

Firefly: Hurtlin' Through the 'Verse

An AGE system RPG



Version 2.1

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Here's How It Is...

The Earth got used up. We found a new solar system and used terraforming technology to create hundreds of new Earths. The central planets formed the Alliance and decided that all worlds should unite under their rule. There was some disagreement on that point.

After the War for unification, many Independents- those who fought and lost- drifted to the edges of the system, far from Alliance control. Out on the Rim, people struggle to get by with the most basic technologies. Out here a ship will bring you work. A gun will help you keep it.

A captain's goal is simple: Find a crew. Find a Job. Keep flyin'.



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Some of the text here in is from the *Dragon Age Role-Playing Game Box Set 1*. Only rule descriptions to keep the feel and pacing of the style of the game.

AND

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A Heartfelt Thanks

Aaaawww.. Thank You's... Some people take them for granted and don't realize that sometimes in that "thank you" there are more words than just those two simple ones being expressed.

Allow me to express them. Appreciation, adoration, respect, wonderment, and of course.. Thank You.

I've worked pretty hard on Firefly: Hurlin' Through the Verse and it has become quite a love child. It is a series that I adore very much, and thought that the AGE system would be a snug, simple, and fun fit for the game. I wanted to get rid of clunky mechanics for simplicity and narration, which I feel is important in an RPG, especially one that tries to capture the magic of an amazing show like Firefly.

First my girlfriend, Angie, deserves so much thanks. She is not a hearty dork like I am, yet she listens excitedly, and gives me wonderful feedback. I want to thank her from the bottom of my heart for all her respect and love. She also has designed an awesome character sheet for me and my game.

I owe a huge thank you to Chuck, over at Geek Life Project (<http://www.grogtard.com/>), for his tons and tons of invaluable feedback, opinions, and evaluations. Without his contributions, this game would definitely not be nearly as solid as it is!

The people over at the Green Ronin Forums (www.greenronin.com) deserve a hearty thank you for their wonderful feedback, praise, and excitement on this project.

I would also be remiss to mention the people of Dragon Age Oracle (<http://dragonageoracle.wordpress.com/>) who have taken great steps to set up an awesome blog about a truly wonderful game and have given people like myself an opportunity to share their projects with a wider audience.

Finally, as always, a thank you to my gaming group for putting up with my constant workings, projects, and tortures that I put you through. Remember just because you've been burnt, stabbed, hung, poisoned, shot, and maimed doesn't mean it has to be a bad day!

So again THANK YOU to everyone!



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CHARACTER CREATION

The first part of character creation is to come up with a quick character concept. Once you have that in your mind scan through the *Firefly: Hurlin' Through the Verse* backgrounds and classes and see which of these best fits your idea.

Follow the rules for character creation outlined in Dragon Age Box Set 1 or the optional rules in Box Set 2.

BACKGROUND AND CLASSES

Option: New Background- *Maybe the backgrounds listed here does not fit your character concept. If that is the case you can easily just select either +1 to any attribute and one Ability Focus or two Ability Focuses and then give yourself a "background" description. Finally add +1 to a fitting Ability and choose one more Ability Focus and off you go!*

BACKGROUNDS

ALLIANCE AGENT

You have been trained as an operative for the Alliance. Spying, assassination, bounty hunting, interrogation, infiltration, or straight forward diplomacy all are within the territory of an Alliance Agent. Whether you are currently active, retired, or a traitor is up to you. Whatever your decisions, you and the GM should come up with the how and why you are where you are now.

Attribute: Add 1 to your Willpower ability. The respect for hierarchy, regulation, and order has been engrained into your brain.

Focus: Choose one of the following ability focuses: Willpower (Self-Discipline) or Dexterity (Stealth).

Language: You can speak and write English, Mandarin, and one other Earth language.

Class Options: Noble and Soldier.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Alliance Agent	
Roll 2d6	Benefit
2	+1 Perception
3-4	Focus: Communication (Investigation)
5	Focus: Perception (Seeing)
6	Focus: Cunning (Military Lore)
7-8	+1 Constitution
9	Focus: Strength (Intimidation)
10-11	Focus: Dexterity (Pistols)
12	+1 Communication

BROWNCOAT

You served with the Independents during the War of unification, attempting to keep the Rim free of the tyranny of the Alliance. The Independents ambitions are said to have died after the devastating defeat at Serenity Valley in 2511. You have done what you can to get by from that day forward, always avoiding the Alliance when you can. Some wounds run too deep to ever truly heal.

Attribute: Add 1 to your Perception ability. Browncoats lasted as long as they did by tenacity, guile, and being constantly aware of their surroundings.

Focus: Choose one of the following ability focuses: Dexterity (Pistols) or Willpower (Courage).

Language: You can speak and write English and Mandarin.

Class Options: Drifter and Soldier.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Browncoat	
Roll 2d6	Benefit
2	+1 Willpower
3-4	Focus: Cunning (Healing)
5	Focus: Cunning (Demolitions)
6	Focus: Constitution (Running)
7-8	+1 Cunning
9	Focus: Dexterity (Stealth)
10-11	Focus: Perception (Searching)
12	+1 Dexterity

CENTRAL PLANETS BORN AND BRED

You were born and have grown up on one of the Central Alliance planets, which is just right as rain for you. You've had access to some of the best technology, schoolin', medical facilities, and nutrition in all of the 'Verse. Whether due to a desire to see the galaxy, being hunted, exiled, or worse you've now taken to the stars. You expected the 'Verse to be big, but you didn't expect the vast differences between life in the core and out on the Rim. You're learnin' mite quick so you don't end up dead.

Attribute: Add 1 to your Cunning ability. Your character has had some of the best educational facilities at their disposal.

Focus: Choose one of the following ability focuses: Communication (Etiquette) or Cunning (Healing).

Language: You can speak and write English, Mandarin, and one other Earth language.

Class Options: Noble and Soldier.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Central Planets Born and Bred	
Roll 2d6	Benefit
2	+1 Perception
3-4	Focus: Cunning (Research)
5	Focus: Perception (Empathy)
6	Focus: Constitution (Stamina)
7-8	+1 Willpower
9	Focus: Cunning (Historical Lore)
10-11	Focus: Communication (Persuasion)
12	+1 Constitution

CORPORATE MAN

You work for one of the many corporations of the 'Verse. This may be a powerful entity that has ties with the Alliance, such as Blue Sun or United Reclamation, or you may be part of some small company that deals with ranchers by providing cattle or farm equipment. You travel the 'Verse for your company looking for new opportunities to continue their economic growth.

Attribute: Add 1 to your Communication ability. You have learned how to wheel and deal those around you to help achieve your company's goals.

Focus: Choose one of the following ability focuses: Communication (Deception) or Communication (Persuasion).

Language: You can speak and write English and Mandarin.

