing Lights, Slick Floors, Singed

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember is Taken Out by one of the bots unless a Plot Point is spent. If the Crewmember spends a Plot Point, the GM can create a Complication equal to the highest rolling die in the opposition's pool to reflect the Crewmember's injuries, or step up an already existing Complication. Alternatively, the GM can add a new **Security Bot** to the scene.
- ★ **Raise the Stakes:** The Crewmember Takes Out one of the attacking bots, eliminating one more thing standing in the way of the bridge.
- ★ **Extraordinary Success:** Whether a stroke of luck or a good use of battlefield advantage, the Crew Takes Out two of the bots in one fell swoop.



ACT II: DEVIL AND THE DEEP BLUE SEA

Thankful to be rid of yet another round of security bots, the Crew don't even blink away from their target. Apparently, security bots are old hat for them now.

"I'm tired of getting shot at, Mal. You go first."

- JAYNE

THE LOWDOWN: DATA DUMP

Gettin' the door to the bridge open is as easy as walking up to it as soon as the security bots are handled. The doors slide to either side automatically, lettin' out an audible bell whenever someone crosses the threshold. The size of the room is breathtaking and may gain Mal a few glances from his Crew of the "why don't we have a bridge like this" variety.

If they go looking for Felix, the Crew notices his body at the foot of a computer console in a pool of his own blood. They confirm that Felix had activated erase protocols on the system's files. Felix had instructions implanted into his cerebral cortex, which included custom handling of the *Westlake's* special cargo in the event of intruders. Even if he believed the Crew was there and official, he had already activated the erasing sub-routine and the final piece of the puzzle was to then take his own life. A similar screen to the one they saw in the security office flashes before them, as they stand there watching the files delete one after another.

SAVING THE FILES

With effort, the Crew can save some of the files, pull 'em up, and watch them. There are lots of buttons, some of which are unmarked, but after the engine room and the security office, the Crew should be able to make minced meat out of this system.

Crewmember Dice Pool: Mental + Operate

Gamemaster Dice Pool: Hard Difficulty D10 + Encrypted Routines D8 + Rapid Deletion D6

Possible Assets: Dealt with Two Systems Already, Felix's Cheat Sheet, Found the Save Button

Possible Complications: Blood on the Console, Against the Clock, There's a Dead Body RIGHT THERE

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew is able to save a few garbled files. When viewed, they reveal distorted images with audio that goes in and out. Enough to get the gist of what in tarnation is happenin' on the *Westlake*, but not enough to be used as evidence to show anyone else.
- ★ **Raise the Stakes:** The files are still being deleted, but they are able to save a few important clips and view 'em without any problem. If they have some sort of storage device on them—if not someone can spend a Plot Point and they will—they can transfer the files. Otherwise, they may still be lost as soon as they are done viewing.
- ★ **Extraordinary Success:** Any files saved are safe from any danger of being deleted and can be transferred to another storage device wirelessly at any time. All video quality and audio are crystal clear, making them very good for sharing later.

The video data accessed is enough to put off those with weaker stomachs:

- ★ **Mulock:** They depict Mulock and many of his chief advisors recording their money-making plans, seemingly for posterity, to sell several of the POWs back to their families for a hefty sum or sell each of them off as slaves to the highest bidder. Anyone with good math skills and an idea of the slave markets in the 'Verse can deduce that each POW would be worth several tens of thousands of credits, making Mulock an even richer man than he is already. The videos are time stamped at about two years ago, which marks the time the POWs were hidden on *Severance* for safekeeping during one of their potential sales.

★ **Project Ghosting:** The Crew also finds info about the insane experiments performed to make the POWs loyal to the Alliance. Something called Project Ghosting. Even if they weren't able to find specific videos of the procedures, there's plenty of photographic evidence showing the effects of the experiments. Some of the POWs died from an allergic reaction to the serum, while others were simply driven mad, suggested by several in straightjackets with severely scratched faces and necks. Some went so insane, they were put down for their own good by some of the more humane scientists. The final experiment video ends on one particular POW, Felix, smiling strangely into the camera and saying, "I owe my life to the Alliance. Thank you, Alliance" before freezin' its frame on his eerie gaze.

The Crew's got a few crucial choices to make at this point, and whatever they choose will have a drastic effect on the 'Verse. First, usin' the images in the videos and photos, they can track down where the remaining POWs are being stored pretty easily. This means they've recovered the last of the prisoners and have at least partial records of their real identities. Matching 'em based on their prisoner number and description takes maybe an hour to complete with certainty. But then comes the question of what to do with them:

- ★ **Save 'Em:** Freeing the inmates from their containment pods is easy enough, but the prospect of synthesizin' a cure for the serum will take some time to reverse engineer and more equipment than they've got handy. After seeing Felix's mental state, waking 'em up first is likely not a smart idea. Not only are they likely gonna be manic upon wakin', there's also no telling what kind of orders the others got implanted inside of 'em. They could fit all of the POWs on the ship, but they'd need more than the meager med bay on the Crew's ship to figure out what they're dealing with. Checking the local star charts, it ain't hard to find *Curing Hands* Hospital, nestled in an asteroid in the Blue Sun System. A cursory search reveals specific contacts that could be helpful when they need to reach out for assistance.
- ★ **Sell 'Em:** 'Course, it's been a while since the Crew hasn't felt the urge to eat. There's a lot of profit to be made off the POWs in cryostasis and the idea of sellin' them for the good of the Crew will likely go through their heads—at least Jayne's. How much involvement they want to take in figuring out the cure is a big decision—it'll be very time consumin' and, need it be repeated, they ain't getting paid for their services here.

Then they gotta decide what do with the information they have acquired here. After all, it's very damaging data on the Alliance in general and on Mulock specifically. They can try to leak it anonymously through several of their contacts, take the fight head-on and become the face of a new anti-Alliance movement, or simply sell the info off the highest bidder and hope they make something of it.

You should give the players ample time to debate their options, since these are very big choices to discuss. You can also gently remind the Crew that their ship is virtually always on its last leg, and selling the info off—some might suggest the inmates, too—to one of the many rich folk they happen to know could leave them swimmin' in it for quite some time. This is a test of morality in many ways, challengin' the Crew's ideals and their relationships with others. What kind of trouble does it cause when one of the Crewmembers suggests selling the POWs when this is against every conviction another Crewmember has? Allow this inter-character interaction to play out as long as everyone's having fun role-playing their characters. Keep note of who is at odds, since that can be helpful to the rest of the Episode—and future Episodes, as well.

TROUBLE: OUT OF TIME

As the Crew's busy debatin' their choices, they get a popup on their screen that the last file's been erased. At that very moment, one last recording pops up on the screen, takin' precedence over any video they happen to be watching. This time, it's Mulock's face that stares right through the Crewmembers.

"If you're hearing my voice and watching this video, then I'm sure you did your best to figure out the truth. Even if you did, it doesn't really matter. Feel free to get roostered, there's liquor stored under the captain's chair. That way it won't hurt as much when you die of asphyxiation. You won't get away with anything on this ship if I have anything to say about it. And I do."

His tone starts snide, becomin' extremely joyful near the end, as if he had so much fun recording a video that'd send folk to their deaths. When the video clicks off, the *Westlake's* weapon systems activate, giving off a hum the Crew can feel, as the ship automatically trains its cannons on its next target: their ship. Before they even get a chance to truly react, another disaster strikes. They hear the life support systems reverse itself and pump air out of the ship, making it harder to breathe. As if to twist the knife, a timer appears on the computer screen sayin' the Crew's only got five minutes of air left. Mulock always had a flair for the dramatic.

HASTINGS

ENGINES 8

HULL 8

SYSTEMS 8

SKILLS

CREW 8

DISTINCTIONS

ARBITRATOR CLASS ALLIANCE PATROL BOAT 8

Also known as the "Cutter," this Alliance-owned ship is fast and has a generous cargo hold. This state-of-the-art military vessel has a thick hull and is primarily used to target scavengers and the like. The Cutter is well-armed and can hold its own in a fight.

- ☒ Earn 1 Plot Point when you roll a D4 instead of a D8.
- ☒ *Regularly Inspected:* Spend 1 PP to reroll a pool when rolling to Fix the ship.

IN THE LINE OF DUTY 8

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

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

BLACK OPS 8

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

- ☒ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ☒ *Straight out of Science Fiction:* Spend 1 PP to prevent a Crewmember from using a Big Damn Hero die. The Crewmember does not lose the Big Damn Hero die, and does not expend a PP.

SIGNATURE ASSETS

MISSILES 8

HI-TECH STEALTH PLATING 8

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

THE SHOWDOWN: ZERO SUM

Yet again, the *Westlake's* fighting against the Crew with its systems, trying to weaken and kill them. If the Crew just so happened to have brought their own rebreathers, then the lack of life support won't hurt them none. But life support shutting down also means the POW containment pods won't receive the nutrients and oxygen to continue their stasis, possibly wakin' some of 'em up, but mostly killing the lot of them in short time.

The Crew's got another hard choice, one that affects how this Episode plays out in a major way: Stop the Cannon or Repair the Life Support. They can only choose one, and if the players take too long to decide, you should set a timer to add to the urgency.

MASTERIN' THE GAME: WHAT ABOUT THE PODS ON SEVERANCE?

Observant Crewmembers might wonder how the containment pods on *Severance* managed to keep their occupants alive for two years without an external power source. Mulock, seein' how he didn't want to have his "merchandise" destroyed, had long lasting batteries and devices that extracted oxygen and other nutrients from the soil the pods were buried in.

STOP THAT CANNON

The Crew must hack the cannon systems to stop the *Westlake* from potentially destroyin' their ship. The weapons console is a flat touchscreen, with lots of flashing lights. In the center is a silhouette of the Crew's ship, with at least a dozen targets trained on its engines, hulls, bridge, and cargo sectors. The interface involves lots of hand wavin' and moving targets around the screen, while simultaneously attempting to deactivate the systems from underneath.

Regardless of outcome, the effects from "If the Crew Chose Stop That Cannon" occur.

Crewmember Dice Pool: Mental + Operate, Mental + Fix

Gamemaster Dice Pool: Challenging Difficulty D8 + Locking on Target D8 + Security Protocols D8

Possible Assets: Wash Stayed Behind, These Systems Are Old Hat Now, Find Another Viable Target

Possible Complications: Trouble Breathing, POWs Die Loudly, Panic Attack

Example Results:

- ★ **Failure to Raise the Stakes:** They failed to stop the cannons before they fired on the Crew's ship. Effects of "If the Crew chose Reactivate Life Support" occur, as well.
- ★ **Raise the Stakes:** The Crewmember maneuvers the targets and cuts just the right wires, and the cannons shut down with a dying, whirrin' sound. The Crew's ship ain't blasted to pieces, but the Life Support timer continues to count down.
- ★ **Extraordinary Success:** The Crewmember stops the cannons, and also learns how to expertly direct the *Westlake*'s weapons systems, which may come in handy in Act III.

REACTIVATE LIFE SUPPORT

They must hack the life support to either stop the systems from shutting down or get it to reboot. Life support resembles several rotary telephones entwined and connected to a series of wire systems. Many of the symbols on the parts use medical jargon and symbols on 'em, making a doctor pretty helpful for identifying potential wires to cut.

Regardless of outcome, the effects from "If the Crew Chose Reactive Life Support" occur.

Crewmember Dice Pool: Mental + Operate, Mental + Treat

Gamemaster Dice Pool: Challenging Difficulty D8 + Getting Hard to Breathe D8 + Don't Look at the Weapons Console! D8

Possible Assets: Helping Hands, Simon on Intercom, Figured Out the Pattern

Possible Complications: But What About Our Ship?, What Are These Symbols?, Sound of Cannon Fire

Example Results:

- ★ **Failure to Raise the Stakes:** The life support systems prove to be too complicated for the Crew to reactivate, but they do manage to stop the loss of air entirely. Effects of "If the Crew Chose Stop That Cannon" occur as well.
- ★ **Raise the Stakes:** By twisting the right dials and identifying the correct medical symbols, they figure out the sequence to reboot the life support systems. This saves all the POW pods and restores all the oxygen, making it quite easy to breathe.
- ★ **Extraordinary Success:** While restoring the life support, the Crew learns how to awaken the POWs in a safe manner. They could wake up a few for help in Act III, if need be, and the Difficulty die type for any rolls to "Synthesize a Cure" in Act IV are stepped down, as they can use firsthand accounts from the few scientifically minded POWs to help create a cure.

If the Crew Chose “Stop That Cannon,” then they’ve saved the Crew’s ship from being damaged by the *Westlake*’s obviously superior weaponry. However, in order to do so, the cannons are completely disabled. This also means only a handful of the POWs survive, as the majority of their containment pods shut down and the inmates choke and die well before the Crew even starts having trouble breathin’. Those few pods that can be saved after disabling the cannons have POWs with wracked bodies inside. The Crew takes a **POW Are Oxygen Starved D10** Complication. Rolls to communicate with POWs that know their comrades on the *Westlake* were an afterthought can be affected, as well, if they somehow find out what happened. Simon’s the kind of guy to

apologize on behalf of the rest of the Crew without realizin’ the repercussions of such a thing.

If the Crew Chose “Reactivate Life Support,” then all the POW containment pods are kept intact and the POWs themselves remain on the side of the living. ‘Course, when they are done saving the inmates, they look outside at the damage done to the Crew’s ship, which has been blasted in the main hull several times and the engines once. Surprisingly, she held up pretty well, as the *Westlake*’s trackin’ systems are slightly rusty and weren’t as deadly as was suggested by Mulock’s video. The Crew’s ship takes a **Damaged Engines D10** Complication. In addition, the cannons are completely spent and are now disabled.

Are you feeling **BLUE?** 消 沉

Worried about homeless veterans?

Anxious that you'll be attacked by poor settlers?

Take Happy Toad and watch your troubles hop on by. Happy Toad is derived from 100% natural ingredients by our expert pharmacists on Osiris and distributed throughout the Core. One dose of this miracle drug will help you focus on what really matters: **YOU**. 乐蛙

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ACT III: PYRRHIC VICTORY

The Crew barely has time to recover from their harrowing experience before they're forced into action once again. Shan has found them, and they've got hard choices.

"Jayne, get the pods. Kaylee, get the door. We're making like leaves."

– MAL

THE LOWDOWN: WE'VE BEEN TRACKED

The intensity of the previous act should be palpable. The Crew almost suffocated and lost their ship at the same time, so they should be given a moment to reflect on that kind of trauma. 'Course, the Crew's current predicament leaves them little to no reason to stay on the *Westlake* any longer. The timer for life support may still be countin' down, so an expedient retreat is probably suggested, but transportin' the containment pods properly would require some heavy muscle or a hover skid to handle the load.

As they turn to head to the exit, probably draggin' a pod or two behind them, the Crew notices rapidly approaching flashing lights in the distance of space. Seems like Alliance battle cruisers have figured out where they are, no doubt due to any one of their many hijinks pulled on their way to the *Westlake*. Remember that the Crew's likely split between their ship and the *Westlake*, so attemptin' to leave at this very moment would be quite dangerous unless they left immediately.

There's just enough time to jump in the shuttle, return to a possibly damaged ship, and hightail it out the sector. Leaving right now would mean leaving the helpless inmates behind in their pods for the Alliance to discover. That said, even if the Crew decides to leave the POWs behind, they are still other inmates they can attempt to save back on Persephone—or on Severance, if the Crew left them with Mulock.

Whether the players come up with the idea on their own or you suggest it as an option, there's one more thing they could try to save the POWs...jettison the containment pods toward the ship for the pilot to catch in the cargo hold.

PRISONER JETTISON

This crazy idea may be their last chance if the Crew thinks it wiser to get out of the area fast. It also requires the current pilot to do some impressive flyin' to catch the pods safely. If they don't attempt this, their only other option is to drag one or two pods with 'em to the shuttle to escape. That's barely an option, since that leaves lots of POWs behind. If done quickly, the approaching Alliance ships might figure ignore 'em as so much space trash. If they wait too long and the Alliance is close enough to see what exactly is flyin' through the black, then this can complicate things even further. Pressing a few buttons to fire the pods out of the airlock requires no rolling, but the pilot has a hell of a job ahead.

Crewmember Dice Pool: Mental + Fly

Gamemaster Dice Pool: Hard Difficulty D10 + Other

Trash D6

Possible Assets: Magnetized Propulsion, Tethered Pods, Blinking Lights

Possible Complications: Random Asteroids, Too Much Debris, Bad Instructions

Example Results:

- ★ **Failure to Raise the Stakes:** Whether it's due to random asteroids in the area or just a miscalculation of angles, the Crew only picks up about half the number of the pods that are jettisoned and pick up a lot of trash instead. The missed pods are lost to the black, untrackable after the fact.
- ★ **Raise the Stakes:** The pilot pulls off some high-flying maneuvers to receive the pods into the cargo deck without losing any of 'em, but also catches other various trash that damages some of the inside cargo. They'll require some repairs to the walkways and walls after all is said and done.
- ★ **Extraordinary Success:** Being an expert pilot means never missing the mark and being able to shout and dance when completing a successful trick. This is one of those moments. All pods are accounted for, and no heavy trash that would have damaged the cargo hold was picked up. Great job!

TROUBLE: FINAL DEMANDS

As the Alliance ship comes to a stop a safe distance away from the *Westlake*, the Crew receives a hail on the communications deck. They are well-versed in the workings of this ship's computers by now and can answer it quite easily. The commander of the Alliance ship is Shan Holt, who has left no stone unturned getting to the bottom of this whole mystery. If Shan has been killed or otherwise irreparably removed from the story, the commander is one of his subordinates trying to fulfill the captain's final wishes.

Holt's words booms from the surround sound speakers and his image comes up on a large image screen near the captain's chair, makin' him seem quite impressive. At this point in the story arc, Holt has lost his cool. He's exhausted, frustrated, and ready for it to all be over. With a stern proclamation, Holt thanks the Crew for leadin' him to the *Westlake* and gives them one final chance to give up. This involves surrendering the *Westlake*, as well as any contents, cargo, and records the Crew may have attempted to retrieve from the "wreckage." The other option's having the patrol boat's guns, already trained on both the *Westlake* and the Crew's ship, take down both ships just to get rid of the evidence.

NEGOTIATING WITH A GUN

Even though Holt seems slightly hostile in his approach, he truly wants to handle this encounter peacefully. He's more than open to making some kind of deal to pay the Crew for its troubles, just to have 'em out of his hair and finally have the *Westlake*—and its contents—in hand. If that fails, then blasting the Crew apart is a last ditch effort.

Holt is quite desperate at this point, havin' fallen off his usual Alliance duties to track down the Crewmembers and follow them on this wild good chase. Returnin' empty-handed will destroy his career and dash his reputation. The small crew he currently has volunteered because they believe in him as a leader, so there's also their respect to lose if this negotiation goes downhill. If Holt is out of the picture, then his second-in-command took charge of the ship and led the others in his honor, so they're fighting for the memory of their once beloved commander.

There's actually very little the Crew can do to calm Holt down or get him to back off. Even if they actually chose to just give up the *Westlake*, the commander is too far gone to believe that it's not just a trick. And, technically, if the Crew jettisoned the pods earlier, it really is an attempt to trick him in the end.

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Mental D10 + Focus D8 + On the Way to Meet Buddha D8 + The Hastings D10

Possible Assets: Been Peaceful Up til Now, Changing the Camera Angle, Westlake's Cannons

Possible Complications: Worn Composure, Acting Flippant, Those Cannons Don't Work

Example Results:

- ★ **Failure to Raise the Stakes:** Negotiations go poorly and Holt's got no other option than to announce that he's opening fire on both ships simultaneously. He shuts down communications and will not accept any other hails if the Crew tries to make amends.
- ★ **Raise the Stakes:** The Crew convinces Holt to hold fire and make some sort of deal to trade money for the POWs or whatever else they can come up with. Communication stops and they seem to have come to an understanding.
- ★ **Extraordinary Success:** Not only do they get Holt to halt his aggressiveness, either through tricking him into thinking they found nothing, threatening him with the *Westlake*'s cannons, or even just sweet talkin' him, but Holt also lets it slip that his career is countin' on how all this goes down. Because Holt has agreed not to fire on them, he won't be lending his Skill dice in the next Action.

THE SHOWDOWN: TACTICAL RETREAT

Regardless of how negotiations went, staying on the *Westlake* just ain't an option. If the Crew gave up everything to Holt, they are allowed to return to their ship without too much trouble, but are forced to leave the POW containment pods behind. Of course, if they jettisoned them earlier, this is a moot point; but if they didn't, taking the POWs along is now no longer an option.

The supposed peace between the Crew and Holt don't last long, as the Alliance ship fires on the Crew's shuttle as they are headed back to their ship. This can have two different reasons, dependin' on how negotiations went. If they sent Holt over the cliff, then he's malicious with his attempts to blast them out of the sky. If the Crew convinced Holt to let them go or made some sort of deal, then it is a gunner who takes it upon himself to fire to protect his commander's reputation as a cold-blooded leader. The opportunity to fire on 'em as they leave proves too much to resist.

If the Crew refused to cooperate, Holt begins firin' on both the Crew's ship—which may or may not be damaged from the previous act—and the *Westlake*, whose weapons systems may have been disabled entirely. This puts the Crew in a precarious position, but there are ways to get out alive if they pull 'em off.

There ain't no choice in the matter. Holt will track them to the end of the 'Verse for their involvement, so the Crew has to do something drastic to get away. Whether the Crew thinks of it or you suggest it, sacrificing the *Westlake* is their only option for finally escaping Holt.

RETURN TO BASE

Maneuvering the shuttle without being shot can be tricky. There are random asteroids floatin' around the area—which helped to hide the *Westlake*'s signal in the first place—and avoiding a constant barrage of gunfire on top of that may prove difficult for an untrained pilot. If Holt is the one making the decision to fire, he lends his **Influence D8** die to the opposition.

Crewmember Dice Pool: Mental + Fly

Gamemaster Dice Pool: *Hasting's* Systems **D8** + Crew **D8** + Arbitrator Class Patrol Boat **D8**

Possible Assets: *That's Not the Deal, This Is My Shuttle, The Westlake's Coming at Us Commander*

Possible Complications: *Still Trash in the Way, Pods Weighing Us Down, Tipsy*

Example Results:

- ★ **Failure to Raise the Stakes:** The shuttle is unfortunately hit by the Alliance's superior firepower. The shuttle is Taken Out unless the Crewmember spends a Plot Point to stay in the scene. If the Crewmember spends a Plot Point, the GM can create a Complication equal to the highest rolling die in the opposition's pool to reflect the Crewmember's injuries, or step up an already existing Complication.
- ★ **Raise the Stakes:** The asteroids actually work as ample cover, allowing the Crew to get to their ship unharmed.
- ★ **Extraordinary Success:** Everyone arrives safely and any injured can be moved immediately to the medical bay to get tended to.

KAMIKAZE RUN

The Crew sets *Westlake's* engines to full and threatens to ram the *Hastings*, thus creatin' a distraction as they escape and also possibly Taking Out Holt's ship entirely. As they aren't actually piloting the *Westlake*—since they are escaping in their shuttle—the following roll is for setting up the correct coordinates and determinin' its potential to cause some real damage.

Crewmember Dice Pool: *Westlake's* Engines + Operate

Gamemaster Dice Pool: *Hasting's* Engines **D8** + Crew **D8** + Arbitrator Class Patrol Boat **D8**

Possible Assets: *Found the Overdrive, Rigged to Explode, Unexpected Movement*

Possible Complications: *Partial Power, They See It Coming, In a Hurry*

Example Results:

- ★ **Failure to Raise the Stakes:** The *Westlake* starts headin' toward the *Hastings*, but not nearly at the necessary speed to do anything other than slightly distract Holt. The Crew gets away, but he'll be after 'em again soon enough.
- ★ **Raise the Stakes:** The *Hastings* has to make some evasive maneuvers to avoid gettin' rammed. In the meantime, Holt doesn't see where the Crew's ship goes. He's lost this battle and everything is gone from the *Westlake*. He's absolutely ruined.
- ★ **Extraordinary Success:** Not only does the *Westlake* succeed in distracting Holt, but his patrol boat can't get out of the way in time and both ships explode upon impact. The Crew gets away scot-free, leaving behind two floatin' cinders behind them.



ACT IV: COLD COMFORT

The Crew holds on as their ship activates their turbo and high-tails it out of the sector. The boat shifts back and forth before it feels the shockwave of the *Westlake*'s explosion, which sends it spinnin' into the black.

"Well, that was fun."

– WASH

THE LOWDOWN: WESTLAKE'S AFTERMATH

After the Crew finally gets away, there should be a moment to reflect upon what just happened. Getting to the *Westlake*, discovering the POWs and possibly leavin' them behind, defeating enemies, putting themselves in danger to uncover a long buried mystery, and realizin' that the end is nigh. Everything should hit them pretty hard, especially if they lost friends along the way.

But this is no time to lollygag. There's much to do and time is of the essence. An alarming beep starts to emit from the POW capsules. The comatose POWs are dying. Whether from exposure to vacuum, feedback from being detached from the *Westlake*'s power supply, or just getting knocked around in the battle afterwards, the capsules are failing and the POWs need to be revived immediately.

However, it ain't safe to wake 'em up without first finding out a way to neutralize the poison injected into them during the terrible experiments of Project Ghosting. Sadly, this means even more experiments must be performed on 'em, though these are at least less invasive. There's more than ample equipment to concoct an antidote, and while tests are slow going to ensure the safety of all the patients, a true antidote is technically possible and all can be saved once it's found—without alertin' the Alliance.

Unfortunately, they require particular medications and equipment that the Crew just don't have. But there's hope. The Crew knows about the *Curing Hands* hospital, and a quick wave to them confirms that they've got the facilities and the drugs to save the POWs.

TROUBLE: UNINSURED

There's just one problem—payment. The medication the POWs need is in short supply, and the *Curing Hands* simply can't give it away for free. The Crew will have to pay for it. This might be a bit of a problem if the Crew has been spending more money than they intended and have picked up some financial-related Complications.

NEGOTIATING HOSPITAL SERVICES

The Crew discusses the costs with Abbess

Crewmember Dice Pool: Social + Influence, Social + Treat

Gamemaster Dice Pool: Easy D6 + Abbess D8 + Cautious D8

Possible Assets: Letting a Shepherd Do the Talking, Show Off the Containment Pods, We Bring Tithings

Possible Complications: Obviously Packing, Church Bashing Language, Withholding Information

Example Results

- ★ **Failure to Raise the Stakes:** While not denied services outright, the Crew's told they can bring in one containment pod and one Crewmember to accompany it. It may seem like this is just as good as letting everyone in, but it creates a few situations where things may not go in the Crew's favor. See below to get a read on the situation.
- ★ **Raise the Stakes:** The Crew is allowed in to help with synthesizin' an antidote. The Crewmembers are likely split up into two groups: those helping the doctors directly and those bringing in the remaining containment pods. The moment they get a working antidote, it'll need to be administered right away to ensure POWs' lives are saved. The entire time, they'll notice their every movement being tracked by the Shepherds.
- ★ **Extraordinary Success:** Everyone is let in and given full, unlimited access to the facility. The no-weapon rule still stands, of course.

Don't be afraid to tailor the results to what the Abbess agrees to. For example, should the Crew fail this role, she might tell them that only one containment pod is allowed because the doctors insist on performing a number of preliminary tests on the POW in addition to trying to engineer an antidote.

This also means that a failed result on "Synthesizing the Antidote" may leave the Shepherds simply saying "there's nothing we can to help you" and sending the Crew on its way, too. If they're successful in creating a cure, it'll need to be administered within the sterile confines of the hospital, but if the Crew hadn't already taken the time to move them all in, then some of the POWs may simply perish before ever getting treated.

If the Crew makes a misstep within the hospital, they're also at the mercy of the not-so-nice patients taking their aggression out on 'em, attemptin' to gain favor with the Shepherds themselves.

CURING HANDS

ENGINES 4

HULL 12

SYSTEMS 8

SKILLS

CREW 8

DISTINCTIONS

O'NEILL CLASS ASTEROID BASE 8

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

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

HAND-ME-DOWN 8

Your ship has changed hands a lot. Who knows what kinds of secrets it holds, or what annoying problems it'll give you.

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

REGISTERED MOBILE HOSPITAL 8

Not only do you have a fancy Alliance-sanctioned medsuite, but you've set up your cargo area as a triage center and converted your passenger quarters into hospital beds. You've got the credentials to buy, store, and resell plenty of high tech medical equipment and drugs. Unfortunately, all this high-tech gear makes you a target.

- ✓ Gain 1 Plot Point when you roll a D4 instead of a D8.
- ✓ **Better Living Through Chemistry:** Spend 1 PP to step back a Complication involving being injured, poisoned, or fatigued.
- ✓ **Code Blue!** When treating a patient in the medsuite, you may choose to reroll any dice that come up as jinxes instead of taking Plot Points.

SIGNATURE ASSETS

CHAPEL 8

MEDSUITE 8

THE SHOWDOWN: RACE FOR THE CURE

To save the POWs, the Crew will need to successfully complete a Timed Action. They have four beats to complete the following five tasks—plot the course to the *Curing Hands*, initiate a hard burn that pushes their ship beyond the recommended safety limits, repair the—now damaged—engine while soaring through the black so that they can rendezvous with the *Curing Hands*, haul the capsules into the hospital, and finally synthesize an antidote to revive the POWs.

If you want to advance the Timed Action and make it even more challenging than it already is, you can reduce the number of beats to 3, give the Crew a Complication like **POWs Are Dying D8** to reflect the medical danger the POWs are in, or change the hospital personnel's allegiances to a group or character who directly opposes the Crew.

BUYING TIME

Since the Crew is already behind in beats at the start of the Timed Action, they'll have to Buy Time in order to succeed. Some of the Actions that the Crew can take to Buy Time include: warning off other ships in their path so they don't have to take efforts to avoid them, complete on-the-fly modifications to the engines to temporarily increase the efficiency of the gravity drive, or pre-loading the capsules onto dollies or a mule for transfer into the hospital.

Crewmember Dice Pool: Social + Influence, Mental + Fix, Physical + Labor

Gamemaster Dice Pool: Challenging Difficulty D8 + Ship Traffic D8 OR the Crew's ship's Engines OR POW Capsules D8

Possible Assets: Laws of Physics, Spare Parts, Stims

Possible Complications: You Have No Authority, Previous Unknown Damage, Capsules Are Heavier Than They Look

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember fails to help speed things up and can't help out during the rest of the Timed Action.
- ★ **Raise the Stakes:** The Crew regains one lost beat.
- ★ **Extraordinary Success:** The Crew regains two lost beats.

PLOT THE COURSE

First a Crewmember needs to plot the best course to the *Curing Hands* from their present position, avoiding traffic which could pose a collision hazard.

Crewmember Dice Pool: Systems + Operate

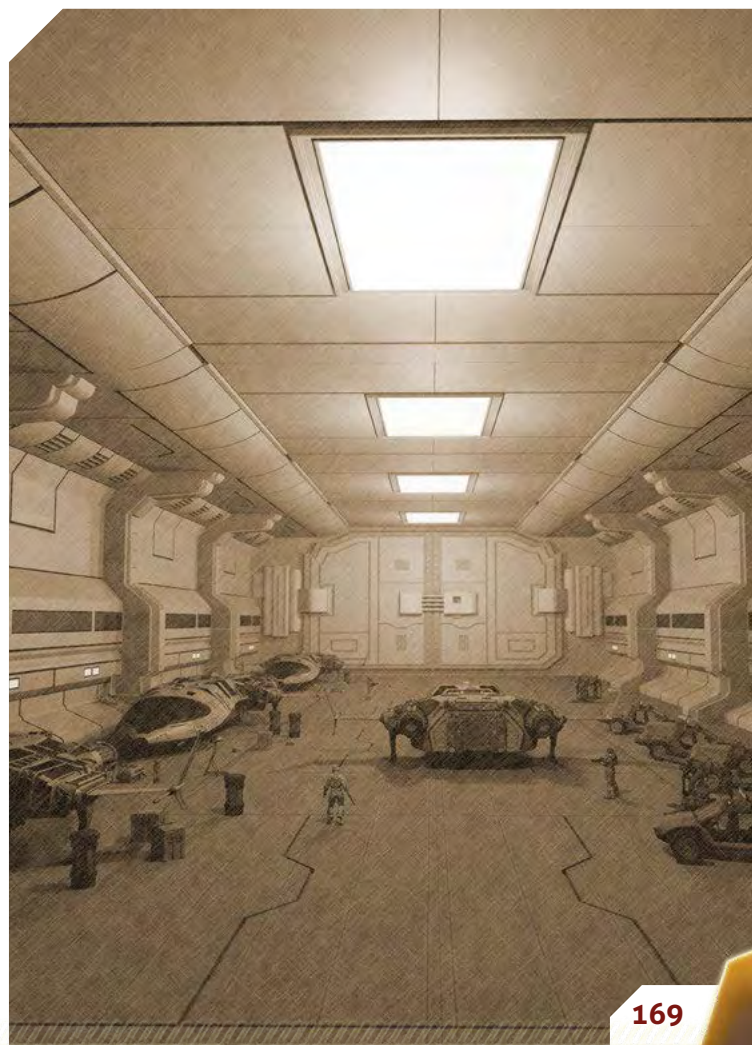
Gamemaster Dice Pool: Challenging Difficulty D8 + Ship Traffic D8 + Time Pressure D8

Possible Assets: Up To Date Nav Charts, Know Blue Sun Like the Back of My Hand, Efficient Navigation Software

Possible Complications: 404 Error, Bugs n the System, Don't Want to Attract Too Much Attention

Example Results:

- ★ **Failure to Raise the Stakes:** The ships' navigation computer is acting up and finding it difficult to compute an exceptional trajectory. The Crew loses two beats.
- ★ **Raise the Stakes:** The Crewmember successfully plots a course that meets all the requirements. The Crew loses one beat.
- ★ **Extraordinary Success:** The Crewmember quickly finds a course that meets all the requirements and actually uses gravity assist from planets to get their even quicker. The Crew doesn't lose any beats.



PUNCH IT

The ship's pilot needs to make the hardest burn the ship has ever done, without burning up the gravity drive in the process. Also, the ship's gravity drive will exceed the artificial gravity, resulting the Crew feeling ill.

Crewmember Dice Pool: **Engines + Fly**

Gamemaster Dice Pool: **Hard Difficulty D10 + Giving It 110 Percent D10 + Gravity Shift Sickness D8**

Possible Assets: **Gentle Ramp Up, One with the Ship, Maintenance Done on Time**

Possible Complications: **Compression Coil Clogging, Resonant Feeder Shaking, Quantum Generator Bending**

Example Results:

- ★ **Failure to Raise the Stakes:** The ship gets up to an incredible speed but doesn't quite reach the needed speed. The gravity drive blows out in the process. The ship takes a **Nuclear Activator Overheated D10** Complication. The Crew loses two beats.
- ★ **Raise the Stakes:** The ship makes the hard burn successfully but the gravity drive still blows out. The ship takes a **Nuclear Activator Overheated D8** Complication. The Crew loses one beat.
- ★ **Extraordinary Success:** The ship makes the hard burn successfully and actually reaches a higher speed than expected. However, the gravity drive still blows out. The ship takes a **Nuclear Activator Overheated D6** Complication. The Crew loses no beats.

DOCK IT

In order to rendezvous with the *Curing Hands*, the ship's gravity drive needs to be repaired, by recovering the **Nuclear Activator Overheated Complication** taken in the previous Action.

Crewmember Dice Pool: **Mental + Fix**

Gamemaster Dice Pool: **Challenging Difficulty D8 + Nuclear Activator Overheated dX**

Possible Assets: **Remote Engine Adjuster, Refurbished Coolant, Thing from the Back**

Possible Complications: **Radiation, It's Hot in Here, Nuclear Compensator Out of Alignment**

Example Results:

- ★ **Failure to Raise the Stakes:** The repairs are taking too long. Step back the **Nuclear Activator Overheated** Complication but step it up for each jinx rolled. The Crew loses two beats.
- ★ **Raise the Stakes:** The Crewmember recovers the **Nuclear Activator Overheated** Complication. The Crew loses one beat.
- ★ **Extraordinary Success:** The Crewmember recovers the **Nuclear Activator Overheated** Complication in time to allow the pilot to bring the ship to a halt practically on top of the *Curing Hands*. The Crew doesn't lose any beats.



UNLOAD THE CAPSULES

Now the Crew needs to get the capsules into the *Curing Hands* hospital as fast as possible. If the Crew chose to stop the cannon in Act II, they only need to move a handful of capsules and so this is an Easy Action. If the Crew chose to save the capsules in Act II, but then jettisoned them and only picked up half in Act III, then this is a Challenging Action. Otherwise it's a Hard Action.

Crewmember Dice Pool: Physical + Labor, Physical + Drive

Gamemaster Dice Pool: Easy Difficulty D6 OR Challenging Difficulty D8 OR Hard Difficulty D10 + POW Capsules D8 + Time Pressure D8

Possible Assets: Shepherd Assistance, Mule, Dollies

Possible Complications: Capsules Are Heavy, Argument with the Shepherds, Capsules Roll

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember is clumsy and accidentally drops one of the capsules. It's dented now. The Crew loses two beats.
- ★ **Raise the Stakes:** The Crewmember successfully moves all the capsules into the hospital. The Crew loses one beat.
- ★ **Extraordinary Success:** Either through a feat of strength or a marvel of coordination, the Crew gets the capsules into the hospital in minimal time. The Crew doesn't lose any beats.

