

# Firefly Ship Sheet

## *About Me*

Name \_\_\_\_\_

Class \_\_\_\_\_

History \_\_\_\_\_

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## *Signature Assets*

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## *Other Assets (Temporary Stuff)*

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\_\_\_\_\_ ◇ 6 ◇ 8 ◇ 10 ◇ 12

## *Attribute*

**Engines**    ◇ 6 ◇ 8 ◇ 10

**Hull**        ◇ 6 ◇ 8 ◇ 10

**Systems**    ◇ 6 ◇ 8 ◇ 10

## *Plans/Sketches/Notes*

## *Crew*

**GMC Crew Skill**    ▲ 4 ◇ 6 ◇ 8 ◇ 10 ◇ 12

*PC Crew use own skills and specialties*

## *Distinctions*

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As disadvantage ..... ▲+PP

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As disadvantage ..... ▲+PP

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As disadvantage ..... ▲+PP

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# Firefly Ship Sheet

## *About Me*

Name \_\_\_\_\_

Class \_\_\_\_\_ **Firefly Class Transport**

History \_\_\_\_\_

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## *Signature Assets*

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## *Other Assets (Temporary Stuff)*

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## *Attribute*

**Engines**

**Hull**

**Systems**

## *Plans/Sketches/Notes*

## *Crew*

**GMC Crew Skill**

*PC Crew use own skills and specialties*

## *Distinctions*

### **Firefly Class Transport**

- As disadvantage ..... +PP
- 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.



- As disadvantage ..... +PP
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- As disadvantage ..... +PP
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# Firefly Ship Sheet

## *About Me*

Name \_\_\_\_\_

Class \_\_\_\_\_ Polaris Class Cargo Liner

History \_\_\_\_\_

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## *Signature Assets*

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## *Other Assets (Temporary Stuff)*

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## *Attribute*

**Engines** ⬡ ⬢ ⬣

**Hull** ⬡ ⬢ ⬣

**Systems** ⬡ ⬢ ⬣

## *Plans/Sketches/Notes*

## *Crew*

**GMC Crew Skill** ⬡ ⬢ ⬣ ⬤ ⬥

*PC Crew use own skills and specialties*

## *Distinctions*

### ⬢ Firefly Class Transport

- As disadvantage ..... ⬡+PP
- 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.



- As disadvantage ..... ⬡+PP

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- As disadvantage ..... ⬡+PP

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