Class Options: Noble and Soldier.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Corporate Man	
Roll 2d6	Benefit
2	+1 Cunning
3-4	Focus: Communication (Leadership)
5	Focus: Cunning (Evaluation)
6	Focus: Cunning (Corporate Sector)
7-8	+1 Perception
9	Focus: Cunning (Hacking)
10-11	Focus: Communication (Bargaining)
12	+1 Willpower

FRONTIER BUMPKIN

The only life you've ever known is the rough and tumble one out in the Rim. You never had all those nice things those fancy folk from the core, or the few out here who got lucky and rich. You do however got your head, and it's done you right. It's kept you alive. You've picked up a few valuable skills that have gotten you some platinum, keep you workin', and hopefully out of trouble. There isn't much holding you back out here, and you'll go wherever opportunity takes you.

Attribute: Add 1 to your Constitution ability. Living on a Rim world is rough and only the hearty survive.

Focus: Choose one of the following ability focuses: Strength (Brawling) or Dexterity (Stealth).

Language: You can speak and write English and Mandarin.

Class Options: Drifter and Soldier.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Frontier Bumpkin	
Roll 2d6	Benefit
2	+1 Cunning
3-4	Focus: Perception (Searching)
5	Focus: Communication (Animal Handling)
6	Focus: Dexterity (Pickin' Pockets)
7-8	+1 Perception
9	Focus: Cunning (Machines/Hacking)
10-11	Focus: Cunning (Nature Lore)
12	+1 Dexterity

HAS-BEEN CORTEX CELEBRITY

Fame is a fickle friend and no one knows that better than you. One minute it will bathe you in a light so true and glamorous that you feel as though you are the center of the galaxy, and the next cast you in a shadow so cold and lonely it seems you don't even exist anymore. You've had your 15 micro-minutes of fame and now all that is left is the off-chance that someone might remember you.

Attribute: Add 1 to your Communication ability. As an actor you survived on your ability to communicate and charm others.

Focus: Choose one of the following ability focuses: Communication (Performance) or Communication (Deception).

Language: You can speak and write English and Mandarin.

Class Options: Drifter and Noble.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Has-Been Cortex Celebrity	
Roll 2d6	Benefit
2	+1 Cunning
3-4	Focus: Willpower (Self-Discipline)
5	Focus: Perception (Empathy)
6	Focus: Cunning (Cultural Lore)
7-8	+1 Perception
9	Focus: Communication (Disguise)
10-11	Focus: Communication (Gamble)
12	+1 Willpower

LAWMAN

You have braved one of the roughest and toughest jobs in the 'Verse; lawman on a Boarder or Rim world. Whether you're still upholding the law is an entirely different matter. Do you still have that steely glint of justice in your eye or has it become dead and cold like staring into the depths of the 'Verse itself? You've picked up some really useful skills along the way and you have a few good stories to tell to someone willing to buy you a drink.

Attribute: Add 1 to your Cunning ability. Dumb Lawmen end up dead. You know to use all the smarts your mama taught ya.

Focus: Choose one of the following ability focuses: Dexterity (Shotguns) or Communication (Persuasion).

Language: You can speak and write English, Mandarin, and one other Earth language.

Class Options: Drifter and Soldier.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Lawman	
Roll 2d6	Benefit
2	+1 Dexterity
3-4	Focus: Strength (Intimidation)
5	Focus: Dexterity (Riding)
6	Focus: Dexterity (Brawling)
7-8	+1 Perception
9	Focus: Perception (Searching)
10-11	Focus: Cunning (Healing)
12	+1 Constitution

MERCHANT

Whether from the Central Planets or the Rim, you've got yourself a nose for business and you never pass up the opportunity to make a few extra platinum, or perhaps even gain a favor (or something of equal value) that you can make use later. Whether you are a small time merchant or starting an entrepreneurial empire, you travel the 'Verse, going wherever your ideals or the profits blow you.

Attribute: Add 1 to your Perception ability. You've learned to spot potential clients and glean the value of things at a glance.

Focus: Choose one of the following ability focuses: Communication (Bargaining) or Cunning (Evaluation).

Language: You can speak and write English and Mandarin.

Class Options: Drifter and Noble.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Merchant	
Roll 2d6	Benefit
2	+1 Communication
3-4	Focus: Communication (Deception)
5	Focus: Communication (Seduction)
6	Focus: Cunning (Cultural Lore)
7-8	+1 Willpower
9	Focus: Dexterity (Piloting)
10-11	Focus: Cunning (Corporate Sector)
12	+1 Cunning

MINER

There are many claims to be found in the Boarder or Rim territories. You may be from a mining family or just went out to strike it rich on your own. Whether you work with the Corone Mining Consortium, the Miners Guild, or are just an independent person trying to make their way in the 'Verse, you know hard work and luck can get you far in life.

Attribute: Add 1 to your Constitution ability. Miners are from hearty stock.

Focus: Choose one of the following ability focuses: Constitution (Stamina) or Strength (Might).

Language: You can speak and write English and Mandarin.

Class Options: Drifter and Soldier.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Miner	
Roll 2d6	Benefit
2	+1 Strength
3-4	Focus: Dexterity (Rifles)
5	Focus: Cunning (Planet Navigation)
6	Focus: Cunning (Demolitions)
7-8	+1 Dexterity
9	Focus: Perception (Searching)
10-11	Focus: Willpower (Courage)
12	+1 Perception

SALVAGER

There is quite a bit of money to be made by sifting through other people's junk. You know that the secret is patience and a keen eye. You travel the 'Verse going from derelict ships to planets looking through all the refuse in the hopes of finding that one big salvage that will make you rich beyond your wildest dreams.

Attribute: Add 1 to your Perception ability. Salvagers need to be able to tell the good stuff from the junk.

Focus: Choose one of the following ability focuses: Cunning (Evaluation) or Cunning (Machines).

Language: You can speak and write English and Mandarin.

Class Options: Drifter and Soldier.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Salvager	
Roll 2d6	Benefit
2	+1 Dexterity
3-4	Focus: Dexterity (Stealth)
5	Focus: Communication (Bargaining)
6	Focus: Perception (Searching)
7-8	+1 Strength
9	Focus: Dexterity (Shotguns)
10-11	Focus: Dexterity (Piloting)
12	+1 Communication

SHEPHERD

You may have been born with an immense sense of faith or found God at a later date (possibly after a close dance with another man's pistol). Whatever the case may be the life you've chosen is a difficult one. You try to live your life by the guidance of the Good Book; an example of virtue and morality, bringing hope and compassion to all the poor sufferin' folk in the 'Verse. Be it plague, theft, murder, or helpin' lovers honor one another with their wedding vows, the life of a Shepherd is never a dull one.

Attribute: Add 1 to your Willpower ability. The life of a Shepherd is hard and requires discipline.

Focus: Choose one of the following ability focuses: Willpower (Faith) or Willpower (Self-Discipline).

Language: You can speak and write English, Latin, and Mandarin.

Class Options: Drifter and Noble.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Shepherd	
Roll 2d6	Benefit
2	+1 Communication
3-4	Focus: Communication (Leadership)
5	Focus: Communication (Persuasion)
6	Focus: Cunning (Healing)
7-8	+1 Perception
9	Focus: Perception (Empathy)
10-11	Focus: Cunning (Religious Lore)
12	+1 Cunning

SPACER

You were born on a ship, grew up on a ship, and will probably die on a ship. You're quite at home in the cold expanse of the 'Verse. Many find it unsettling that all that separates them and their precious air from the cold embrace of oblivion is a few sheets of thin metal, but not you. For you there is a serene quality to the whole thing. Life on a ship is unpredictable and it takes quick wit and quicker reflexes to deal with the situations that arise. Your destination is whatever course you set.