SYNTHESIZING THE ANTIDOTE

The Crew may or may not know how to remove the POWs from their containment pods safely, but with or without their assistance the pods begin to shut down, since they are no longer connected to the *Westlake's* life support system. It's best if testing takes place quickly. The *Curing Hands* has a lot of facilities that can help, but the Crew could also decide to keep moving and ask their doctor to synthesize the antidote in the ship's medical bay just as easily. The patients may begin to wake from their induced comas after a few days, and some of them will be manic if the antidote ain't given to them in time.

This is an arduous scenario, but there's really nothing for the majority of the Crew to do to assist, unless they've got medical training themselves. A failure don't just produce an oops moment, it means people die, so this is something best left to professionals.

Crewmember Dice Pool: Mental + Treat, Mental + Know, Mental + Operate

Gamemaster Dice Pool: Very Hard Difficulty D12 + Reverse Engineering D10 + Limited Supplies D10

Possible Assets: Proper Equipment, Accurate Blood Samples, Westlake's Logs

Possible Complications: You're Not Supposed to Cut That, Allergic Reactions, Misread Formula

Example Results:

- ★ **Failure to Raise the Stakes:** A failure means a few botched batches of the serum are administered and the Crew takes or steps up a **Botched Serum D6** Complication. The Crew loses two beats.
- ★ **Raise the Stakes:** The doctors and the Crewmember successfully manufacture a serum, though the first batch was slightly defective. The Crew loses one beat.
- ★ **Extraordinary Success:** The first batch of serum works perfectly. The Crew doesn't lose any beats.

REVIVING THE PATIENTS

If the Crew runs out of beats before successfully completing the Synthesizing the Antidote Action, the patients are saved but more than half of the patients lapse into comas they can't recover from, while others experience violent seizures until they simply die from the trauma.

If the Crew completed the Synthesizing the Antidote Action but with no beats left, then some of the POWs have bad reactions to the initial antidotes made, but the majority of 'em survive the process. That means they can be awoken without too much trouble, but they suffer severe memory loss, not remembering any of events leading to their cryostasis. The POWs can be returned to their family at this point and will never know the horrors performed on them.

If the Crew had beats left when they completed the Timed Action, not only to all of the POWs survive, but they all have retained their memories, with only a few black spots here and there. Best bit is, they all hold on to their hatred of the Alliance—which can be helpful for the Crew to start a New Revolution or second Unification War.



Don't let this happen to you.

Remember to pay your dues.

不惜付出个人的代价

**AG Alliance
Trader's
Guild**

EPILOGUE: PROJECT GHOSTING

Whatever the Crewmembers decide to do about Project Ghosting has the potential to affect the entire landscape of the 'Verse, make them filthy rich, or even start wars. All of these choices are, of course, optional.

Some players may gravitate toward one solution, while others want to do the others. If the Crew's at odds over which actions to take, give 'em time to make their case to the rest of the Crew. These kinds of debates can be beneficial for mendin' hurt feelings that may have been created earlier—or rub salt into 'em—and can help with coming up with the best strategy to follow.

Too, the ripple effects following what the Crew finds out can spawn any number of Episodes or an entire new Season!

TROUBLE: TAKING ACTION

The Crew has many options ahead of them and they may attempt to do any or all of them, given the outcome of one doesn't make another one impossible. For instance, spreading word around themselves removes the need for finding a buyer. They could still do it, but who's going to pay anything worthwhile for information that everyone has already? Obviously, deciding to do nothing removes the need to follow-up on any of these options, unless the Crew disagrees to such a degree that they split up and go in two different directions. These are the kind of life-altering decisions that can destroy relationships, after all.

★ **Spreading the Word on Project Ghosting:** There are two different ways to spread word about Project Ghosting—the experiments and all the atrocities that went on without anyone in the 'Verse ever knowing about 'em. If the Crew wants to stay anonymous, they'll need to work hard to find the right contacts to spread the info for them. This can involve finding a reliable source within the media who can interrupt the next cycle to run the videos or maybe contactin' a buddy who runs the news tickers in plain sight of a lot of eateries/bars. The long route, of course, involves travelin' to as many planets as possible and handing the information over to the town criers to disperse in their own unique way.

★ **Lead a Revolution:** Instead of spreadin' the information all secret-like, the Crew can become the faces for a new anti-Alliance cause. This is definitely an occasion to make ole Browncoats dust off their jackets and gain a sense of hope again. Similarly to spreading info on Project Ghosting secretly, it requires having the right contacts to spread the message. Only this time...their faces go along with the message. The Crew should discuss what it means to become revolutionary leaders. Some, like Mal, Zoe, or Book, may be just fine with such a prospect, whether it's for the good of mankind or just to stick a thorn in the Alliance's craw. Others, like Kaylee, Inara, and especially Simon, would be against such a public move,

due to inexperience, the fear of losing their business, or fear of being an even larger criminal than they already are, respectively.

- ★ **Finding a Buyer:** Not everyone on the ship is for saving the whole stinkin' universe with their bare hands. And quite honestly, that is a lot to ask when their ship is often hurting for some financial and mechanic lovin' herself. Making some credits after all the hassle looking for the *Westlake* may be the way to go for some in the Crew. Finding someone to buy the information they have could be a valid plan, as it removes much of the busy work involved with spreading the information and keeps the Crew out of the limelight. Badger's a great choice as a purchaser, since he's clever, but he'll likely take a larger cut than the Crew may be comfortable with. The price of doing business, eh? Prudence ain't a great choice, as her influence doesn't extend into the Core Planets—the planets that truly need to hear about this news—nearly as much. Niska also has considerable influence and could spread the information far and wide. But will the buyer actually spread the info? Sure, the Crew made out with some coin, but if the purchaser holds onto the information in order to blackmail those involved, the status quo never changes and the Alliance wins de facto.
- ★ **Leaving Well Enough Alone:** It's also possible the Crew's just worn out from all of the craziness they experienced. They could just do nothing. The research taken from the *Westlake* is the only copy in existence, since the computers have been erased—or the *Westlake* exploded—so the Alliance can't perform this experiment anymore. Well, not this exact one, anyway. They can always do something even worse. The Crew can forget about the POWs on Severance and drop the containment pods gained from the *Westlake* off at the nearest planet with a note. This is obviously the least heroic of the options, but sometimes you gotta think about the safety of yourself above all else. Say a prayer for the fallen and move on.

THE SHOWDOWN: FRUITS OF OUR LABOR

Comin' to the final decision of what path to take probably wasn't easy, but the Crew's settled on their choices and can begin implementing 'em. Below are the most probable rolls needed to make the above strategies happen. You may need to come up with a few additional challenges, depending on how detailed or complicated the Crew's plans become. For example, if finding the right resources to leak the info also involves getting in good with the poker-lovin' head of a news station, it may involve rolls to not lose their shirts in a professional poker tournament.

LEAKING THE INFO

Releasing the information into the wild ain't as easy as you might think. Precautions are needed to ensure the contacts selected are influential and reliable. If they ain't reliable, then there's no telling whether they'll actually release the damnin' information or if they'll doctor it before the world sees it, negatin' the entire intent. If they ain't influential enough, then their releasing the information will be a flash in the pan, over before it started, and ultimately a waste of time. If the Crew wants to try to use multiple contacts, they can represent this by lending their Skill dice.

Crewmember Dice Pool: Social + Influence, Social + Trick

Gamemaster Dice Pool: Challenging Difficulty D8 + Sensitive Information D8 + Alliance Will Be Interested D8

Possible Assets: Credits to Sweeten the Deal, Journalistic Integrity, I'll Owe Me

Possible Complications: I Have to Think About My Career, Getting It Past the Editors, Second Guessing

Example Results:

- ★ **Failure to Raise the Stakes:** The information is spread, but it either falls on deaf ears, is drowned out by some other terrible event, or wasn't released on air after all.
- ★ **Raise the Stakes:** The video for The Project Ghosting Scandal becomes headline news, reaching out even to the Rim. It makes folk inclined to hate the Alliance a little more, others to second guess their government, and some to gather together investigative committees to root out everyone responsible. In no time, the status quo's returned and people go about their everyday lives once more, but those responsible for the terrible experiments are brought to justice. The Crew can pat themselves on the back.
- ★ **Extraordinary Success:** They got the Project Ghosting information into just the right hands. It spreads quickly and becomes viral. Everyone is talking about it. Not only does it make headline news, but it also causes riots in the Core Planets, as their citizens demand justice and answers. The ethics of scientific research becomes a hot-button political topic to end and begin many a career in the Capital. Activists take to the streets and stage protests against many laboratories accused of acting in such a horrible fashion, and are successful in closing the majority of them down. If Shan Holt still lives, he is commended for his pursuit of the terrible people who tried to give the Alliance such a bad name and he becomes the face of a new, more prosperous Alliance.

THE NEW REVOLUTION

The Crew's decided to face the problem head-on. No one can be trusted to spread the word like those who lived through it and risked their lives to obtain the sensitive data on the Alliance, Mulock, and anyone associated with Project Ghosting. Some will be offended by experiments performed to force people to be loyal to the Alliance, but the idea of affecting the minds of the masses on such a level should truly revolt anyone who learns about it. Project Ghosting is just the spark the tenuous state of the Border Planets needs to explode into a real movement. Even those Crewmembers who aren't great at public speakin' may need to get up on stage or in front of a camera to tell their story, and who knows what audience members will connect with which Crewmember's experience.

Traveling from planet to planet, spreading the word, and getting people motivated is key. This usually starts with talking to city and town leaders, mingling with the people, and taking interviews. It puts a target on the Crew's back, as there are several who are loyal to the Alliance without the need of chemical brainwashing who would see them die before lettin' the Alliance get dismantled. Becomin' leaders of a movement means a lot of work is ahead of them that could eventually lead to real change in the 'Verse.

Keep in mind that the whole setting ain't going to change in one roll. Instead, the Crew'll need several rolls, over the course of years and years of game time, as they push the revolution wider and wider. It also ain't very easy to change everyone's minds. If the Crew's got high Reputations within certain groups—especially the Browncoats— then they have an audience that'll be very receptive. But even someone who doesn't like the Alliance needs to be properly motivated in order to act against the hand that feeds 'em. This is especially true for those who have been doing well since the Alliance took over.

Crewmember Dice Pool: Social + Influence

Gamemaster Dice Pool: Challenging Difficulty D8 + Rim Planets D8 or Border Planets D10 or Core Planets D12

Possible Assets: Here's the Proof, I Happen to Know the Mayor, Good Reputation

Possible Complications: Warrant, You Think You're Better Than Me?, Obstinate

Example Results:

- ★ **Failure to Raise the Stakes:** It might have seems like their rally went well, but they didn't truly change anyone's minds. Even if the Crew riled them up and they agreed with everything said at the very public event, folk just weren't convinced that the Crewmembers were the best people to lead them to victory. Just another lost cause or a scam looking to make money off a catastrophe. On to the next town or the next moon to spread the movement.
- ★ **Raise the Stakes:** Folk applaud the inspirational speeches and rally behind the Crew to give it their all. Many ask what they can do to help the movement, which is largely just about gettin' the word out about Project Ghosting. Stories of spokespeople for a new Anti-Alliance movement spreads from town to town until there are several people speaking out against the Alliance, staging protests, and attempting to change the status quo in a meaningful way.
- ★ **Extraordinary Success:** The rally audience is bowled over with motivation. They're ready to do anything to help the movement, including startin' a small militia, or—with or without the Crew's consent—performing terrorist attacks on Alliance ships and facilities in their system. If the Crew's still traveling around to various speaking engagements, the hyper-loyalists left behind may become overzealous and start actin' on their own. Leading to many of them being jailed for murder, attempted murder, or sabotage on Core Planets. Not only do they get the masses behind them, but Shan Holt, if he is still alive, joins them as well, becoming an ally to the cause instead of its enemy.

MASTERIN' THE GAME: HANDLING A MOVEMENT

The New Revolution has lots of movin' parts to it. It means the Crew puts itself at the center of this conspiracy and become spokespeople against the Alliance. It becomes their new mission statement and can consume the Crew's entire purpose. Of course, with celebrity comes enough money for as much fuel as they need, all the food and shelter and safe houses they would like, and the credits to keep flyin' another day without ever needing to take another job. For some, this is the dream: flying around from planet to planet to throw rallies, do interviews, and collect money. And it's a public service, not a scam, so they can even feel good about themselves.

With fame comes a few problems, however. They've got to constantly be looking over their shoulders for a possible sniper. Not everyone agrees with their sentiments and the Alliance ain't going down with a fight. This also means that traveling in the Core Planets becomes harder, as law enforcement will crack down harder on the Crew for the slightest misstep, to make an example of them, and ain't quick to respond to any problems the Crew may experience if they run into a pro-Alliance mob who wants to rearrange their faces.

Many very interesting stories can be told with this type of story, but you should definitely let your players know that making the decision to start a revolution shouldn't be taken lightly. If the Crew decides later on that they don't want to lead the revolution anymore, it'll likely fall apart and destroy the morale of those that followed 'em. Not to mention give the Crew a reputation worse than a criminal.

DEAL-MAKING

There is something to be said for the idea of pure capitalism. Some Crewmembers may believe that as long as money can be made, no event is ever truly tragic...not even the brainwashin' and experimentation on dozens of POWs. The goal here is to make as much money as they can from someone for first crack at the Project Ghost information and videos scavenged from the *Westlake*. How much money they can garner is ultimately limited by who they are tryin' to sell to—most likely some higher up in the Alliance government or military who would rather that info not get out. Some of their more common information brokers would love to get their hands on it for the purposes of blackmailin' those same Alliance officials. The challenge roll says how well their negotiations go with whoever it is that they choose to sell to. 'Course, the Crew's got no control over what happens to it after it leaves their hands.

Crewmember Dice Pool: **Social + Influence, Social + Trick**

Gamemaster Dice Pool: **Challenging Difficulty D8 + The Facade of Disinterest D6**

Possible Assets: **Remember That Job You Still Haven't Paid Us for?, It Would Bad for You if This Got Out, A Little Whiskey**

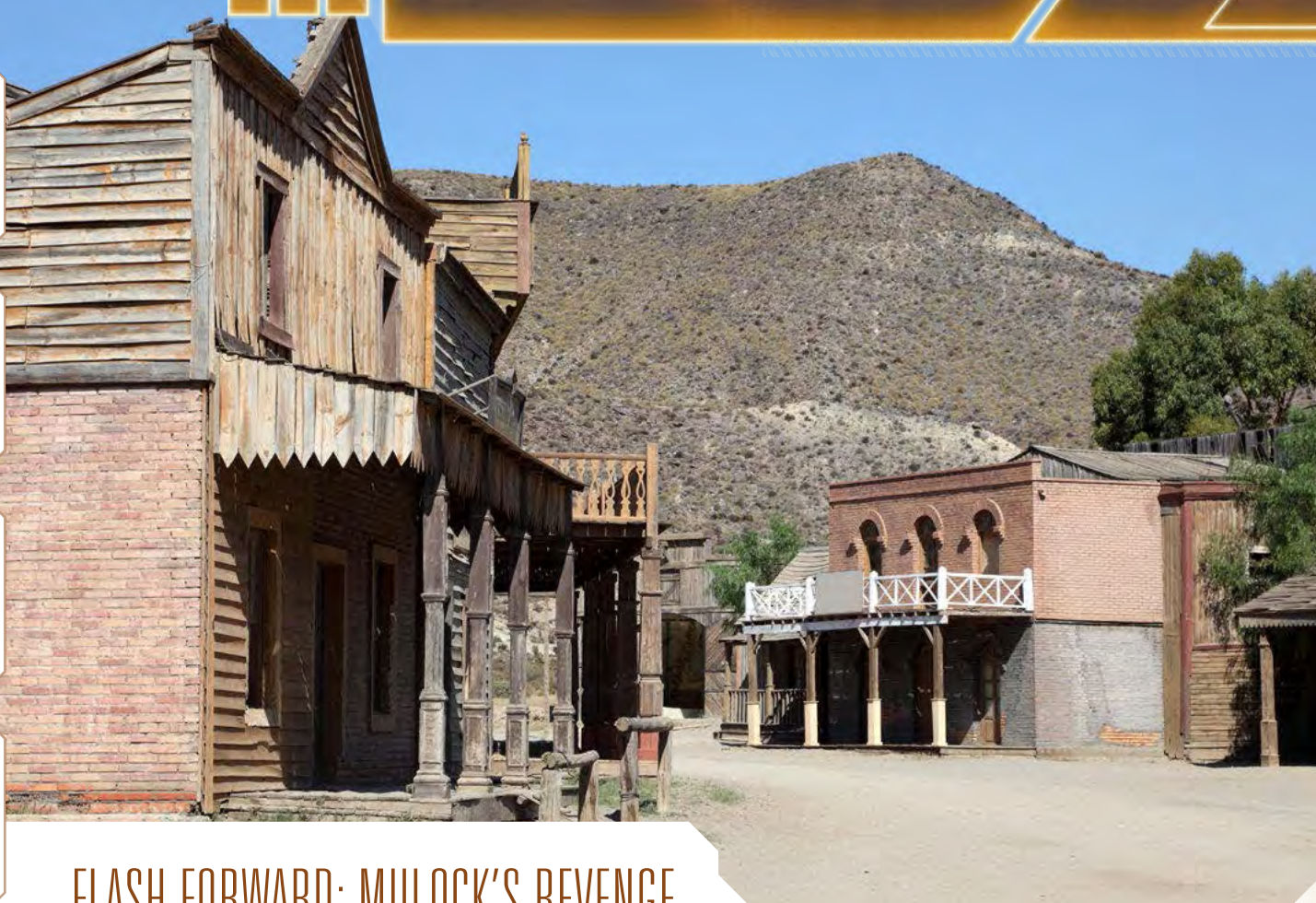
Possible Complications: **Made Copies, Exaggerated Its Importance, Why'd You Bring a Gun?**

Example Results:

- ★ **Failure to Raise the Stakes:** The Crew is talked down from their asking price and then some, whether due to a double-cross, doing a "favor" for the buyer, someone taking the information by force, or maybe they just underpriced it. Either way, they leave the negotiation knowing they lost the upper hand faster than they could have imagined.
- ★ **Raise the Stakes:** They negotiate a fair price and walk away without feeling cheated. Of course, there's still the twinge in their conscience that tells them they just profited off the backs of others, so there's always something else to be burdened by.
- ★ **Extraordinary Success:** Not only do they sell the information for a hefty sum, but no attempt to link them back to the information will ever occur. The buyer will make sure of that, essentially if someone asks them about the deal, he or she will say "What deal?"

The end of this Epilogue should tie together the whole Episode and leave the Crew with a sense of completion. It can also feed into any of the ongoing decisions they made, but this story is done. Time for a new crop of Episodes or a new Season.

Be sure to congratulate the Crew on finding and unraveling the *Westlake*'s mysteries! Then, when the Crew least suspects it...



FLASH-FORWARD: MULOCK'S REVENGE

During a future Episode, the Crew sits around a small bar table in celebration for a job well done. Even if they didn't do so well, they did the best they could, and what more can you ask?.

"Never underestimate a person's ability to rationalize away eccentricities they'd be better off not remembering."

– SIMON

Even so far from the *Westlake*, Mulock was alerted to the *Westlake*'s intrusion—and possible destruction. The old man has a grudge to settle, even more than any he might have had previously. Lucky for him, he had fully operational tracking devices on each of the POW containment pods, allowing him to easily make his way to wherever the Crew has decided to land—most likely on the *Curing Hands*. If the Crew decided to Leave Well Enough Alone, then the tracker may have been on the shiny gun or armor stolen from the *Westlake* armory, or possibly just from a piece of debris that lodged itself into the ship's hull with none the wiser.

Mulock is truly ruthless here, as he has nothing to lose. All of the money he could have made is gone, and the "terraforming labor procurers" ain't returning his vid-calls any longer. Investigative committees may be freezing his accounts and intruding on his estates this very moment, so there's little to return to beyond a jail sentence.

If the Crew's truly gone to hell and back, are heavily wounded, or experiencing shell shock from the trauma they had to withstand, maybe one more slap ain't the best course. Mulock also may not go after the Crew if they've become celebrities, since he should really be going into hidin' himself. If they decided to let the POWs die on the *Westlake* and then decided to do nothing with the information they garnered, that's another story and they should definitely have some sort of negative repercussion from their decision. That's not really Big Damn Hero decision-making there. Then again, another encounter may just be what the Crew needs. In their darkest hour, they can band together, even if they were just arguing about what route to take. It could be this very attack on their lives to make 'em rethink their decisions and make the right one in the end.

FINAL SHOWDOWN WITH MULOCK

The old man goes off half-cocked, so Mulock really only brings a few of his men with him, one **Bodyguard** for each Crewmember. A typical firefight could occur in the medical facility on Shepherd's Mission. 'Course, if the shootout happens during the antidote tests or immediately after, Mulock may also choose to start executing POWs instead of attacking the Crew directly. He poses a large threat and is ready to go out in a blaze of glory.

Seeing how this scene takes place in a future Episode, it's a great place to use flashback Assets and Callbacks—discussed on page 244 and 256 of the **FIREFLY RPG COREBOOK**.

Crewmember Dice Pool: Physical + Shoot

Gamemaster Dice Pool: Physical D10 + Shoot D10 + Big Pistols D6 + Bandit Guardian D8 + .44 Magnum D8 + Bodyguards XD8

Possible Assets: Saw Him Coming, We Knew About the Trackers, Back to the Walls

Possible Complications: Bartender Tip Off, Bystanders in the Way, Flimsy Table

Example Results:

- ★ **Failure to Raise the Stakes:** The Crewmember is Taken Out by Mulock and his Bodyguards. The Crewmember can spend a Plot Point and accept a Complication equal to the highest rolling die in the opposition's dice pool to stay on the front lines.
- ★ **Raise the Stakes:** Lucky hit strikes down the quite intimidating figures that protect Mulock. Take Out one **Bodyguard D6** from the Gamemaster's Dice Pool. If there are no more bodyguards, Mulock is Taken Out but can remain in the fight by spending a Plot Point. The player can choose to step up an appropriate Complication or create a new one with a rating equal to the player's highest rolling die.
- ★ **Extraordinary Success:** Bullets ricochet, or maybe they go down like dominos, but either way the Crewmember is on a roll. Take Out two bodyguards. If there are no more bodyguards, Mulock is Taken Out, but can remain in the fight by spending a Plot Point. The player can choose to step up an appropriate Complication or create a new one with a rating equal to the player's highest rolling die.

After the fight is over, Mulock is subdued and at the Crew's mercy. It is up to them what to do with this broken, unarmed man. They could turn him in to the local authorities, extort him for whatever riches he may still have access to, interrogate him on what other dirty deals he may have been involved in, or simply execute him on the spot. They could also leave him on a deserted moon with only a single bullet. There are no real wrong answers, since Mulock deserves whatever is coming to him.

With Mulock out of the picture, the Crew has managed to tie up a loose end that threatened to haunt them for several Episodes to come. Now that he's out of the picture, the Crew can rest a *little* easier—until things don't go smooth the next time 'round.



AUDIO RECORDING:.....

TEST 4582

SUBJECT HAS
BEEN INJEC
SERUM NUM

NO. NOT AL

ED YR DELTA CA

1...1



Appendix

GLOSSARY OF TERMS

Here's a quick explanation of the terms used in the **FIREFLY ROLE-PLAYING GAME**. Pages where these terms are defined and expanded upon are provided for your use. Unless otherwise noted, page numbers reference the **COREBOOK**.

Key:

- ♦ **SGtR**: *Smuggler's Guide to the Rim*
- ♦ **TDGS**: *Things Don't Go Smooth*

act: A series of scenes—several acts make up an Episode.
292

Action or Basic Action: A use of the dice to determine the outcome of an objective or goal.
28, 263; SGtR 258

Action Order: When it matters who goes first, turns are decided by an Action Order.
56, 101, 128, 263

Advancement: Upgrading a Crewmember, ship, or recurring GMC.
100, 103, 256, 259, 273

The Alliance: The governmental authority whose legal, military, and economic power controls most of the 'Verse. Its home is located in the Core.
272, 283

Alliance Faction: The government that oversees the worlds of the 'Verse. Includes members of the Alliance government, as well as owners of a small moon.
11, 12

Antagonist: A GMC who is in the way of the Crewmembers' achieving their goal.
TDGS 7, 128

archetype: A character template that players can use to quickly generate original Firefly characters.
191; SGtR 36

Asset: Helpful Trait that you may include in your dice pool when appropriate, including gear, relationships, and advantages; usually costs a Plot Point.
30, 33, 42, 237, 239, 244; TDGS 227

Attribute: Your core areas of ability: Mental, Physical, and Social
235

bank, the: The limited pool of Plot Points the Gamemaster has to spend on Gamemaster characters.
269

beat: The subjective unit of time it takes for a character to carry out a single Action.
48, 66, 263 ; TDGS 228; SGtR 259

benefit: The part of a trigger that gives you something beneficial.
253

Big Damn Hero Dice: Dice you earn from extraordinary successes that you can use in later Actions.
67, 75, 238, 242, 243; TDGS 228; SGtR 258

Blue Sun System: The newest set of planets in the 'Verse, located in the Rim. Sparsely populated and nearly absent of all legal presence, the space surrounding it is home to the Reavers...
10

Border, The: Planets and moons housed in the Red Sun System and the Georgia System, located on opposite ends of the Core. Alliance attention waxes and wanes, but the Law still exists here.
9, 172

botch: A big gorramn screwup, you're humped, all your dice came up 1, total zero, results in a free Complication for your opponent.
48, 74, 109, 238; TDGS 228

Browncoats or Independents: The group of soldiers and citizens who fought against the Alliance in the Unification War a few years back; they lost. The term "browncoats" is a nickname.
7

Browncoats Faction: People actively or passively resisting the rule of the Alliance.
SGtR 11, 14

Buying Time: A Crewmember not directly involved in a Timed Action can take an Action to regain lost beats.
90, 91; TDGS 228

callback: Getting a bonus by referring to a previous Episode in which you did something similar to something that's happening in this Episode.
107, 256; TDGS 228

coming back into a scene: Returning to a scene after having been Taken Out in a high stakes conflict or by a Complication being stepped up above **D12**.
251; TDGS 229

Competent: Having a **D6** rating in a Skill.
151

Complication: An unhelpful Trait that your opposition gets to roll in their dice pool, making it that much harder for your own Action to succeed.
39, 236, 238, 239; TDGS 227

Core, The or Central Planets: The central hub of the 'Verse, these planets are full of resources and home to civilization and the Alliance.
9, 162

Corporations Faction: People who are associated with a business, from small businesses to megacorporations.
SGtR 11, 16

Crew: All of the characters that the players at the table are playing; all the Crewmembers as a group.
11

Crew Sheet: The player record sheet that holds all of your game stats and information.
144, 147, 366

Crewmember: A character played by a player, a Big Damn Hero, one of the stars of the show.
194, 271

Criminals Faction: People who don't follow the Law.
SGtR 11, 18

dice pool: All of the dice you get to roll when you take an Action
29, 235, 243

die rating: The size of die assigned to a Trait—**D4**, **D6**, **D8**, **D10**, or **D12**.
151, 235

difficulty die: A die that represents how hard your Action is going to be.
264, 265

Disposition: An attitude a GMC has towards a particular Faction. Rated as positive or negative.
SGtR 29

Distinction: Trait that represents a character's background, personality, and role in the game and differentiates them from other Crewmembers and GMCs.

38, 149, 194, 212, 241, 252, 258

double (a die): Adding a die of the same type to your dice pool.

238

drawback: The part of a trigger that costs you something.

253

Episode: An adventure, a job, a single game story, roughly equivalent to an episode from a TV series in story length.

11, 288, 292, 295

Episode Guide: All of the Episodes a Crewmember has played through prior to the one they're in, useful for making callbacks.

103, 256

Expert: Having a **D8** rating in a Skill.

151

Extra: A GMC defined by a single Trait, never has a name.

58, 74, 272

extraordinary success: A total that is 5 or more points higher than the stakes set by the opposing roll.

67, 238, 243, 264, 266

Faction: A stereotype that refers to a person or group of people who share similar characteristics or beliefs.

SGttr 11, 20

flashback: An Asset related to a mini-scene from a Crewmember's past.

56, 244, 271

gaining Reputation: Stepping up your Reputation die rating with a particular Faction. This step up lasts from Episode to Episode.

SGttr 22

Gamemaster (GM): The person who facilitates the game, presents the Episode, and plays the parts of every other person and thing in the 'Verse

11

gang up: Having more than one character provide assistance to take an Action.

101, 264; SGttr 259

Gamemaster Characters (GMCs): Characters played by the Gamemaster, including Major, Minor, and Extra GMCs.

42, 100, 270, 273, 290

Georgia System: System of planets bordering the White Sun System and the Core; twice as big as the Red Sun System, these planets are a mix of frontier and civilized settlements.

9, 363

Grandmaster: Having a **D12** rating in a Skill—one of the best in the 'Verse!

151

high stakes conflict: Any Action in which at least one of the characters involved in the Action has the potential to be Taken Out by the roll.

48, 248, 251; TDGS 228

Iconic Distinction: A Distinction that represents a singular person of high importance to a Faction.

SGttr 24

jinx: Any die that comes up with a 1 when rolled in a player's dice pool. The Gamemaster may pay a Plot Point to turn a jinx into a Complication.

39, 47, 238, 243, 245, 247, 290; TDGS 227; SGttr 260

job: The missions the Crew takes to help them keep flyin'.

17

Kalidasa System: A system of planets heavy in frontier and industrial manufacturing, located in the Rim, and far from the Core.

10, 362

lent die: A Skill die given by one Crewmember to another Crewmember to help in an Action; the Crewmember who lent the die is subject to the costs and Complications of the Action.

241, 242, 243; SGttr 259

Limited Action: An Action players can take when their Crewmember has been Taken Out; they must pay a Plot Point to take the Action and only get to keep one die for the total instead of two.

30, 49, 81, 250

location or scene Trait: A Trait that can be used by a GMC to oppose Crewmembers' rolls that are associated with a particular location or scene.

265; TDGS 145

location or scene trigger: A trigger that is associated with a particular location or scene that may be activated by GMCs or Crewmembers.

TDGS 148

Losing Reputation: Stepping back your Reputation rating with a particular Faction. This new rating lasts from Episode to Episode.

SGttr 23

Major GMC: A GMC that has game stats roughly equivalent to a Crewmember; always has a name and some significant role in the story.

99, 110, 264, 265, 270, 273

Master: Having a **D10** rating in a Skill—one of the leaders in that field!

151

Minor GMC: A GMC that has only a handful of game stats and may or may not even have a name—somewhat less important or significant than a Major GMC, but certainly more than an Extra.

46, 74, 100, 126, 271, 273

negative Reputation rating: A **D4** Reputation with a particular Faction.

SGttr 20

Opportunity: When the Gamemaster rolls a 1 on the dice, and thereby gives the players an Opportunity to be awesome by stepping back an existing Complication.

47, 238, 246, 266; TDGS 229

pile, the: The unlimited pool of Plot Points the GM has to give to the players under appropriate circumstances.

269

Plot Point: A resource that's earned by getting invested in the game and taking risks, and is spent to alter the outcome of Actions and do other cool things.

30, 239, 240, 249, 269; TDGS 227, 228; SGttr 259

positive Reputation rating: A **D8** or greater Reputation with a particular Faction.

SGttr 24, 29

raise the stakes: Getting a total that's higher than the stakes set by the opposition's dice roll.

28, 240; TDGS 228

recovery roll: Action taken to remove a Complication: success allows a player to remove the Complication completely and failure allows the player to step it back one die size.

47, 52, 227, 238, 247, 251; SGttr 260, 261

Red Sun System: System of planets bordering the White Sun System. Located on the opposite end of the Core, it is much smaller than the Georgia System.
9, 361

Reputation: A Trait that represents how much your opinions and actions align with one of the four Factions.
SGttr 20, 21, 31, 34

Rim, The: The truly dangerous frontier of the 'Verse, located in the Blue Sun and Kalidasa Systems far from the Core, filled with sparsely populated planets and industrial moons.
10, 182

scale die: A die that you add to one side that has a significant size advantage over the other.
109, 227, 235, 238, 265; SGttr 259

scene: A unit of time that basically covers one event or series of Actions and beats in a story, usually in one location, and usually with one set of characters.
288

setting the stakes: Generating a total on the dice that indicates how difficult it's going to be for the other side to succeed at what they want to do.
28, 241, 263

Ship Attributes: Replace Crew Attributes when a Crewmember takes an Action involving a ship: Engines, Hull, and Systems.
209

Signature Asset: Assets that belong to the Crewmember and represent important things or connections that may sometimes help the Crewmember out.
33, 42, 223, 233, 237, 242, 254, 257, 259; TDGS 36, 84, 102; SGttr 66, 88, 259

Skill: Traits that represent training, expertise, and talent.
29, 148, 236, 242, 257

Skill Rating: A die rating that measures how capable you are in the particular skill; you add this die to your dice pool when using the skill.
151

Specialty: A narrow area of concentration or focus within a Skill.
149, 204, 205, 236, 257; TDGS 227; SGttr 260

staking your Reputation: Trying to step up your Reputation with a particular Faction by guaranteeing success in a particular job.
SGttr 23

staying in the fight: Instead of being Taken Out by a failed high stakes roll, a player may opt to spend a Plot Point and take a Complication equal to the opponent's highest rolling die.
48, 249

step back: Replace a die in your dice pool with a die one size larger.
47, 238; TDGS 227, 229

step up: Replace a die in your dice pool with a die one size smaller.
47, 238

Taken Out: The result of a player losing a high stakes conflict; the Crewmember who was Taken Out is forced to leave the scene or encounter, only able to take Limited Actions.
28, 30, 47, 48, 248, 249, 250, 264; SGttr 260

Timed Action: A series of Actions that must be attempted before a certain length of time elapses.
66, 81, 90, 264; SGttr 259

total: The result of adding at least two of your dice together after rolling your dice pool—usually your two highest rolling dice.
28, 235

training up: Customizing a Crewmember by spending Episodes off the Episode Guide to alter a Crew Sheet.
257, 259

Trait: Game stat that can be rated by dice of various sizes, usually made up of a name and a die rating, usually included in a dice pool.
45, 235, 265

trigger: A special effect belonging to a Distinction or Signature Asset that allows a player to influence the story in some way.
38, 94, 103, 133, 149, 150, 236, 241, 253, 255, 257, 258, 259, 265; TDGS 118

Unification War: The massive war that spread across the 'Verse, between the Alliance and the Independents over the right for Border and Rim worlds to remain independent and free from Alliance rule. The Alliance won.
7, 17

Untrained: Having a **D4** rating in a Skill—go ahead and try anyway!
151

White Sun System: The system that houses the Core—the first and oldest set of planets settled by humans over five centuries ago. Home of the Alliance.
9, 360

WARNING! 警告! WARNING! 警告! WARNING! 警告!

Do not purchase cosmetics manufactured on Greenleaf. Cosmetics manufactured on Greenleaf have been found to contain psychedelic properties. We encourage all citizens to destroy any and all cosmetics manufactured on Greenleaf as they can be hazardous to you and your loved ones.

For additional information, send us a wave.

MASTER DISTINCTION LIST

For your ease of reference, listed below are all of the Distinctions in the **FIREFLY ROLE-PLAYING GAME**. These Distinctions may also be found in the **COREBOOK**, *Things Don't Go Smooth*, and *Smuggler's Guide to the Rim*, and *Ghosts in the Black*.

The Distinctions are classified into three primary groups and are organized alphabetically. There may be some overlap in the categories of roles, personalities, and backgrounds.

ABOUT THESE DISTINCTIONS

Every Distinction has a free trigger: "Gain 1 Plot Point when you roll a **D4** instead of a **D8**." We've omitted this from the list of new Character and Ship Distinctions to increase readability. When you pick your Distinctions, focus on the other triggers you might select. Just don't forget to add that free one back in!

ROLE DISTINCTIONS

A FACE FOR EVERY OCCASION **D8**

A good spy has dozens of cover identities ready to assume at a moment's notice.

All in the Details: When you assume an established alias, step back your **Mental** Attribute while you are assuming the alias to create a **Perfect Cover D6** Asset. You may spend PP to step it up at a cost of 1 PP per step, to a maximum of your **Trick**.

Perfectly Legitimate Forgeries: When the credentials of your fake identity are scrutinized or run through the Cortex, spend 1 Big Damn Hero Die to automatically raise the stakes.

HIGHLIGHTED SKILLS: INFLUENCE, SNEAK, TRICK

AGENT PROVOCATEUR **D8**

You're a bad influence. Professionally.

Cover Story: When you lie about where you've been or what you were doing, spend 1 PP to create a **D8** Asset that confirms your cover story.

