

Firefly Crew Sheet

I'm Played By

About Me

What they call me: _____
 Description _____

Background _____

Signature Assets

- _____
- _____
- _____

Episode Assets

- _____
- _____
- _____
- _____

Attribute

- Mental** ... 6 8 10
Physical ... 6 8 10
Social ... 6 8 10

Distinctions

- As disadvantage.....▲+PP
- _____
- _____
- As disadvantage.....▲+PP
- _____
- _____
- As disadvantage.....▲+PP
- _____
- _____

Rolling

Required: 1 Attribute + 1 Skill
 Optional: 1 Distinction + Assets + Opponent Complications

Skills & Specialties

- Craft.....▲ 6 8 10 12 _____
- Drive▲ 6 8 10 12 _____
- Fight.....▲ 6 8 10 12 _____
- Fix▲ 6 8 10 12 _____
- Fly▲ 6 8 10 12 _____
- Focus▲ 6 8 10 12 _____
- Influence ▲ 6 8 10 12 _____
- Know▲ 6 8 10 12 _____
- Labor▲ 6 8 10 12 _____
- Move▲ 6 8 10 12 _____
- Notice▲ 6 8 10 12 _____
- Operate...▲ 6 8 10 12 _____
- Perform ..▲ 6 8 10 12 _____
- Shoot▲ 6 8 10 12 _____
- Sneak▲ 6 8 10 12 _____
- Survive ...▲ 6 8 10 12 _____
- Throw▲ 6 8 10 12 _____
- Treat▲ 6 8 10 12 _____
- Trick▲ 6 8 10 12 _____

Complications

- _____ 6 8 10 12
- _____ 6 8 10 12
- _____ 6 8 10 12
- _____ 6 8 10 12
- _____ 6 8 10 12
- _____ 6 8 10 12
- _____ 6 8 10 12
- _____ 6 8 10 12

Firefly Crew Sheet

Episode List

Title:

Callback this session Burned for Advancement

Notes:

Title:

Callback this session Burned for Advancement

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Notes:

Plot Points

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Big Damn Hero Dice

4	6	8	10	12

I'm Played By

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Firefly Crew Sheet

About Me

They call me:

Description

Background

Signature Assets

<input type="checkbox"/>	◆◆
<input type="checkbox"/>	◆◆
<input type="checkbox"/>	◆◆

Assets

◆◆
◆◆
◆◆
◆◆
◆◆
◆◆

Attribute

Mental...	◆6	◆8	◆10
Physical...	◆6	◆8	◆10
Social...	◆6	◆8	◆10

Distinctions

<input checked="" type="checkbox"/> As disadvantage	◆◆	▲+PP
<input type="checkbox"/>		
<input type="checkbox"/>		
<input checked="" type="checkbox"/> As disadvantage	◆◆	▲+PP
<input type="checkbox"/>		
<input type="checkbox"/>		
<input checked="" type="checkbox"/> As disadvantage	◆◆	▲+PP
<input type="checkbox"/>		
<input type="checkbox"/>		

Rolling

Required: 1 Attribute + 1 Skill
Optional: 1 Distinction + Assets + Opponent Complications

Skills & Specializations

<input type="checkbox"/> Craft	▲◆◆◆◆◆	◆
<input type="checkbox"/> Drive	▲◆◆◆◆◆	◆
<input type="checkbox"/> Fight	▲◆◆◆◆◆	◆
<input type="checkbox"/> Fix	▲◆◆◆◆◆	◆
<input type="checkbox"/> Fly	▲◆◆◆◆◆	◆
<input type="checkbox"/> Focus	▲◆◆◆◆◆	◆
<input type="checkbox"/> Influence	▲◆◆◆◆◆	◆
<input type="checkbox"/> Know	▲◆◆◆◆◆	◆
<input type="checkbox"/> Labor	▲◆◆◆◆◆	◆
<input type="checkbox"/> Move	▲◆◆◆◆◆	◆
<input type="checkbox"/> Notice	▲◆◆◆◆◆	◆
<input type="checkbox"/> Operate	▲◆◆◆◆◆	◆
<input type="checkbox"/> Perform	▲◆◆◆◆◆	◆
<input type="checkbox"/> Shoot	▲◆◆◆◆◆	◆
<input type="checkbox"/> Sneak	▲◆◆◆◆◆	◆
<input type="checkbox"/> Survive	▲◆◆◆◆◆	◆
<input type="checkbox"/> Throw	▲◆◆◆◆◆	◆
<input type="checkbox"/> Treat	▲◆◆◆◆◆	◆
<input type="checkbox"/> Trick	▲◆◆◆◆◆	◆

Complications

▲◆◆◆◆◆
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