Attribute: Add 1 to your Dexterity ability. Living in the 'Verse has trained you react quickly.

Focus: Choose one of the following ability focuses: Dexterity (Piloting) or Communication (Deception).

Language: You can speak and write English and Mandarin.

Class Options: Drifter and Soldier.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Spacer	
Roll 2d6	Benefit
2	+1 Cunning
3-4	Focus: Cunning (Space Navigation)
5	Focus: Willpower (Courage)
6	Focus: Dexterity (Initiative)
7-8	+1 Strength
9	Focus: Dexterity (Pistols)
10-11	Focus: Perception (Seeing)
12	+1 Perception

TWO-BIT CRIMINAL

Maybe you just haven't been given the opportunity for that "big score," or maybe you have the worst luck in the 'Verse. You are just a petty thug no matter how you look at it. Whether you've planned big crimes and just lost the steam or tried to snatch a purse and was smacked around by the ol' lady it doesn't matter, you are a sad little king on a sad little hill. However it might be time for your luck to change...

Attribute: Add 1 to your Dexterity ability. Whether it's being quick with a gun or quick to get away you need all the speed you can get to survive.

Focus: Choose one of the following ability focuses: Dexterity (Pistols) or Strength (Intimidation).

Language: You can speak and write English and Mandarin.

Class Options: Drifter and Noble.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Two-Bit Criminal	
Roll 2d6	Benefit
2	+1 Strength
3-4	Focus: Communication (Bargaining)
5	Focus: Dexterity (Pickin' Pockets)
6	Focus: Communication (Gambling)
7-8	+1 Willpower
9	Focus: Willpower (Self-Discipline)
10-11	Focus: Communication (Leadership)
12	+1 Cunning

WHORE

You sell your body for money and you don't see anything wrong with that. You don't have all the fancy training like those in the Companions Guild, but you have the right tools to get the job done and leave the customer satisfied. You're life is a hard and dangerous one, and you survive because you do what you need to. It's practical. It's business.

Attribute: Add 1 to your Communication ability. A Whore needs to be able to talk a client into bedding with them.

Focus: Choose one of the following ability focuses: Communication (Seduction) or Constitution (Stamina).

Language: You can speak and write English and Mandarin.

Class Options: Drifter and Noble.

Roll Twice in the following table and take the added benefit. Re-roll if you get the same number until you get a different value.

Whore	
Roll 2d6	Benefit
2	+1 Constitution
3-4	Focus: Communication (Deception)
5	Focus: Perception (Seeing)
6	Focus: Dexterity (Pickin' Pockets)
7-8	+1 Perception
9	Focus: Communication (Performance)
10-11	Focus: Dexterity (Pistols)
12	+1 Willpower

ON READIN' AND WRITIN'

Some players don't mind that their characters can't read and write, while others find that not being able to can diminish their fun. Instead of having mechanics that states which back grounds are more literate than the other it is up to the player to decide how well their character can, if at all, read and write.

CLASSES

There are three classes in the *Firefly*: *Hurtlin' Through the 'Verse*: *Drifter*, *Noble*, and *Soldier*.

Optional Rule for Focuses available to classes- Instead of having a select group of Focuses for each class and limiting player creativity, it can be ruled that any class can take any Focus available when indicated by their class tree.

BIG DAMNED HEROES (OPTIONAL)

Part of the fun of playing a character in the 'Verse is they are slightly larger than life; able to pull off things that common folk ain't capable of or have some knowledge that just don't seem fitting to their station.

For this rule any character at level 1 can choose their starting Talent regardless of whether they meet the prerequisites or not.

DRIFTER



Drifters tend to live on the edge of the 'Verse, far away from the control of the Alliance and the Central Planets. Drifters have to depend on whatever skills they've got to keep food in

their bellies and their guns loaded. Some turn to crime and theft, while others use their talents on ships or on computer mainframes.

Primary Abilities: Communication, Cunning, and Perception.

Secondary Abilities: Constitution, Dexterity, Strength, Willpower.

Starting Health: 25 + Constitution + 1d6.

Weapons Group: Brawling, plus two of the following: Bows, Bludgeons, Light Blades, Pistols*, Rifles*, Shotguns*.

Class Powers:

Level 1-

Thinkin' Outside the Box: Your life has led you in some interesting directions. As such and you've learned to survive on your ability to think of things from an angle that others wouldn't have considered. When you fail a cunning ability test you can re-roll, but you must keep the result of the second roll.

Tough Life: Being a Drifter ain't easy and you have gotten yourself into quite a pickle here and there. You've learned that a person without armor is just easy pickin's. You are comfortable in Ballistic Mesh. You can ignore the armor penalty altogether. It affects neither your Speed nor your Dexterity.

Starting Talents: You become a novice in one of the following talents: Contacts, Ace Pilot*, Doctorin'*, Gunslinger*, or Techie*.

Level 2-

Getting Focused: You can choose one of the following Ability Focuses:

Communication (Bargaining),
Communication (Deception), Cunning (Demolitions), Cunning (Engineering),
Cunning (Hacking), Cunning (Healing),
Cunning (Machines), Cunning (Planet Navigation),
Cunning (Poisons), Cunning (Space Navigation),
Dexterity (Light

Blades), Dexterity (Pistols), Dexterity (Rifles), Dexterity (Shotguns), Dexterity (Piloting), Willpower (Courage), or Willpower (Self-Discipline).

Level 3-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Level 4-

A Light Bulb Moment: When you succeed at a Cunning Ability test your Dragon Die result is doubled when determining degrees of success.

Level 5-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Level 6-

New Specialization: You may choose one specialization for your class. You gain the novice degree of its specialization talent.

Level 7-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Not Sticking Around: You know that to survive in the rough and tumble 'Verse you have to cover your own hide! As such you can perform the Duckin' For Cover Stunt for 1 SP instead of the normal 2.

Level 8-

New Specialization Talent: You gain the journeyman degree in the specialization talent you gained at level 6.

Level 9-

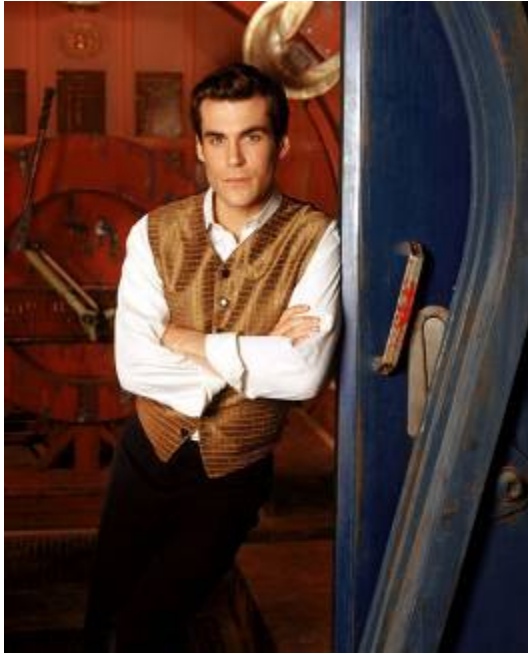
New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

A Slick Vagabond: You've been traveling a long time and have picked up quite a few tricks. You know when people are trying to pull a fast one on you. When someone is making a Communication (Deception) or Communication (Bargaining) ability test against you, you can make them re-roll the test and take the lower of the two results.