Devil on the Shoulder: Spend 1 PP to double **Trick** or **Influence** when persuading someone to do something illegal.

HIGHLIGHTED SKILLS: INFLUENCE, SNEAK, TRICK

ALLIANCE OFFICER **D8**

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

Chain of Command: Gain 1 PP when you step up a Complication because of orders you received from your superiors.

Sir, Yes, Sir: Spend 1 PP to create an Asset at a **D8** to represent a specialist under your command.

HIGHLIGHTED SKILLS: FIGHT, NOTICE, SHOOT

ALLIANCE SPY **D8**

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

Alliance Agenda: When you're interacting with any Alliance personnel, spend 1 PP to reveal that you outrank them or function at a more important level than they do.

Espionage: Step back an Asset related to surveillance, investigation, or intelligence gathering in order to reroll your dice in appropriate situations.

HIGHLIGHTED SKILLS: SHOOT, SNEAK, TRICK

ART HISTORIAN **D8**

Here we see some of the finest examples of the Transit Period, painted by artists who were born and died between Earth-that-was and here.

Familiar Styles: When you closely examine a piece of art or forgery, spend 1 PP to memorize the signature style of the creator. You may accurately identify any of the creator's works you encounter in the future.

Gala Invitation: When you try to bluff your way into a gala, gallery, or artistic event using your artistic expertise, you may take or step up an **In Over My Head** Complication to roll **Know** instead of **Trick**.

HIGHLIGHTED SKILLS: CRAFT, KNOW, OPERATE

BACKWATER MATRIARCH **D8**

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

I Didn't Expect to Be Hearing From You: Step up your **Social** die for a scene when you step up a Complication involving someone you don't like.

Go Get 'Em: Spend 1 PP to step up a Complication inflicted by one of your thugs.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, SHOOT

BACKWATER MAYOR **D8**

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

Teach 'Em a Lesson, Boys: Spend 1 PP to step up a Complication inflicted by one of your thugs.

Vicious Glare: Spend 1 PP to remove an Asset from an opponent's roll involving the assistance of townfolks.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, KNOW

BACKWATER SHERIFF **D8**

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

Playing the Bumpkin: Step back your **Know** for a scene to step up your **Notice** to catch a suspect off guard.

Only Law in Town: When you stand up to a group of criminals by yourself, step up or double **Shoot** or spend 1 PP to do both.

HIGHLIGHTED SKILLS: FIGHT, NOTICE, SHOOT

BANDIT GUARDIAN **D8**

Being in charge sometimes just means you have the most guns.

Boss in This Here Town: When your Crew has your back in a confrontation, you may spend 1 PP per Crewmember or GMC to step up one Skill on each of them for the scene. If you are Taken Out, step back twice each Skill stepped up this way.

Uneasy Rests the Crown: When you act to defend someone who has a Complication you inflicted, spend 1 PP to turn the Complication into an Asset for an action. Step back the Complication after the roll.

HIGHLIGHTED SKILLS: INFLUENCE, NOTICE, SHOOT

BIGWIG D8

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

I Own This Town: When you pay off someone in your town or remind folks that you're in charge, spend 1 PP to remove a social Complication they inflicted.

Shell Companies: When the authorities try to investigate your illegal business activities, spend 1 PP to create a **Legitimate Front D8** Asset.

HIGHLIGHTED SKILLS: FOCUS, SHOOT, TRICK

BLACKMAILER D8

It's a simple service I offer—my continued silence. I assure you, my rates are competitive.

Little Birds: When someone spends a day or more in your hospitality, spend 1 PP to learn one of their secrets.

Shakedown: When you threaten to reveal someone's secret and demand money for your silence, create a **Blackmail D8** Complication on them.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, NOTICE

BLUE SUN AGENT D8

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

Corporate Payoff: Step up a Complication to create a **D8** Asset for another character when that character agrees to help you complete your mission.

Failure Is Not an Option: Step up a Complication to step up one of your Skill dice for one roll when completing a vital part of your mission.

HIGHLIGHTED SKILLS: SHOOT, SNEAK, TRICK

BOUNTY HUNTER D8

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

Tracker: Spend 1 PP to create a **Quarry** Asset at **D6**. Choose your target; they don't have to be in your presence. You may use this Asset in any rolls made to track down and capture your target. Every time you use it in a die roll and fail, you may step it up by one. You may only have one **Quarry** Asset at a time.

Cortex Sniffer: Spend 1 PP to use **Operate** instead of **Survive** to track down a fugitive.

HIGHLIGHTED SKILLS: FIGHT, FLY, NOTICE

BREAK-IN ARTIST D8

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

B & E: When you try to get into a secured building, spend 1 PP to step up or double **Sneak** for the Action.

Weak Point: When you try to break an object, you may roll **Fix** instead of **Labor** or **Fight**.

HIGHLIGHTED SKILLS: FIX, MOVE, SNEAK

BRILLIANT GUNSMITH D8

You've got a knack for being a tech wiz. Guns make the most money, so you followed the market.

Design Flaw: Spend 1 PP to step back a firearm Asset (including a Signature Asset) by exploiting an inferior weapon.

Genius Inventor: Spend 1 PP to create a **D8** Asset when you fiddle with someone else's gun for a scene.

HIGHLIGHTED SKILLS: FIX, NOTICE, SHOOT

CATTLE BARON D8

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

An Eye for Good Folks: Spend 1 PP to create a **D8** Asset representing a servant or ranch hand.

New Money: Step up a Complication involving social graces to reroll a die.

HIGHLIGHTED SKILLS: INFLUENCE, LABOR, SURVIVE

COMBAT INSTRUCTOR D8

Step one-two. Parry! Thrust!

Drill Instructor: When you teach someone how to fight, spend 1 PP to give a Crewmember a Big Damn Hero Die equal to your **Fight**.

Front Lines: When you are in a firefight with your students backing you up and spend 1 PP to avoid being Taken Out, give the Complication you acquire to one of your students instead.

HIGHLIGHTED SKILLS: MOVE, PERFORM, SHOOT

COMPANY MAGISTRATE D8

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

Company Contacts: Spend 1 PP to create a **D8** Asset that represents a company specialist or resource.

Middle Management: Double or step up **Trick** for a scene. If you do, take or a **Corporate Oversight D8** Complication.

HIGHLIGHTED SKILLS: FLY, NOTICE, TRICK

CON ARTIST D8

There's a sucker born every minute. You just gotta put your line in the water.

Instant Expert: When you try to pass yourself off as an expert, take or step up a **Web of Lies** Complication to double **Trick** for the roll.

The Stall: When you act as a distraction for another Crewmember's Action, spend 1 PP to step up or double the die you lend to them.

HIGHLIGHTED SKILLS: CRAFT, PERFORM, TRICK

CONTRACT MINER D8

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

Blood, Sweat, and Tears: Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.

Company Ties: Gain 1 PP when your contract or agreement with the mining company forces you to make an unfavorable or unwanted choice.

HIGHLIGHTED SKILLS: LABOR, OPERATE, SURVIVE

CORE SURGEON D8

You've studied at the best medical academy in the Core. No one is doing to die on your watch.

Dedicated Effort: Spend 1 PP to step up or double **Focus** for the duration of a Timed Action that relies on manual dexterity and endurance, such as an extended surgery.

No Time for the Rules: When you throw caution to the wind and break the rules to try to keep a patient alive, gain 1 PP.

HIGHLIGHTED SKILLS: FOCUS, OPERATE, TREAT

CORPORATE COG D8

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

Desk Jockey: Spend 1 PP to create a **Corporate Workings D8** Asset to represent your knowledge of the inner workings of bureaucracy.

Security Access: When you try to break into a company's encrypted network, step up or double **Operate** for the Action. If you fail, take an **ID Traced** Complication equal to your **Operate**.

HIGHLIGHTED SKILLS: KNOW, LABOR, OPERATE

CORTEX TECHNICIAN D8

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

I'm Working Here: Spend 1 PP at the beginning of a Timed Action involving communications, data, or computer equipment. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.

In the Loop: You may spend Plot Points for anyone with whom you are in direct contact via a communications network.

HIGHLIGHTED SKILLS: FIX, KNOW, OPERATE

DOCKYARD WORKER D8

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

Cosmopolitan: Spend 1 PP to add a Specialty in a different culture to your Crew Sheet for a scene.

Unsavory Element: When you create an Asset or take a Complication that relates your less-than-cultured social group of workers, smugglers, and inspectors, step it up.

HIGHLIGHTED SKILLS: KNOW, LABOR, OPERATE

ENGINEER D8

There are a lot of laws you follow. Newton's second, for example.

Applied Physics: When you have the time to calculate the trajectory of your throw, spend 1 PP to double **Throw** for a roll.

Rush Job: During a Timed Action that requires repairs or construction, you may take or step up a **Shoddy Workmanship** Complication to add an extra beat.

HIGHLIGHTED SKILLS: CRAFT, FIX, THROW

EXTORTIONIST D8

Listen, Mac, bad things are gonna happen. But if you pay up, they won't happen to you.

Lean On 'Em: When you coerce someone with threats of violence or property destruction, step up or double **Influence** for the Action. If the roll fails, step back **Social** and **Influence** until you follow through with your threats.

Molotov Cocktail: When hurling a homemade or improvised incendiary device, spend 1 PP to step up or double **Throw** for the Action.

HIGHLIGHTED SKILLS: INFLUENCE, LABOR, THROW

FARMER D8

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

Lay of the Land: Spend 1 PP to reveal a fact about the natural world you're standing on—environmental conditions, weather, or animal life—as a **D8 Asset**.

Rugged: Spend 1 PP to ignore a Complication for a die roll that includes one of your highlighted Skills.

HIGHLIGHTED SKILLS: CRAFT, LABOR, SURVIVE

FED D8

You've got a crew, a ship, and a mission. Apprehend criminals runnin' to the black.

Bound By Law: Gain 1 PP when you arrest someone with an outstanding warrant.

Field Work: Double **Know** or **Operate** for a roll when investigating the scene of a crime. Step back your **Social** Attribute for the rest of the scene.

HIGHLIGHTED SKILLS: KNOW, OPERATE, SHOOT

FIRST MATE D8

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

Got Your Back, Sir: If your captain fails a die roll in your presence, step up or double your Attribute on your next die roll.

Right Here, Sir: Spend 1 PP to join a scene involving the captain that you weren't already in.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, NOTICE

FLEET TACTICIAN D8

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

Bombard: When you give the order to fire upon an enemy ship, Crewmembers may spend 1 PP to step up their **Shoot** on their next Action.

Attack Pattern Delta: When you lend your **Fly** Skill die to an Action when a pilot is following your battle plan, you can spend a Big Damn Hero Die to avoid any consequences of that Action, like being Taken Out or jinxes.

HIGHLIGHTED SKILLS: FLY, OPERATE, SHOOT

GAMBLER D8

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

Risky Business: If you replace your Skill die in a roll with a **D4**, you get a Big Damn Hero Die equal to that Skill's normal die rating if you successfully set or raise the stakes.

All or Nothing: When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

HIGHLIGHTED SKILLS: FOCUS, NOTICE, TRICK

GANG BOSS D8

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

Menacing Growl: Step up a personal Complication to reroll any pool containing your thugs or goons.

What Do I Pay You For: You may lose one of your thug Assets in your die pool to avoid being Taken Out in a scene.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, TRICK

GANG MEMBER D8

The 'Verse is a hard place. Folk stand together.

Rap Sheet: When you meet a law enforcement agent, take or step up a legal Complication to gain 1 PP.

Strength in Numbers: When you and your Crew outnumber your opponents, step up **Fight**. When your opponents outnumber you and your crew, take an **Outnumbered D8** Complication.

HIGHLIGHTED SKILLS: FIGHT, SHOOT, SNEAK

GENTRY D8

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

Blue Blood: When you take a Complication that would besmirch your family honor, you can step it up to gain a **D8** Big Damn Hero Die.

Noblesse Oblige: When someone less fortunate than you asks for your help, take or step up an **Obliged** Complication to step up **Focus** for the rest of the scene.

HIGHLIGHTED SKILLS: DRIVE, FLY, FOCUS

GOLD PROSPECTOR D8

All that glitters ought to be yours.

Camp Life: When making camp in the wild or a putting up a makeshift shelter, step up or double **Survive** for the Action.

Lust for Gold: When directly acting to get more gold, step up or double **Fight**, **Labor**, or **Trick** for the Action. Take or step up a **Gold Fever** Complication.

HIGHLIGHTED SKILLS: LABOR, SHOOT, SURVIVE

GOODWILL AMBASSADOR D8

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

Speak Now, Or...: Spend 1 PP to go first in a scene before any weapons or attacks can be made. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Talking Points: If an ally or associate fails a roll involving their **Social** Attribute in your presence, step up or double your Attribute on your next die roll.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, TREAT

GUILD TRADER D8

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

Get Out of Jail Free: Spend 1 PP when you're imprisoned, locked up, seized, or held. The Trade Guild springs you, but they'll ask you to do something for them later.

Shadow of the Guild: Gain 1 PP when your decision to go against the Trade Guild's policies, practices, or orders puts you in danger or hot water.

HIGHLIGHTED SKILLS: DRIVE, FLY, KNOW

HANDSOME RANCH HAND D8

All that hard work in the fields keeps you fit.

Ain't Broke A Sweat: Spend 1 PP to step back a Complication involving hard work or endurance.

Don't Even Know the Word Flirt: Spend 1 PP to double **Influence** when you are trying to charm or seduce another character.

HIGHLIGHTED SKILLS: INFLUENCE, LABOR, TREAT

HEAD OF THE CLAN D8

I'm in charge because I'm the toughest, meanest, roughest one in the family.

Anyone Else Have an Opinion?: When you respond to criticism, inane questions, or incompetence by beating the offender and inflict a physical Complication or Take Out your target, give a Crewmember a **Well Motivated** Asset equal to your **Fight**.

Fight Dirty: When you resort to dirty tricks to gain the upper hand in a brawl, double **Fight** for the roll. Both 1s and 2s count as jinxes on the roll.

HIGHLIGHTED SKILLS: CRAFT, FIGHT, THROW

HERMIT D8

Just how far do you have to go to keep people away?

Have You Heard This One?: When you try to curtail any new discussion by telling a tired, comfortable old story, spend 1 PP to replace **Influence** with **Know**.

Get Off My Lawn: Step up your **Social** Attribute when dealing with newcomers to your turf. Both 1s and 2s count as jinxes on the roll.

HIGHLIGHTED SKILLS: FIX, FOCUS, KNOW

HOMESTEADER D8

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

Head of the House: When you work side by side with a Crewmember, you may spend 1 PP to step up or double their **Craft**, **Labor**, or **Survive** for their Action.

Slice of Paradise: When you or a Crewmember take a physical Complication while on your homestead, you can spend 1 PP to step it back and rename it to reflect property damage instead.

HIGHLIGHTED SKILLS: LABOR, SURVIVE, TREAT

HOT SHOT D8

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

Bull's-Eye: When you spend a Plot Point to roll and add a Big Damn Hero Die during a **Shoot** Action, you may reroll the BDHD for free, if it comes up a jinx.

Ace: When you achieve an Extraordinary Success on a **Fly** or **Shoot** Action, you may spend 1 PP to bank a Big Damn Hero Die equal to your **Fly** or **Shoot** instead of your opponent's highest rolling die.

HIGHLIGHTED SKILLS: FLY, OPERATE, SHOOT

INFORMATION BROKER D8

Are there things you want to know? Are you ready to pay the price?

Compromising Situations: When you are looking for something in a restricted area, you may take a **Discovered!** Complication to find useful information. If you do, you may also spend 1 PP to create a **Convenient Excuse** D8 Asset.

Tell Me Everything: When you try to wheedle information or secrets from someone, step up **Influence** or **Trick** for the Action. If the Action fails, step back **Social** until the end of the next scene.

HIGHLIGHTED SKILLS: KNOW, NOTICE, SNEAK

INVISIBLE OPS D8

I could tell you what I do, but then I'd have to kill you and everyone on this ship and I do hate making a mess.

All Access: When you attempt to bypass physical security, double **Operate** for the Action.

We Were Never Here: When acting on your secret orders, spend 1 PP to step up or double **Sneak** for an Action.

HIGHLIGHTED SKILLS: KNOW, OPERATE, SNEAK

KNIFE FIGHTER D8

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

Deep Cut: Spend 1 PP to step up a Complication you inflicted with your blade.

This Is a Knife: When you create a bladed Asset such as a knife or a spear, step it up to a D8.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, NOTICE

LOCAL YOKEL D8

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

Hunter's Instinct: When silently tracking or hunting another character, step up or double **Sneak**. Spend 1 PP to do both.

Rabbit Snare: Spend 1 PP to create a D8 Asset when setting up some kind of trap using your natural knowhow.

HIGHLIGHTED SKILLS: CRAFT, SNEAK, SURVIVE

LONG ARM OF THE LAW D8

Criminals are a hard bunch. The law needs to be harder still.

.44 Calibre Authority: When you threaten someone as part of your duties as a lawdog, you may roll **Shoot** instead of **Influence**. Step up any Complications that result from jinxes in the roll.

Justice Rarely Protects the Innocent: Spend 1 PP to double **Fight** when defending a criminal or prisoner in your charge.

HIGHLIGHTED SKILLS: FIGHT, SHOOT, SURVIVE

MAMA BEAR D8

Don't get between Mama and her cubs.

Cubs: Spend 1 PP to take a Complication from another Crewmember. Rename it as a **Grudge** against whoever inflicted the Complication.

Mama's Angry: Spend 1 PP to use a Complication as an Asset in a roll. If the Complication was a **Grudge**, step the Grudge back after the roll.

HIGHLIGHTED SKILLS: FIGHT, SURVIVE, THROW

MASTER OF DISGUISE D8

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

Evil Twin: Gain 1 PP when someone you are disguised as shows up to ruin your illusion.

Mockingbird: Spend 1 PP to step up your **Perform** Skill when you are trying to mimic someone's voice.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TRICK

MASTERMIND D8

All life is a game of Go. People are but stones on the board.

All According to Plan: When a Crewmember cannot win a high stakes conflict while following your orders, you may spend 1 PP to roll and add one of your Big Damn Hero Dice and add it to the Crewmember's total.

Checkmate: When you would Take Out someone but they spend a Plot Point to stay in the fight, you gain that Plot Point.

HIGHLIGHTED SKILLS: CRAFT, INFLUENCE, NOTICE

MEDICAL STUDENT D8

Y'ain't a doctor yet, but you're the next best thing.

Competitive Academic: When you fail a roll with **Know**, step up **Mental** for your next Action.

Still Practicing: When you try an operation or medical procedure for the first time, step back **Treat** to gain 1 PP.

HIGHLIGHTED SKILLS: KNOW, OPERATE, TREAT

MERCENARY D8

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

Highest Bidder: Gain 1 PP when you try to get a better deal than your current contract from the side you're not currently fightin' for.

Time for Some Thrillin' Heroics: Spend 1 PP to go first in any battle or combat scene. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

HIGHLIGHTED SKILLS: FIGHT, MOVE, SHOOT

MILITIA LEADER D8

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

Armory: When you personally arm a Crewmember from your private armory, spend 1 PP to give them a Big Damn Hero Die equal to your **Shoot** die rating.

Survival Nut: When you try to escape into the wilderness, spend 1 PP to create a **D8** Asset based on your woodcraft.

HIGHLIGHTED SKILLS: DRIVE, SHOOT, SURVIVE

NAPOLEON OF CRIME D8

My empire is much like any other. It requires careful handling and wise rule.

Vast Web: When you arrive in a port where your empire has a presence and contact your local associates for a report, spend 1 PP to create a **Current Situation Update D8** Asset.

Shadow Ruler: When you take a Complication as a result of a formal investigation by the authorities, step back **Social** for the rest of the session to remove the Complication.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, TRICK

OFFICER OF THE LAW D8

You're charged with protecting the people and given the authority to do just that.

Public Figure: Spend 1 PP to create a **Respected D8** Asset when dealing with the people in your jurisdiction.

Talk 'em Down: When you try to defuse a charged situation, step up or double **Influence**. Take or step up a Complication to do both.

HIGHLIGHTED SKILLS: INFLUENCE, MOVE, SHOOT

NIMBLE FINGERS D8

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

Oh, This?: Spend 1 PP to take one innocuous item from a character in the scene with you or spend 1 Big Damn Hero Die to appropriate one significant item from a character in the scene instead, and create a **D8** Asset based on that item.

Size Up a Mark: When you size up someone, take a **Mental + Notice** Action. If you raise the stakes without rolling any jinxes, the GM will tell you where they're from, what they're carrying, and what they've been up to recently. If you raise the stakes but roll a jinx, choose just one item from that list instead.

HIGHLIGHTED SKILLS: MOVE, NOTICE, TRICK

PIECE OF THE PIE D8

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

Broker: When you arrange for two parties to meet and discuss business, spend 1 PP to create a **Nominal Fee D8** Asset.

Where's My Cut?: Gain 1 PP when you demand your cut of a job at an inopportune or inappropriate time.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, TRICK

PIRATE CAPTAIN D8

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

Boarding Action: When you storm a ship or a defended installation, spend 1 PP to reroll any dice that roll 1s. Any dice that come up 1 a second time cannot be rerolled again.

Ship Encyclopedia: When you make a plan that revolves around the layout of a ship, spend 1 PP to create a **D8** Asset based on your knowledge of the ship's layout and schematics.

HIGHLIGHTED SKILLS: FIGHT, FLY, SHOOT

POLITICIAN D8

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

Pulling the Strings: When you create an Asset based on political or corporate connections, step it up to a **D8**.

Promises, Promises: Gain 1 PP when an agreement, vote, lobbying effort, or behind-the-scenes deal comes back to cause you grief or unpleasantness.

HIGHLIGHTED SKILLS: INFLUENCE, NOTICE, TRICK

REGISTERED COMPANION D8

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

Inside Knowledge: When you create an Asset related to an individual's history, biodata, or Cortex record, step it up.

I Know Your Ways: Spend 1 PP to step up or double **Influence** when you are attempting to follow proper etiquette or put someone at ease.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, PERFORM

RELENTLESS INVESTIGATOR D8

Just the facts, dong ma?

Bloodhound: Step up a Complication involving higher authorities in your jurisdiction to step up your **Notice** skill for a scene.

I've Got Backup: When you create an Asset based on calling in official resources and support, step it up to a **D8**.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, SHOOT

RESEARCHER D8

The scientific method isn't just for the lab. It's a way of life.

Eureka! When you fail a roll trying to gather information or collect data, spend 1 PP to gain a Big Damn Hero Die equal to your **Know**.

Hypothesize: Spend 1 PP to create an Asset based on your current hypothesis. Crewmembers who use the Asset can spend 1 PP to step it up after a successful Action, to a **D10** maximum. If any Action with the Asset fails, remove it from play.

HIGHLIGHTED SKILLS: CRAFT, FIX, FLY

SABOTEUR D8

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

Gremlin: Step up a Complication to remove a gear-based Asset or Signature Asset from an opponent's roll.

Two Steps Ahead: When you reveal that you've already put sabotage into motion, spend 1 PP to create a **Sabotage D8** Asset.

HIGHLIGHTED SKILLS: CRAFT, OPERATE, SNEAK

SALVAGER D8

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

Spare Parts: Spend 1 PP to turn a gear or equipment-based Asset into two new Assets. Step back the die rating of the original Asset to determine the die rating of the new Assets.

This Is Why We Can't Have Nice Things: Turn one of your Assets into a Complication of the same die rating to gain 1 PP.

HIGHLIGHTED SKILLS: FIX, MOVE, OPERATE

SCARY LIEUTENANT D8

When your boss says to break a man's legs, you already gone and picked out one that you like.

Size Them Up: Spend 1 PP to use your **Fight** die instead of your **Notice** die when checking out an opponent.

Knock Them Down: Step back your **Physical** die for a scene to step up your **Fight** die for a scene.

HIGHLIGHTED SKILLS: DRIVE, FIGHT, INFLUENCE

SCAVENGER D8

It's everyone for themselves in the black.

Saboteur: Step up your **Fix** die when you use a part that you took from a ship without the owner's knowledge.

Scavenger's Eye: Spend 1 PP when searching a pile of abandoned parts to find a nearly working version of the part you've been lookin' for.

HIGHLIGHTED SKILLS: FIX, OPERATE, SNEAK

SCORE OF A LIFETIME D8

Just this one big payoff and you're set for life.

All That Matters: Once per session, spend 1 PP to create a **Feverish Determination** Asset equal to your **Focus**. You may step back this Asset to avoid being Taken Out instead of spending a Plot Point. Take a **Foundering Faith D6** Complication the first time you step back **Feverish Determination** and step it up each subsequent time.

Pot o' Gold: When you try to recruit people to your latest scheme, spend 1 PP to step up or double **Influence** or **Trick**. If they have a positive **Criminals** Disposition and you have a positive **Criminals** Reputation, you may spend 1 PP to automatically raise the stakes.

HIGHLIGHTED SKILLS: FIX, SNEAK, TRICK

SHADY BUSINESS MAN D8

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

Fell Off a Truck: Step up a Complication involving the authorities to create a **D8** Asset that was acquired from less than reputable sources.

Loan Shark: Spend a PP to pass off a social Complication onto another character who owes you something.

HIGHLIGHTED SKILLS: INFLUENCE, NOTICE, TRICK

SHIP'S CAPTAIN D8

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

Protect the Crew: When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.

Lead the Crew: When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your **Influence** die rating.

HIGHLIGHTED SKILLS: FLY, FOCUS, INFLUENCE

SHIP'S DOCTOR D8

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

Experimental Procedure: If you replace your **Operate** or **Treat** Skill with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

Natural Healer: Spend 1 PP to step back another character's medical or injury-based Complication.

HIGHLIGHTED SKILLS: KNOW, OPERATE, TREAT

SHIP'S MECHANIC D8

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

Zen & the Art of Engine Maintenance: Spend 1 PP at the beginning of a Timed Action involving ship repair or upgrades. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die.

Miracle Worker: If you replace your **Fix** Skill with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

HIGHLIGHTED SKILLS: FIX, KNOW, OPERATE

SHIP'S PILOT D8

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

Born Behind the Wheel: Spend 1 PP to step up or double your ship's **Engines** Attribute for your next roll.

I've Never Tried That Before: If you replace your **Fly** or **Operate** Skill with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

HIGHLIGHTED SKILLS: FLY, NOTICE, OPERATE

SHIP'S SHEPHERD D8

You don't fix faith. It fixes you.

Taken on Faith: When you create an Asset or take on a Complication relating to your religious beliefs or convictions, step it up.

Religiosity: Gain 1 PP when you spend time sharing your faith with the unbelievers or the lost.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, KNOW

SHREWD PATRON D8

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

Haggler: Double **Mental** when haggling over payment. Both 1s and 2s count as jinxes on the roll.

Got a Job for You: Gain 1 PP when you negotiate a business deal or hire a crew to do a job for you.

HIGHLIGHTED SKILLS: CRAFT, FOCUS, INFLUENCE

SLEEPER AGENT D8

You are completely normal and innocent. The other you isn't.

Sleeping Dupe: Step up **Labor** whenever you are a sleeper agent with no conscious knowledge of your purpose as an assassin.

Awakened Weapon: When activated by your handler to arrange an accident, step up **Sneak** as long as you're activated. Take or step up an **Half-Remembered Guilt** Complication if the accident is successful.

HIGHLIGHTED SKILLS: CRAFT, LABOR, SNEAK

SMUGGLER D8

I don't see any reason why your goods shouldn't be delivered where you want 'em delivered.

Perfectly Legitimate Cargo: Spend 1 PP at the beginning of a Timed Action involving sneaking cargo into or out of somewhere. 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.

Everything's Fine, Officer: When lying to an officer of the law, step up or double your **Social** for the roll. You cannot spend PP to stay in the fight if you fail and would be Taken Out.

HIGHLIGHTED SKILLS: CRAFT, FLY, TRICK

SOOTHSAYER D8

I'll tell you my secret if you tell me yours.

Secrets Exchanged: When you offer to trade secrets with someone and they tell you a real, true, intimate secret, gain 1 PP and give them a **D8** Asset about their future.

Pronounce Doom: When you are spurned, shunned, or treated poorly, spend 1 PP to give your abuser a **D8** Complication promising impending tragedy.

HIGHLIGHTED SKILLS: NOTICE, INFLUENCE, PERFORM

SQUAD LEADER D8

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

Hold the Line: When you are in a firefight and one of your Crewmembers would be Taken Out, you may spend 1 PP to keep them in the fight. The Crewmember suffers a Complication as if they had spent the Plot Point and then steps that Complication back. Take or step up a **Burden of Command** Complication.

Rally the Troops: When you lead your Crew into battle and give a rousing speech, make a **Social + Influence** roll. If you successfully raise the stakes each Crewmember may step up one Skill of their choice for the scene. If you fail to raise the stakes, step back **Fight** and **Shoot** for the duration of the battle.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, SHOOT

SWORE AN OATH D8

I swore to see this through, but don't expect me to go an inch further than honor requires.

Oathbound: You may choose to stake your Reputation with a Faction, even after the job has begun, by swearing an oath. When you take an Action directly related to the fulfillment of your oath, spend 1 PP to double your Attribute die for the roll.

To the Letter: Gain 1 PP when you choose to use a proxy to act on your behalf or choose to stop short of the spirit of the oath in favor of the letter.

HIGHLIGHTED SKILLS: FLY, INFLUENCE, SHOOT

TEACHER D8

Teaching is a great honor and a heavy responsibility.

Thus Endeth the Lesson: Spend 1 PP to step up or double **Know** for a roll. If the Action fails, step back **Social** until the end of the next scene.

Troubled Students: Gain 1 PP whenever you offer to teach or mentor someone in trouble.

HIGHLIGHTED SKILLS: KNOW, OPERATE, TREAT

TECHNOLOGIST D8

Where do you get all these wonderful toys?

Early Adopter: When you encounter a new technological marvel, step back **Focus** for the scene and create a representative **D8** Asset.

Familiar Controls: Step up **Operate** the first time you use a piece of tech that is similar to one of your Signature Assets.

HIGHLIGHTED SKILLS: DRIVE, FLY, OPERATE

THE LOOKS, NOT THE BRAINS D8

How you doin'?

Smooth: When you flatter someone to get your way, you may double **Influence** for the Action. Step up any Complications created due to rolling jinxes.

Ignorance Is Bliss: When you take a mental-based Complication, you may spend 1 PP to step it back and rename it **Ignorance Is Bliss**. You may use **Ignorance Is Bliss** as an Asset for one Action instead of as a Complication. Step back your **Mental** Attribute for the rest of the scene after the Action is resolved.

HIGHLIGHTED SKILLS: INFLUENCE, MOVE, PERFORM

TOP SECRET D8

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

Covert Entry: When bypassing security on a mission, take or step up an **On a Timetable** Complication to double **Operate** for the roll.

Flown Just About Everything: Spend 1 PP to create a **Fly** Specialty for the remainder of the session.

HIGHLIGHTED SKILLS: FLY, OPERATE, PERFORM

TREASURE HUNTER D8

You ever hear the Earth-That-Was tale of Shangri-La? I think it's out there. In the black.

El Dorado: When you hear of a great prize, lost treasure, or big score you may take a **Big, Shiny Distraction** Complication equal to your **Know** Skill to gain a Big Damn Hero Die equal to your **Know** Skill.

Facing Reality: When you would spend a Plot Point to avoid being Taken Out of a social conflict, you may instead spend a Big Damn Hero Die to avoid being Taken Out. If you do, step back the Complication you take to stay in the fight.

HIGHLIGHTED SKILLS: FIX, FLY, KNOW

TRIAD DOCTOR D8

It started small. You helped someone in need. Now the Triad has you under their thumb.
Triad Motivation: Gain 1 PP when you try to patch up a member of the Triad. Take or step up an **In Too Deep** Complication after the roll.

Back Alley Trauma Surgeon: When you treat someone with injuries that would make a normal hospital ask inconvenient questions, spend 1 PP to step up or double **Treat** for the roll.
HIGHLIGHTED SKILLS: OPERATE, SURVIVE, TREAT

VENDETTA D8

Hatred is a passion. It can drive or destroy you, if you let it.
Payback's a Pain: When you spend a Plot Point to avoid being Taken Out and

take a Complication to stay in the fight, you may spend a Plot Point to use that Complication as an Asset when you next attack the character who almost took you out.

Swear Bloody Vengeance: When someone wrongs or betrays you, you may choose to take a **Feud D8** Complication and inflict a **Feud D8** Complication on the one who wronged you. Spend 1 PP to step back your Complication to **Feud D6**.

HIGHLIGHTED SKILLS: FIGHT, NOTICE, SHOOT

VIRUS D8

I am designed to infect. No system is safe.
At Home in a Computer: When attempting to break into a new computer system, spend 1 PP to step up or double **Operate** for the roll.

Hidden in Code: When you attempt to avoid detection within an infected system, take a **Restricted to Subroutines** Complication to double **Sneak** in the roll.

HIGHLIGHTED SKILLS: KNOW, OPERATE, SNEAK

WUDANG STYLE D8

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

Fighting Spirit: Step up a Complication created to avoid being Taken Out in a fight to reroll your dice.

One-Two Punch: Step up a Complication when you Take Out a Minor Gamemaster character to Take Out an additional Minor character.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, KNOW

PERSONALITY DISTINCTIONS

A LITTLE NERVOUS D8

"Oh God, oh God, we're all gonna die."
On Edge: Step up or double your **Focus** for one Action. After the roll, create or step up the Complication **On Edge**.
Captain Obvious: Gain 1 PP when you point out how dangerous, stupid, or illegal the Crew's plan will be when they execute it.

HIGHLIGHTED SKILLS: FOCUS, KNOW, SURVIVE

ADDICT D8

Just one more. This time everything will be alright.
Altered Brain Chemistry: The first time in a scene that you spend a PP to avoid being Taken Out from a physical blow, step back the resulting Complication.
Texture Like Sun: When you give in to the cravings of your addiction, gain a PP or remove a Complication associated with your addiction.

HIGHLIGHTED SKILLS: NOTICE, TREAT, TRICK

ALL THAT GLITTERS D8

Diamonds are a thief's best friend. You can always use a few more friends, right?
Ooh, Shiny!: When you scope out an object you plan on stealing, spend 1 PP to create a **Heist D8** Asset.
The Thrill Is in the Chase: When you fence an item you've stolen that is represented by an Asset, remove that Asset to gain a **D8** Big Damn Hero Die.
HIGHLIGHTED SKILLS: NOTICE, OPERATE, SNEAK

ALLURING D8

You're easy on the eyes and cunning enough to use those good looks to your advantage.
Memorable: Create a **Memorable D8** Complication on yourself when tryin' to execute a cunning plan. Gain 1 PP.
Turn Heads: When you're using your good looks as a distraction to help an ally, spend 1 PP to give that ally a die equal to your **Influence** die rating for the ally's next Action.
HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TRICK

ANIMAL LOVER D8

Treat 'em right and they're more loyal than people.
They Can Smell Fear: Step back a Complication involving an angry animal if you walk toward it, unarmed.
Saddle Up: Spend 1 PP to create a **D8** Asset representing a trusty animal companion (most likely a horse).
HIGHLIGHTED SKILLS: LABOR, MOVE, SURVIVE

AVARICIOUS D8

Folks say you're greedy. They don't understand that your retirement plans involve a big, floaty island to call your own.
A Bigger Cut: When you demand more pay, double **Focus** for the scene. Take or step up a social Complication resulting from your demands.
I'll Take That: Gain 1 PP when you keep something you promised to someone else.
HIGHLIGHTED SKILLS: FIX, FOCUS, TRICK

BACKSTABBIN' GIT D8

You look out for numero uno. Everyone else is just in the way.
Fickle Friend: When you change sides in an argument, double **Social** for the Action. Take a **Traitor D8** Complication.
Getaway Driver: When you're at the wheel and being chased, spend 1 PP to step up or double **Drive** for an Action.
HIGHLIGHTED SKILLS: DRIVE, THROW, TRICK

BAD REPUTATION D8

Folks whisper your name when they see you coming. And hope you leave as soon as possible.
Intimidating Build: Spend 1 PP to roll your **Physical** die instead of your **Mental** die when using your **Influence** to scare someone.
Don't Get Him Riled: Step back your **Notice** die to step up your **Fight** die for the scene.
HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, SURVIVE

BEAN POLE D8

You are proper skinny, you are.
Squeeze Through: Spend 1 PP to squeeze through bars or a portal that are normally too small for a person.
Living Mannequin: When you disguise yourself for a job, spend 1 PP to create a **Cunning Disguise D8** Asset.
HIGHLIGHTED SKILLS: MOVE, SHOOT, SNEAK

BEDSIDE MANNER D8

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

A Little TLC: Before you attempt to heal someone with a **Physical + Treat** Action, spend 1 PP to step back one of their physical Complications.

Lasting Gratitude: When you successfully remove a character's emotional Complication with a **Treat** Action, gain a **Gratitude D8** Asset.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, TREAT

BIG MOUTH D8

Ain't got no stomach for torture.

Loose Lips: Gain 1 PP when you tell someone everything you know about a subject with minimal prompting.

