Girefly Ship Sheet

about Me

Name	
Class	
History	
Jignabure (Ands
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Other Assets (Tem	porary Shuff)

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Engines 🚳

(6) (8) (0)

Hull ⋄

(6) (8) (10)

Plans/Shetches/Notes

Crew

GMC Crew Skill



PC Crew use own skills and specialties

8	
\boxtimes	As disadvantage
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\boxtimes	As disadvantage
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Firefly Class Transport
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Engines	
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Hull ♦ ♦ ♦

Systems ♦ ♦ ♦

Plans/Shetches/Notes

Crew

GMC Crew Skill △ ♦ ♦ № ②



PC Crew use own skills and specialties

8	Firefly Class Transport		
	\boxtimes	As disadvantage	
		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.	
8			
	\boxtimes	As disadvantage+PP	
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	\boxtimes	As disadvantage	
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Name	
Class	Polaris Class Cargo Liner
History	
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Engines	
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(6) (9) (10)

Systems ♦ ♦ ♦

Plans/Shetches/Notes

Crew

GMC Crew Skill



PC Crew use own skills and specialties

8	Firefly Class Transport		
	\boxtimes	As disadvantage4+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.	
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	\boxtimes	As disadvantage	
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	\boxtimes	As disadvantage	

Name_

Class	Alliance Patrol Boat
History	
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Engines (6) (8) (4)

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(6) (9) (10)

Systems ♦ ♦ ♦

Plans/Shebches/Nobes

Crew

PC Crew use own skills and specialties

8	Alliance Patrol Boat	
	\boxtimes	As disadvantage
		Official Sanction: When you create an Asset or take a Complication involving official Alliance channels, step it up.
^		Regularly Inspected: Spend a Plot Point to re-roll a pool when rolling to Fix the ship.
<u> </u>		
	\boxtimes	As disadvantage
8		
	\boxtimes	As disadvantage