Level 10-

New Specialization Talent: You gain the master degree in the specialization talent you gained at level 6.

NOBLE



Generally used to a life of privilege or affluence, many nobles find life in the 'Verse hard and uncomfortable. Many Nobles take up the call of exploring out of boredom, profiteering, or possibly because they are on the lamb. Nobles can bring much to the table of a group, be it contacts, influence, or simply platinum.

Primary Abilities: Communication, Cunning, and Willpower.

Secondary Abilities: Constitution, Dexterity, Perception, and Strength.

Starting Health: 20 + Constitution + 1d6.

Weapons Group: Brawling and one other of the following weapon groups: Pistols*, Rifles*, Shotguns*, Light Blades, or Staves.

Class Powers:

Eloquent Tongue: You have a way with words and the ability to awe those who listen. When you make a Communication Test your degree of success on the Dragon Die is doubled.

Starting Talents: You become a novice in two of the following talents: Doctorin*, Command, Companion, Contacts, Horsemanship, Lore, Linguistics, Music, and Techie*.

Level 1-

Inspiring Words: Through your oratory you are able to inspire those around you to greatness. As a Major Action and by succeeding on a Communication (Leadership) Test TN 14, those around you (in a 3 yard radius) gain your Dragon Die number as a morale bonus to their next test roll (except for damage). This last until the beginning of your next turn.

Level 2-

New Ability Focus: You now gain one of the following Ability Focuses:
Communication (Deception),
Communication (Etiquette), Communication (Gambling), Communication (Persuasion),
Communication (Seduction), Cunning (Corporate Sector), Cunning (Hacking),
Cunning (Healing), Cunning (Heraldry),
Cunning (Poisons), Dexterity (Piloting),
Dexterity (Lighth Blades), Dexterity (Pistols),
Dexterity (Rifles), Dexterity (Shotguns), or
Willpower (Self-Discipline).

Level 3-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Level 4-

Higher Etiquette: Your charismatic demeanor really shines. You can reroll any failed Communication Test, but you must keep the result of the second.

Level 5-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Level 6-

New Specialization: You may choose one specialization for your class. You gain the novice degree of its specialization talent.

Level 7-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

I've Done This Before... Trust Me: Your ability to fling the bull is amazing. You are able to make it seem like you know what you are talking about, even if you don't. You receive an additional +2 on Communications (Deception) and Communication (Perception) ability tests.

Level 8-

New Specialization Talent: You gain the journeyman degree in the specialization talent you gained at level 6.

Level 9-

Deep Pockets: Through previous or current investments you are able to access funds in a pinch. If you succeed on a Communication (Bargaining) ability test you are able to get your hands on emergency funds within a few days. *The TN, amount of money, and time till funds are available are agreed on through discussion with the GM. Base TN should be 11.*

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Level 10-

New Specialization Talent: You gain the master degree in the specialization talent you gained at level 6.

SOLDIER



The life of a soldier tends to be short, fast, and hard. Many Soldiers believe that they're already dead, someone's just holdin' onto the bullet for awhile. Whether loyal to a cause, a person, or just Platinum, a Soldier brings big guns, keen senses, and bravaço to the table.

Primary Abilities: Constitution, Dexterity, and Perception.

Secondary Abilities: Communication, Cunning, Strength, and Willpower.

Starting Health: 30 + Constitution + 1d6.

Weapons Group: Brawling, plus any three of the following: Axes, Bludgeons, Bows, Demolitions*, Heavy Blades, Heavy Weapons*, Light Blades, Pistols*, Rifles*, Shotguns*, Spears, or Staves.

Class Powers:

Level 1-

Starting Talents: You become a Novice in two of the following Talents: Archery Style, Command, Demolitionist*, Dual Weapon Style, Gunslinger*, Heavy Weapons Expert*, Rifleman*, Rootin' Tootin'

Shotgunier*, Single Weapon Style, Throwing Weapon Style, Two Hander Style, or Weapon and Shield Style. You also start as a novice in Armor Training.

Level 2-

New Ability Focus: You now gain one of the following Ability Focuses: Any weapon Focus, Communication (Investigation), Cunning (Corporate Sector), Cunning (Military Lore), Cunning (Poisons), Dexterity (Acrobatics), Dexterity (Initiative), Dexterity (Piloting), Dexterity (Stealth), Perception (Searching), Strength (Intimidation), Willpower (Courage).

Level 3-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Level 4-

New Weapon Group: You learn a new weapon group of your choice.

Stunt Bonus: You react quickly in combat and are able to shift the tide of battle with your quick reflexes. You are able to use the Fastest in the 'Verse for 3 stunt points instead of the usual 4.

Level 5-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Level 6-

New Specialization: You may choose one specialization for your class. You gain the novice degree of its specialization talent.

Level 7-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Battlefield Observer: You are able to survey and make sense of the chaos of the battlefield. You roll either Perception (Seeing) or Cunning (Military Lore) TN 15, if successful this ability either gives you or one of your allies within a close distance (3 yards) a +2 to defense or +2 to attack for one round.

Level 8-

New Specialization Talent: You gain the journeyman degree in the specialization talent you gained at level 6.

Level 9-

New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

Bringing the Pain: You know how to really hurt a fella. When you make a melee or ranged attack you can take up to a -3 penalty to your attack roll and receive a corresponding bonus to damage. You can also add up to +3 to your attack and deduct that amount from your damage.

Level 10-

New Specialization Talent: You gain the master degree in the specialization talent you gained at level 6.

STARTING GEAR

Each Character starts with the following:

- A backpack.
- 2 days of protein meal for Soldiers and Nobles. Drifters start with 5 days of protein meal.
- A canteen.
- Travelers garb. Nobles also receive two sets of finer clothing.
- Short Range comlink.
- If you are a Drifter, you start with Ballistic Mesh armor and one ranged and one melee weapon.
- If you are a Noble, you start with one ranged and one melee weapon.
- If you are a Soldier, you start with Ballistic Weave armor and either two ranged and one melee weapon(s) or one ranged and two melee weapon(s) (excluding explosives and heavy weapons).
- If you choose a firearm it is fully loaded and you get one extra clip/set of ammo.
- If you choose a bow or crossbow, you get a quiver and 20 arrows or bolts.
- Drifters and Soldiers start with 50 + 3d6 Platinum. Nobles start with 50 + 3d6 Platinum and 50 + 3d6 Alliance Credits.