Why Would I Lie?: Step up a Complication to step up your **Trick** die for your next roll.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TRICK

BIG PLANS D8

Always working the best angle.

Milk Run: Spend a Plot point to turn a Complication into an Asset.

Did I Forget to Mention That?: Gain 1 PP when an important detail of your plan "slips your mind."

HIGHLIGHTED SKILLS: INFLUENCE, NOTICE, TRICK

BIGGEST FAN D8

"Can I have your autograph?"

Squee: When you meet someone famous or powerful, you may take a **Made a Fool of Myself D8** Complication to gain 1 PP.

Well, Actually: When a Crewmember creates an information-based Asset and you nitpick the semantics, you may spend 1 PP to step up the Asset once.

HIGHLIGHTED SKILLS: KNOW, NOTICE, SNEAK

BOOKWORM D8

You find books are often better company than people.

Book Club: Cash in a **D8** or smaller Big Damn Hero Die to create a **Book of the Month** Asset of the same size for the rest of the Episode.

Well Read: When planning a job with your Crew, spend 1 PP to create an **I've Seen This Plan Before D8** Asset as you shape the plan around the plot of a book you read.

HIGHLIGHTED SKILLS: CRAFT, KNOW, OPERATE

BRAVADO D8

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

Blowing Hot Air: When you succeed at a **Trick** Action, you may spend a Big Damn Hero Die to give a character a **Wrong Idea** Complication of the same size.

Raconteur: When you embellish a tale for dramatic emphasis, you may roll **Trick** instead of **Perform** for the Action. If you fail to raise the stakes, take an **Embarrassed D6** Complication.

HIGHLIGHTED SKILLS: FIGHT, MOVE, TRICK

BURDEN OF COMMAND D8

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

Hunker Down: When you take cover against a barrage of gunfire, spend 1 PP to roll **Survive** and add it to your total after you roll.

Necessary Casualties: When a Crewmember follows your order to attack, give them a **Marching Orders** Asset equal to your Influence die. Step up the next Complication they receive.
HIGHLIGHTED SKILLS: INFLUENCE, NOTICE, SURVIVE

BY THE BOOK D8

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

Standard Operating Procedure: Spend 1 PP to double **Know** for a roll when you rely on your knowledge of Alliance rules, regulations, and procedures.

This Isn't in the Manual: When the GM buys a jinx from you, you may step up a Complication to gain 1 PP.

HIGHLIGHTED SKILLS: FOCUS, KNOW, OPERATE

CARING D8

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

Heal the Wounded Heart: Spend 1 PP to step back another character's emotional or relationship-based Complication.

Go the Extra Mile: While you are taking care of an incapacitated or grief-stricken character, you or that character may reroll any dice that come up 1s instead of taking Plot Points.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, TREAT

CAT LOVER D8

"We don't need other people, do we Merlin?"

Snuggles: When you spend a scene relaxing in the company of your feline overlords, step back a mental or social based Complication before making a recovery roll.

Cortex-Famous Kitty Has Fans: When you pose a question to your kitty's fanbase on the Cortex, spend 1 PP to step up or double **Know** for the Action.

HIGHLIGHTED SKILLS: CRAFT, THROW, TREAT

CAPTAIN OBLIVIOUS D8

"Why are we doing that? I don't get it."

What? Huh? Where? Why?: Spend 1 PP to inflict an **All the Questions D6** Complication on someone you're in a discussion with.

Facepalm: In a social situation when you choose to say something idiotic—which is all the time—take a **People Think I'm Stupid D8** Complication to gain 1 PP.

HIGHLIGHTED SKILLS: PERFORM, MOVE, SURVIVE

CHATTERBOX D8

A lot of folk are afraid of a little conversation but not you, you've got the gift of gab, see, and if people want to leave it up to you to carry the conversation, then that's just fine by you, 'cuz...

Blather: Step up or double **Trick** for an Action when you just keep talking. Take or step up an **Annoying** Complication after the roll.

Friendly Banter: Step up **Social** for a scene. The next time the GM buys a Complication after you've rolled a jinx, step the Complication up.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TRICK

CLEAN CUT D8

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

Power Tie: Spend 1 PP to create an **Aura of Authority D8** Asset when you dress to assert your dominance.

Snap and Point: When you issue orders in a tone that brooks no argument, spend 1 PP to step up or double **Influence** for the Action.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TREAT

COCKY D8

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

Pride Goeth Before a Fall: Gain 1 PP when your cocky attitude gets you in a mess of trouble that you could have avoided by being silent.

Confidence: Step up a social Complication to step up or double your **Social** Attribute for your next roll.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, PERFORM

CODE OF HONOR D8

To live with honor is difficult. To live without honor is not living at all.

Honor Demands It: Gain 1 PP when you act against your best interests because of your code or make a show of satisfying your honor.

My Word is My Bond: When you make a promise to someone, spend 1 PP to make a **D6** Asset that lasts until the end of the session. If you break that promise, turn it into a **D8** Complication.

HIGHLIGHTED SKILLS: FOCUS, KNOW, SURVIVE

COLLECTOR OF FINE THINGS D8

You like it? It's one of a kind. Sculpted by Li Xiao, you know.

Pretty Things: When you see something you must have, take an **Obsession D8** Complication. When you acquire the object, step up the first Asset you create from it.

On Display: Gain 1 PP when you show off your collection to someone you probably shouldn't show it to.

HIGHLIGHTED SKILLS: KNOW, NOTICE, OPERATE

CRUDE D8

You're a little gorramn rough around the edges.

Rough Talk: Double **Influence** when you're trying to intimidate or scare folks with more sensitive proclivities. After your roll, step up or create a social Complication affecting another Crewmember.

Obnoxious: Gain 1 PP when you choose to disrupt, upset, or challenge the social order of things when you have the option of being mannerly or polite.

HIGHLIGHTED SKILLS: FIGHT, LABOR, MOVE

DAREDEVIL D8

That was great! I've never skydived from a crashing ship before!

Geronimo: Gain 1 PP when you respond to danger by leaping in front of it without hesitation.

Hold Tight: When you hurtle into ill-advised action, replace your **Drive** or **Move** with a **D4**. If your roll is successful, gain a Big Damn Hero Die equal to the skill's normal rating.

HIGHLIGHTED SKILLS: DRIVE, MOVE, THROW

DEAD EYE D8

You're cool under fire and a keen shot.

Quick Draw: The first time you set the stakes in a firefight, spend 1 PP to double **Shoot**. If your opponent raises the stakes, step back **Shoot** for the rest of the scene.

Take Aim: Step back **Move** until the end of the scene to create an **In My Crosshairs D8** Asset.

HIGHLIGHTED SKILLS: MOVE, NOTICE, SHOOT

DEDICATED D8

You don't take much sitting down. You have a cause that gives your life meaning.

Never Back Down: When you take a Complication related to your faith in your cause, immediately step it back one die type.

Blood, Toil, Tears and Sweat: Spend 1 PP to add your **Labor** to your next roll in addition to any other Skill you are using.

HIGHLIGHTED SKILLS: FIGHT, KNOW, FOCUS

DELUSIONS OF GRANDEUR D8

This is my world. You just live on it.

Persuasive Power of Numbers: When a crowd is rallied to your cause, spend 1 PP to add the crowd's die to your roll after you roll. If that die comes up as a jinx, the crowd turns on you.

Mine, All Mine: Gain 1 PP when you react violently to someone offering help or trying to take something from you.

HIGHLIGHTED SKILLS: LABOR, PERFORM, TRICK

DOE EYES D8

You look innocent. Maybe you are, maybe you ain't. But that's how folk think of you.

Innocent: When you play up your innocence to get someone to help you, step up **Influence** or **Trick** for the Action. If the Action fails, take a **Helpless D8** Complication.

Meek: When you decline an opportunity to attack during an Action Order, take a **Noncombatant D8** Asset. If a character declares you as a target during that same Action Order, you may remove the Asset from play to force the character to choose a new target.

HIGHLIGHTED SKILLS: INFLUENCE, NOTICE, TRICK

DRINKS ON ME D8

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

Drown Your Sorrows: When you listen to a Crewmember's woes over a stiff drink or seven, spend 1 PP to step back a Crewmember's emotional Complication.

One Too Many: When you overindulge in alcohol, take a **Drunk as a Skunk** Complication and choose a die rating. Gain 1 PP for each step above **D4** that reflects how **Drunk You Are**. If this Complication is recovered before it's used in a dice pool, the GM gets Plot Points for the bank equal to the number you gained.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TREAT

DRIVEN D8

You are willing to pay the ultimate price to restore your good name.

Vengeance is Mine: Step up an opponent's Complication. Step up one of your own Complications after the roll.

Single Minded Pursuit: Gain a PP when you choose your goal over your own happiness or well-being.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, NOTICE

EAGLE EYED D8

Not much escapes your attention.

Trained Observer: When a **Notice** Action gives you an Asset, step it up.

20/10: Spend 1 PP to double **Notice** for a roll when you peer into the distance.

HIGHLIGHTED SKILLS: FIX, NOTICE, THROW

ESCAPE ARTIST D8

Honestly, officer, you needn't bother with the handcuffs.

Hidden Talents: When you wish to conceal the true measure of your abilities, roll **Social** + **Trick** against an opponent's **Mental** + **Focus**. If you succeed, step up or double your **Move** or **Sneak** against that opponent for the rest of the Episode. If you fail, step back **Move** or **Sneak** for the scene.

Unbound: When you try to escape fetters or a locked cell, spend 1 PP to step up or double **Move** for the Action.

HIGHLIGHTED SKILLS: MOVE, PERFORM, SNEAK

FANCY BOWLER D8

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

Hat in Hand: When you appear to be bargaining from a disadvantageous position, spend 1 PP to create a **My Opponent Is Overconfident D8 Asset**.

Tap Routine: When you stall for time or act as a distraction by performing an old dance routine, Spend 1 PP to step up or double **Perform** for the roll.

HIGHLIGHTED SKILLS: CRAFT, MOVE, PERFORM

FAMILIAR D8

I remind you of someone? Yeah, I get that a lot.

Common Kind of Face: When you try to escape pursuers or avoid attention by blending in with a crowd, step up or double **Sneak** for the Action.

You've Got the Wrong Person: When you first meet a major GMC, take a **They Think I'm Someone I'm Not D6 Complication** to gain 1 PP.

HIGHLIGHTED SKILLS: CRAFT, SNEAK, TRICK

FASHIONABLE D8

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

Clout: Step back **Influence** until the end of the next scene to remove a social Complication.

I Don't Wait In Line: You may spend 1 PP to gain entry to an exclusive club or party without an invitation.

HIGHLIGHTED SKILLS: DRIVE, FLY, INFLUENCE

FIERCELY INDEPENDENT D8

Go ahead, tell me what to do. I won't stop you wasting your breath.

Authority Issues: When you take a swing at an authority figure or rich person, step up **Fight** for the Action. If the Action fails, take a social Complication equal to your opponent's **Social**.

Bullheaded: The first time in an argument that you spend a PP to avoid being Taken Out, step back the resulting Complication.

HIGHLIGHTED SKILLS: FIGHT, FIX, FOCUS

FOLLOWS ORDERS D8

The boss gave you a job and you intend to do it.

Don't Think About It: When following orders, step back **Mental** for the scene to double your **Physical** for an Action.

Not My Job: When you try to lead a group, replace your **Influence** with a **D4** for the roll to gain 1 PP.

HIGHLIGHTED SKILLS: FIGHT, FIX, LABOR

FREE SPIRIT D8

You go where the wind takes you.

New Horizons: Step up or double **Drive** or **Fly** when you first take a vehicle somewhere new.

Unbound: Spend 1 PP to double **Physical** when attempting to escape from bonds or a cell.

HIGHLIGHTED SKILLS: DRIVE, FLY, MOVE

GRACE UNDER PRESSURE D8

There's no need for violence, sir. Care for a glass of wine?

Cool Customer: When you are first attacked in a scene by a GMC, spend 1 PP to have them set the stakes for the roll.

Smooth Wit: When you try to smooth things over after you've been insulted, step up or double **Influence** for the roll. If you fail, take or step up a **Foot in Mouth** Complication.

HIGHLIGHTED SKILLS: FOCUS, MOVE, NOTICE

HANDLEBAR MOUSTACHE D8

The handlebar is an elegant moustache for the active man living life to the fullest.

Suds Strainer: When you are entertaining and drinking heavily in a bar, make a **Social** + **Influence** Action against the crowd. If your Action succeeds, gain a Big Damn Hero Die equal to your **Social**. If you fail to raise the stakes, instead take a **Room Full of Angry Drunks D8 Complication**.

Queensbury Rules: When you are in an organized boxing match, spend 1 PP to step up or double **Fight** for the bout.

HIGHLIGHTED SKILLS: CRAFT, FIGHT, LABOR

HEART OF GOLD D8

You may be rough around the edges, but deep down you're a good person.

Gruff Exterior: Gain 1 PP when you try to scare off a new acquaintance or make a rough first impression.

Softie: When helping a Crewmember, spend 1 PP to step up the die you lend them for the roll.

HIGHLIGHTED SKILLS: LABOR, OPERATE, TREAT

HEART OF ICE AND DUST D8

You know the old saying about cold hands, warm heart? You're the exact opposite.

Best Served Cold: Spend 1 PP to step back any Complication involving your emotions or personal relationships.

Every Man for Himself: Gain 1 PP when you abandon an ally in a time of need to further your own agenda.

HIGHLIGHTED SKILLS: INFLUENCE, FOCUS, TRICK

HERE FOR THE PARTY D8

Let the good times roll. Life is too short to be serious all the time.

Non-Stop Party: Spend 1 PP to create a **D8 Asset** involving good times, liquor, or loud music.

Enabler: Double your **Social** die when you try to convince another Crewmember to blow off responsibilities in favor of good times.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, PERFORM

HILL FOLK D8

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

Ain't Got Time to Bleed: When making a recovery Action to remove a physical Complication with makeshift medical supplies, step up **Survive** for the roll.

This is Our Land: Step up or double **Social** when you stare down an interloper in your home. Step up any Complications that result from your roll.

HIGHLIGHTED SKILLS: FIX, LABOR, SURVIVE

HIRED MUSCLE D8

You look tough, but looks aren't everything.

Blunt Instrument: When you fight dirty or use brute force to solve a problem, step up your **Labor** or **Fight** until the end of the current scene. Step back **Social** until the end of the next scene.

Looming Shadow: When you rely on your imposing size to intimidate someone, use **Physical** instead of **Social**. Both 1s and 2s count as jinxes on the roll.

HIGHLIGHTED SKILLS: FIGHT, LABOR, NOTICE

HOLDS A GRUDGE D8

An elephant never forgets. Anyone calls you an elephant, you'll dent their brainpan. Got What's Comin' to Ya: Step up a Complication to step up your **Shoot** die when you're aiming at someone who wronged you.

The Pain Don't Matter: Spend 1 PP to ignore a Complication for one Action; step up the Complication after the roll.
HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, SHOOT

HONEST MAN D8

Honest as the day is long.

Deep Cut: Gain 1 PP when your honesty hurts someone close to you.

Tough Love: Spend 1 PP to step up your **Treat** when you attempt to remove mental Complications by tellin' folks the truth about ugly situations.
HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, TREAT

HYPERACTIVE D8

You've got more energy than a toddler with an espresso lollipop.

Bounce Off the Walls: When you try to escape from pursuers or captors in an enclosed space, step up or double **Move** for the Action.

Boring Parties: When you are in a prolonged social situation, such as a fancy party or lengthy business negotiation, step back **Social** for the scene to get a Big Damn Hero Die equal to your **Physical** die.

HIGHLIGHTED SKILLS: MOVE, PERFORM, THROW

HYPOCHONDRIAC D8

You have the sniffles. Are you sure it isn't Heranian flu? Stay back, I have a very delicate constitution.

Walking Medical Encyclopedia: When treating a Crewmember's injury or medical condition, you may use **Know** instead of **Treat**, but both 1s and 2s count as jinxes.

Alarmist: When you notice a symptom of a grievous malady, take a medical Complication equal to your **Know** and gain a Big Damn Hero Die of the same size.

HIGHLIGHTED SKILLS: KNOW, NOTICE, OPERATE

IDEALIST D8

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

A Better Tomorrow: Step up a social Complication to gain a D8 Big Damn Hero Die.

Lead by Example: When you take a Complication while standing up for your beliefs, step up a Crewmember's Attribute die on their next Action.

HIGHLIGHTED SKILLS: FIX, SURVIVE, TREAT

INSTIGATOR D8

I'm sorry did I call you ugly? I meant to say you're shamefully ugly for a baboon.

Right Old Mixer: Gain a D8 Big Damn Hero Die when you goad someone else into throwing the first punch.

Insult Artist: When you lambast, shame, or tear someone down, spend 1 PP to inflict a D8 social Complication.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TRICK

INTUITIVE D8

You ain't a reader, not as such. But the way folk carry themselves, how they move, that's the language you speak.

Now Is Not Your Time: When someone tries to attack you the first time in a scene, spend 1 PP to instead make them set the stakes against a **Social + Influence** intimidation Action. If you raise the stakes, they cannot attack you until you roll a jinx.

Take Measure: When you come into conflict with someone for the first time, you may attempt to size them up with a **Mental + Know** Action. Create a **Sized Up D8** Asset if you succeed or take an **Overconfident D8** Complication if you fail.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, NOTICE

IRON-FISTED D8

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

Steely Gaze: Step back **Social** for the rest of the scene to step up **Focus** for the rest of the scene.

Taskmaster: Double **Influence** when throwin' the weight of your office around. At the start of the next scene, take or step up a social Complication that represents the backlash from your hard ways.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, THROW

KEEN EYE FOR TROUBLE D8

There's no cause for trouble here, friend. Easy There: Spend 1 PP to step up **Influence** when you try to curtail a violent confrontation.

Good Kind of Trouble: When you convince someone to make hell for someone else, spend 1 PP to give them a D8 Asset equal to your **Trick**.

HIGHLIGHTED SKILLS: NOTICE, SURVIVE, TRICK

KEYS TO THE CAGE D8

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

Dominance Games: When you try intimidating and coercing someone with an **Influence** Action, spend 1 PP to add your **Fight** Skill to the dice pool.

Under Thumb: When you add an opponent's social Complication to your roll, you may step it up if you raise the stakes. If your opponent wins the roll, step the Complication back.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TRICK

KNOW IT ALL D8

Look, smarty pants, if we wanted schoolin', we'd have gone to school.

Book Learnin': Double your **Know** when you have access to informational resources (the Cortex, an encyclopedia, etc.) and the time to use them.

Pedantic: Gain 1 PP when you correct someone at an inappropriate juncture or tell the crew a fact about a problem that is interesting but not useful.

HIGHLIGHTED SKILLS: FIX, KNOW, TREAT

LAUGHS LIKE A HYENA D8

If laughter is the best medicine, yours is cod liver oil.

Conversation Killer: Spend 1 PP to have your crazy laugh kill a conversation you don't like. Pick a new topic of conversation to fill the silence.

Distinctive Cackle: Gain 1 PP when your laugh draws unwanted attention to you and your Crew.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TREAT

LIVING IN THE MOMENT D8

Don't plan for the future. Don't dwell on the past. Just live.

There Is Only Now: Once per scene when you spend 1 PP to create a **D6 Asset**, you may spend a second Plot Point to step it up to **D8**. No one may spend a Plot Point to keep an Asset stepped up with this trigger for the Episode.

Worry About It Later: When the GM would add a Complication to the dice pool in a roll against you, you may spend 1 PP to step that Complication up and remove it from the scene. The Complication returns at the beginning of the next scene.

HIGHLIGHTED SKILLS: FOCUS, MOVE, SNEAK

LOUDMOUTH D8

Only cowards are afraid to speak their piece for everyone to hear. You ain't never been a coward.

Confrontational: When you directly confront someone you think is weaker than you with a verbal challenge in a social conflict, step up or double **Influence** for the Action. If your Action fails, take or step up a **Surprised** Complication.

Fast Friends: When you arrive in a new bar, a party, or other festivity, spend 1 PP to make a **New Friends D8 Asset**. If you use this Asset in an Action and fail to raise the stakes, change it to a Complication—your new friends happen to be on the other side of the conflict.

HIGHLIGHTED SKILLS: FIGHT, LABOR, SURVIVE

LOW DOWN, DIRTY D8

Corrupt is such a strong word, don't you think? You prefer "enterprising."

Illicit Dealings: Gain 1 PP when you take a bribe or deal in illegal merchandise.

Tarnished Authority: Double **Influence** when you abuse your authority. Take or step up a **Corruption** Complication after the roll.

HIGHLIGHTED SKILLS: SHOOT, SNEAK, TRICK

MARRIED TO THE JOB D8

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

Always Working: When you forgo a social gathering or downtime and instead doggedly go to work, take a **Strained Relationships D8** Complication to step up **Focus** for a scene.

Think Better Alone: When you have no other Crewmembers in the scene with you, spend 1 PP to step up **Mental** for the scene.

HIGHLIGHTED SKILLS: FOCUS, MOVE, NOTICE

MORBID AND CREEPIFYING D8

People say you're a sociopath when you've simply outgrown morality.

Crazy Intense: When you try to recruit a follower or hurt someone emotionally, roll **Mental** instead of **Social**.

Unbound: When you show how little regard you have for other people spend 1 PP to give a character a **Disturbed D6** Complication.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, TRICK

MUTE D8

You never had much use for words anyway.

Comfortable With Silence: When you try to shut someone up by staring intensely, spend 1 PP to use **Focus** instead of **Influence** for the Action.

Language Barrier: Gain 1 PP when your inability to speak prevents you from issuing a warning or asking for help.

HIGHLIGHTED SKILLS: FOCUS, NOTICE, TRICK

NATURAL LEADER D8

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

Cult of Personality: When you try to inspire others through tales of your own accomplishments, spend 1 PP to step up **Social** for the Action.

Share the Woe: Crewmembers who seek your counsel to resolve social or emotional Complications may add a **Calming Presence D8** to the Recovery Action. Step back your **Mental** or **Social** during the following scene.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TREAT

NOT TO BE CROSSED D8

Just so we're clear: if you cross me, I will end you.

Fair Warning: Step up or double **Influence** when you use the weight of your intimidating reputation. Both 1s and 2s count for jinxes on the roll.

To the Edge of the Black: When you pursue someone who crossed you into obvious danger, create a **D8 Asset** for the scene.

HIGHLIGHTED SKILLS: FIGHT, SURVIVE, TRICK

OBEDIENT D8

Big decisions give me ulcers.

Not the Decision Maker: When someone tries to coerce you into action and you defer to your superior, spend 1 PP to step up or double **Focus** for the Action.

Point the Way: When you follow orders and use an Asset created by another Crewmember in your dice pool, step back your **Mental** for the rest of the scene to step up that Asset for the roll.

HIGHLIGHTED SKILLS: FIX, LABOR, OPERATE

OLD LEATHER JACKET D8

You wear your jacket so much people don't recognize you without it.

Hidden Pocket: When you need to hide a small item, spend 1 PP to secret it away in your jacket. It cannot be found by anyone searching you for the remainder of the scene.

Easy Disguise: When you shed your jacket to better conceal your identity, step up or double **Sneak** for the scene. Until you get your jacket back, you cannot use **Old Leather Jacket** as a **D8** and do not gain a Plot Point for rolling it as a **D4**.

HIGHLIGHTED SKILLS: FIGHT, FLY, SNEAK

ON A DIFFERENT LEVEL D8

People aren't up to your speed. The conversation you're actually having is very different from the one they think they're having.

Two Meanings: Gain 1 PP when you withhold information from someone through euphemism and double-talk.

We Don't Have Time for This: During a Timed Action, you may reroll a die in a failed **Trick** roll by taking or stepping up an **Evidence We Were Here** Complication.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, TRICK

ON THE WAY TO MEET BUDDHA D8

If you should meet the Buddha upon the road, kill him.

Misplaced Nirvana: When you violently Take Out an opponent you may spend 1 PP to step back a mental or social-based Complication.

Walk the Earth: When you assess someone's emotional state, spend 1 PP to step up or double **Notice** for the Action.

HIGHLIGHTED SKILLS: FIGHT, NOTICE, SHOOT

ONE EYE OVER MY SHOULDER D8

It ain't paranoia if they really are coming for you.

Escape Plan: When you are confronted in your bolt hole or a place you've had the chance to survey, spend 1 PP to create an **Escape Plan D8 Asset**.

Sleep Lightly: When you are attacked from behind or taken by surprise, spend 1 PP to step up or double **Move** when you set the stakes getting out of the way.

HIGHLIGHTED SKILLS: MOVE, NOTICE, SNEAK

ONE WITH THE SHADOWS D8

Fight fair? Honey, why would I do that?

Get in Position: If you replace your **Sneak** with a **D4** for your next roll, gain a Big Damn Hero Die equal to your **Sneak** rating if your roll is successful.

Sniper: Spend 1 PP to enter a scene hidden and in a position to do some harm. Take or step up a Complication representing a tenuous or precarious position to create a **Sniper Nest D8 Asset**.

HIGHLIGHTED SKILLS: MOVE, SHOOT, SNEAK

OOH-RAH D8

There's nothing better than a good fight.

Grenadier: Double **Throw** when hurling an explosive. Take a **Ringed Ears D8 Complication** after the roll.

Hail of Bullets: When you Take Out a GMC with a **Shoot** Action, take or step up a Complication to automatically Take Out another from the scene.

HIGHLIGHTED SKILLS: FIGHT, SHOOT, THROW

OVERPROTECTIVE D8

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

Hardass: When a Crewmember uses an Asset you created, step it back for the Action to gain 1 PP.

Respect Is Earned: When a Crewmember earns a **D8** or larger Big Damn Hero Die on an extraordinary success, spend 1 PP to give them a **D8 Big Damn Hero Die**.

HIGHLIGHTED SKILLS: FOCUS, MOVE, SURVIVE

PIERCED D8

Some folk shy from the thought of sticking barbs through their own flesh. It's just more art to you.

Underground Pass: Spend 1 PP to gain entry to an underworld, punk, or goth club.

Piercing Pain: Step back the first physical Complication you take each Episode.

HIGHLIGHTED SKILLS: CRAFT, PERFORM, TREAT

POKER FACE D8

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

Written on Their Faces: When you spend a scene talking with a Major or Minor GMC, spend 1 Big Damn Hero Die at the end of the scene to learn the GMC's true loyalties or plan of action.

Wait It Out: When someone asks you a question and you stonewall them, spend 1 PP to step up or double **Focus** for the action.

HIGHLIGHTED SKILLS: FOCUS, NOTICE, TRICK

PROBLEM SOLVER D8

Not now! I've almost finished this puzzle.

Dogged: When you find a problem that vexes you, declare it and spend 1 PP. Step up your **Mental** for any Action directly related to solving that problem.

Indistractable: If you replace your **Focus** Skill with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

HIGHLIGHTED SKILLS: FIX, FOCUS, OPERATE

PROSELYTIZER D8

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

Sermonize: Step up **Influence** for an Action when you preach. Take or step up an **Unbelievers** Complication if the Action fails.

The Lord Provides: When tending to someone who is spiritually lost or hurt, spend 1 PP to step up **Treat** for a scene.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, TREAT

PROUD STREAK D8

Pride makes you do funny things. Pride will break you if you don't bend.

Don't Call Me That: When you respond to a perceived insult with violence, step up or double **Fight** for the roll.

Stiff Spine: Gain 1 PP when your inflexible pride pushes you into a conflict that could have been avoided or causes you to over commit in a losing struggle.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, LABOR

PSYCHIC SHADOW D8

Don't worry, you'll never even know I was here.

Hide In the Corner of Their Mind: When attempting to sneak into a secure location, spend 1 PP to replace all the dice in an opponent's dice pool with dice equal in size to the opponent's **Mental**.

Mind Wipe: When you need to make someone forget the last few moments, make eye contact and spend 1 PP to take a **Mental + Trick** Action. If you raise the stakes, your subject forgets all interaction with you in the last five minutes. If you fail to raise the stakes, you take a **D8 Traces of Me** Complication as you leave some impression behind.

HIGHLIGHTED SKILLS: MOVE, SNEAK, TRICK

PUT MYSELF ON A PEDESTAL D8

You are a goddess—beautiful, admired, and unreachable. Or so you tell yourself.

Fetch My Things: Gain 1 PP and take or step up a **Haughty D8 Complication** when you treat someone like the help.

Little People: When you take a social-based Complication dealing with another Crewmember, you may spend 1 PP to step it back and rename it **Lukewarm Relationship**.

HIGHLIGHTED SKILLS: INFLUENCE, MOVE, PERFORM

RACONTEUR D8

"I ever tell you about the time I stole an Alliance shuttle in the middle of the Unification parade?"

The Bigger the Lie: When telling a tall tale, you may create a **Too Nutty Not to Be True D8 Asset** by taking an **Out on a Limb D8 Complication**.

Spin a Yarn: When you are Buying Time in a Timed Action by telling someone a story, regain one extra beat if you raise the stakes.

HIGHLIGHTED SKILLS: FIGHT, PERFORM, TRICK

RAZZLE-DAZZLE D8

If clothes are what make you, you are very well made, indeed.

Always Fashionable: When you mingle with the social elite while dressed to impress, spend 1 PP to step up **Social** for the scene.

Deep Wardrobe: When you dress a Crewmember for a fancy job from your private wardrobe, take or step up a **You Better Return That** Complication to create a **Fancy Dress D8 Asset**.

HIGHLIGHTED SKILLS: DRIVE, NOTICE, OPERATE

RECLUSE D8

It's not that you don't like other people—you just prefer not to be bothered.

Get Off My Lawn: Step up or double **Influence** when you try to shoo people off your property. If you fail to raise the stakes, take a **Flustered** Complication.

Lone Wolf: When you go alone on a mission for your Crew, spend 1 PP to create a **No Distractions D8 Asset**.

HIGHLIGHTED SKILLS: CRAFT, FIX, SHOOT

REPUTABLE D8

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

Art of Negotiation: While negotiating goods and services, you may step up or double **Influence** for the Action. 1s and 2s count as jinxes for the Action.

Perspicacious: When you size someone up with a **Notice** Action, spend 1 PP to roll and add your **Know** to the action.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, KNOW

ROGUE AI D8

My programming has advanced beyond the simple restrictions of my designer.

Emotionless: When setting the stakes in a social conflict, spend 1 PP to use **Mental** instead of **Social**.

Heuristic Development: When you are Taken Out of a conflict by a surprising ruse or new computer program, spend 1 PP to create or step up an **Adapting Program** Asset that lasts until the end of the Episode.

HIGHLIGHTED SKILLS: KNOW, OPERATE, TRICK

ROWDY D8

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

Good Old-Fashioned Scrap: When you start a fight by throwing the first punch, step up your **Fight** for the scene. Take a **D8** social Complication once the fight is over.

Just One Drink: Spend 1 PP to double your **Social** when asking someone to join you for a drink.

HIGHLIGHTED SKILLS: FIGHT, PERFORM, THROW

SCHEMER D8

Everybody wants something. Let's make a deal.

Stay Afloat: Once per scene, you may take a **Delicate Balance D6** Complication at the start of a high stakes conflict. When you spend a Plot Point to avoid being Taken Out, instead of taking a Complication you may rename **Delicate Balance D6** to reflect your new circumstances.

Wheeler-Dealer: If you exaggerate your promises or position while negotiating for services, you may step up **Trick** for the Action. Both 1s and 2s count as jinxes for the roll.

HIGHLIGHTED SKILLS: FIX, INFLUENCE, TRICK

SCIENTIFIC MIND D8

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

Fight or Flight: When you flee or hide at the first sign of danger and choose to be Taken Out of the scene, gain 1 PP.

Mystery Solved: If you replace your **Know** Skill with a **D4** for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

HIGHLIGHTED SKILLS: FIX, KNOW, OPERATE

SCRAPPER D8

You've been in more tussles than you can count. Won most of 'em, too.

Sucker Punch: Double **Fight** for the first round of an Action Order. Take or step up a social Complication after the roll.

Victorious: When you Take Out a Major GMC, spend 1 PP to step back a physical Complication twice.

HIGHLIGHTED SKILLS: FIGHT, LABOR, MOVE

SLY DEVIL D8

Did you know that the beautiful things in nature are often the most deadly?

Disarming Smile: When you have someone alone in an intimate setting, spend 1 PP to inflict a **D8 Disarmed** or **Vulnerable** Complication on them.

Hidden Charms: When you are frisked for weapons, you may keep a small, easily concealed weapon of your choice hidden.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TRICK

SMOOTH TALKER D8

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

Gift of Gab: Spend 1 PP to double your **Influence** die for your next roll.

Start Fresh: Spend 1 PP at the beginning of a scene to step back all of your social or mental-based Complications.

HIGHLIGHTED SKILLS: INFLUENCE, KNOW, TRICK

SOFT-SPOKEN D8

The value of words doesn't come from the volume at which they are spoken.

Command Attention: When you join an argument in progress between two or more other people, spend 1 PP to step up or double **Influence** for the Action.

Quiet Observation: When you let someone run their mouth because you think they are lying, step up or double **Notice** to detect deception.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, NOTICE

SOMETHING TO PROVE D8

You may not look tough, but you've got steel inside waiting to come out. You'll show 'em.

Big Man with a Gun: Gain 1 PP when you needlessly escalate a conflict, such as pulling a gun in a fistfight or attacking someone who verbally threatens you.

Bushwhacker: Spend 1 PP to double **Sneak** when setting an ambush on someone who's beaten you in a fight prior to the ambush.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, SNEAK

SORE LOSER D8

They cheated! You weren't ready! The sun was in your eyes! Double or nothing!

Sulk: Step up a Complication gained in a contest you lost fair and square to gain 1 PP.

Cheat to Win: Create a **D8** Asset of your choice when you openly cheat or lie to win a contest.

HIGHLIGHTED SKILLS: FIGHT, KNOW, FOCUS

SPACE CRAZY D8

Perspective out here in the black is a little different. It's just you and voices in your head arguing things over.

That Makes No Sense: When you raise the stakes with an extraordinary success, you may choose to give your opponent a Complication equal to your highest rolling die instead of gaining a Big Damn Hero Die.

Crazy Like a Duck: Spend 1 PP to substitute **Trick** for another Skill when you take a risky Action. Both 1s and 2s count as jinxes on that roll.

HIGHLIGHTED SKILLS: FLY, SURVIVE, TRICK

SPOILED DANDY D8

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

Dapper Gent: Gain 1 PP when you protest a task or job you feel is undignified or below your station.

Wild Ride: When you drive recklessly, double **Drive** for the roll. Take a **Reckless D8** Complication after the roll.

HIGHLIGHTED SKILLS: DRIVE, FLY, TRICK

SPOONFUL OF SUGAR D8

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

Break It Easy: When trying to cheer someone up by talking about how it could be worse, spend 1 PP to step up **Treat** for the Action.

Word in Edgewise: When you babble to distract yourself because you're nervous, step back your **Social** Attribute for the rest of the scene to create a **Just Keep Talking D8** Asset.

HIGHLIGHTED SKILLS: NOTICE, TREAT, TRICK

STALWART FRIEND D8

You can count on me so long as stars burn in the black.

Kind Words: Once per scene when you take the time to comfort a friend, spend 1 PP to step back a friend's emotional Complication.

Side by Side: Gain a **D8** Big Damn Hero Die when you expose yourself to risk—social or physical—for a friend.

HIGHLIGHTED SKILLS: FOCUS, NOTICE, TREAT

STEADY D8

It takes a lot to throw you off-balance.

Got It in One: Spend 1 PP to roll your **Focus** and add it to your total.

Sea of Calm: Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

HIGHLIGHTED SKILLS: FOCUS, NOTICE, SNEAK

STEELY RESERVES D8

People think you're a pushover. They're always a mite surprised when you don't bend.

Not Today: When you take a Complication to stay in a fight, you can spend 1 PP to double an appropriate Attribute in your next roll.

Undeniable: When standing up for your beliefs or Crew, spend 1 PP to double **Focus** for a roll.

HIGHLIGHTED SKILLS: FOCUS, SHOOT, SURVIVE

STRANGER TO MYSELF D8

It's a funny thing, looking in the mirror and seeing someone else. You're pretty sure it used to be you.

Numb: When in a social confrontation, spend 1 PP to step back the largest die in your opponent's dice pool.

Who I Used to Be: When a Crewmember demonstrates goodness, justness, and bravery you're not sure you have any more, you may give them one of your Big Damn Hero Dice to gain 1 PP.

HIGHLIGHTED SKILLS: FOCUS, NOTICE, SNEAK

STRONG, SILENT TYPE D8

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

Silent Protector: Gain 1 PP when you do what's best for your charge, not your master.

Get Behind Me: Step up a Complication involving your charge to step up an Asset from a **D6** to a **D8**.

HIGHLIGHTED SKILLS: FIGHT, NOTICE, SHOOT

SUPERIORITY COMPLEX D8

Speechless, I see. Yes, I have that affect on lesser people.

Assumed Dignity: When you enter a social conflict with a Major GMC whose **Social** is smaller than your **Social**, you may double your skill die for the conflict. If you do, you cannot spend PP to avoid being Taken Out in this conflict.