VARIANT COMPANION RULE

Some people may not think of a Companion as a Talent (pg 22). That is why Firefly: Hurlin' Through the 'Verse offers another way to incorporate Companions into the game.

Dragon Age Box Set 2 explains rules allowing characters to become Grey Wardens (pg 37). This same rule has been applied to Companion as well.

In the end the GM gets the final call on the rule which is being used.

Companion (Optional)

You are bona fide professional Companion with all of the responsibilities and benefits there in. You are trained in the arts of love making and communicating. You have the law of the Guild behind you.

Guild Papers- These papers make you official and allow you into places and situations that a person may not otherwise be able to. It opens doors to many different business opportunities.

Training- Raise your Communication or Cunning Ability by 1.

Choose two of the following Ability Focuses: Communication (Deception), Communication (Etiquette), Communication (Performance), Communication (Persuasion), Communication (Seduction), Constitution (Stamina), Cunning (Cultural Lore), Perception (Empathy), and Willpower (Self-Discipline).

Guild Law- You are free to choose your own cliental list and demand your own prices. The Guild is powerful and backs you up through official channels and sanctions.

However they take 20% of your cut off the top.

Being a Companion is a busy life, but it does have its perks. If ever in a pinch you may be able to call in a favor from a favored client or possibly call on the Guild for help.

ADVANCEMENT

Dragon Age Box Set 1 outlines the advancement for character levels 1-5 and Box Set 2 outlines advancement for character levels 6-10.

Firefly: Hurlin' Through the 'Verse offers a slight alternative to the rules described in Box Set 2 (pg 34). Players are able to spend Ability Advancement on any attribute and not alternate between Primary and Secondary when dealing with Abilities that are 6 and over. The cost to raise the Ability is still the same as the book.

FOCUSES, TALENTS, AND SPECIALIZATIONS

New Weapon Groups

Pistols, Shotguns, Rifles, Heavy Weapons.

FOCUSES

All Focuses from Dragon Age are allowed in Firefly: Hurlin' Through the 'Verse except for the following listed:

Communication-

Constitution-

Cunning- Arcane Lore, Navigation has been split into two different focuses (See New Focuses), Qun

Dexterity- Dueling, Grenades

Magic- There is no magic in Firefly. This attribute has been removed from the game.

Perception- Detect Darkspawn

Strength-

Willpower-

NEW FOCUSES

Communication-

Constitution-

Cunning- Corporate Sector, Demolitions, Hacking, Machines, Planet Navigation, Space Navigation, The 'Verse, and Trade Lanes.

Dexterity- Pickin' Pockets (Changed from Legerdemain), Piloting, Pistols, Rifles, and Shotguns.

Magic- There is no magic in Firefly. This attribute has been removed from the game.

Perception-

Strength- Heavy Weapons

Willpower-

TALENTS

All Talents from Dragon Age are allowed in Firefly: Hurlin' Through the 'Verse except for the following listed:

Armor Training- Has been modified to fit *Firefly: Hurlin' Through the 'Verse.*

Creation Magic

Dual Weapon Style- This will be able to be used with two pistols or one melee weapon and one pistol.

Entropy Magic

Primal Magic

Spirit Magic

Unarmed Talent and Martial Arts- *Rather than creating a new Talent to reflect Martial Arts simply use the Unarmed Talent in the Dragon Age RPG. The style differences are all narrative. Unarmed Combat can be a Boxer, Brawler, or a Martial Artist. Remember that Dragon Age is a system about simplicity and narrative rather than convoluted and clunky rulings and mechanics.*

ALTERED TALENTS

Chirurgy-

Now called Doctorin'

Dual Weapon Style-

Class- Drifter or Soldier.

Requirements- Same as Dragon Age RPG.

Novice- Same as Dragon Age RPG.

Journeyman- Same as Dragon Age RPG.

Master- Same as Dragon Age RPG.

*Pistols are included in this style.

Poison Making-

Class- Drifter, Noble, or Soldier.

Requirements- Same as Dragon Age RPG.

Poisons can be delivered by being coated on a blade, ingested, or being hit with a dart from a dart gun.

See Poison rules in Dragon Age Box Set 2, pg 49-55. All poisons from DA can be used except Magebane.

Delivering poison to a target is no longer a stunt, as per the standard rules of DA.

When the target is hit by the weapon with the poison they must succeed at a Constitution (Stamina) ability test, TN 13 for Novice, 15 for Journeyman, and 17 for Master or fall prey to the poisons effects.

Novice- Same as Dragon Age RPG.

Journeyman- You are able to make stronger poisons, however there are no grenades like those stated in Dragon Age Box set 2 as that is left to the Demolitionist. Instead you have made your poisons more potent and difficult to shrug off. The target receives -1 to their Constitution (Stamina) roll.

Master- Same as Dragon Age RPG.

Scouting-

Class- Drifter or Soldier.

Requirements- Same as Dragon Age RPG.

Novice- Same as Dragon Age RPG.

Journeyman- Same as Dragon Age RPG.

Master- Same as Dragon Age RPG.

Thievery-

Classes- Drifter, Noble, or Soldier.

Requirement- You must have a Dexterity of 3 or higher.

Novice- Same as Dragon Age RPG.

Journeyman- You are skilled at knicking things out of people's pockets without them noticing. If you fail a Dexterity (Pickin' Pockets) test you can re-roll it, but you must keep the result of the second roll.

Master- Same as Dragon Age RPG.

Trap-Making-

This talent has been merged with Demolitionist.

NEW TALENTS

Ace Pilot-

Classes- Drifter, Noble, or Soldier.

Requirement- Dexterity (Piloting) Focus.

You have become adept at flying and can do some impressive maneuvers in a pinch.

Novice- Flying in tense situations comes natural to you. If you fail a Dexterity (Piloting) Test you can re-roll, but you must keep the results of the second.

Journeyman- You are an up and coming Ace Pilot. Your result on the Dragon die is doubled when determining varying degrees of success.

Master- You are a true Ace Pilot. You are able to perform feats that would make others faint. You treat all Hazards and Advanced tests as one degree lower than the GM states when dealing with piloting.

Companion-

Classes- Drifter, Noble, or Soldier.

Requirement- You must have a Communication of 2 and Cunning of 2.

You are bona fide professional Companion with all of the responsibilities and benefits there in.

You are trained in the arts of love making and communicating. You have the law of the Guild behind you.

Novice- You've been trained by the Companion's Guild in the crafts of pleasure and entertainment. Choose two of the following: Communication (Deception), Communication (Etiquette), Communication (Performance), Communication (Persuasion), Communication (Seduction), Constitution (Stamina), Cunning (Cultural Lore), Perception (Empathy), and Willpower (Self-Discipline).

Journeyman- You have honed your talents to turn heads into a weapon, when targets make an opposed Communication or Perception Test against you, they suffer a -2.

Master- You are a renowned Companion and have attracted a list of loyal cliental. Many of these people are influential and may be able to give you some aid should you need it. *Catch 22: Companions are supposed to be self sufficient and dignified. Calling in too many favors can lower your status and clout in the eyes of the nobility. The TN should reflect what is being asked for. Some clients may want something in return.*

You are also able to perform all Role-Playing Talents at 1 less SP than normal, minimum of 1.