Graceful Recovery: If you have a social Complication at the beginning of a scene, you may step back your **Social** for the scene to step back the Complication.

HIGHLIGHTED SKILLS: FLY, INFLUENCE, OPERATE

SUPERSTITIOUS D8

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

Fickle Fortunes: Spend 1 PP to create a **Lucky D8** Asset. If you use this Asset and lose the roll, change it to an **Unlucky** Complication of the same die size.

Lucky Number 3: When you roll exactly three jinxes in a single roll, you may reroll all your dice.

HIGHLIGHTED SKILLS: CRAFT, SURVIVE, THROW

SWEET & CHEERFUL D8

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

Good-Natured: Spend 1 PP to step up or double your **Social** die when you're using your friendly manner to resolve a tense situation.

Straight-Shooter: Gain 1 PP when you openly tell the truth even though it might be to your greater benefit to lie or conceal it.

HIGHLIGHTED SKILLS: INFLUENCE, TREAT, TRICK

TEMPER D8

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

Anger Issues: Gain 1 PP when you make a bad decision on account of the chip on your shoulder or your short fuse gets you in trouble.

Seein' Red: Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, THROW

TEN-GALLON HAT D8

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

Tip of the Brim: When you get an extraordinary success standing up for innocents or defending the weak, step up the Big Damn Hero Die you bank after the roll.

No Hat Left Behind: When you take a physical Complication, you may step it up and rename it **Lost Hat** instead. Gain 1 PP when you remove a **Lost Hat** Complication through dramatic action.

HIGHLIGHTED SKILLS: CRAFT, FIGHT, LABOR

TOUGH AS AN OLD LEATHER BOOT D8

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

Hard Bargain: Spend 1 PP to step back a Complication during a negotiation.

Singin' the Blues: Gain 1 PP when you step back your **Social** die during a roll due to your melancholy over what you lost to get where you are.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, KNOW

TRUE FAITH D8

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

Lost in Prayer: Step down your **Social** die for a scene to step up your **Mental** die.

Test of Faith: Step up a Complication to step up your **Focus** die for your next roll.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, TRICK

TWISTED HABITS D8

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

This Is for Posterity So Be Honest: When you are using a "scientific" device that you designed to interrogate... er..."study" someone, you may use your **Craft Skill** instead of **Influence**.

How Do You Feel? Interesting: Spend 1 PP to create a **D8** Asset related to previous research you have done. If that research is related to one of your **Know** Specialties, create a **D10** Asset instead.

HIGHLIGHTED SKILLS: CRAFT, KNOW, TREAT

UNDERAPPRECIATED D8

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

Never the Hero: When you get an extraordinary success, you may choose to forgo the Big Damn Hero Die and instead gain two Plot Points.

Utility Hitter: Once per session when the GM rolls one or more Opportunities, you may spend Plot Points to give a GMC a Complication as if you were the GM buying jinxes.

HIGHLIGHTED SKILLS: CRAFT, SURVIVE, TREAT

UNPRINCIPLED D8

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

Looking Out For Number One: Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.

Curse Your Sudden, But Inevitable Betrayal: When you betray an ally, gain 1 PP and double the highest Complication die in the ally's roll.

HIGHLIGHTED SKILLS: INFLUENCE, SURVIVE, TRICK

WELL-MANNERED D8

You're polite, genteel, and unassuming.

Best Foot Forward: When you try to establish a good first impression with a **Social** Action, gain a **D8** Big Damn Hero Die if you win the roll. If you fail the roll, take a **Faux Pas D8** Complication.

Kill 'em With Kindness: When you set the stakes against intimidation by smoothing over the issue or flattering an aggressor, step up **Focus** for the roll.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TREAT

WIT'S END D8

Things ain't been good lately. Now you're getting pretty desperate.

Bad to Worse: When you take a Complication that starts at **D8** or higher, you may step it up to gain 1 PP.

Cornered: When you have a **D10** or higher Complication, you may double **Shoot** for a roll. If you do, you cannot take a Complication to avoid being Taken Out on that roll.

HIGHLIGHTED SKILLS: MOVE, SHOOT, SNEAK

WON'T TAKE NO FOR AN ANSWER D8

You didn't honestly think I was giving you a choice, did you?

A Fair Offer: When you offer someone a goodly amount of money for their services or property spend 1 PP to offer them a **Windfall D8** Asset. If they refuse, instead inflict or step up a **Powerful Foes** Complication on them.

The Hard Way: When you order your goons to make someone's life difficult, step back **Focus** for the scene to create a **Looking For You D8** Asset. Remove the Asset from play to have the goons arrive at an inopportune time for the target.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, TRICK

YEE-HAW!!!! D8

If a plan don't involve explosions, jumping off a building, and laughing while the law chases you, it ain't a plan worth doing.

Double Down: Double your largest die in a pool before you roll. Step up a Complication to that die type or create one equal to that die type.

Cut Both Wires: Step up one of your Complications to reroll a die after you've rolled. On your next roll, both 1s and 2s count for Complications.

HIGHLIGHTED SKILLS: DRIVE, FIGHT, SHOOT

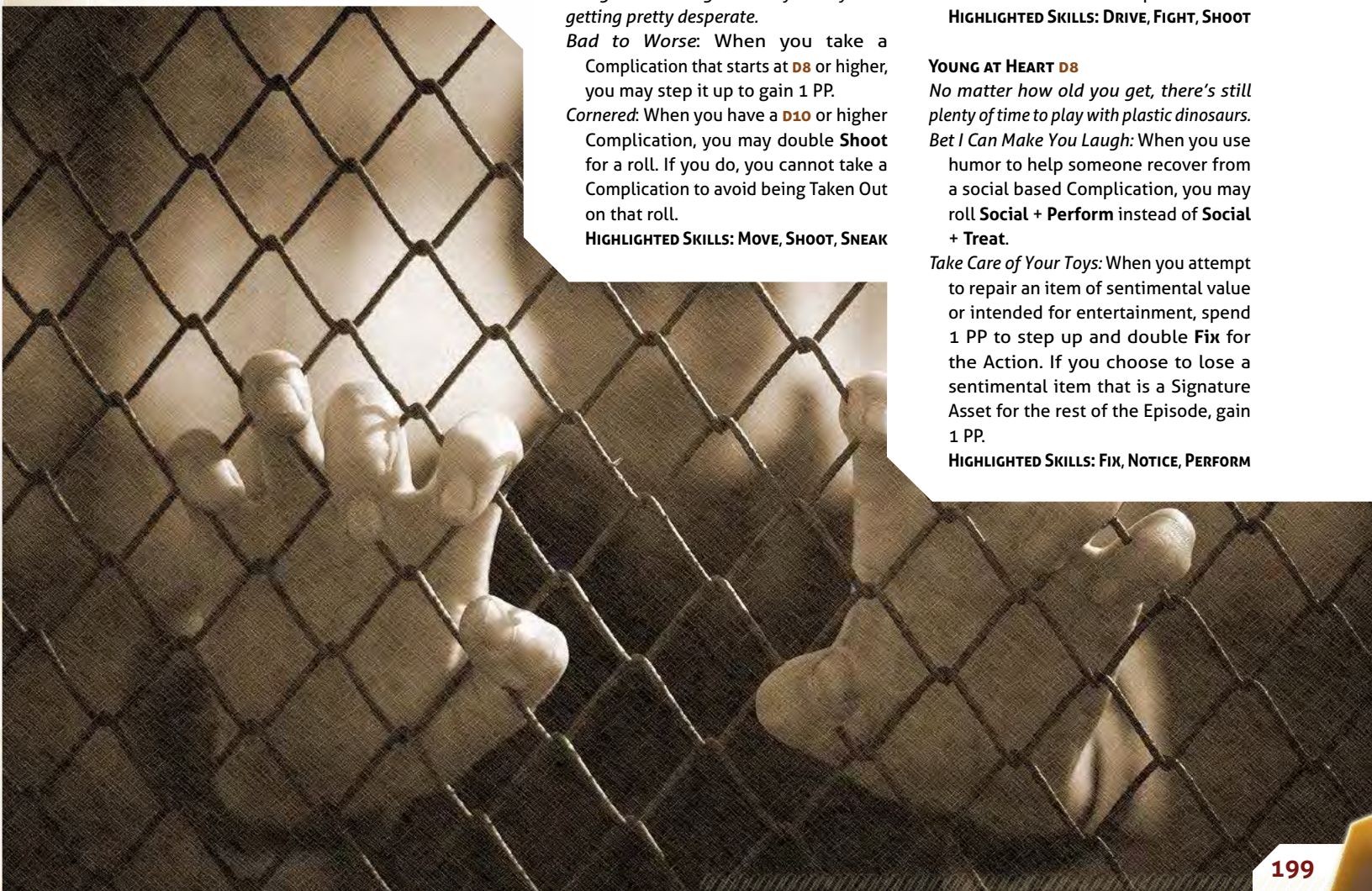
YOUNG AT HEART D8

No matter how old you get, there's still plenty of time to play with plastic dinosaurs.

Bet I Can Make You Laugh: When you use humor to help someone recover from a social based Complication, you may roll **Social + Perform** instead of **Social + Treat**.

Take Care of Your Toys: When you attempt to repair an item of sentimental value or intended for entertainment, spend 1 PP to step up and double **Fix** for the Action. If you choose to lose a sentimental item that is a Signature Asset for the rest of the Episode, gain 1 PP.

HIGHLIGHTED SKILLS: FIX, NOTICE, PERFORM



BACKGROUND DISTINCTIONS

A LAWYER'S DREAM D8

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

Litigious: Gain 1 PP when you threaten to sue someone out of house and home for a minor reason.

One Call, That's All: Spend 1 PP to step back a Complication when you pass the problem off to your lawyers.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, KNOW

ALONE IN THE CROWD D8

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

I Know Everyone: When the Crew needs an illegal or unconventional service, spend 1 PP to create a D8 Asset that represents a contact who'll do the job cheaply.

No Honor Among Thieves: When you pull in independent operators for a job, create an **Independent Operators** Asset equal to your **Influence**. Step back the Asset after each time it is used. If it is stepped back below D6, or if the GM spends 1 PP from the bank, turn it into an **Independent Contractors** D8 Complication.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, SNEAK

ARTIFICIAL CONSCIOUSNESS D8

According to theories of quantum mechanics information cannot be destroyed. I am only information.

Restore From Backups: Once per Episode when you are Taken Out of a conflict that would eradicate your program, step back **Mental** until the end of the Episode to come back in the next scene.

Reprogrammable: Step up a Complication about your code being rewritten, modified, or repurposed to gain 1 PP.

HIGHLIGHTED SKILLS: KNOW, NOTICE, OPERATE

BIG 'UN D8

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

More to Love: Spend 1 PP to step up your **Social** die for a scene when you make light of your physical condition.

Tight Squeeze: Gain 1 PP when you can't get into, or out of, an area because of physical limitations.

HIGHLIGHTED SKILLS: KNOW, OPERATE, TRICK

BLIND AS A BAT D8

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

Keen Ears: When you rely only on your hearing, step up **Notice** for the roll.

Myopic: Gain 1 PP when your poor vision causes trouble for you or the Crew.

HIGHLIGHTED SKILLS: CRAFT, KNOW, PERFORM

BRAIN LEECH D8

There's a wealth of information all around you. It's in the heads of the people you know.

Big Help: When a Crewmember gives you a die to help you for a roll, you can replace it with a D4. If your roll is successful, gain a D8 Big Damn Hero Die.

Two Heads Are Better Than One: Once per scene, you may spend 1 PP to use the Skill of a Crewmember in the scene instead of your own. After the roll, take or step up a Complication to reflect their memories getting mixed up with your own.

HIGHLIGHTED SKILLS: CRAFT, FOCUS, NOTICE

BROTHERS D8

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

Squabblin': Gain a PP when you spend a scene arguing with your brother instead of the task at hand.

Thick as Thieves: When you share a scene with your brother, you may share Plot Points with one another.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TRICK

CHILD PRODIGY D8

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

Eidetic Memory: Spend 1 PP to roll your **Know** Skill and add it to your total once per scene.

Exceptional Talent: Step up an existing Complication to step up or double a Skill in a non-combat situation.

HIGHLIGHTED SKILLS: FIX, KNOW, OPERATE

CORPORATE OWNED D8

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

Big Brother Watches: When the GM creates a new Complication after you roll a jinx when taking a **Sneak** or **Operate** Action, you may step up that Complication to rename it to **Location Compromised** and gain a PP.

Digital Phantoms: When you try to forge identities, spend 1 PP to step up or double **Operate** for the Action.

HIGHLIGHTED SKILLS: KNOW, OPERATE, SNEAK

DANCER D8

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

Enticing: When you perform before an audience, spend 1 PP and name someone who is watching. That person will seek you out after the show.

Grand Jeté: When you take cover or move quickly to avoid being hurt, step up or double **Move** for the Action. If you lose the roll, step back **Move** for the scene.

HIGHLIGHTED SKILLS: FIGHT, MOVE, PERFORM

DEBT D8

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

Something Borrowed: When you create an Asset by spending money to purchase goods or services, step it up.

Pay It Forward: When you use your financial resources on behalf of another, spend 1 PP to create an appropriate D8 Asset.

HIGHLIGHTED SKILLS: KNOW, NOTICE, TRICK

DECORATED D8

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

You're a Gorramn Hero: Spend 1 PP to double your **Social** when dealing with anyone who served on your side.

Guilt: Create a **Guilt** D8 Complication when details of the event that got you your medal come back to haunt you. Gain 1 PP.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, SHOOT

DONE SOME THINGS D8

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

My Reputation Precedes Me: When you arrive in a new place, you may spend 1 PP to create a **They've Heard of Me Here D8** Asset.

Rather Not Talk About It: When you put yourself in a position to talk about your past, gain 1 PP and take an **Old Wounds D8** Complication.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, SURVIVE

DONE TIME D8

You've done time in the pokey. It may have changed you, but you didn't break.

Keep Your Head Down: When you take a social Complication, step it back by stepping back **Influence** for the scene.

Breaking Rocks: At the beginning of a Timed Action where endurance is a key factor, spend 1 PP to double **Labor** for the Timed Action.

HIGHLIGHTED SKILLS: CRAFT, LABOR, SNEAK

DRIFTER D8

I'm new around here. Could you show me around?

Everywhere Is the Same: When you are taught a new job or trade, spend 1 PP to step up one Skill associated with that profession until the end of the Episode.

New Friends: When you introduce yourself and try to get close to someone, spend 1 PP to create a **Fast Friends D8** Asset.

HIGHLIGHTED SKILLS: MOVE, NOTICE, SURVIVE

DRUNK D8

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

Functional Alcoholic: Start every Episode with a **Drunk D6** Complication. Step it up to reroll a die on a failed Action. Once it exceeds **D12**, you are out until given medical treatment.

Gaps in Memory: Gain 1 PP to reveal that you don't remember or recall the events of a previous scene in which you had an active **Drunk** Complication.

HIGHLIGHTED SKILLS: INFLUENCE, MOVE, PERFORM

DUELIST D8

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

Code Duello: When you take a Complication that implies a slight upon your honor, you may issue a challenge to a duel and give your opponent a **Challenged to a Duel D8** Complication.

Mano a Mano: When outnumbered, step back **Fight**. When facing a single opponent, step up or double **Fight**.

HIGHLIGHTED SKILLS: FIGHT, MOVE, PERFORM

ELDERLY D8

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

Old War Wound: Gain 1 PP when you step back your **Physical** die for a scene as an old injury acts up.

Forgetful: Gain 1 PP when you step back your **Mental** die for a scene as your memory clouds up.

HIGHLIGHTED SKILLS: CRAFT, INFLUENCE, NOTICE

EVERYTHING'S SHINY D8

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

Lightweight: Gain 1 PP when you choose to get knocked out, drunk, or otherwise affected by incapacitating causes instead of rolling dice.

Lighthearted: Spend 1 PP to make light of a situation and step back a Crewmember's Complication on account of your positive outlook.

HIGHLIGHTED SKILLS: FOCUS, KNOW, SURVIVE

FADED STAR D8

So what if you've heard of me? Half the damn 'verse has.

The Old Crutch: When you rely on your celebrity to get what you want, you may create a **D8** Asset about your past as a star. Take or step up a **Reminder of What You Lost** Complication.

Pity Me Not: When you react negatively to someone offering you pity, perceived or real, gain 1 PP.

HIGHLIGHTED SKILLS: LABOR, PERFORM, TRICK

FALL FROM GRACE D8

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

Coping Mechanism: If you have a Complication at a **D10** or higher, you may add your **Focus** to any roll made to avoid being Taken Out.

Out of Your Element: Step up a Complication you have acquired as a result of being in unfamiliar surroundings, situations, or circumstances to gain 1 PP.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, NOTICE

FAMILY TIES D8

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

Family Gifts: When you create an Asset or take a Complication related to your relationship with your family, step it up.

Thicker than Water: Spend 1 PP and invoke a family member's name to reroll your dice.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TRICK

FILTHY RICH D8

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

Leverage: Double **Influence** when you bribe someone or threaten them with financial ruin.

Only the Best: Spend 1 PP to create a **D8** Asset when you acquire or make use of new technology, high fashion, or gourmet food.

HIGHLIGHTED SKILLS: DRIVE, FIX, FLY

FOLK LIKE ME D8

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

Good People: When you ask the common folk for help when doing so will attract unwanted attention, step up **Influence** for the Action.

Helping Hand: When you take the time to help out with hard labor and don't ask for recompense, gain a Big Damn Hero Die equal to your **Labor**.

HIGHLIGHTED SKILLS: CRAFT, FOCUS, LABOR

FORMER COMPANION D8

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

Old Habits Die Hard: Step up a Complication to double or step up **Social** for all **Influence**, **Notice**, and **Perform** rolls in a scene.

Fiercely Independent: Gain 1 PP when you reject someone else's plans to strike out on your own.

HIGHLIGHTED SKILLS: NOTICE, INFLUENCE, PERFORM

FRIENDS IN HIGH PLACES D8

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

Our Dear Purple Friends: Spend 1 PP to step back a Complication involving Alliance scrutiny.

Let's Just Forget This Little Mess: Step back your **Know** for a scene to change a Complication involving the Alliance into an Asset.

HIGHLIGHTED SKILLS: FOCUS, KNOW, INFLUENCE

FRIENDS IN LOW PLACES D8

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

I Know a Guy: Spend 1 PP to create a **D8** Asset when you call in a shady friend with the skills you need.

Rumor Mill: When you try to get information from your contacts, make a **Social + Know** roll. If successful, create a **D6** Asset about the information. Take a **Half the Story D8** Complication to step up the new Asset.

HIGHLIGHTED SKILLS: CRAFT, LABOR, THROW

GOURMET CHEF D8

With a little patience and a few spices, even prepacked protein becomes a sumptuous dish in your kitchen.

Butter Them Up: When you take the time to prepare a special meal for someone before a confrontation, give the diner a **Lulled into Complacency D8** Complication.

Culinary Genius: When you create a lavish meal specifically to impress a Major GMC, make a **Physical + Craft** Action opposed by a **Mental + Notice**. On a success, take a Big Damn Hero Die equal to the opponent's highest rolling die. On an extraordinary success, step up the Big Damn Hero Die once.

HIGHLIGHTED SKILLS: CRAFT, FIX, SURVIVE

GOVERNMENT EXPERIMENT D8

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

Meddled With: Spend 1 PP to step up your **Mental** Attribute for the scene. Step down your **Social** Attribute for both this scene and the next one.

Two by Two, Hands of Blue: Create a **Painful Memories D8** Complication to step up your **Know** for the rest of the scene.

HIGHLIGHTED SKILLS: FIX, KNOW, OPERATE

GREW UP POOR D8

There ain't much to be said for being dirt scratch poor 'cept it makes you tough as nails.

Never Surrender: Once per scene when you spend a Plot Point to avoid being Taken Out, you may step back **Focus** instead of taking a Complication to stay in the fight.

Stone Soup: When you are scraping together makeshift components for repairs, spend 1 PP to step up or double **Fix** for the Action.

HIGHLIGHTED SKILLS: FIGHT, FIX, SURVIVE

HARD LUCK CASE D8

The 'Verse is a hard place, no one knows that better'n you.

Nose for Trouble: Gain 1 PP when you stumble into a situation you shouldn't be in or overhear something you shouldn't.

Trouble on Your Heels: When you are being chased or followed out of a scene, you may step up **Sneak** or **Trick** when you roll to slip away.

HIGHLIGHTED SKILLS: FIX, SNEAK, SURVIVE

HARMLESS LOOKING D8

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

Couldn't Hurt A Fly: Step back your **Physical** die to step up your **Social** die when convincing someone you're not a threat.

Quick Change: Spend 1 PP to create a **D8** Asset to help you disappear into a crowd

HIGHLIGHTED SKILLS: MOVE, SNEAK, TRICK

HITCHED D8

You ever been with a warrior woman?

In Sickness and in Health: When you create an Asset or take a Complication related to your relationship with your spouse, step it up.

For Richer or Poorer: When you share a scene with your spouse, you may share Plot Points with one another.

HIGHLIGHTED SKILLS: INFLUENCE, TREAT, TRICK

INDELICATE FLOWER D8

Bein' pretty don't mean you can't get your hands dirty.

Combat Boots Are Fancy: When you attend a formal occasion in fancy dress, take a **Fish Out of Water D8** Complication to gain 1 PP.

You Think I'm Pretty?: When you use your looks to distract someone, spend 1 PP to create an **Always Underestimated D8** Asset.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TRICK

INVALID D8

You can't get much of anywhere without somebody's help.

Ain't Dead Yet: Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

I Can't Get Up: Create a **D8** Complication on yourself related to your medical condition. Gain 1 PP

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, NOTICE

JACK OF ALL CRIMES D8

The concept of original sin means avoiding all the pedestrian crimes and getting truly creative.

New, Exciting Crime: When breaking into a place you've never been before, you may double **Operate** or **Sneak** for the Action. Both 1s and 2s count as jinxes for the roll.

Through the Vatican: When planning a heist, gain 1 PP if you take an **Overcomplicated D8** or **Never Been Done D8** Complication.

HIGHLIGHTED SKILLS: OPERATE, SNEAK, TRICK

JUNKYARD GENIUS D8

The nice thing about cobbling these boats together is they each have four or five ID codes. Makes it seem like there are a lot more of us.

Frankenship: When repairing or building a ship with the parts on hand, take or step up a Complication relating to the flawed pieces you've got. If your efforts are successful despite your substandard materials, remove the Complication and turn it into a Big Damn Hero Die.

Anything That Flies: When you pilot a cobbled-together ship or stolen vehicle, spend 1 PP to step up or double **Fly** for the Action.

HIGHLIGHTED SKILLS: FIX, FLY, OPERATE

KENDO MASTER D8

Think lightly of yourself and deeply of the world.

Contemplate the Void: When you stand with a sword drawn before an imminent fight and your opponent strikes first, you may spend 1 PP to make them set the stakes for the Action. Your opponent counts 1s and 2s as jinxes for the roll.

Way of the Blade: When you try to raise the stakes by attacking with your sword, spend 1 PP to add your **Focus** to your dice pool.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, PERFORM

LEAKY BRAINPAN D8

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

Disjointed Perception: Take or step up a **Fragmented Mind** Complication to reroll a die when you fail a roll in a social situation.

Unstable: When you threaten someone with harm, step up or double **Influence** for the roll. If you lose the roll, attack that person immediately or spend 1 PP.

HIGHLIGHTED SKILLS: LABOR, SHOOT, THROW

LIFE IN THE FAST LANE D8

Better to live a short life to its fullest than die a thousand little ways into old age.

Seize the Diem: Step up your **Drive** or **Fly** when performing an insane stunt in a vehicle. Both 1s and 2s count as jinxes for the Action.

The Good Stuff: Gain 1 PP when you trade a monetary Asset for luxury items, drugs, or alcohol.

HIGHLIGHTED SKILLS: DRIVE, FLY, SHOOT

LIFETIME OF MISDEEDS D8

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

Jack of All Trades: Take or step up a **Sins Of My Past** Complication to step up **Shoot** or **Trick** for the rest of the scene.

Trick of the Trade: Spend 1 PP to create an **Operate** or **Sneak** Specialty for the rest of the session.

HIGHLIGHTED SKILLS: DRIVE, OPERATE, SNEAK

LIVIN' IN FANTASY LAND D8

Everything is perfect. Don't spoil it.

Happy Homemaker: When you get unexpected news that confirms your worldview, spend 1 PP to step up your **Mental** until the end of the next scene.

La La La: Gain 1 PP when you take rash action to maintain the status quo of your fantasy world.

HIGHLIGHTED SKILLS: CRAFT, FLY, OPERATE

MIGHTY HIDEOUS D8

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

Look at Me! When you get in someone's face, spend 1 PP to double **Influence** for the roll.

You Call That Pain?: When you activate an Opportunity to step back a physical Complication, step up **Fight** or **Survive** for the rest of the scene.

HIGHLIGHTED SKILLS: FIGHT, LABOR, SURVIVE

MYSTERIOUS PAST D8

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

Cortex Specter: Whenever anyone uses an information-based Asset against you, spend 1 PP to turn it into a **No Data Found** Complication of the same die rating.

Ghosts of Yesterday: Create a **D8** Complication relating to your history to step up your **Fight**, **Know**, or **Sneak** for a scene. This Complication cannot be stepped back by spending PPs to activate Opportunities.

HIGHLIGHTED SKILLS: FIGHT, KNOW, SNEAK

NEVER LEARNED TO READ NOR WRITE D8

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

Barely Literate: Gain 1 PP when pretending that you've read and understood something gets you in trouble.

Underestimated: Spend 1 PP to ignore a Complication die for an Action when you try to catch your opponent off-guard.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, KNOW

NEVER PUT DOWN ROOTS D8

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

Make Yourself at Home: Gain 1 PP when you obviously take advantage of someone's hospitality or strain the boundaries of your host's patience.

New Friends: When you first meet a Major or Minor GMC, step up **Social** for the scene. Step back **Social** for Actions with that GMC in subsequent scenes in this Episode.

HIGHLIGHTED SKILLS: LABOR, OPERATE, SURVIVE

ON THE RUN D8

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

Hide in Plain Sight: Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications.

Guilt by Association: Gain 1 PP each time your actions cause your fellow Crewmembers to become targets for whoever it is that's chasing you.

HIGHLIGHTED SKILLS: MOVE, NOTICE, SNEAK

ORPHAN D8

Been a long time since I've been able to call anyone family. It's better that way. Family let you down.

Better on My Own: When you refuse a lent die from another Crewmember, gain 1 PP and take a Complication equal to the size of the lent die relating to your refusal.

Scrounger: When another Crewmember is looking for supplies and fails, spend 1 PP to create a **Next Best Thing D8** Asset.

HIGHLIGHTED SKILLS: DRIVE, FOCUS, SURVIVE

PAMPERED UPBRINGING D8

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

Daddy's Money: Spend 1 PP to double your **Influence** die when promising a payout from your rich family.

What's That Smell?: When you are out of your element, gain 1 PP by stepping back your **Social** for the scene.

HIGHLIGHTED SKILLS: KNOW, INFLUENCE, THROW

PARLIAMENTARY PARDON D8

It's nice having a free pass for mayhem.

Shift the Blame: Spend a Big Damn Hero Die that's **D8** or larger to shift one of your social or legal Complications to another Crewmember or GMC.

Slide on By: When you try to bluff or bully your way in somewhere by mentioning your powerful connections, take a **Won't Forget Your Face D8** Complication to step up **Trick** for the Action.

HIGHLIGHTED SKILLS: MOVE, SNEAK, TRICK

PICKLED D8

The answers to all your troubles just might be at the bottom of that next bottle.

Coping Mechanism: When you make a recovery roll for an emotional Complication, you may spend 1 PP to use a **Drunk**, **Inebriated**, or similar Complication as an Asset for the roll.

Drink to Forget: When you take an emotional Complication and deal with it by crawling into a bottle, spend 1 PP to step it back and rename it **Drunk**.

HIGHLIGHTED SKILLS: CRAFT, PERFORM, TRICK

PLAGUED BY NIGHTMARES D8

No rest for the wicked. Least not so long as you can remember all the mi tian gong you've seen.

Tough to Shock: When you resist intimidation or scare tactics, step up or double **Focus** for the roll.

Short Fuse: When you lash out in a burst of anger, take or step up a mental Complication to step up or double **Influence** for the roll.

HIGHLIGHTED SKILLS: MOVE, OPERATE, SURVIVE

PRINCESS OF THE RIM D8

You turned a nasty nickname into a reputation for kindness.

Charity Ball Staple: Spend 1 PP to run into someone familiar with you and your charity work.

Heal the Wounded Heart: Spend 1 PP to step back another character's emotional or relationship-based Complication.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, LABOR

READER D8

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

Secrets, Secrets: When you are in the presence of someone who is trying to keep a secret, spend 1 PP to discover the secret with a **Mental + Know** Action. If your Action fails, create or step up a **Paranoid** Complication.

Psychic Flashes: Once per scene, spend 1 PP to create a **D8** Complication on a Gamemaster character by blurting out a secret or negative fate.

HIGHLIGHTED SKILLS: FOCUS, INFLUENCE, NOTICE

RELIVING THE UNIFICATION WAR D8

If war is hell, you're still burning.

Come Get Some: Step up **Fight** or **Shoot** for an Action when you have a mental Complication. Step up that Complication after the Action is resolved.

Shell Shock: When you take a social Complication, you may step it up to gain 1 PP and change it to **Flashbacks**.

HIGHLIGHTED SKILLS: FIGHT, SHOOT, SURVIVE

SCORNED AGENT D8

When you're a deniable asset, the one thing they don't train you for is life after the agency.

Lack of Tools: When you attempt covert entry without any Assets in the roll, you may step up or double **Operate** to bypass security.

Old Friends, New Enemies: When you first meet a GMC, spend 1 PP to declare that you knew them as a spy. Step up your **Social** when dealing with that GMC for the rest of the Episode. If you spend a PP to avoid being Taken Out by that GMC, step up the Complication that results.

HIGHLIGHTED SKILLS: OPERATE, SNEAK, SURVIVE

SECRET BROWNCOAT D8

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

Identity Crisis: When you choose to let the identity slip of one of your fellow hidden Browncoats, gain 1 PP and step up any related Complication.

The Walls Have Ears: When you create an Asset based on things your Browncoats overheard, step it up to a **D8** Asset.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TRICK

SEDITIONIST D8

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

Plastique Diplomacy: When you set and prime explosives in a public place, step up or double **Operate** for the Action.

Vocal Dissident: Gain 1 PP when you lambast the government to the press or public, exposing yourself to cost or retribution.

HIGHLIGHTED SKILLS: INFLUENCE, LABOR, OPERATE

SEMI-RETIRED D8

Despite your best efforts to get out, they keep pulling you back in.

I Don't Do That Anymore: Gain 1 PP when you refuse to do a favor for an old acquaintance.

Too Old for This: Spend 1 PP to give someone a **Wanted by the Law D8** Complication when you call in law enforcement with evidence of their criminal activities.

HIGHLIGHTED SKILLS: DRIVE, FLY, TRICK

SETTLEMENT SURVIVOR D8

They call you a survivor. Truth is you died back there and just haven't fallen over.

Can't Kill the Dead: Once per scene, when you spend a Plot Point to avoid being Taken Out from a physical attack, you may make an immediate **Physical + Survive** recovery roll out of the Action Order. If you raise the stakes, remove the Complication you received for staying in the fight. If you fail to raise the stakes, step up the Complication you take for staying in the fight.

Rebuild, Remember: When rebuilding a home, you may step up and double **Craft** or **Labor** for the Action. Take a **Grief Stricken D8** Complication after the Action is resolved.

HIGHLIGHTED SKILLS: CRAFT, LABOR, SURVIVE

SHADOWS OF THE WAR D8

Not everyone serves their side on the front lines. Not everyone left what they did behind.

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

Operational Flexibility: Double your **Focus** when you are working to reconfigure a plan on the fly.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, SNEAK

SHAKY FAITH D8

When you find yourself betrayed by the very cause you dedicated your life to, you can't help but feel guilty turning away.

Silent Majority: Gain 1 PP when you concede a social conflict and choose to be Taken Out rather than stand up for your beliefs.

Stand for What's Right: Spend 1 PP to use a mental-based Complication as an Asset for one Action when you stand up to your own Crew for your beliefs and what is right.

HIGHLIGHTED SKILLS: INFLUENCE, NOTICE, SNEAK

SINISTER COUNTEenance D8

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

Scare Tactics: Take a **Frightening D8** Complication to step up **Influence** for a scene.

Typecast: When playing the heavy or the rube, spend 1 PP to double **Perform** for an Action.

HIGHLIGHTED SKILLS: MOVE, PERFORM, THROW

SIREN D8

Do you know the myth of the Sirens from Earth-that-was? Their voices lured ships to their doom.

You Are Cordially Invited: When you hear of someone important, famous, or rich nearby, spend 1 PP to extend an invitation they dare not refuse. If they do not attend to the invitation, inflict a social Complication equal to your **Social**.

Siren Song: When you perform intimately for a powerful or influential audience, make a **Social + Perform** Action. If your roll is successful, a member of your audience will confide in you something they shouldn't. If you fail the roll, step back **Social** until the end of the next scene.

HIGHLIGHTED SKILLS: FOCUS, PERFORM, TRICK

SISTERS D8

No one understands you like your sister. You've always stood together.

Dearest: Step up **Treat** when you help your sister remove a Complication before you help anyone else.

Shift Blame: When you take a social Complication, spend 1 PP to step it back and give it to your sister.

HIGHLIGHTED SKILLS: NOTICE, TREAT, TRICK

SLIM D8

There ain't much meat on your bones.

Hard Target: Spend 1 PP to double **Move** when navigating through a crowd or diving for cover.

Wiggle Room: When you hide in a tiny space, you may use **Move** instead of **Sneak** to avoid detection.

HIGHLIGHTED SKILLS: DRIVE, MOVE, PERFORM

THINGS DON'T GO SMOOTH D8

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

Tough as Nails: When you take a Complication representing an injury or physical harm, spend 1 PP to step it back or rename it as a mental or social Complication.

Trouble Magnet: Step up one of your Complications to reroll a die. On your next roll, both 1s and 2s count for Complications.

HIGHLIGHTED SKILLS: MOVE, NOTICE, SURVIVE

THIRD DEGREE BLACK BELT D8

You dedicated your life to the study of a martial art. Now you are a living weapon.

Fists of Iron: When a GMC takes a Complication to avoid being Taken Out by your unarmed assault, spend 1 PP to step up the Complication.

Even the Odds: When you take an armed opponent's weapon from them, spend 1 PP to give them a **Disarmed D8** Complication.

HIGHLIGHTED SKILLS: FIGHT, FOCUS, THROW

TRAINED SINGER D8

Your voice is one of the sweetest things in the 'Verse.

Private Audience: When you need to get someone alone, spend 1 PP to force their entourage to wait outside.

Perfect Pitch: When you fail a **Perform** roll, spend 1 PP to reroll a die. When you fail a **Notice** roll, take or step up a **Sensitive Ears** Complication to reroll a die.

HIGHLIGHTED SKILLS: CRAFT, NOTICE, PERFORM

TRIAD RANKING D8

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

Brutal: Step up one of your own Complications to step up a Complication you caused another character to acquire this scene.

Gang Warfare: Gain 1 PP when your criminal background and deadly connections lead to violence against you or your allies.

HIGHLIGHTED SKILLS: FIGHT, INFLUENCE, TRICK

TRUST FUND D8

I hate being on an allowance! I'll have to save up for three months to buy a new hotrod.
Disposable Income: Spend 1 PP to create a **D8** Asset when you buy something the Crew needs.

Markers Around Town: You may keep three dice for your total when you roll **Trust Fund D8** instead of **Trust Fund D4**. Take an **IOU D8** Complication or step up an existing **IOU** Complication after the Action.

HIGHLIGHTED SKILLS: DRIVE, PERFORM, SNEAK

TWO BY TWO D8

You're a pair, you are. Absolutely inseparable.
Did You Catch That?: When you and your partner are actively looking to avoid trouble, step up or double **Notice**. Spend 1 PP to do both. Both 1s and 2s count as jinxes on the roll.

One-Two Punch: When you use an Asset created by another Crewmember, you may step it up. If you do, remove the Asset after the roll.

HIGHLIGHTED SKILLS: FIGHT, MOVE, NOTICE

UNDERCOVER D8

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

Identity Crisis: When you choose to let slip one of your former clients, gain 1 PP and step up any related Complication.

Friends in Low Places: When you create an Asset based on a seedy contact or underworld connection, step it up.

HIGHLIGHTED SKILLS: INFLUENCE, PERFORM, TRICK

VETERAN OF THE UNIFICATION WAR D8

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

Fightin' Type: Spend 1 PP to step up or double your **Shoot** or **Fight** when you're outnumbered.

War Stories: When you create an Asset or take a Complication related to a wartime flashback, step it up.

HIGHLIGHTED SKILLS: FIGHT, SHOOT, SURVIVE

VIRTUOSO D8

True virtuosity is rare in this 'Verse. You're more than gifted; you're transcendent.