Demolitionist-

Classes- Drifter and Soldier.

Requirement- Cunning (Demolitions) Focus. *You understand that a well place explosive can topple the strongest foundation.*

Novice- You really know the where to place explosives to generate a fantastic explosion. When rolling damage for explosives the number on the Dragon Die is doubled.

You are able to build explosive traps as well use the rules for Traps in Dragon Age Box set 2, pg 56-58 for more rules).

Journeyman- You're knowledge of explosives has increased. You increase the radius of the explosion by 1 increment.

Master- Things blow up in a fiery explosion when you do a job. You are able to use the Puttin' the Hurt On Stunt for 3 SP instead of the normal 5 when using explosives.

Gunslinger Style-

Classes- Drifter, Noble, or Soldier.

Requirement- Training in the Pistols Weapon Group.

You know how to shoot a gun really well. You can shoot a flea off a dog's nose.

Novice- You're quick with a pistol and get the draw on others. You receive +2 to Initiative rolls when using a pistol.

Journeyman- You're quick with your gun. You are able to get off a second shot before

anyone knows what's going on. You may use the Fan the Hammer Stunt at 3 SP instead of 4.

Master- You're a deadly pistol layer. You use your expertise at gunplay to intimidate people. You are able use Dexterity (Pistols) instead of Strength (Intimidation) for this purpose. You gain a second attack with a pistol. This attack is resolved normally. This attack does not generate Stunt Points if doubles are rolled.

Heavy Weapon Expert-

Classes- Soldier.

Requirement- Training in the Heavy Weapon Group.

You have an affinity with oversized weapons that make lots of noise and hurt people really bad.

Novice- You know how to make a heavy weapon pack a punch (as if'n they didn't already). You receive +1 to attack and +1 to damage.

Journeyman- Heavy Weapons are destructive and you know how to make that matter. When you hit with a heavy weapon the target's armor takes a beating, reducing the rating by 1. When it reaches zero the armor is destroyed.

Master- You know how to cause mayhem and destruction when wielding a heavy weapon. When you use the Puttin' the Hurt On Stunt you deal 3d6 extra damage instead of the normal 2d6.

Rifleman-

Classes- Drifter, Noble, or Soldier.

Requirement- Training in the Rifles Weapon Group.

With a trusty rifle in your hand you are a force to be reckoned with.

Novice- You're able to draw a bead on your enemy. When you perform the AIM action with a Rifle you gain a +2 bonus instead of +1.

Journeyman- You're at home when using your ol' faithful rifle and are able to make the best out of a bad situation. If you fail your Dexterity (Rifles) ability test you can re-roll, but must keep the second roll. When using this maneuver both rolls consume ammo. If you roll doubles on the second roll, you do not generate Stunt Points.

Master- You've learned to give a person a good case of hurtin' when you are using your rifle. You are able to find the chink in their armor. All damage from your rifle is treated as penetrating.

Rootin' Tootin' Shotgunier-

Classes- Drifter, Noble, or Soldier.

Requirement- Training in the Shotgun Weapon Group.

Whether pump action or a double-barreled beauty, you are a deadly adversary with a shotgun.

Novice- Shotguns pack quite a punch and in your hands it is even more apparent. Add +1 to Attack and Damage.

Journeyman- If you engage a target at close range with a shotgun you can make a second attack with the butt of the gun for 1d6+ Strength damage.

Master- Some call the way you use a shotgun in a battle crazy. When you use the Crazy Eye Stunt successfully (which you receive +1 to your Strength (Intimidate) roll because fighting with a shotgun is pretty ruttin' scary!) you are able to smack that person a little harder. You are able to use the Hit in the Bread Basket for free on that target.

Sneaky Shot-

Classes- Drifter, Noble, or Soldier

Requirement- A weapon focus that is applicable to this Talent.

You're a sneaky bastard and can get a shot off on a ruttin' unsuspectin' fool.

Novice- You can inflict extra damage to those who aren't expecting it from you with

either ranged or melee attack. You must make an opposed test of your Dexterity (Stealth) vs. your target's Perception (Seeing). If you win the test you can use your major action this round to Sneaky Shot the target. This gives either the ranged or melee attack with a +2 bonus to your attack roll that inflects +1d6 extra damage. You cannot sneaky shot an enemy that you begin your turn adjacent to (but see the Journeyman description).

Journeyman- You can Sneaky Shot an opponent that you begin your turn adjacent to. You must first use a minor action to try to deceive him. This is an opposed test of your Communication (Deception) vs. your opponent's Willpower (Self-Discipline). If you win, you have wrong-footed your opponent and can Sneaky Shot him. You gain the Sneaky Shot bonus.

Master- You are the master at being sneaky and have learned to fight down and dirty. When you successfully attack someone with either a ranged or melee attack you can choose to stun them instead of doing damage. The target must make a successful Constitution (Stamina) ability test, TN 13 or they become fuzy in the ol' brainpan. A stunned character will remain so each round until they make their test successfully. Stunned characters can only take one move action per round. While your opponent is stunned all of your attacks are considered Sneaky Shots.

Techie (Mechanic or Hacker)-

Classes- Drifter, Noble, or Soldier.

Requirement- Cunning (Hacking) or Cunning (Mechanic) Focus.

You understand computers and their inner workings or machines and their gears and motors much more than most.

Novice- You are really adept at getting more juice out of technology than most. When dealing with technology you're knowledge

and quick thinking adds +2 to your Cunning (Hacking) roll.

Journeyman- Your knowledge and feel of Technology continues to grow and impress. You are able to jury rig repairs and equipment when it wouldn't work for anyone else. When hacking or making repairs on a machine you reduce the time requires by half.

You also only suffer a -1 to rolls if you don't have the proper equipment on hand rather than -2.

Master- You are one with machines and technology. When a piece of equipment is damaged beyond repair you have a chance of breathing new life into it, or if security system is locked down good and tight you can somehow get past its defenses. There is no "Nigh Impossible" difficulty for you when it comes to technology. If you fail a Cunning (Hacking) test you may re-roll and may choose either result.

OPTIONAL RULE: PSYCHIC TALENT



Psychics are an extremely rare occurrence in the 'Verse, and many are sought after by a strange secret organization that seems to be harvesting them. Psychic's have an edge over many people, being able to sense and read thoughts and emotions, however they are also at a disadvantage since they have trouble filtering out all of input. This fact tends to put that at odds with other folks since Psychics are prone to mood swings and possible violent outbursts.

Due to the rare occurrence of Psychics it may be a GM's decision that this option is not available in their campaign. However if the GM rules that someone is allowed to play a Psychic they should work together to get a feel of how the psychic character is going to be portrayed. Rather than come up with a list and subset of rules, regulations, and modifiers for Psychic, *Firefly: Hurlin' Through the Verse* wants to keep things simple and rely on the motivations of the player and the arbitration of the GM.

PSYCHIC

Classes- Drifter, Noble, and Soldier.