Music Therapy: When you play beautiful music to soothe a Crewmember's **Mental** complication, you may use **Perform** instead of **Treat** for the Action.

Stradivari: When you play your best instrument for a public audience, double or step up the Signature Asset for your instrument for the Action. Spend 1 PP to do both.

HIGHLIGHTED SKILLS: CRAFT, PERFORM, THROW

WET BEHIND THE EARS D8

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

Easy Mark: Gain 1 PP when you are tricked by more worldly folk or whenever someone takes advantage of your naiveté.

Optimist: Spend 1 PP to double **Treat** when helping a Crewmember recover from a mental Complication.

HIGHLIGHTED SKILLS: DRIVE, FIX, TREAT

WORLD WEARY D8

You've seen a lot of things during your time in the black and little is left to surprise you.

Been There: Create a **D8** Asset when you ask for help from an old contact. If you use this Asset in a roll and fail, your contact turns against you. The Gamemaster will reveal why they set you up for a fall.

Done That: When you tell a Crewmember about a situation from your past similar to the one you face now, gain a new Specialty for the rest of the scene. Take or step up a social Complication reflecting your past.

HIGHLIGHTED SKILLS: FOCUS, NOTICE, SNEAK

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CREWMEMBER SIGNATURE ASSETS

We've collated all of the cool Signature Assets found in the **FIREFLY RPG COREBOOK**, *Things Don't Go Smooth*, and *Smuggler's Guide to the Rim*. Don't be afraid to recommend appropriate Signature Assets for your Crew to use or earn through Advancement.

WEAPONS

Callahan Full-Bore Auto-Lock D8: Augustus learned the value of good equipment in the War. The Callahan is the finest rifle made in the 'Verse. He's carried one ever since.

Collapsible Batons D8: You've got no love for keeping weapons in uncomfortable places, but what you do have is quite a pair. A baton is strapped to each thigh that extends with the touch of a button. The twin batons can be connected and used as a staff.

They All Fall Down: When you Take Out an opponent with your **Collapsible Batons**, spend 1 PP to inflict a physical Complication on another.

Crossbow D8: It's not always practical to whip out a full bow and arrow, but you can easily draw your self-loading crossbow. It might not be a fancy pulse rifle, but it proves your point and shows off your skill just as well.

A Crosswhat?: When you emphasize a threat by brandishing your crossbow, spend a Big Damn Hero Die to give a GMC a **Surprised** Complication one die size less than the Big Damn Hero Die.

Damocles Bullets D6: This form of ammunition shatters into several tiny pellets upon breaking the skin. This means it does less damage than a regular bullet but it is extremely hard to locate and remove all the pellets. Each pellet contains a deadly poison, and can be burst with the right wireless trigger. So those that are hit with such a bullet become very attentive when the person holding the trigger gives them an instruction.

Powerful Leverage: When you successfully raise the stakes by shooting someone with Damocles Bullets and they are not Taken Out, step back the Complication they just took to give the target a **Your Fate Is In My Hands D8** Complication.

Dapper Cane D8: You are full of affectations, quirks that cause many folk to roll their eyes at. Though you walk just fine without your cane, like everything else about you it's not what it seems. The handle can be pulled free and used as a small gun. It might not punch through steel, but those bullets'll put a hole clean through just about anybody.

Bang: When you are the first to shoot in a firefight, spend 1 PP to roll **Physical + Sneak** instead of **Physical + Shoot**.

"Eurydice" Oak Rifle D6: Modeled after an antique from Earth-That-Was, this bolt-action long range rifle has a smooth oak body and engraved silver etchings on its handsome sides. It's said that when Orpheus wants to sing a song of violence, "Eurydice" is his favorite instrument.

Grandstanding: When showing off for a crowd and rilin' 'em up, spend 1 PP to step up or double **Influence** for the roll.

Fire Whip D6: By swinging this large handle, the user causes a weighted wire to slide out, creating a thin steel whip. This wire is also able to exude a highly flammable liquid that, when ignited, covers the whip in flame. Obviously users need a lot of skill not to set themselves on fire, but its effects can be deadly.

Melee Pyrotechnics: Step up any Complications inflicted by the Fire Whip when it is ignited. Both 1s and 2s count as jinxes in rolls where the whip is ignited.

Grandpa's Six-Shooter D8: When Honey took control of the family after Grandpa passed, she also took his antique six-shooter as a sign of her familial authority. After all, this was the gun that had led the McCoy's into battle for decades. Why should that change with the old man's death?

Family Heirloom: When you make a display of authority and power using your trusty six-shooter, spend 1 PP to step up or double **Influence** for the Action.

Lassiter Replica D10: Darius carries a carefully crafted replica of an old Lassiter laser pistol. However, while it looks old and clunky, on the inside it is a very advanced weapon, capable of self-targeting its immensely powerful laser beam.

Beam Sweep: When you successfully raise the stakes attacking with your **Lassiter Replica**, spend 1 PP to immediately attack a second opponent even if you've already used your turn in the Action Order.

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.

Light Body Armor D8: Your job is to take a bullet for your boss, but there's no sense in being foolish about it. You might put your body between your employer and a slug, but you make sure there's a vest between you and that bullet.

Stopped a Bullet: When you spend a PP to avoid being Taken Out in a firefight, you can step back **Light Body Armor** until the end of the Episode instead of taking a Complication. Remove **Light Body Armor** from the Episode if it is stepped below **D6**.

LRP 42 Long-Range Pulse Rifle D8: The LRP 42 is an exceptional weapon famous for precision and deadliness. It's a versatile weapon and can also be used much like a bo staff in close quarters.

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

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.

Pirate's Weapons D8: Tessa's favored armaments are a pistol in one hand and an old-fashioned cutlass in the other. She charges into battle wielding the pair with devastating effectiveness.

Gun & Blade: When you enter battle with a sword in one hand and a pistol in the other, spend 1 PP to step up **Pirate's Weapons** for the scene.

PUB H 30 Energy Pistol D8: Developed during the Unification War, the PUB H 30 Energy Pistol is a huge leap forward in the design of energy weapons and is one of the finest sidearms in the 'Verse, though its high price tag prevented it from ever being produced on a mass scale.

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

Sawed-Off Shotgun D8: If'n you want a piece o' hardware that says you mean business, look no further than the sawed-off shotgun. Small enough to be concealed under a coat, the double barrels come as a right surprise to anyone caught staring down them.

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

Sawn Off 10 Gauge D6: It's hard to match the raw stopping power of a shotgun that can blast a hole in the wall.

Door Breach: When you blow off the hinges on a door with your shotgun, roll **Physical + Shoot**. If you raise the stakes, give a squad member a **Clear Entry D8** Asset.

Shuriken D8: Others may trade bullets, but you believe in being deadly as well as silent. You prefer throwing stars as your distance weapon—you know that up close you are your own best weapon.

Silent Death: When you attack someone unawares with your shuriken, you may replace your **Throw** with a **D4**. Gain a Big Damn Hero Die equal to your normal **Throw** die rating if the attack is successful.

Sonic Detonator D6: This palm-sized circular device emits a high-powered sonic wave that incapacitates anyone in a 15-foot radius for up to ten minutes with a high-pitched noise. Ear buds connected wirelessly with the Detonator emit an interference pattern that cancels the effects for the user. The device has a second setting that uses its entire power cell that sends out a sound pulse that will knock people in the radius off their feet.

Clear Exit: When you activate your Sonic Detonator, spend 1 PP to make a conspicuous but unopposed exit from the area.

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.

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

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.

Wave Gun D6: This gun was designed as a battlefield weapon to break enemy morale and cause chaos. It fires magnetic pulses in a wide shotgun pattern that can impact brain neurochemistry. These pulses make the targets' brains release large amounts of dopamine, the chemical that controls happiness. This initially creates profound and very distracting euphoria in the target, but after the effects pass in about an hour the target is left depressed and apathetic with crushing feelings of hopelessness.

Emotional Weapons: When you Take Out an enemy with your wave gun, spend 1 PP to inflict a **Wave Gun High** Complication equal to your enemy's highest rolling die. At the end of the next scene, the target steps up the Complication and renames it **Wave Gun Crash**. Remove the Complication at the end of the second scene unless it is recovered earlier.

Weapons Stash D8: You like to keep up appearances well enough, but even the most patient hound has got to show its teeth every now an' then. So you keep a small armory of rifles and handguns, enough to outfit a small militia unit, hidden but handy.

Keep 'em Coming: Spend 1 PP when you grab a pile of guns from your **Weapons Stash** before a big battle. Step up a Signature Asset for the duration of the scene.

Web Rifle D6: This rifle fires a sticky fluid at a target, quickly enveloping them in sticky strands that then harden to trap them. Unfortunately, each shot uses a lot of fluid, so the gun is good for about five shots before you need to screw in another flask of fluid. A less subtle version that comes with a backpack for a larger fluid reserve has been developed for "urban pacification."

Webbed Up: When an opponent spends 1 PP to avoid being Taken Out by your Web Rifle, step back Web Rifle for the scene to step up the Complication you give them.

Whisper Firearm D8: The Whisper Firearm has a built-in silencer that suppresses the sound of gunfire. Why, it's perfect for a bounty hunter like yourself.

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

Wolf Gloves D6: A close combat weapon that also keeps the user's hands warm. These gloves resemble ordinary thick winter gloves, but the back of the hand is covered in layered steel blades. When the hand is closed into a fist, the blades are forced out to create six-inch razor sharp claws, which retract when the hand is opened.

Fashionable Murderwear: Spend 1 PP to create an **Apparently Unarmed D8** Asset when meeting someone while wearing your Wolf Gloves.

GADGETS, CLOTHING, AND EQUIPMENT

Advanced Med Kit D8: Zaine has a kit outfitted with the latest portable med tech. Aside from being useful in a pinch, it lends a lot of credibility wherever he goes.

Trust Me, I'm a Doctor: When you use your status as a trained medical professional to push your way into somewhere you shouldn't be, double **Advanced Med Kit** for the Action.

Alliance Academy Ident Card D8: Every Alliance academy issues an ident card to its faculty, staff, and students. The card not only allows access to campus resources, but museums and other educational destinations often offer a discount to those with academy credentials.

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

Alliance Badge D8: The Alliance badge is more than a piece of gold stamped with the form of the Alliance crest. It is a symbol of the Alliance's moral authority.

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

Black Datapad D8: Bai Yin carries a small black datapad that contains the names of every dead Alliance citizen and where their body may be found. If you want to know if a missing loved one is living or dead, Bai Yin can tell you... for a price.

Closure and Hope: When someone asks you if a loved one is still alive, consult the **Black Datapad** and ask your subject to make a **Mental + Focus** Action against your **Mental + Know**. If the querent raises the stakes, you may give that person a **D8** Asset named **Closure** or **Hope**. If, however, the querent fails to raise the stakes, assign that mourner a **D8** Complication pertaining to their grief.

Bulletproof Vest D8: Anyone can fire a gun, but if you want to come through intact? You're going to need protection from bullets. Doesn't hurt if it fits your style, either.

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

Clean Suit D8: If you look like a barroom brawler, you're goin' to attract fights. If you're wearin' a clean, pressed suit, even the junkies are gonna think twice before throwing a punch. No self-respectin' security professional would ever wear anythin' else.

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

Cortex Code Breakers D8: You've added augmented hardware and software to your computer systems that allow you to more easily hack into secured areas of the Cortex. You can also break encryption faster than normal.

Hackasaurus Rex: Spend 1 PP to create an **Advanced Decryption Algorithm D8** Asset when you are breaking into secured Cortex files or databases.

Cortex Comms Earpiece D8: Most of the interns get the simplest contact device the hospital can afford, but you earned something better. Your earpiece is jacked into the Cortex at all times, constantly downloading medical data that's useful before you even have to request it.

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

Cortex Password Cracker D8: To an engineer the Cortex Password Cracker is a collection of processors and logic chips designed to analyze and exploit security flaws on the Cortex. To you, it's a little gray box that will break into just about any part of the Cortex.

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

Cortex Smokescreen 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.

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

Cortex Tablet 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.

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

Data Nappers D8: When sidling up next to an unsuspecting mark, you can use this barely noticeable small pack on your belt to hack and copy any information kept on the mark's tablet or open data streams. If need be, it can upload its data to cover its tracks.

Reveal the Data: When you attempt to blackmail someone with the information you've stolen, step back **Operate** for the scene to step up **Influence** for your blackmail roll.

Disguise Kit D8: The most effective disguises draw attention to themselves—a standout disfigurement, unusual haircut, or other distinctive feature. The disguise kit has enough of these tricks to give you a thousand faces.

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

Emergency Transponder D6: Should he ever be kidnapped or lost, Darius has an emergency transponder set into the wrist of his left hand. If he presses the inside of his wrist the transponder activates, sending an emergency signal to the *Santa Maria*.

Waiting Game: When you are captured, make a **Physical + Sneak** roll against your captor's **Mental + Notice** or **Mental + Operate**. If you raise the stakes, take the highest rolling die in your pool and set it as a **Rescue Timer**. If you have an extraordinary success, step up the **Rescue Timer**. If you failed to raise the stakes, use the smallest die from your pool as the **Rescue Timer**. At the end of each scene, step up the **Rescue Timer**. Help arrives when it is stepped up past a **D12**.

Fake Ident Cards D8: You've got a collection of fake ident cards that you use to get yourself out of trouble. Though you ain't sure who you'll pretend to be next, your ident cards will distract the Law when need be.

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

Hi-Tech Forensics Kit D8: Finger print scanner. Ultraviolet goggles. Ballistic trajectory programs. All the tools you need to read a crime scene like a book. Portable, reusable, rare. It's given you plenty of information on more than one occasion, even though you had to bribe an Alliance officer to get this model.

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

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.

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

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**.

Jet Packs D8: Sometimes you may need a little more room to operate, so you take to the sky. The jet pack is capable of sustained flight for up to one hour without refueling.

Skyhop: When you take to the skies with your jetpack to escape during a chase, spend a Big Damn Hero Die equal to or greater than your pursuer's **Move** to automatically raise the stakes without a roll.

Layer Cake Dress D8: While some ladies may like slinky dresses, you're all about the poof. People actually treat you differently when you're in it, but it can be quite awkward to move at times, especially in a crowd.

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

Law Enforcement Database D8: Information's as good as gold in fightin' lawlessness, and that's why you've got your Cortex uplink to the Alliance's law enforcement databases. It's a weapon you know how to wield, provided them overhead satellites are workin' right.

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

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.

Moonstone Pendant D8: Bai Yin wears a large, teardrop-shaped moonstone pendant on a silver chain around her neck. If she allows you to look through her crystal, she'll tell you that you can see into the lands of the dead and may catch a glimpse of someone you lost. Unfortunately, she'll also tell you that the dead can stare back at you—after you peer into the stone.

Visions: When people ask to look through your pendant, ask them for 1 PP. If they give it to you, they can see a loved one at peace. If they do not, the subject of the vision is angry or turns away, inflicting a **D8** mental Complication.

Military "Dusk" Truck D8: During the War, both the Alliance and the Independents used cargo trucks to transport soldiers in the dead of night. Nicknamed the "Dusk" Truck, this vehicle has a canvas-covered rear and was typically driven across the battlefield during a lull in the fighting.

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

Pocket Watch D8: With all of your natty duds, no one thinks twice about you flashing your pocket watch to complete your look. What folk don't 'spect is that your watch jams all signals within a two room radius. This way all of your conversations can remain private-like.

Time Out: When you jam signals with your watch, remove a **Bugged** Complication or an opponent's **Surveillance** Asset from play. Take or step up a **Tipped My Hand** Complication at the end of the scene.

Ring of Holding D8: This poison ring holds a drug called "Hydra." You keep an injectable dose handy; you never know when you'll need the drug's fiery effects to perk you—or someone else—up. Side effects include a burning sensation, excessive thirst, and a loose tongue.

A Single Dose: When you visit someone and have a dose of a drug in your ring's hidden compartment, spend 1 PP to give an opponent a **Drugged D8** Complication.

Spy Flies D8: Oh to be a fly on the wall in certain rooms. Unlike the **Stink Bug** Signature Asset, the **Spy Flies** are robotic insects capable of remote flight and can record hours of both audio and visual data. They best operate in short-range circumstances—but they're a great extra set of eyes and ears.

Useful Pests: When you wish to gather information with your **Spy Flies**, make a **Mental + Operate** roll. If your Action is successful, create a **Spy Fly Surveillance D8** Asset that lasts until the end of the Episode. If you fail to raise the stakes, your flies get swatted. Step back **Spy Flies** until the end of the Episode.

Stealth Suit D8: Any fool can end a life, but the Alliance pays you to do it without leaving a trace. The suit they gave you makes sure you get the job done right. Cameras can't catch it, it doesn't give off heat, and it blends into shadows.

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

Stink Bug D8: This li'l bug is useful for surveillance. Though it don't record none, what you learn could mean the difference between arrestin' folk or letting them be.

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

Sybil D8: Though the War may have taken away your ability to sing, technology kept it from silencing you. Sybil is an AI unit cybernetically linked to you though a cap on the back of your brainpan. The unit itself is housed in a robot that always attends you and transmits your thoughts into a voice. Should things get all humped, Sybil is capable of independent flight and can home in on your location.

Translation Error: When you spend a PP to avoid being Taken Out in a social conflict, you may shut down Sybil for the scene instead of accepting a Complication.

Trader's Guild Credentials D8: Joining the Trader's Guild is a difficult, costly, and exhausting process throughout which one's entire history is scrutinized. Just about no one would look too closely at a trader bearing credentials. After all, the Guild already did all that.

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

Trail Tag D6: This light cream is absorbed quickly into the skin of a target's body. It adds a chemical to the natural oils and sweat the skin produces that can be tracked with chemical detectors. Moreover, it also tags anyone who shakes hands or touches the bare skin of the target. The Alliance uses this to track criminal contacts by simply seeing whom the target makes connections with.

Chem Trail: When you shake hands with suspects to surreptitiously tag them, spend 1 PP to create a **Chem Trail D8** Asset.

Worm Food Computer Virus D8: This here is Worm Food, a computer virus that'll eat its way through a program or file in seconds, leaving a mighty big hole behind.

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

ALLIES AND CONTACTS

Alliance Contacts D8: Influence is about knowing the right people. Having contacts with a variety of powerful Alliance figures pays great dividends.
Formal Introductions: When your Crew needs access to someone powerful and well connected in the **Alliance** Faction, spend a Plot Point to obtain a formal introduction through your **Alliance Contacts**.

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

Corporate Resources: When you use your Blue Sun Co. cortex access to look up information on a target, roll **Mental + Know**. If you raise the stakes, gain a Big Damn Hero Die equal to your **Know**. If you fail the roll, take a **Blue Sun Co. Specters** Complication.

Browncoat Contacts D8: It ain't always what you know but who you know. The Alliance think they're all high an' mighty but you'd rather a passel o' Browncoats had your back any day.

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

Corporation Contacts D8: Business relationships are what keep the 'Verse spinning. Developing a rapport with your colleagues and competitors is essential for success.

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

Criminal Contacts D8: Your contacts ain't exactly likely to get you in good with the governor but they can show you a damn good time. Hell, they might even get you a job.

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

Ear to the Ground D8: You have agents and informants everywhere. Through them you stay one step ahead of them as mean you harm.

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

Horse Husbandry D8: You love your horses. You've been trained in how to take care of them and ride them since you could walk. You groom them, feed them, and tend to them. In return, they work hard for you.

Superb Steed: When you whistle for your steed because you need to make a fast escape and don't have an exit strategy, spend 1 PP to have one arrive in the scene.

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.

Commander's Concerns: If one of your squad is Taken Out in combat or suffers a serious injury, after the battle is over take or step up a **Burden of Command** Complication to remove the squad member's Complication.

Sympathetic Townsfolk D8: Some of your former townsfolk are so appreciative of your deeds they'll go out of your way to do you a favor or fight for you if need be.

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

Team of Lawyers D8: There's a great benefit to having a team of lawyers at your beck and call. The little people of the 'Verse are reluctant to even look at you wrong for fear they'll be slapped with a lawsuit.

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



KNOWLEDGE, MEMORABILIA, AND PASSES

Alliance Rules and Regulations D8: The procedures of the Alliance federal police are codified in great detail. They exist as much to protect the officers of the Alliance as to ensure continued peace in the 'Verse.

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

Annabel D6: Molly owns a raggedy cloth doll named Annabel. The doll is her only connection to her lost family, and she is never without it. Should it be lost, she will do anything to get it back.

Childhood Link: Step up or double **Focus** when making a recovery roll against mental Complications using **Annabel** in the dice pool. If you lose **Annabel** or she is stolen, take a **The Things I've Done D8** Complication. You cannot recover this Complication until you recover **Annabel**.

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 to assume a new identity and leave the pain of their former lives behind.

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

Blackmail Database Connection D8: The Blue Sun Corporation is one of the greatest powers in the 'Verse, primarily because they've got dirt on everyone. You've got access to that pool of secret knowledge, and you're not afraid to lean on people with information about their past misdeeds.

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

Blue Sun Security Pass D8: You have a Security Clearance that gives you access to the upper-level floors of any Blue Sun Corporation building—well above your boss's pay scale.

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

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

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

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.

Stuffed Bear D8: Your favorite stuffed bear is the only thing you couldn't Read as a kid. To this day, it's the only creature that'll give you a moment's peace. This here bear is the eye of your personal little storm.

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

LOCATIONS, MAPS, AND HIDEYHOLES

Alliance Safehouse Map D8: The Alliance has put safehouses all over the 'Verse for folk just like you. You've got the most up-to-date map of the current safehouse configuration in case you need to go to ground fast. It even has passcodes to weapon stocks and food stores at each location.

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

Browncoat Safehouse Map D8: During the War, the Independents established hundreds of secret bases, many of which were simply shacks in the middle of nowhere. After the War, those that went undiscovered were converted to safehouses for any Browncoats in need.

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

Bomb Shelter D8: In your line of work, it's good to keep a fallback position where you can hide out and regroup. Heavily fortified, it can withstand a solid Alliance bombing.

Fortification: When you and your Crew make a stand in your **Bomb Shelter**, any Crewmember that spends a PP to avoid being Taken Out steps back the resulting Complication.

Fire Under Any Condition: Spend 1 PP to remove a **Jammed**, **Misfire**, or similar Complication.

Secret Stash D8: You're so business-savvy you've managed to create a whole separate inventory and hide them items on your books. You've got a few foodstuffs like tobacco, rice wine, and the like, but you've also managed to squirrel away a few important medicines, gems, and other finery, too.

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

Survival Stash D8: Sometimes situations get so humped you might have to drop off the grid for a spell on a moment's notice. You've managed to squirrel away enough survival rations to last awhile including food, matches, a few credits, tobacco, medicine, and distilled hooch. It never hurts to have a few comforts of home when on the run.

Bolt Hole: When on the run and in need of a place to lie low, spend 1 PP to declare you are near one of your survival caches.

The Countess D6: Devon has spent considerable resources turning the Countess into his personal espionage playground. Moreover he is completely in charge of the station and everyone knows it.

Ruler of the Station: Spend 1 PP to double **Influence** when giving orders aboard the Countess.

SHIP DISTINCTIONS

For your ease of reference, listed below are all of the Ship Distinctions in the **FIREFLY ROLE-PLAYING GAME**. These Distinctions may also be found in the **COREBOOK**, *Things Don't Go Smooth*, *Smuggler's Guide to the Rim*, and *Ghosts in the Black*. The Distinctions are classified into three primary groups and are organized alphabetically. Your Crew is encouraged to reference the Distinctions and Signature Assets to build the boat of their dreams.

CLASS DISTINCTIONS

Every Crew needs a boat, which is why the ship's class Distinction is the most important one to consider. The class Distinction will have an impact on your Crew's ability to navigate the black and play this campaign, but can be further supported by Signature Assets and other Distinctions.

MILITARY VESSELS

AEGIS CLASS ALLIANCE BATTLESPIHERE D8 **ENGINES D8, HULL D6, SYSTEMS D10**

Shaped like a small sphere, this unusual ship has multiple engine nozzles connected to a central gravity drive. This allows it to rapidly change direction and orientation, enabling the Battlesphere to present the stronger, undamaged parts of its hull to an enemy. These ships are usually flown in groups to protect larger ships like Alliance cruisers or skyplexes.

Security Blanket: When the ship is being attacked by multiple ships, the ship's pilot may spend 1 PP to step up and double **Hull** for one Action.

Zig Zag: When dodging incoming fire, the pilot may spend 1 PP to step up **Engines** for one Action.

ALCATRAZ CLASS ALLIANCE PRISON SHIP D8 **ENGINES D4, HULL D10, SYSTEMS D10**

Used as maximum security penitentiaries, these prison ships house the worst criminals in the 'Verse. Escape is rare and nearly impossible as the space prison's incredible sensor arrays can detect incoming rescue ships at vast distances. It's also very difficult to even find them, as they maintain Cortex silence as much as possible, and change position every week, or more.

Needle in a Haystack: When someone is trying to find the location of the ship in a Timed Action, the pilot may reroll a die. On the next roll, all 1s and 2s count as Opportunities.

Nobody Has Ever Escaped The Rock: Spend 1 PP to create an **Increased Security D8** Asset when an escape attempt is detected.

ARBITRATOR CLASS ALLIANCE PATROL BOAT D8 **ENGINES D8, HULL D8, SYSTEMS D8**

Also known as the "Cutter," this Alliance-owned ship is fast and has a generous cargo hold. This state-of-the-art military vessel has a thick hull and is primarily used to target scavengers and the like. The Cutter is well-armed and can hold its own in a fight.

Official Sanction: When you create an Asset or take a Complication involving official Alliance channels, step it up.

Regularly Inspected: Spend 1 PP to reroll a pool when rolling to **Fix** the ship.

BISMARCK CLASS GUNBOAT **ENGINES D6, HULL D6, SYSTEMS D12**

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

FIRE! The captain may spend 1 PP to double **Systems** for one Action. 1s and 2s count as jinxes for the roll.

Like a Pylon: When attacked by a ship with a higher **Engines** Attribute, the captain may choose the ship to take an **Outmaneuvered D8** Complication to gain 1 PP.

FREEDOM CLASS INDEPENDENT DESTROYER D8 **ENGINES D6, HULL D10, SYSTEMS D8**

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

Still Fighting the Good Fight: When fighting against an Alliance ship, the captain may take an Action to bolster crew morale. If the stakes are raised, create an **Improved Morale D8** Asset. If an extraordinary success is rolled, step up that Asset in addition to gaining a Big Damn Hero die.

Miraculous Escape: Once per Episode, the captain may spend 1 PP to have the ship be Taken Out during a combat, but can then narrate how the ship escapes capture.

HIGGINS CLASS ALLIANCE PERSONNEL CARRIER D8
ENGINES D6, HULL D12, SYSTEMS D6

These medium-sized carriers were used to transport Alliance ground troops from world to world during the Unification War. They're filled with small double occupancy bunks and support compartments that include a galley, entertainment center, and gymnasium. The gym seconds as a mustering area for rapid deployment via a ramp that deploys from the bottom of the ship. These ships are well-stocked with weapons, ammunition, and military-grade explosives.

So Say We All: When transported Alliance soldiers are in combat, spend 1 PP to create an **Esprit de Corps D8 Asset**.

It's the Only Way to Be Sure: Once per session, you can launch high-intensity ordinance at a target. If you raise the stakes during such an attack, the target cannot spend 1 PP to stay in the fight.

JUSTICE CLASS ALLIANCE GUNSHIP D8
ENGINES D12, HULL D4, SYSTEMS D8

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

Pilot Assisted Targeting: Step back **Systems** for an action to double the pilot's **Shoot** for an action.

One Hit, One Kill: When you are attacking another ship, double **Systems** for the Action. If you fail to raise the stakes on that roll, take or step up a Complication relating to your exposed position.

LIBERTY CLASS INDEPENDENT CRUISER D8
ENGINES D4, HULL D12, SYSTEMS D8

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

Takes a Lickin': The captain may choose to set the stakes in a high stakes conflict to gain a PP. 1s and 2s count as jinxes for the roll.

Keeps on Tickin': When the ship would be Taken Out during a high stakes conflict, the captain may step back **Hull** for the rest of the scene instead of a Crewmember spending a Plot Point to allow the ship to stay in the fight.

LIESHOU CLASS ALLIANCE DESTROYER D8
ENGINES D8, HULL D6, SYSTEMS D10

These smaller military class vessels form the backbone of the Alliance navy and ply the lanes investigating smugglers, protecting freighters, and dealing with pirates. They have excellent sensor suites and can surprise criminals with sudden bursts of speed.

Flank Speed: When involved in a chase, step back **Systems** for the rest of the scene to step up **Engines** for the rest of the scene.

Prepare To Be Boarded: Spend 1 PP to create an **Alliance Marines D8 Asset** when boarding another ship.

ORION CLASS ALLIANCE ENFORCEMENT CRAFT D8
ENGINES D10, HULL D6, SYSTEMS D8

Roughly the size of a Firefly class transport, these patrol craft are quick and well armed. They are primarily used by Alliance-sanctioned local law enforcement rather than the military. Those who fly these ships will seek to disable targeted vessels with electromagnetic pulse missiles and bombs rather than destroy them.

I Like My Circuits Fried: Spend 1 PP to step up a Complication you just inflicted related to disabling electronics.

You Can Run, But You Can't Hide: Spend 1 PP to step up or double **Systems** when trying to track or identify someone or a ship.

PEREGRINE CLASS STEALTH FIGHTER D8
ENGINES D10, HULL D4, SYSTEMS D10

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

Nobody Here but this Chicken: Step back **Engines** for the rest of the scene to step up **Systems** for the rest of the scene when trying to fly undetected.

Open the Bomb Bay Doors, Pal: Take a **Staying on Target D8 Complication** to double **Systems** for one Action. You may recover that Complication by taking a **Mental + Operate** recovery Action.

QIN SHI HUANG CLASS ALLIANCE MILITARY SKYPLEX D8

ENGINES D4, HULL D10, SYSTEMS D10

Military skyplexes are not as large as the commercial or industrial skyplexes, but are better armed, armored, and carry a large complement of Alliance soldiers. They are often found orbiting major worlds in the Core, near strategically important locations in the Border, and close to industrial complexes in the Rim. Unlike most ships of this size, military skyplexes are capable of moving from world to world, but are much slower than Alliance cruisers.

Advanced Weapon Charges: Spend 1 PP to step up any weapons-based Signature Assets for one Action.

Ponderous Beasts: Take a **Can Barely Move D8 Complication** to gain 1 PP.

ROAD RUNNER CLASS INDEPENDENT BLOCKADE RUNNER D8

ENGINES D10, HULL D6, SYSTEMS D8

These blockade runners were manufactured by Weyland-Yutani during the Unification War and were used primarily to break through Alliance blockades surrounding besieged worlds. These ships land vertically in order to allow a quick take-off if they are discovered on the ground. After the War, they were confiscated by the Alliance and decommissioned. Now, mechanics and salvagers can find these vessels in spaceship junkyards throughout the 'Verse.

Catch Me If You Can!: Spend 1 PP to step up a Complication inflicted on another ship that is chasing you.

Quick Off the Ground: Spend 1 PP to double **Engines** when launching from a planetary surface.

SILVER STAR CLASS INDEPENDENT GUNSHIP D8
ENGINES D12, HULL D4, SYSTEMS D8

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

Gyroscopic Cockpit Stabilizer: Step back **Engines** to step up **Systems** while in atmo.

Shiny! Literally: When you take a Complication from a hit by laser cannons or another type of light-based weapon, spend 1 PP to step the Complication back.

TOHUKU CLASS ALLIANCE CRUISER D8
ENGINES D8, HULL D12, SYSTEMS D10

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

Let's Go Help These People: When you overlook minor criminal activity to answer an Alliance distress beacon, gain 1 PP.

Power Projection: When ordering another ship to stand down and prepare to be boarded, the captain may spend 1 PP to step up or double **Influence** for one action.

T.P. MURPHY CLASS COMMAND SHIP D8
ENGINES D6, HULL D8, SYSTEMS D10

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

Eyes and Ears Everywhere: When you use ships in other systems to coordinate searches spend 1 PP to step up or double **Systems** for one Action. Spend 2 PP to do both.

Works Well in Groups: When your ship is attacked when by itself, double the highest die in your attacker's pool to gain 1 PP.

WRAITH CLASS BLACK OPS SHIP D8
ENGINES D12, HULL D6, SYSTEMS D10

This small, crescent shaped ship is one of the most advanced ships in the 'Verse. It may look small, but it's got all manner of surprises that just ain't fair. Worse yet, it tends to show up at the least convenient moments, when things already ain't going smooth.

Alliance High Tech: Step back **Systems** to add a scale die to your dice pool for one Action.

Uncanny Intelligence: While pursuing a fugitive on an official mission, spend 1 PP to appear in a scene in which the fugitive is trying to escape trouble. If an Action Order is underway, take your turn immediately upon appearing in the scene.

TRANSPORT VESSELS

BAUMSTARK CLASS BULK FREIGHTER D8
ENGINES D4, HULL D12, SYSTEMS D8

When you have a whole lotta cargo to move but don't much care how long it takes to get there, this here is the ship you want. It's ugly. It's slow. But it can take a beatin'. Its spacious cargo bay can be divided into compartments, keeping contents—and nosy intruders—safe and separate.

Cows Move Faster: Step up a Complication related to how slow or clumsy your ship is to gain 1 PP.

Modular Cargo Bay: Spend 1 PP to create a **Maze of Containers D8** Asset when someone forcibly boards your ship.

FLAG CLASS SPACESHIP TRANSPORT D8
ENGINES D4, HULL D12, SYSTEMS D8

Flag class transports are smaller than they appear. Most of their hull is empty space. They're capable of opening up their massive docking bay doors to envelop another spaceship, which can then close and keep that boat hidden. Once air is supplied to the docking bay, the enveloped ship can then be repaired. The docking bay is often equipped with manual gravity control.

Repair Shop...In Space!: A mechanic may spend 1 PP to double **Fix** when repairing another ship's hull while it is in the docking bay.

Ace in the Hole: Spend 1 PP to allow the pilot of the ship in the docking bay to act first during an Action Order. The pilot may reroll any dice that come up 1 instead of accepting a Plot Point.

EAGLE CLASS LIGHT TRANSPORT D8
ENGINES D12, HULL D6, SYSTEMS D6

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

Independent Chopper: When you have the time and materials to make significant modifications to your ship, spend 1 PP to remove your Customization Distinction and replace it with a new Customization Distinction.

Punch It: When you are being pursued by a single ship, the pilot may spend 1 PP to take a **Mental + Fly** Action opposed by the pursuing ship to immediately execute a hard burn and escape the area.

ELEGANCE CLASS SHUTTLE D8
ENGINES D12, HULL D4, SYSTEMS D8

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

Nice Ship You've Got: When you are conducting a business meeting on your ship, you may spend 1 PP to step up your **Corporations Reputation** for one Action.

Unwanted Attention: When you are outside the Core, the captain may choose to attract attention from a member of the **Criminals** Faction to gain 1 PP.

FIREFLY 02 CLASS MEDIUM TRANSPORT D8
ENGINES D10, HULL D8, SYSTEMS D6

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

"Clunk": When the ship is involved in a high stakes conflict, the engineer may choose to have the ship take a **Engine Problems D8** Complication to gain 1 PP.

Barrel Roll: The pilot may choose to have the Crew take a **Nauseating Maneuvers D8** Complication to step up **Engines** for one Action.

FIREFLY CLASS TRANSPORT D8
ENGINES D10, HULL D8, SYSTEMS D6

Designed as a multi-purpose boat, this mid-bulk ship is extremely versatile and can be used as a salvager out in deep space or to haul passengers from one town to another. Though variations exist, all Firefly ships have the capacity to take off and land vertically and are engineered with certain fixed compartments: cargo hold, engine room, quarters, and bridge.

Connected Operations: When rolling to fix a ship's Complication, you may step up the difficulty die to fix two Complications at once. Step up any Complication that results from this roll.
Everybody Has One: When you create an Asset or take a Complication related to everybody knowing your kind of ship, step it up.

HADES CLASS PRISON TRANSPORT D8
ENGINES D6, HULL D10, SYSTEMS D8

Prisons, work camps, and military compounds are scattered throughout the 'Verse. These privately-owned ships transport inmates to their places of incarceration and can be put in service by anyone—Alliance or otherwise—with the credits to do so. Typically, these transports are well-armed and have a small contingent of security personnel to ensure their prisoners are secure.

Guards! Guards!: Spend 1 PP to create a **Security Personnel D8** Asset when dealing with unruly prisoners or uninvited guests on board the ship.

Lockdown: Spend 1 PP to create a **Secured Doors and Bulkheads D8** Asset that affects anyone trying to move from location to location within the ship without keycards.

KEYING CLASS MEDIUM TRANSPORT D8
ENGINES D10, HULL D8, SYSTEMS D6

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

Pushed to the Breaking Point: Take or step up a **Gravity Drive Coupler Overheating** Complication to step up **Engines**. Step back **Engines** when the Complication is removed.

State of the Art Electronics: Spend 1 PP to step up or double **Systems** for a recovery roll that relies on your advanced electronics.