Requirement- Perception of 3 and Perception (Empathy).

You have the ability to get flashes of insight from others mind. Sometimes this can cause an unsettling' mental state for you. You are prone to mood swings and emotions that may or may not be yours.

Novice- You gain flashes of a person's mood, feelin's, and thoughts. If you succeed on a Perception (Empathy) Ability Test, TN 17, you gain a +2 on your next Communication Ability Test on/against that person.

Due to your precognition it's also harder to surprise you. If you fail a Perception roll to determine if you are surprised when a trap is sprung you can re-roll the test, but must keep the second roll.

Journeyman- You're able to sense people's attacks against you more effectively. Each round in combat roll a Perception (Empathy) Ability Test, TN 19, if successful you gain +2 to Defense and +2 to your attack rolls.

Master- You're ability to delve into another's mind has reached an apex. You are able to use someone else's knowledge for a limited time. If you succeed on a Perception (Empathy) VS the targets Willpower (Self-Discipline) (they also receive an additional +2 since it is their mind), you are able to select one of their Ability Focuses and gain that benefit for 24 hours. You can only attempt this one a day, regardless of success or failure.

The Dangers of Thoughts- Being a Psychic is a mite unsettling' and sometimes the barrage of thoughts and feelings is unwanted and hard to decipher. Whenever you fail a Perception (Empathy) Ability Test and the Dragon Die is a 1 you are unable to filter or make sense of what you are reading and enter *Psychic Feedback*.

SPECIAL PSYCHIC STUNTS-

That's a Mite Unsettlin': You are able to do something that is completely unexpected and causes things to come to a screeching halt. This could be saying something that you shouldn't know, pulling of a particularly amazing feat of acrobatics or combat prowess that you shouldn't possess. When this happens everyone gets a -3 to all trait tests against you (including allies) for the remainder of the encounter. If initiative has been rolled, things stop, for basically 1 round, while the battle/encounter is reassessed and initiative is rolled again, but you go first regardless. This Stunt costs 5 SP.

Roll 1d6 and consult the chart:

Psychic	
Roll 1d6	Psychic Feedback
1	Complete Synaptic Collapse- You fall into a coma for 1d3+1 days.
2	Perception Skewed- You are unable to tell friend from foe and attack the nearest target. You must make a Perception (Empathy) check, TN 20, each round to recover.
3	Stunned- You stand still and stare off into space, as though in a day dream, unable to act. You must make a Perception (Empathy) check, TN 20, each round to recover.
4	Disconcerting Memory- An unpleasant memory, either yours or someone else's, comes to the forefront of your mind. You begin to ramble incoherently about what you are seeing with flashes hitting your mind's eye. You take -3 to all rolls. You must make a Perception (Empathy) check, TN 17, each round to recover.
5	Heightened Awareness- Your senses and mind become more acute at the expense of everything else. You gain +2 to all Perception and Cunning Ability Tests, however -2 to all other Abilities. This lasts 1d6 rounds.
6	Scarred- Something has pushed you over the edge and still haunts you. For the next 1d6 days you suffer -4 to all Psychic checks.

SPECIALIZATIONS

Each class has 2 specializations available to them.

DRIFTER SPECIALIZATIONS

CAREER CRIMINAL

There are many bullies and unpleasant folk in the 'Verse... and you just happen to be one of them. You may rule by muscle and intimidation or through charisma and a winning smile. At the end of the day you are a cut throat who won't stop at anything from achievin' your ambitions.

Classes- Drifter.

Requirement- You must have Cunning of 3 and the Contacts Talent.

Novice- Do you rule through fear or through a more pleasant demeanor? Choose one of the following Focuses: Communication (Leadership), Communication (Persuasion), or Strength (Intimidation). This is a +4 for you, rather than the normal +2. *If you already have one of these Focuses you can choose to up it to a +4 and one of the other Focuses listed at the normal +2.*

Journeyman- You've got some loyal goons that stay by your side. You can have 2 goons that are half your level that act as your muscle and enforcers. These goons do not count as friends but are loyal and extremely thick. *If a goon dies in your service a new goon can be hired at any juncture. This should be done through role-playing and not just have one "magically" appear.*

Master- You are on your way to becoming a Crime Boss. You have your hands in many cookie jars and opportunities are abound. Finding work is easier for you as is making money. Each month (in game) you roll an ability based on the way you rule (what you chose at novice level), TN 17. If you

succeed you receive 3d6x2 in platinum. You also gain a +2 to any rolls the GM requires for finding work.

CORTEX SPY

People always said you'd never amount to a thing and that you were no good. How wrong they were. You have unlimited information at your fingertips and there is always a potential buyer out there, it just depends on how much they're willing to pay.

Classes- Drifter.

Requirement- You must have a Cunning (Hacking) Focus and Techie Talent.

Novice- You're ability to sift through garbage and actual data is amazing. If you fail a Cunning (Cryptography) roll when trying to break a code or trying to encrypt your own you can re-roll but you must keep the second roll.

Journeyman- You're ability to manipulate data is amazing. You are able to convince others that you're someone else when utilizing the Cortex. You receive +4 to your Communication (Deception) rolls when using the Cortex to impersonate someone.

Master- The sheer amount of information in your head or stored in your datapads is staggering. Roll 1d6- on a 5-6 you are able to instantly remember or find some tid bit of information you are looking for.

NOMAD

You have decided that staying in one place for too long just ain't in your blood. You may be stir crazy, got jittery legs, or on the lamb from some unpleasant folk, but your life is mobile and you've adapted to it. You're knowledge of the 'Verse has grown and kept you alive and going.

Classes- Drifter.

Requirement- You must have a Cunning of 3 and either Cunning (Planet Navigation) or Cunning (Space Navigation).

Novice- Your travels have taught you quite a bit. All Exploration Stunts are reduced by 1 SP, minimum of 1. You also gain +2 on Constitution (Stamina) ability tests.

Journeyman- You live on the move and know how to survive. When you are dealing with Hazards, and the associated TN, you treat them as one degree less than others, knowing how to navigate around it.

Master- Through your travels your knowledge has become quite extensive and is truly an asset. You gain an additional +2 to all Cunning rolls. You also can choose one other Communication, Constitution, Cunning, or Perception ability focus.

NOBLE SPECIALIZATIONS

DIPLOMAT

The life of a diplomat is a hard one, but it can also be a glamorous and gratifying one.

Whether you're using your influence to free or give aid to the oppressed folk on a podunk planet or amassing yourself power and wealth, it's all at your fingertips.

Classes- Noble.

Requirement- You must have a Communication of 3 and Communication (Persuasion) Focus.

Novice- You have mastered the Zen of Oratory. You are an amazing speaker and really know how to captivate an audience. All Role-Playing Stunts are reduced by 1 SP, minimum of 1.

Journeyman- You're pretty influential and your reputation precedes you. When making advanced tests dealing with communication you treat the threshold as if it was one degree less than the GM stated.