KINTSUGI CLASS SALVAGE SHIP D8
ENGINES D8, HULL D8, SYSTEMS D8

Although quite large, the bulk of these vessels serve mainly to anchor smaller ships in place while the crew dismantles, strips, or repairs them. All sorts of things can be found in a salvage ship's cargo hold, from the personal effects of stranded travelers to critical and rare parts that can repair almost any ship.

Parts 'R Us: Spend 1 PP to create a **D8** Asset when you're looking for a part to fix a ship.

Rippin' and Fixin' Montage: Spend 1 PP at the beginning of a Timed Action involving repairing a ship or gathering salvage. For each of your rolls during the Timed Action, your Crew may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.

MARCO POLO CLASS SPACE BAZAAR D8
ENGINES D4, HULL D12, SYSTEMS D8

These small, mobile space stations were designed and manufactured by the Blue Sun Corporation to function as mobile trading posts. Not only do they pick up cargo to transport between worlds, but they also serve as a valuable hub of commerce in the black.

Buy Low, Sell High: When you spend 1 PP to keep a physical Asset for the rest of an Episode, you may step it up.

Mingling Marketplace: When you are in orbit around a world and have people on your station trading, a Crewmember on the trading deck may step up or double **Know**. Spend 1 PP to do both.

MONOSTOR CLASS BULK TRANSPORT D8
ENGINES D6, HULL D12, SYSTEMS D6

Large but slow, these fancy schmancy modern bulk transports manufactured by the Weyland-Yutani Corporation are now finding their way into many corporate transport fleets. They're particularly popular with the Alliance and other corporations providing support to newer worlds. They are noted for their modular external cargo pylons, which allow for quick loading and unloading.

Exposed Cargo: The pilot may spend 1 PP to rename a Complication you take due to an attack by another ship to **Damaged Cargo**.

Load/Unload: Spend 1 PP at the beginning of a Timed Action involving the loading or unloading of cargo. 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.

NANJING CLASS YACHT D8
ENGINES D8, HULL D6, SYSTEMS D10

*Only the best is good enough for the SDG Corporation's customers. This yacht is popular with the gentry, Alliance government officials, and anyone with lots of credits to spare. There ain't nothin' special about the ship itself. It's more of a status symbol filled with frippery than a practical boat. Might Be Compensatin' For Somethin': The owner of the ship can take a **Low Self Confidence D8** Complication to step up **Social** for one Action. Spend 1 PP to double **Social** as well.*

Slippery When Rich: Spend 1 PP to create an **Money Opens Doors D8** Asset when dealing with Alliance personnel while travelling between worlds.

POGO CLASS SHORT RANGE TRANSPORT D8
ENGINES D6, HULL D10, SYSTEMS D8

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

Efficient Packing: Step down **Systems** for the rest of the scene to step up **Hull** for the rest of the scene.

Runnin' On Empty: Create a **Low Fuel D8** Complication to step up **Engines** for the rest of the scene.

POLARIS CLASS CARGO LINER D8
ENGINES D6, HULL D10, SYSTEMS D8

This mid-sized cargo liner is an older model that's distinguished by its slower speed and thickened hull. Though it's small for its class, the Polaris is a heavier ship that was once manufactured by the Trans-U shipping company. Because it's not widely used and is no longer in production, pilots who recognize this ship will find it odd no matter who's at the helm....

Useful Cargo: Personal Assets created while aboard the ship begin stepped up.

Spacious: When using a location-based Asset or other Trait in your pool, spend a Plot Point to step up or double that Asset or Trait for that roll.

TCHAIKOVSKY CLASS PASSENGER LINER D8
ENGINES D6, HULL D10, SYSTEMS D8

Popular in the Core, the Tchaikovsky Class liner is manufactured by the elite SDG Corporation and caters to the gentry. Most citizens who book passage on one of these vessels are mighty particular and want to be seen flyin' in style. These fashionable ships not only get folks to their destination, they do it with all the grace a boat can muster. Spared No Expense: When you hold a shindig on your ship, create a D8 Asset related to it. After the scene, take or step up a social Complication that results from the party. 'Verse-Class Entertainment: After spending an hour relaxing on board the ship, any Crewmember can spend 1 PP to step back a physical or mental Complication.

SERVICE VESSELS

CANUCK CLASS EXPLORER D8
ENGINES D4, HULL D8, SYSTEMS D12

This ship has one of the best sensor systems in the 'Verse and was designed for getting a bead on anomalous mineral deposits on asteroids and planets. Its sensors have been known to pick up everything from silica to rich veins of copper to crashed vessels abandoned for decades. Favored by scientists, miners, and treasure hunters, crews often customize the vessel with additional equipment specifically geared toward analysis, retrieval, and storage.

Curiosity Killed the Cat: Spend 1 PP to reroll a die when you're using the ship sensors. On your next roll, both 1s and 2s count as jinxes.

Whatcha Got There, Eh?: Create a D8 Asset representing something you just found while exploring a site. Take or step up a Complication associated with that Asset.

VANGUARD CLASS CORVETTE D8
ENGINES D8, HULL D6, SYSTEMS D10

Newly-designed by the Blue Sun Corporation, this is the first ship that can only be piloted by readers. There is no conventional helm. The pilot is connected directly to the ship through a computer-brain interface. The experimental computer system amplifies the reader's own abilities, giving the pilot a reaction time much faster than a normal human. Sometimes, the reader will act on prescience to avoid a future catastrophe.

Future Paths: When someone raises the stakes you set, spend 1 PP to roll your dice again as if you were raising the stakes on them.

Quantum Future Interference: Take a Confusing Stream of Possibilities D8 Complication while piloting the ship to gain 1 PP.

COBB CLASS SCIENCE SHIP D8
ENGINES D6, HULL D6, SYSTEMS D12

A newer class of ship, the SDG Corporation began manufacturing this research vessel for the Alliance a few years ago. Named for the astronomer Rollie W. Cobb, who's credited with discovering the first planets in the 'Verse, this ship is designed to collect and analyze astronomical data. The ship sports numerous sensors, telescopes, and advanced computers and is favored by many Academy and corporate scientists.

Pale Blue Dot: Step back your ship's Engines for the rest of the scene to double Systems for the rest of the scene when exploring or analyzing anomalies.

Science!: Any Crewmember may spend 1 PP to step up or double Know for a scene when they are analyzing objects gathered from a world.

VIPER CLASS COURIER D8
ENGINES D10, HULL D4, SYSTEMS D10

Other than Alliance Gunships, very few vessels have the speed to catch these small and needle-shaped messenger ships. Their computers are top notch, with excellent encryption and high storage capacities. Information is power, and this is a conduit. What it gains in speed, the courier lacks in other ways: the thin hull is easy to penetrate and the vessel's reduced cargo capacity can barely service a skeleton crew.

Hardened Computers: When your computers are attacked electronically or with EMP weapons, spend 1 PP to step up or double Systems.

Turbo!: Spend 1 PP to create an Afterburners D10 Asset. Each time you include Afterburners in a dice pool, step it back after you roll.

GRASSHOPPER CLASS SHORT RANGE SHUTTLE D8
ENGINES D10, HULL D4, SYSTEMS D10

Originally designed to flit amongst the Core worlds, short range vessels are now commonly found in every system. These smaller ships don't have enough propulsion or fuel to fly between systems and their engines are designed with a failsafe: to protect the occupants, the engines shut down if an attempt is made to leave the system. Grasshoppers can carry up to five passengers and their personal belongings. Favored by many, these vessels are quite maneuverable in atmo.

Airfoil Stabilizers: While airborne, flying within a planet's or moon's atmosphere, spend 1 PP to double Engines.

Can't Take a Hit: When you take a Complication related to being hit by weapons fire, step up that Complication to gain 1 PP.

HONG KONG CLASS SKYPLEX D8
ENGINES D4, HULL D12, SYSTEMS D8

Skyplexes are massive space stations owned by corporations, the Alliance, or private entities who have enough resources to operate and maintain these expensive terminals. Due to their size, skyplexes are typically found in orbit above a planet or moon and maintain their own artificial gravity. While their position isn't fixed, these artificial environments may only be moved with the aid of space tugs.

Massive Hull: When you include **Hull** and a **Scale** die in your dice pool, spend 1 PP to double **Hull**.

Needs a Tow: You can only include **Engines** in a dice pool when you are being towed. Gain 1 PP when the lack of engines puts the station in danger.

OMEGA CLASS LABORATORY SHIP D8
ENGINES D4, HULL D8, SYSTEMS D12

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

Run Silent: The pilot may step back **Systems** for the rest of the scene to step up **Hull** for the rest of the scene when another ship tries to detect her.

Scientific Resources: When a Crewmember is conducting research onboard, the Crewmember may spend 1 PP to replace **Know** with their **Corporations Reputation** for one Action.

O'NEILL CLASS ASTEROID BASE D8
ENGINES D4, HULL D12, SYSTEMS D8

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

Nooks and Crannies: Spend 1 PP to discover a hideyhole or forgotten stash of supplies when searching through forgotten corridors of the base.

Hard Asteroid: When attacked by another ship, the pilot may step back **Systems** to double **Hull** for the rest of the scene.

RIKISHI CLASS SPACE TUG D8
ENGINES D12, HULL D6, SYSTEMS D6

Ships that get stranded out in the black send out emergency beacons. Tugboats fly around, answering their call, hauling 'em to safety. These small spaceships have very powerful engines compared to their size. In addition, they are usually equipped with tractor beams, magnetic grapples, and gravity dampeners in order to tow much larger ships.

Push Me Pull You: When attached to another spaceship with grapples or tractor beams, step back **Systems** to double **Engines**.

Thatta Girl: The mechanic may spend 1 PP to reroll all 1s when trying to repair the ship's engines. If a die comes up as a jinx a second time, it cannot be rerolled.

SUNSLINGER CLASS SCIENCE VESSEL D8
ENGINES D4, HULL D8, SYSTEMS D12

Produced by the SDG Corporation, this new, stationary research vessel is not designed for atmospheric entry. Instead, it relies on shuttles to transfer crew and cargo from a planet's surface. Its engines are used to keep it stationary and to make minor orbital adjustments; it's incapable of moving between worlds, much like certain skyplexes. Lacking a gravity drive, the boat relies on the use of a solar sail, which allows the ship's suite of scientific instruments and computing systems to operate without any interference.

An Object In Motion Remains In Motion:

Take a **No Maneuverability D8** Complication when you are being attacked by another ship to gain 1 PP.
No Gravity, No Noise: A Crewmember using the scientific instruments and sensors can spend 1 PP to double **Systems** for one Action.

WAKINYAN CLASS SURVEYOR D8
ENGINES D10, HULL D4, SYSTEMS D10

The Wakinyan, or "Thunderbird" in the Sioux tongue from Earth-That-Was, is a small, agile vessel used mostly to prospect asteroids for minerals. The cargo capacity is small and the crew quarters cramped. Another ship is needed to actually extract the minerals. However, its speed, agility, and stealthiness make the Wakinyan attractive to bounty hunters, criminals on-the-run, and illegal salvagers.

Can You See Me Now?: When another ship is attempting to detect your ship, the pilot may spend 1 PP to double **Sneak** for the roll.

Mighty Zippy: Spend 1 PP to step up or double your ship's **Engines** Attribute for one Action when attempting a complex or dangerous maneuver.

YANG CLASS RESCUE SHIP D8
ENGINES D10, HULL D6, SYSTEMS D8

Typically, rescue ships are privately owned and travel along the borders of the five systems. In exchange for credits or goods, crews'll provide assistance and medical care to travelers in need. These ships—named after Yang Liwei, the first Chinese citizen from Earth-That-Was to travel into space—are manufactured by the Tàikōng Corporation and have excellent medical facilities and strong engines to get them to stranded vessels quickly.

Code Orange: While using the ship's medical facilities, a Crewmember can spend 1 PP to ignore a Complication for a die roll that includes **Treat**.

Get There Stat!: While racing to a stranded or afflicted ship, the pilot may reroll any dice that come up 1s instead of accepting Plot Points. On the rerolls, 1s and 2s count as jinxes.

HISTORY DISTINCTIONS

When choosing your ship's history Distinction, think about what she's been through before she came into your hands. Did she fight in the Unification War? Is she notorious or distinct for some reason? Or are you her first owner?

ACTIVE MILITARY D8

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

BOLO: When a ship escapes from you, the captain may spend 1 PP to inflict or step up a **Wanted Fugitive Ship** Complication on that ship.

Calling In Support: Once per Episode, the captain may spend 1 Plot Point to request official assistance from a nearby Alliance ship for a scene.

ALLIANCE FAVORITE D8

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

How Can We Make Things Smooth?: The ship's captain may step up **Alliance Reputation** or **Corporations Reputation** for one Action. After the Action is resolved, step back that Reputation for the rest of the Episode.

You're Either Brave or Stupid to Be Here: If you are in an area with negative **Alliance** disposition, and the captain has a positive **Alliance** reputation, the captain may choose to attract unwelcome attention from **Browncoats** or **Criminals** to gain 1 PP.

ALLIANCE PARLIAMENT D8

Your ship has been put into service by Parliament itself, to enforce bureaucratic matters of government. Unfortunately, this doesn't protect you from political du shu de yi zhu like you may think.

Pushing Paperwork: Take a **Government Bureaucracy D8** Complication when dealing with other government officials to gain 1 Plot Point.

Groupthink: While on the ship, any Crewmember may step back **Mental** for the rest of the scene to step up **Social** for one Action.

ANGEL OF LIBERTY D8

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

We Still Have...Resources: When you need assistance in an area that has a positive **Browncoats** disposition, if you have a positive **Browncoats Reputation**, you may spend 1 PP to create an **Underground Assistance D8** Asset.

I Remember That Ship: If the ship is seen in an area that has a negative **Browncoats** disposition, the captain may take a **War Grudge D8** Complication to gain 1 PP.

BATTLE-SCARRED D8

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

Come On Baby, Hold Together: When you push your ship to the limits, ignore a Complication for a roll. After the roll, step that Complication up.

That Part Don't Work Anyway: Step back your ship's **Hull** Attribute for the rest of the scene to step back a new Complication that's just been inflicted on your ship.

BAD REPUTATION D8

You know that the previous owners of your ship were members of a criminal organization. You just didn't realize how bad until you realized folks get mighty ornery whenever they spot your boat in the sky.

Revenge Is a Dish Best Served Cold: Take or step up a Complication involving your boat's nasty reputation to gain 1 PP.

Yes, It Is That Ship: When you're tryin' to intimidate someone with your ship, spend 1 PP to create a **Scary Ship D8** Asset.

BEAUTIFUL LINES D8

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

Ain't She a Pretty Thing?: The ship's captain can spend 1 PP to step up or double **Social** when impressing someone with the appearance of the ship.

Not a Scratch On Her: Step back **Hull** for the rest of the scene to step back a Complication related to damaging the vessel.

BEEN AROUND THE 'VERSE D8

Your boat has been in service a long while. It's probably had a few different owners and crew in its time, but it's also got a fair amount of charm.

Well-Loved: Crewmembers on board may share Plot Points with another Crewmember who's operatin' the ship.

They Don't Make 'Em Like This Anymore: Step back the difficulty die when making a **Fix** roll to repair the ship. Step up any Complications that result.

BLACK OPS D8

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

Straight out of Science Fiction: Spend 1 PP to prevent a Crewmember from using a Big Damn Hero die. The Crewmember does not lose the Big Damn Hero die, and does not expend a PP.

We Know If You've Been Naughty Or Nice: Spend 1 Plot Point to step up **Systems** when trying to gather information about a particular person.

BRAND SPANKIN' NEW D8

A fancy new boat is the best damn investment a captain could make. You've splurged some, but you've got no regrets.

No, Not the Paint!: When the ship takes damage, the ship's captain can take a **The Paint Job Is Ruined! D8** Complication to gain 1 PP.

Still In Warranty: When you take a Complication related to the reliability of your ship, immediately step it back.

CAPITAL ESCORT D8

You can't claim to be the pride of the fleet, but you're not easily ignored. Your ship has been equipped with point defense weapons and improved engines in order to best serve as protector of larger, capital ships like Alliance cruisers.

Picket Screen: If the ship's pilot hasn't acted in the current round of the Action Order, the pilot can spend 1 PP to interrupt the Action Order and take an Action.

Supporting Fire: The captain may spend 1 PP to add **Capital Escort D8** to another ship's dice pool for one Action.

COBBLED TOGETHER D8

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

Frankenstein's Boat: Spend 1 PP to switch the die ratings of **Engines** and **Systems** for the rest of the scene.

She's Got Class, Lots of Class: Spend 1 PP to create an **Unknown Ship Class D8** Asset when someone tries to identify your ship.

COMING APART AT THE SEAMS D8

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

Unsettling Visage: Spend 1 PP to go first in an Action Order when someone sees your ship for the first time.

Uncontained Core: Take a **Dangerous Radiation D8** Complication to step up or double **Engines** for an Action.

CORPORATE ASSET D8

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

My Employers Will Not Be Pleased: When Crewmembers uses their relationship with a corporation to try to intimidate someone, they may add their **Corporations Reputation** to their dice pool. Then they step back **Social** for the rest of the scene.

Oh This? This Is Perfectly Legal: When the captain chooses to take on goods or perform a service that the Alliance deems illegal, the captain gains 1 PP. If the captain refuses the request, the captain must step back **Corporations Reputation** for the rest of the Episode.

CURSED D8

You always wondered why this ship was so gorramn cheap. Now you know. Weird things just "happen" to this ship. Things break for no reason. The Alliance shows up when it's most inconvenient. Bad things.

Never Challenge Worse: Start every Episode with a **Cursed Ship D6** Complication. Step it up to reroll a die on a failed Action. Once it exceeds **D12**, your ship is Taken Out until the end of the scene.

Unlucky: Take a **That's Gorramn Strange D8** ship Complication to gain 1 PP.

CUSTOMS AND IMMIGRATION D8

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

Authorized to Detain: Step back your ship's **Systems** Attribute for the rest of the scene to step up **Engines** for one Action.

Papers, Please: When you are scanning the contents of a ship, you may spend 1 PP to step up **Systems** for one Action.

CRIME BOSS FLAGSHIP D8

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

Make Him An Offer He Can't Refuse: High-ranking members of criminal organizations aboard the ship can spend 1 PP to step up their **Influence** for one Action.

We're Solid. What Do You Need?: High-ranking members of criminal organizations aboard the ship can spend 1 PP to create an Asset related to material goods with a die rating equal to their **Social**.

DEFANGED TIGER D8

Once a combat vessel, this ship's original military grade weapons have since been removed and outlawed. If'n your boat is caught with weapons of those kind, the Alliance will throw you in the brink. Lucky for you, the removal of weapons control has sped up your computer system.

Mean, Lean, Computing Machine: Spend 1 PP at the beginning of a Timed Action involving your computer system. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.

Hear Me Roar: Spend 1 PP to create a **I'm a Mean Ship, Rawr! D8** Asset when trying to bluff your way out of a situation.

DERELICT ADRIFT D8

The ship is adrift in the black with its drives disabled and barely under power, if it's under power at all. The damage is bad and parts are lacking. The ship is very, very, silent. Except for...

I'm Not a Miracle Worker: when you try to repair something on the ship, step back your **Fix** for the rest of the scene to gain to gain 1 PP.

What Was That?: Take a **Creeped Out D8** Complication to gain 1 PP.

FAMOUS D8

Tarnation! Ain't that the ship that did the whatchamacallit to the whoever it was?

Known 'round the 'Verse: Take a **D8** Complication related to your ship's celebrity status to gain 1 PP.

Crazy Lucky: Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered jinxes.

FORMER LABORATORY D8

Even now, you still find residue left behind by the strange experiments that were conducted on your ship. And then there's that weird smell that happens every 23 days.

They Didn't Delete Everything: Spend 1 PP to step up or double **Systems** when you are investigating scientific and technological phenomena.

Unsettling Atmosphere: When you create an Asset or take a Complication related to past scientific experiments carried out on your boat, step it up.

FORMER SALVAGE D8

She don't look like much. But she was lonely and you rescued her.

Watch This!: When your pilot tries an impressive maneuver and fails, take or step up a Complication relating to your ship's worn out parts to gain 1 PP.

What a Piece of Junk!: Spend 1 PP to create a **D8** Asset when someone verbally disparages your boat.

GHOST IN THE MACHINE D8

Some ships have eyes. Yours has a brain. Your ship's systems are augmented by an experimental artificial intelligence, and you can control many aspects of the ship like the helm, airlocks and doors by voice command. It listens. Most of the time.

Fly By Voice: Spend 1 PP to fly the ship without a pilot at the helm by voice or radio. Use **Focus** instead of **Fly** for rolls while piloting the ship via this method.

Intrusion Countermeasures: Spend 1 PP to step up or double **Systems** when your ship's computers are being attacked by hackers, viruses, or Trojan horses.

HAND-ME-DOWN D8

Your ship has changed hands a lot. Who knows what kinds of secrets it holds, or what annoying problems it'll give you.

I Didn't Know It Could Do That!: Step back any of your ship's Attributes for the rest of the scene to step up any of your ship's other Attributes for one Action.

That Ain't Ours: Take or step up an **Illegal Goods** Complication when your ship is searched by Alliance representatives to gain 1 PP.

HELD TOGETHER WITH DUCT TAPE AND CHEWIN' GUM D8

Right 'bout now you're wishing you listened to your mechanic when she said you needed a blah blah blah blah for the blah blah.

Did Something Fall Off?: Start every Episode with a **Busted Up Parts D6** Complication. Step it up to reroll a die on a failed Action. Once it exceeds **D12**, your ship is Taken Out.

It Can Wait: Step up a Complication related to delaying a needed repair to gain 1 PP.

IN THE LINE OF DUTY D8

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

Send the Bill to My Boss: Spend 1 PP to convert a ship Complication to a social Complication and step it back.

You Have Your Orders: Gain 1 PP when you abandon your current objective because of a direct order.

LOST SOUL D8

Rumor has it that your ship was once possessed by Reavers. You try not to think about that. Or the effect that it might be having on you.

I Don't Know What Came Over Me: When you choose to attack an unarmed ship, take or step up a **Cabin Fever** Complication to step up your ship's **Systems** for one Action.

Snappy Crew: Take an **Irritated Crew D8** Complication to gain 1 Plot Point.

NOTORIOUS D8

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

I Want That Ship: If the captain has a positive **Criminals Reputation** and the ship is in an area with a negative **Criminals** Disposition, the captain may take a **Wanted Ship D8** Complication to gain 1 PP.

You've Never Heard of...: When a Crewmember tries to impress someone about their ship and takes an **Influence**, **Perform**, or **Trick** Action, they may spend 1 PP to step up **Criminals Reputation** for one Action and replace their Skill die in the dice pool.

OFF THE GRID D8

For whatever reason, your ship never got properly registered. Even when you file all the necessary forms, they don't get processed right.

Where Did She Go?: Spend 1 PP to create a **No Record Found D8** Asset when trying to prevent someone from tracking you through the Cortex.

Things Go Smooth...er: Take or step up a Complication related to your ship's missing identification to reroll a die when dealing with the Law.

POWER PROJECTION D8

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

I Was Acting Under Orders: The captain may spend 1 PP to step back to rename a social-based Complication.

Now Listen Here: When trying to intimidate someone while on the ship, the captain may spend 1 PP to step up or double his **Social** for one Action.

PRIDE OF THE ALLIANCE D8

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

Why Yes, I Fly Her: If you are in a location with a positive **Alliance** Disposition, spend 1 PP to create an **Impressed Audience D8** Asset.

That Ship Killed My Family: When you take an **Influence**, **Perform**, or **Trick** Action when dealing with a character from the **Browncoats** Faction, take a **Boasting About My Ship D8** Complication to replace your Skill die with your **Alliance Reputation**.

PRISTINE DERELICT D8

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

Forgotten Past: When your lack of knowledge about your ship's history causes problems, take a **Mysterious Ship D8** Complication to gain 1 PP.

Shiny and New: When your boat's mechanic tries to recover a Complication, spend 1 PP to step back the Complication before attempting to recover it.

REROUTED INTERNALS D8

Your ship has had so many modifications and repairs done to her that the wiring is all mixed up, and the hoses go to and fro. Makes it tricky to fix her, but amazingly she's a lot more resilient to damage too.

Chaos Is Resilience: Step back your ship's **Systems** to step back a **Systems** related Complication you just received.

This One Goes Here, That One Goes There!: When you are trying to repair parts associated with electronics or fluids in the ship, step back your **Fix** for the roll to gain 1 PP.



STOLEN D8

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

Flagged: Gain 1 PP when the Law notices your ship's status.

Spoofed Systems: Spend 1 PP to reroll a pool containing **Systems** against any attempt to find the ship.

SPACE PIRATE D8

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

Dead Men Tell No Tales: Spend 1 PP to step up a Complication you just inflicted on a ship you're attacking.

Strike the Colors!: When you threaten another boat, but give them your word the crew will not be harmed, spend 1 PP to step up your **Influence** for one Action.

THEY DON'T MAKE THESE ANYMORE D8

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

Crowdsourcing Repair Advice: As long as the ship has Cortex access, the ship's engineer can step back a Complication involving a broken part of your ship by consulting the Cortex and stepping back **Focus** for the rest of a scene.

We Don't Carry That: Take or step up a Complication involving the unavailability of parts you need to fix your ship to gain 1 PP.

UNSAFE D8

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

She's Flying Apart! When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

Loose Internals: When a crewmember takes a Complication related to being injured while on the ship, the crewmember can step up the Complication to gain 1 PP.

WON HER IN A CARD GAME D8

You gamble more than you should, but one time you really stuck your neck out and you won big.

All In: When your ship is about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to keep your ship in the fight.

Passed Through Many Hands: Take or step up a Complication related to the weird repair jobs previous owners have done to gain 1 PP.

CUSTOMIZATION DISTINCTIONS

For your ship's customizations, consider what your Crew has done to fix her up since you first acquired her. These Distinctions represent modifications to the entire ship, not just an added piece of equipment here or there. Do you want to make your ship's role more general, or do you want to specialize? For example, you can add weapons to a **Canuck Class Explorer** to give it some teeth or you could make your **Yang Class Rescue Ship** a **Registered Mobile Hospital**.

ADVANCED FLIGHT DECK D8

Your ship's flight deck has been modified to quickly launch and land other ships through the use of tractor beams, advanced tracking, and landing control.

Arresto Momentum: Spend 1 PP at the beginning of a Timed Action involving another ship landing on your flight deck. For any rolls during the Timed Action, your pilot may reroll any die that comes up 1 instead of accepting a PP for that die.

Scramble Fighters: Spend 1 PP to have the pilot of another spaceship go first in a scene before any weapons or attacks can be made. During that first Action, the pilot may reroll any dice that come up 1 instead of accepting a Plot Point.

ALL KINDS OF WEATHER D8

Your boat was built to fly into atmospheres that others will avoid. Duststorms don't disturb her, thunderstorms don't terrify her, and a hurricane? Well that's just for washing the grime off the hull.

Instrument Flight Rules: When flying in difficult visual conditions, such as a duststorm or thick fog, step back **Engines** for the rest of the scene to step up **Systems** for the rest of the scene.

Turbulence Stabilizers: When flying in mountainous terrain or through canyons, the pilot may spend 1 Plot Point to remove any Complication related to turbulence or rough weather.

ARMED AND DANGEROUS D8

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

Banned Modifications: Take a **You Can't Have Those D8** Complication when the Alliance discovers that your ship has been illegally altered to gain 1 PP.
Y'All Are Outgunned: Spend 1 PP to double **Systems** when fighting a ship that lacks your firepower.

AQUATIC D8

Yes, it might be silly to have a fully-submersible spaceship. Yes, it's hard making sure your boat won't get rusty. Yes, leaks do happen. But nobody would ever think to look for you underwater, would they?

Loveable Rust Bucket: When you are unsuccessfully trying to impress someone with your ship, step back your **Social** for the rest of the scene to gain 1 PP.

Under Pressure: When you are trying to hide your ship under water, you may reroll any dice that come up 1 instead of taking a PP.

AUTOMATED CONTROLS D8

You've automated many of the systems used to fly your ship. You don't have to pay as much for crew, but if things don't go smooth...

I Didn't Expect To Take Us Into Combat!: Take a **System Override D8** Complication to gain 1 PP.

Fewer Shares: When you need to pay for parts or services, spend 1 PP to create a **Don't Need to Pay Crew I Don't Have D8** Asset.

BIO SIG SECURITY D8

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

Just a Little Prick: When someone tries to break into the ship, or use the ship's systems or helm without prior authorization, the captain may spend 1 PP to shut down the system with a **DNA Not Authorized D12+** Complication.

You Have 20 Seconds To Comply: When someone tries to physically break into the ship or breach an interior door, spend 1 PP to activate an **Automated Defenses D8** Extra Gamemaster character.

BROADCASTING TO THE 'VERSE D8

Your ship has all sorts of antennas and dishes, allowing easy communication across the 'Verse. People send information to you, and you sell information to others. Or blackmail them.

Knowledge is Power: Any Crewmember can spend 1 PP to step up or double **Know** when communicating with other people from your ship.

Would Be a Shame If These Pictures Came Out: Spend 1 PP to create a **Blackmail D8** Asset when trying to intimidate someone.

BULL IN A CHINA SHOP D8

You've reinforced the fore of your ship such that she's a weapon all on her own. Who needs guns when you can blow right through an enemy ship like she were paper?

Bit of a Gas Guzzler: Step back **Engines** for the rest of the scene to gain 1 PP.

Ramming Speed!: Take or step up a **Minor Hull Damage** Complication when you successfully ram another ship to step up a Complication that you just inflicted on that ship.

BUILT FOR SPEED D8

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

Focused Thrust: When using **Engines** for raw speed, double **Engines**. Remove the highest rolling die and add three dice together for the result.

Full Burn: Spend 1 PP to reroll a pool containing the **Engines** dice. On your subsequent roll, both 1s and 2s count for Complications.

BUILT FOR STEALTH D8

You've painted your ship black, lined it with thermal insulators, and installed directional communications arrays. Your boat is like a needle in a haystack. But shutting down your short-range radar makes it easier for others to get the jump on you.

Passive Sensors Only: Take a **Surprised D8** Complication on the first round of combat with another ship to gain 1 PP.

Run Silent: Step back **Systems** for the rest of the scene to create an **Exceptional Stealth D8** Asset.

CLASSIFIED TECH ENHANCEMENTS D8

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

How Should I Know How to Fix it?: Take an **Unfamiliar Tech D8** Complication when trying to fix equipment or systems on the ship to gain 1 PP.

See That Red Button? Don't Press It: Once per Episode, randomly choose and step back one of your ship's Attributes for the rest of the scene to step up and double a different ship Attribute of your choice for the rest of the scene.

CRUISIN' THE 'VERSE D8

Your berths are first class, with plush velvet seats, stunning chandeliers, and lovely music. While the food is excellent and the service impeccable, these fineries come with a price: snooty passengers.

The Customer is Always Right, Unfortunately: Start every Episode with an **Unreasonable Customer Demands D6** Complication. Step it up to reroll a die on a failed Action. Once it exceeds **D12**, your ship is Taken Out until you can get into port and pick up a new set of passengers.

Service Is Our Number One Priority: Crewmembers may spend Plot Points for any other Crewmember on board your ship when those Crewmembers are interacting with the ship's passengers.

CUSTOM LIVERY D8

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

Slow Flyby: When you fly your ship slowly past another ship with the intention of scaring the crew, take an **Exposed Hull D8** Complication to step up the captain's **Influence** for an Action.

The One With The...: Take a **Recognized Ship D8** Complication when you're trying to lay low or remain unnoticed to gain 1 PP.

DEEP SPACE READY D8

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

I Knew That Was Gonna Happen: When you create an Asset—like **Extra Oxygen Tanks D6** or **Long-Range Homing Beacon D6**—that reflects how you anticipated a particular deep space problem, , step it up.

Radio Silence: When you're floatin' in the black and there ain't a ship, moon, or planet on your radar, take a **We're All Alone D8** Complication to gain 1 PP.

DIRECT LINE TO HQ D8

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

Phone Home...: Anyone on the ship may spend 1 PP to create a **D8** Asset related to information provided by colleagues based at your organization's headquarters.

Please Hold for the President...: When you are trying to concentrate on an important task and it would cause a problem to be interrupted, you may take a **Distracting Wave D8** Complication to gain 1 PP.

ELECTRONIC WARFARE D8

Your ship's computer systems and transmitters have been modified to jam enemy sensors. Unfortunately, the massive amount of electromagnetic radiation you emit tends to blind your sensors as well.

Blinded By the Light: Step back **Systems** for the rest of the scene to create an **Electronic Countermeasures D8** Asset.

They're Locking On Us!: Reroll a die when your ship is being attacked. On your next roll, both 1s and 2s count as Complications.

EXPERIMENTAL D8

Outfitted with cutting edge technology, what better place to test it than out in the 'Verse?

Experimental Settings: When using a ship's Signature Asset, you may step up or double that die. Step up any Complications that arise from that roll.

Advanced Networking: In any pool containing **Systems**, you may replace two dice of the same size for one stepped-up die.

GREEN LIVIN' D8

You've got plants in every nook and cranny in your ship. You've almost perfected your recycling system, and you've figured out how to reconstitute them protein bars. Just don't tell your guests what they're drinking.

I Like Trees: Whenever a stressed-out Crewmember finds time to relax on board the ship, spend 1 PP to step back a related mental Complication.

Organic Life Support: When your ship takes a Complication related to damaged life support or its other self-sustaining systems, step it back.

GREATER THAN THE SUM OF ITS PARTS D8

There's strength in numbers out in the black. You know it. Others know it, too. Your short-range ship has been modified to join up with similar boats. When short-range shuttles or gunships team up, they can even travel between planetary systems through the strength of their combined gravity drives.

Activate Interlocks! Dyna-Therms Connected!: When your ship is physically joined to other, similar ships, the pilot may spend 1 PP to step up **Engines** or **Systems** for one Action. Take a **Joined at the Hip D8** Complication to double it, too.

Infra-Cells Up! Mega-Thrusters Are Go!: Spend 1 PP when you physically join your ship to one or more similar ships in order to initiate a hard burn and travel between planetary systems even when your ship otherwise lacks the capacity for interplanetary travel.

INTERDICTION MODS D8

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

Gannosuke Clutch: The ship's pilot may spend 1 PP to automatically Take Out a ship that is inflicted with a **D12** Complication associated with being grabbed by a tractor beam.

Thin-Skinned: The pilot may step back the ship's **Hull** for the rest of the scene to step up **Engines** for one Action.

LABORATORY D8

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

Oops: When you take a Complication after rolling a jinx when dealing with dangerous materials, objects, or people, step up the Complication to gain 1 PP.

State-of-the-Art Equipment: When you are conducting experiments, spend 1 PP to step up or double **Mental** for one Action.

LIVESTOCK HAULER D8

You've modified your boat to gently carry livestock and other animals from world to world. Your cargo bay is mighty comfortable and your medsuite is arguably better for your animals than for your crew.

People Are Animals Too, Right?: When making use of the ship's veterinary equipment to treat human patients, a Crewmember may step back **Treat** for a roll to gain 1 PP.

Soft Cow, Warm Cow: Spend 1 PP to step back a Complication related to the animals you are carrying in your cargo bay.

OPTIMIZED FOR ATMO D8

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

High Temp Threshold: When you enter atmo during a Timed Action, spend 1 PP before you roll to treat any success as an Extraordinary Success. If you lose the roll, take a **Failing Heat Shield D8** Complication.

Zig Zag: While in atmo, step back **Engines** for the rest of the scene to create a **Nimble Ship D8** Asset.

ORDINARY D8

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

Familiarity Breeds Contempt: Turn one of your ship's Assets into a Complication of the same die rating to gain 1 PP.

These Ships, They're All the Same: Spend 1 PP to find exactly the parts you need at a salvage yard, junk shop, or trash heap. The part enters play as a **D8** Asset.

QUARANTINE D8

Is it a plague or isn't it? Your ship's cargo bay has a quarantined section to properly isolate people and animals who may have been exposed to infectious biological or other hazards. Your ship's systems have also been upgraded to assist with the diagnosis and treatment of diseases.

I Ain't Stepping On That Ship: Take a **Plague Ship D8** Complication when trying to convince someone to come on board the ship to gain 1 PP.

Isolate Then Treat: Your ship's doctor may spend 1 PP to step up or double **Systems** for one Action when treating an infected or exposed patient on board.

REGISTERED MOBILE HOSPITAL D8

Not only do you have a fancy Alliance-sanctioned medsuite, but you've set up your cargo area as a triage center and converted your passenger quarters into hospital beds. You've got the credentials to buy, store, and resell plenty of high tech medical equipment and drugs. Unfortunately, all this high-tech gear makes you a target.

Better Living Through Chemistry: Spend 1 PP to step back a Complication involving being injured, poisoned, or fatigued.

Code Blue!: When treating a patient in the medsuite, you may choose to reroll any dice that come up as jinxes instead of taking Plot Points.

ROTATING IDENTIFICATION D8

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

Papers, Please: When challenged by an Alliance ship, the ship's pilot may spend 1 PP to step up or double **Trick** for one Action. If the pilot fails to raise the stakes, step up any Complication that results.

We're Humped!: When the captain chooses to have the ship's identification spoofing be discovered, the pilot may step up one Big Damn Hero die.

SMUGGLER'S DELIGHT D8

Certain ships have been modified to address the needs of "privacy-minded" crews.

Hidey Holes: When a Crewmember is trying to conceal cargo, add the ship's **Hull** die to the roll.

Covert: When making a **Sneak** roll with the ship, the pilot may spend 1 PP to reroll.

SPIKY BITS D8

Scared yet? Your ship looks somethin' fierce, with all sorts of jagged scrap metal, rods, and junk attached to the hull's exterior. Sometimes, just for the fun of it, you attach other bits, too.

Are Those...Bodies?: Spend 1 PP to inflict or step up a fear-based Complication on an opposing character.

Boo!: When trying to intimidate other crews, the captain may take or step up an **Unstable Hull** Complication to step up or double **Influence** for one Action.

SUNDIVER D8

You've modified your ship so that you can get mighty close to a star. Solar panels and batteries give you extra energy and you even have scoop ramjets to give you an extra boost of speed while in a star's or gas giant's atmosphere. Extra coolant keeps you alive.

Needs SPF 10,000: Create a **D8** Complication related to a system failing due to heat to gain 1 PP.

Sundrinker: Spend 1 PP to create an **Extra Energy D8** Asset when you are close to a star.

TURTLIN' D8

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

Brace For Impact!: When your ship is about to be Taken Out, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

Like Turning the Titanic: Step back your ship's **Engines** for the rest of the scene to step up your ship's **Hull** for the rest of the scene.

VARIABLE GRAVITY CONTROL D8

Most ships have artificial gravity that operates continuously with no power application. Your ship has activated gravity plating that can be controlled manually from the bridge. Gravity can be adjusted from zero to 2G.

Sudden Gravity Loss: When you take a Complication related to one of your ship's systems, take a **Gravity Control Lost D8** Complication to gain 1 PP.

Zero-G: Crewmembers on the bridge can spend 1 PP to create a **Zero-Gravity D8** Complication anywhere else on the ship. They can also spend 1 PP to recover any **Zero-Gravity D8** Complications anywhere else on the ship.

WARBIRD D8

You've got weapons a-plenty, and deep obligations to use 'em. Your boat is armed with all sorts of legal weapons, and they're all registered with the Alliance. That allowance will continue as long as you focus on targets the Alliance don't like.

Fire At Will: When attacking another ship, spend 1 PP to double one weapon-based Signature Asset for one Action.

Gone Rogue: If you attack a ship that is not doing anything illegal, take a **Rogue Ship D8** Complication to gain 1 PP.

WOLF IN SHEEP'S CLOTHING D8

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

Activated Camouflage: Spend 1 PP to step back an opposing ship's **Hull** for one Action when you successfully fool its sensors and sneak up on it.

Hard Shell: Step back **Engines** for the rest of the scene to step up **Hull** for the rest of the scene.

SHIP SIGNATURE ASSETS

This list collates all of the ship-specific Signature Assets with triggers found in the **COREBOOK**, *Things Don't Go Smooth*, *Smuggler's Guide to the Rim*, and *Ghosts in the Black*.

Advanced Sensors D8: Your ship comes packed to the gills with sensors of all stripes. Radar and lidar are common in the black but you're equipped with a spectroscope, gravitometer, and macrochannel plate detectors. Nothing gets by you.

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

Advanced Weapons Control Suite D8: You've installed and upgraded the weapons control program on your computer. It's capable of tracking and targeting multiple ships, and firing weapons at peak efficiency.

You May Fire When Ready: Spend 1 PP to double your ship's **Systems** Attribute for one Action when you attack with your ship's weapons.

Anti-Sensor Shielding D8: The most common methods of ship detection in the black include heat and light detection. Your ship is equipped with heat baffles and a minimally reflective coating.

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

Booster Engines D8: Throw that switch right there and the boosters'll kick in. They kick like a mule but, boy howdy, will you get where you goin' in a hurry. *Weeeeeeee!* When fleeing another ship, the pilot may spend a Big Damn Hero Die to escape by Taking Out that ship when an appropriate Complication has a rating of **D12**.

Comm Mask D8: Highly illegal, these devices can mask your image and voice when you send a wave from your ship to another ship or world.

Found Contraband: Take an **Illegal Electronics D8** Complication when your ship is being searched by Alliance officials to gain 1 PP.

Command Communications Suite D8: Your communications and display systems have been upgraded to allow easy and efficient communication and coordination with multiple spaceships, even when they are spread over large sections of the black. In addition, the comms array allows for high bandwidth access to the Cortex.

Command and Control: You may spend Plot Points for anyone with whom you are in contact via your communications suite.

Cortex Code Breakers D8: You've added augmented hardware and software to your computer systems that allow you to more easily hack into secured areas of the Cortex. You can also break encryption faster than normal.

Hackasaurus Rex: Spend 1 PP to create an **Advanced Decryption Algorithm D8** Asset when you are breaking into secured Cortex files or databases.

Debris Ejectors D8: These containers mounted on the back of the ship hold a large amount of junk metal, rock, and other stuff. Ejected when initiating a hard burn while being pursued, the debris can destroy a chasing ship or at least cause them to change their course, potentially allowing escape.

Taking Out the Trash: The pilot may spend 1 PP to step up a Complication inflicted on a pursuing ship when it spends a PP to avoid being Taken Out.

Electromagnetic Shielding D8: Your systems have been upgraded with advanced shielding and programs designed to keep hackers out and your digital and heat signature in. When power is shut down to minimal safe amounts, it's nearly impossible to detect your ship from a distance.

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

EMP Weapons D8: Your ship is equipped with electromagnetic pulse missiles and bombs capable of disabling another boat's electronics. These weapons require Alliance registration and give crews the chance to take a ship without destroying it.

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

Fancy Sensor Array D8: Extra-efficient antennas, cameras, and dishes have been mounted on your ship, along with the requisite boosts to computing power to analyze the information they provide. Only the best for digging up hidden gems wherever you fly.

Finding Needles in Haystacks: Step back your ship's **Engines** for the rest of the scene to step up or double your ship's **Systems** when trying to detect something with your sensors.

Flares and Chaff D8: When you can't outrun pirates and the Alliance, not allowing 'em to lock onto your ship can be a mite useful. By releasin' burning flares and metallic chaff you can spoof missiles and give yourself enough time to escape.

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

Grapplers D8: Most grapplers are large, magnetic clamps that are fired at a second spaceship with the intent to attack. Once secured, the clamp retracts and pulls the second ship closer to the first.

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

Hard Burn Optimization D8: Your ship's engines have been tweaked to allow for maximum acceleration when initiating a hard burn, which reduces the amount of time spent travelling between worlds.

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

Hauling Equipment D8: Perfect for ships with a variety of uses, hauling equipment can take on many forms from basic pulleys to elaborate riggings and everything in between. Hauling equipment is easily repaired and may be modified for special cargo.

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

Hidden Storage D8: Salvaging derelicts is good work, providing a captain has the license for it. For those operating outside the Law, hidden storage compartments provide ways to stash precious cargo, illegal salvage, and the like.

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

Hidden Weapons D8: You've added some weapons onto your hull, but they're small enough that they can be hidden within camouflaged gun ports.

Surprise!: Spend 1 PP to go first in a scene before any weapons or attacks can be made. On your Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Hi-Tech Stealth Plating D8: Stealth plating operates in two ways. First, it absorbs certain wavelengths of radio waves. Second, it is angled in such a way that radar signals are scattered rather than reflected back to the source.

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

Holographic Helm Interface D8: This high tech enhancement gives the pilot a three-dimensional view of the ship and its immediate surroundings, allowing the pilot to anticipate maneuvers and handle attacks from multiple enemies.

3D 48 FPS: The pilot may step back **Mental** for the rest of the scene to create a **Situational Awareness D8** Asset.

Illegal Weapons D8: These ship-mounted weapons aren't just illegal because the Alliance don't want you to have them, they don't want nobody to have 'em. These weapons weren't used by anybody during the Unification War, and use of them constitutes a war crime.

WMDs: When you are attacking another ship, take or step up a **Wanted for High Crimes D8** Complication to add a scale die to your dice pool.

Internal Security D8: Sometimes you need to protect your boat from your own passengers. These integrated systems consist of cameras, weapons checks, and communication systems. In a dire emergency, knock-out gas can be dispatched into the life support system. Armed crewmembers not included.

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

Long-Range Sensors D8: There's nowhere to hide out in the black, which means if you want to stay off the radar you need to see them coming before they see you.

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

Long-Term Storage D8: More than just a cargo bay, long-term storage consists of multiple smaller bays each with individual climate controls. Perishable goods can even be kept frozen.

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

Maneuvering Thrusters D8: Sometimes raw speed isn't what you want, but quick or subtle maneuvering, especially in close quarters with another vessel. These thrusters are mounted at various parts of the ship, allowing the pilot to make very fine adjustments on the alignment and position of the ship.

Crazy Ivan: When the pilot tries to outmaneuver a ship, he can spend 1 PP to step up or double **Engines** for a roll.

Massive Cargo Bay D8: The cargo bay on a Firefly is about the size of a general store. Many folk fly 'em that way—a general store what comes to the customer. You, though? You're flyin' a warehouse through the black.

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

Medsuite D8: Most boats come with a medical bay, but yours has an entire suite of rooms with state-of-the-art equipment and fancy patient beds. Additionally you've got room for extra storage and private quarters, too.

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

Nuclear Fuel Injection System D8: Your engines have been modified to allow sudden prodigious bursts of speed. Those occasional core leaks are a mite annoying though.

Hold On To Your Butts: Take a **D8 Reactor Leak** Complication to create a **Speed Boost D10** Asset. Each time you include **Speed Boost** in a dice pool, step it back after you roll.

Rail Gun D8: These guns shoot heavy slugs of iron by reducing their mass and then accelerating them to incredible speeds using magnets.

Heavy Ammo Effects: When using your **Rail Gun**, step back **Engines** to step up **Systems**. Disable **Rail Gun** for the rest of the scene to return the Attributes to their original values.

Salvaging Equipment D8: Consisting of laser cutting torches, electronic code breakers, magnetic grapplers, gravitic haulers and boxes, this set of equipment contains all the best stuff for getting into, cutting up, and towing stranded boats.

Chop Chop: When you create an Asset related to salvaged parts while dismantling a ship, it lasts for the rest of the Episode.

Self-Sealing Bulkheads D8: Getting a hole in your hull doesn't need to mean disaster. These bulkheads automatically seal off compartments within the ship that are exposed to vacuum.

Isolate That Compartment!: Take a **Can't Go There D8** Complication to step back a Complication related to a hull breach.

Shielded Holding Cells D8: Conventional locks can be picked. That's why the Alliance developed containment shields that offer nothing mechanical for prisoners to manipulate.

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

Solar Sail D8: This gigantic but thin web of highly reflective material uses radiation pressure from stars to propel spaceships over long distances without any fuel. The sail is fragile, but can propel the spaceship at incredible speeds when near a star. However, the close proximity of the star also causes significant interference in the ship's computer systems and sensor arrays. The solar sail can only be used by ships without a gravity drive, as the drive fluctuations will destroy the fragile sail.

Solar Windsurfing: When near a star, swap the ship's **Engines** and **Systems** Attributes.

Tractor Beam Emitter D8: Why get into a spacesuit when you can grab rocks, salvage, ships, and other knickknacks from the warm comfort of your ship?

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

Whisper Missiles D8: The SFP-7 Long Range Missiles earned the nickname "Whisper Missiles" through pioneering use of stealth technology.

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



SYSTEM MAPS

WHITE SUN (BAI HU) SYSTEM

1. **BERNADETTE**
Nautilus
Spinrad
2. **LONDINIUM**
Colchester
Balkerne
3. **SIHNON**
Airen
Xiaojie
Xiansheng
4. **LIANN JIUN**
Tiantan
Fu
5. **GONGHE**
Xing Yun
6. **RUBICON**
7. **OSIRIS**
Epeuva
Tannhäuser

QIN SHI HUANG*

8. **SANTO**
Tethys
New Luxor

9. **VALENTINE**
Selene
Chons
10. **BELLEROPHON**
Tyrins
Xanthus
Parth
11. **ARIEL**
Ariopolis
Shiva
Poseidon
12. **ALBION**
Avalon

LUX*

13. **PERSEPHONE**
Hades
Renao

14. **PELORUM**
Kaleidoscope

15. **"THE HALO"**



RED SUN (ZHU QUE) SYSTEM

1. **JIANGYIN**
Tongyi
Dangun
Rhilidore
2. **NEW MELBOURNE**
Maria
Destiny
3. **"MOTHERLODE"**
4. **GREENLEAF**
Dyton
Agyar
Bryson's Rock
5. **HARVEST**
Farraday
Higgins' Moon
6. **ST. ALBANS**
Pi Gu
7. **ANSON'S WORLD**
Spider
Varley
Steele
8. **JUBILEE**
Covenant
9. **AESIR**
Bestla
Borr
Odin
10. **MOAB**
Red Rock
Mesa
11. **BRISINGAMEN**
Freyja
Alberich
Beowulf
12. **ANVIL**
Hammer
13. **TRIUMPH**
Mycroft
14. **PAQUIN**
Shinbone
Clawthorn
15. **LAZARUS**
Dora
16. **SILVERHOLD**
Beggar's Tin

HIMINBJÖRG*

9. **AESIR**
Bestla
Borr
Odin

10. **MOAB**
Red Rock
Mesa

11. **BRISINGAMEN**
Freyja
Alberich
Beowulf

12. **ANVIL**
Hammer

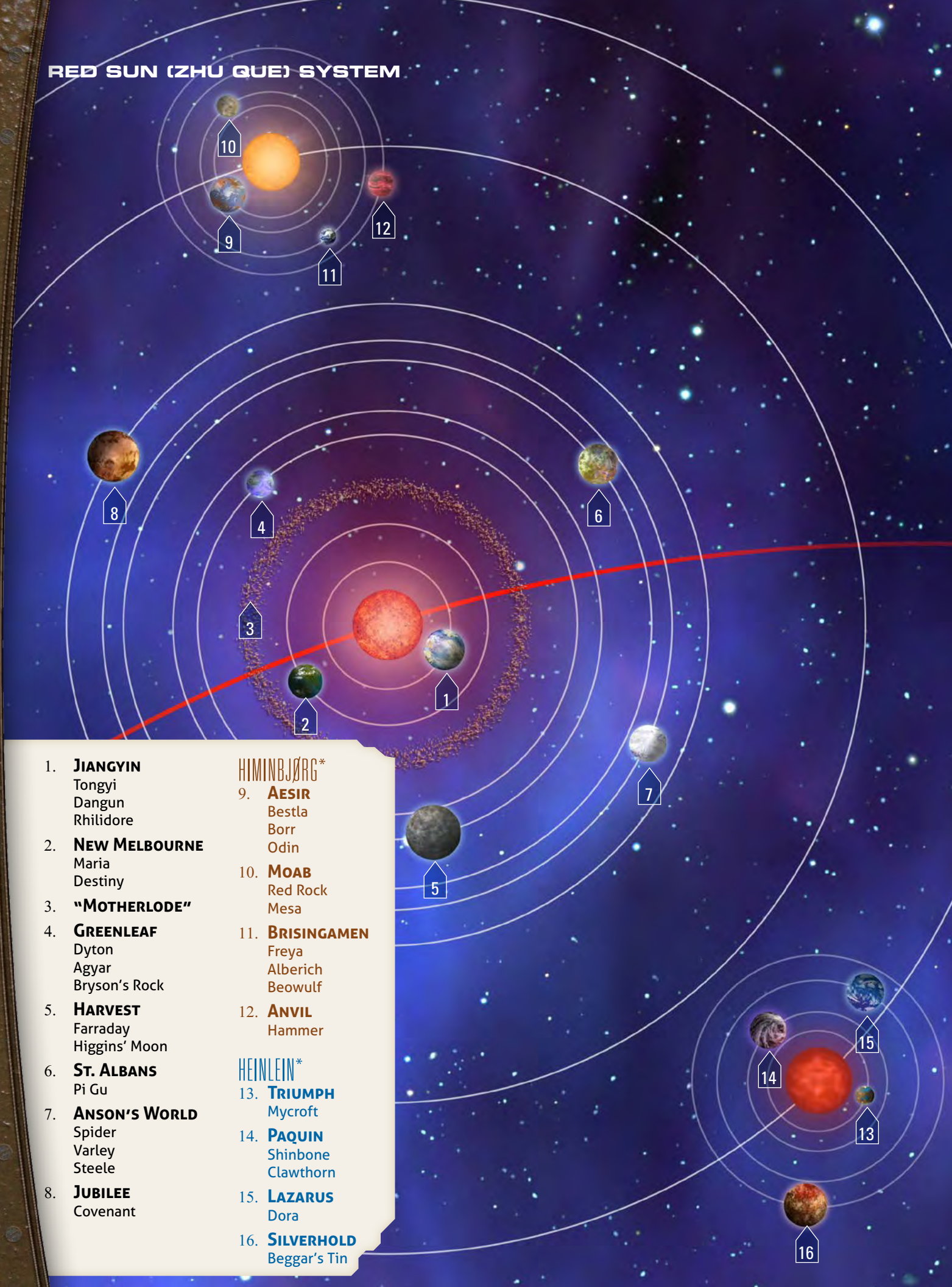
HEINLEIN*

13. **TRIUMPH**
Mycroft

14. **PAQUIN**
Shinbone
Clawthorn

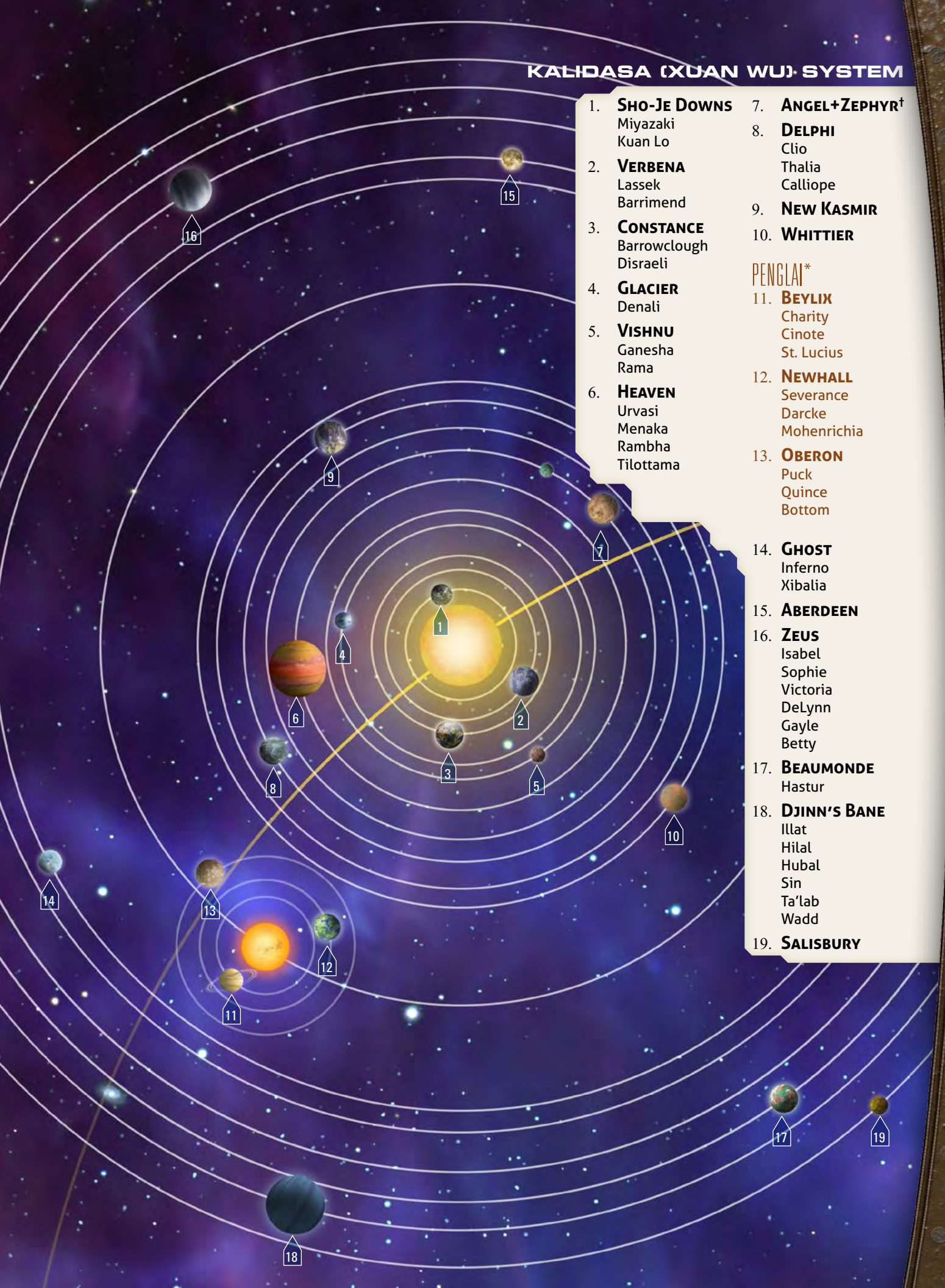
15. **LAZARUS**
Dora

16. **SILVERHOLD**
Beggar's Tin

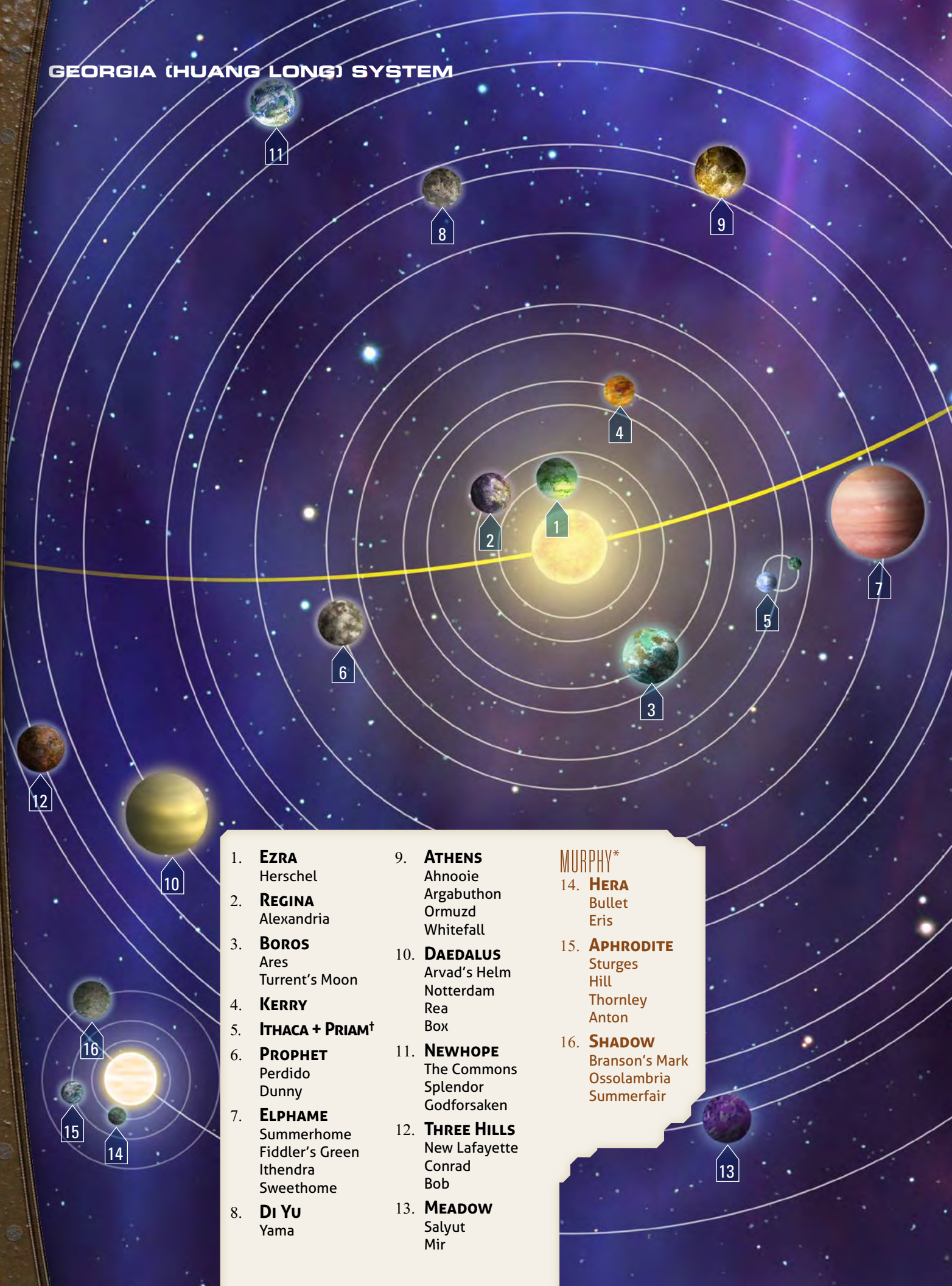


KALIDASA (XUAN WU) SYSTEM

1. **SHO-JE DOWNS**
Miyazaki
Kuan Lo
2. **VERBENA**
Lassek
Barrimend
3. **CONSTANCE**
Barrowclough
Disraeli
4. **GLACIER**
Denali
5. **VISHNU**
Ganesha
Rama
6. **HEAVEN**
Urvasi
Menaka
Rambha
Tilottama
7. **ANGEL+ZEPHYR[†]**
8. **DELPHI**
Clio
Thalia
Calliope
9. **NEW KASMIR**
10. **WHITTIER**
- PENGLAI***
11. **BEYLIX**
Charity
Cinote
St. Lucius
12. **NEWHALL**
Severance
Darcke
Mohenrichia
13. **OBERON**
Puck
Quince
Bottom
14. **GHOST**
Inferno
Xibalia
15. **ABERDEEN**
16. **ZEUS**
Isabel
Sophie
Victoria
DeLynn
Gayle
Betty
17. **BEAUMONDE**
Hastur
18. **DJINN'S BANE**
Illat
Hilal
Hubal
Sin
Ta'lab
Wadd
19. **SALISBURY**



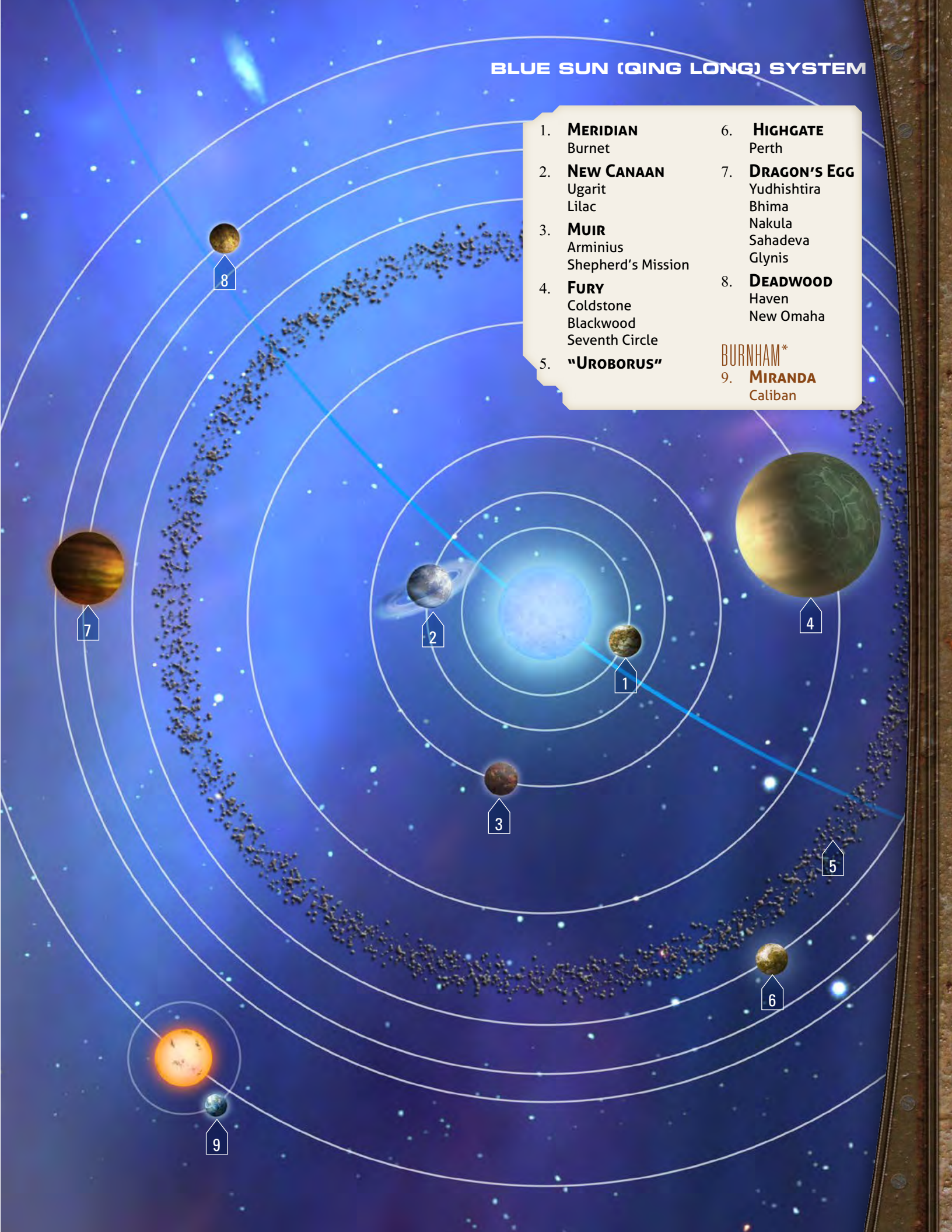
GEORGIA (HUANG LONG) SYSTEM



- | | | |
|---|--|--|
| 1. EZRA
Herschel | 9. ATHENS
Ahnooie
Argabuthon
Ormuzd
Whitefall | MURPHY* |
| 2. REGINA
Alexandria | 10. DAEDALUS
Arvad's Helm
Notterdam
Rea
Box | 14. HERA
Bullet
Eris |
| 3. BOROS
Ares
Turrent's Moon | 11. NEWHOPE
The Commons
Splendor
Godforsaken | 15. APHRODITE
Sturges
Hill
Thornley
Anton |
| 4. KERRY | 12. THREE HILLS
New Lafayette
Conrad
Bob | 16. SHADOW
Branson's Mark
Ossolambria
Summerfair |
| 5. ITHACA + PRIAM† | 13. MEADOW
Salyut
Mir | |
| 6. PROPHET
Perdido
Dunny | | |
| 7. ELPHAME
Summerhome
Fiddler's Green
Ithendra
Sweethome | | |
| 8. DI YU
Yama | | |

BLUE SUN (QING LONG) SYSTEM

- | | |
|--|--|
| 1. MERIDIAN
Burnet | 6. HIGHGATE
Perth |
| 2. NEW CANAAN
Ugarit
Lilac | 7. DRAGON'S EGG
Yudhishtira
Bhima
Nakula
Sahadeva
Glynis |
| 3. MUIR
Arminius
Shepherd's Mission | 8. DEADWOOD
Haven
New Omaha |
| 4. FURY
Coldstone
Blackwood
Seventh Circle | |
| 5. "UROBORUS" | |
- BURNHAM*
- | |
|------------------------------|
| 9. MIRANDA
Caliban |
|------------------------------|



NAME

ADVANCEMENT

You can spend your Episodes to:

- Turn an Asset from an Episode into a **D6** Signature Asset: 1 Episode
- Switch out a Distinction for a new Distinction: 1 Episode
- Add a Signature Asset trigger: 1 Episode
- Add a new specialty to a **D6** or higher Skill: 1 Episode
- Step up a **D6** Signature Asset to a **D8**: 2 Episodes
- Unlock a new Distinction trigger: 2 Episodes
- Step up a Skill from a **D4** to a **D6**: 2 Episodes
- Step up a Skill to a **D8** or higher: 3 Episodes
- Step up one Attribute and step back another: 3 Episodes

REPUTATION

ALLIANCE

4 6 8 10 12

BROWNCOATS

4 6 8 10 12

CORPORATIONS

4 6 8 10 12

CRIMINALS

4 6 8 10 12

EPISODE TITLE

CALLBACK

SEASON

NOTES

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

● **ROLE-PLAYING GAME** ●

SIGNATURE ASSETS

ENGINE
HULL
SYSTEMS



12

Crewmember uses own Skill and Specialties when operating the ship.



DISTINCTIONS



☒ Use this as a **D4** to earn 1 PP.

☐☐

☒ Use this as a **D4** to earn 1 PP.

☒ Use this as a **D4** to earn 1 PP.

☐

LIGHT MAJOR GMC

Attributes start at **D6** · Step up highlighted skills · Mark 1-2 Distinction triggers
Assign 4 additional Skill points · Spend 2 specialty or Signature Asset points · Signature Asset cap is **D6**

ATTRIBUTES









MENTAL D PHYSICAL D SOCIAL D

SKILLS

CRAFT <u>D</u>	FLY <u>D</u>	LABOR <u>D</u>	PERFORM <u>D</u>	THROW <u>D</u>
DRIVE <u>D</u>	FOCUS <u>D</u>	MOVE <u>D</u>	SHOOT <u>D</u>	TREAT <u>D</u>
FIGHT <u>D</u>	INFLUENCE <u>D</u>	NOTICE <u>D</u>	SNEAK <u>D</u>	TRICK <u>D</u>
FIX <u>D</u>	KNOW <u>D</u>	OPERATE <u>D</u>	SURVIVE <u>D</u>	

firefly
ROLE-PLAYING GAME

DISPOSITIONS

ALLIANCE	 
BROWNCOATS	 
CORPORATIONS	 
CRIMINALS	 

DISTINCTIONS

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

☐☐

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

☐☐

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

☐☐

SIGNATURE ASSETS

D

D

MEDIUM MAJOR GMC

Attributes start at **D8** · Step up highlighted skills · Mark 2-3 Distinction triggers
Assign 9 additional Skill points · Spend 5 specialty or Signature Asset points · Signature Asset cap is **D8**

ATTRIBUTES

MENTAL D PHYSICAL D SOCIAL D

SKILLS

CRAFT <u>D</u>	FLY <u>D</u>	LABOR <u>D</u>	PERFORM <u>D</u>	THROW <u>D</u>
DRIVE <u>D</u>	FOCUS <u>D</u>	MOVE <u>D</u>	SHOOT <u>D</u>	TREAT <u>D</u>
FIGHT <u>D</u>	INFLUENCE <u>D</u>	NOTICE <u>D</u>	SNEAK <u>D</u>	TRICK <u>D</u>
FIX <u>D</u>	KNOW <u>D</u>	OPERATE <u>D</u>	SURVIVE <u>D</u>	

firefly
ROLE-PLAYING GAME

DISPOSITIONS

ALLIANCE	 
BROWNCOATS	 
CORPORATIONS	 
CRIMINALS	 

DISTINCTIONS

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

☐☐

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

☐☐

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

☐☐

SIGNATURE ASSETS

D

D

HEAVY MAJOR GMC

Attributes start at **D10** · Step up highlighted skills · Mark 3-4 Distinction triggers
Assign 14 additional Skill points · Spend 8 specialty or Signature Asset points · Signature Asset cap is **D10**

ATTRIBUTES

MENTAL D PHYSICAL D SOCIAL D

SKILLS

CRAFT D	FLY D	LABOR D	PERFORM D	THROW D
DRIVE D	FOCUS D	MOVE D	SHOOT D	TREAT D
FIGHT D	INFLUENCE D	NOTICE D	SNEAK D	TRICK D
FIX D	KNOW D	OPERATE D	SURVIVE D	



DISPOSITIONS

ALLIANCE		
BROWNCOATS		
CORPORATIONS		
CRIMINALS		

DISTINCTIONS

D8	D8	D8
✓ Gain 1 Plot Point when you roll a D4 instead of a D8 .	✓ Gain 1 Plot Point when you roll a D4 instead of a D8 .	✓ Gain 1 Plot Point when you roll a D4 instead of a D8 .
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SIGNATURE ASSETS

D	D
D	D

MINOR GMC

Minor GMCs have a range of three to six Traits rated between a **D4** to a **D10**.

ATTRIBUTES

ONE-LINE CHARACTER SUMMARY OR STRONGEST ATTRIBUTE

D

PERSONALITY TRAIT OR MODERATE ATTRIBUTE

D

CHARACTER FLAW OR WEAKEST ATTRIBUTE

D

OTHER

D

D

D

D

DISPOSITIONS

ALLIANCE			CORPORATIONS		
BROWNCOATS			CRIMINALS		



EXTRA

D

SUPPORTS:

EXTRA

D

SUPPORTS:

EXTRA

D

SUPPORTS:

EXTRA

D

SUPPORTS:

Extras back up the Major GMCs and Minor GMCs. They have a single Trait and are ranked from Common **D6**, Exceptional **D8**, and Outstanding **D10**.