Master- You are a cult of personality and know how to twist another person's words around to better suit your goals. When someone is making a Communication ability test against you, you can make them re-roll the test and take the lower of the two results. *If the opposed roller has an ability that allows them to re-roll communication tests, this ability trumps theirs.*

GAMBLER

Lady Luck is your love and muse. You travel from outpost to outpost, town to town, ship to ship always looking for an easy mark and an exciting game of chance. You live by the age old adage, "A fool and his money are soon parted."

Classes- Noble.

Requirement- You must have a Cunning of 3 and Communication (Gambling) Focus.

Novice- Lady Luck has given you her blessing and it's come in handy. When you fail a Communication (Gambling) ability test, you can re-roll and keep the higher result. You also gain a +2 to Communication (Deception) ability tests.

Journeyman- Games of chance, and the type of people they attract has taught you that you need to keep a stiff upper lip in the toughest situations. Your cool and calm demeanor makes you hard to read. Any target attempting to make a Strength (Intimidate) or Perception (Empathy) against you suffers -2 to their roll.

Master- You carry an Ace up your sleeve. You receive +2 to your Dexterity (Pickin' Pockets) tests when trying to hoodwink someone (such as place a hidden card in your hand or puttin' something in their pocket). Also your winning smile has come in handy. Whenever you win a game, and rolled doubles on your Communication (Gambling) ability test, the pot is actually 2d6x2 gold/platiumum/credits more than originally stated.

RISEING CORPORATE STAR

You've grown up as a soldier in an entirely different battlefield. One of conference rooms, backroom deals, and cocktail hours. In this fast-paced Verse of multi-billion platinum deal you are a rising star. You keep a close watch on those around you however since there are those above you who fear your quick rise and those below you who would kill for your position.

Classes- Noble.

Requirement- You must have Cunning of 3 and Cunning (Corporate Sector) Focus.

Novice- You're aware that any business is just one mistake from a hostile take over and that goes the same for people. When you make a Communication (Bargaining) Ability test you gain an additional +2 to your roll.

Journeyman- The hectic fray of corporate meetings, trading, and deals have left you feeling a bit detached. Whenever you fail a roll that has an "emotional" aspect you can re-roll and you keep the higher result.

Master- You've got Corporate Clearance and that is no small feat. This gives you access to things most people wouldn't even have an idea of. New gear, food, tickets, favors, women, men, and special jobs are all there for you. Careful how you use your new found power though because if you rattle enough cages and raise too many eyebrows you may find yourself on the corporate hit list.

SOLDIER SPECIALIZATIONS

BOUNTY HUNTER

There are many people fleeing justice in the Verse. Most folks let bygones be bygones, but not you. You know there is quite a bit of

platinum to be had fetching these folks. Not exactly a glorious career, since most people distrust Bounty Hunters. However it's amazing how that distrust disappears when someone needs your services.

Classes- Soldier.

Requirement- You must have a Cunning of 3 and Communication (Investigation) Focus.

Novice- Part of being a Bounty Hunter is scaring information out of folks and hurting them when necessary. You receive +2 to all Strength (Intimidation) ability tests and +2 to all damage.

Journeyman- You've learned that being quite has many advantages. You receive the Dexterity (Stealth) focus. If you already have this focus the bonus is raised to a +4. Also surprise is on your side. If you roll doubles add +2 to your Dragon Die amount for Stunt Points.

Master- Some say you have the devil in you, others that you're thick skinned. You are always treated as though you have 2 Armor for the purpose of reducing damage.

DOG OF WAR

Combat is something that most people generally try to avoid. Where other people fear catchin' a bullet in the brain pan you revel in the chaos. If there's combat going on, you are in your element with a smile on your face.

Classes- Soldier.

Requirement- You must have a Dexterity of 3 and Willpower (Courage) Focus.

Novice- Combat excites you to the point where you can lose yourself in the rhythm and flow of it. You use the activate action to enter High Gunner mode. While in this state you gain a +2 bonus on Strength (Intimidate) and Willpower (Courage) ability tests. You also receive a +1 to all attack and damage rolls. However you are so amped up that your perception

diminishes. You take -2 to defense and to all perception checks.

Journeyman- The pitch of battle excites you so much that you let out a battle cry of such rapture and joy that it unsettles those around you (in a 5 yard radius). As a movement action you make an opposed test Strength (Intimidate) vs Willpower (Courage). The targets suffer -2 to their ability test rolls.

They must make a new Willpower (Courage) test each round until they beat your original roll to regain their composure.

Master- You reach a fevered pitch in the battle. The negatives of your High Gunner mode stays the same, however your attack and damage rolls are increased to +3.

THUG

Some folks have fancy training when it comes to fighting, but not you. You've learned the hard way on the rough and tumble streets of the 'Verse. You specialize in hurtin' people in ways they won't soon forget. You're greatest asset is that people tend to underestimate you due to your lack of training.

Classes- Soldier.

Requirement- You must have a Constitution and Strength of 3.

Novice- You've learned to utilize anything and everything as a weapon to bash in a person's face. When you use an improvised weapon it does 1d6+1+Strength damage. Your fists have also become deadly weapons and you deal 1d3+3+Strength with them.

Journeyman- When you grapple with an opponent you receive an additional +2 to your Strength (Might) roll.

Master- You know how to engage foes in close quarters. For every adjacent enemy in melee you can make an additional attack either unarmed, a light blade, or an improvised (small) weapon. *These attacks cannot generate SP.*

MONEY AND GEAR



MONEY

Gold- *There is 100 gold to 1 Platinum.*

Platinum

Alliance Credits- *Same value as Platinum on Central Worlds, however worth the value of gold in Rim unless used at Alliance friendly shops.*

ITEM RATING

Common- These items are easy to get in the Central Planets or the Rim.

Elite- These items are expensive and some are intended to be used in a trade.

Illegal- These items are illegal in both the Central Planets and Rim except for military and government arenas. Getting caught with these can cause a person some trouble.

ARMOR

Armor				
Name	Armor Bonus	Penalty	Cost	Rating
Ballistic Mesh	2	-1	115p	C
Chameleon Suit*	1	0	300p	I
Ballistic Weave	3	-2	200p	C
NBC Body Suit	2	-3	200p	E
Plate Vest*	5	-4	300p	C
Riot Gear	4	-3	230p	I
Heartline Health Suit	-	0	2,000p	E
BSE Vacuum Suit	2	-2	170p	C

Ballistic Mesh: This vest is made of a thin Kevlar mesh links and polyurethane mixture. This can be worn under normal clothing without being noticed.

Chameleon Suit: This suit has the ability to blend in with your surroundings much more effectively. *This suit gives the wearer +2 to their Dexterity (Stealth) Ability tests.

Ballistic Weave: This is a slightly heavier version of the Ballistic Mesh that is Kevlar Plating instead of thin links. This is a vest that can be worn over clothing.

NBC Body Suit: This bulky thick suit is worn to protect the person from radiation, chemicals, and toxic gases. This suit is also worn by government and medical personnel dealing with sickness and plagues.

Plate Vest: Very bulky and cumbersome, but provides adequate protection. *This vest

blocks out Laser fire (see Laser Pistol and Rifle below).

Riot Gear: Slightly more flexible than Plate Vest and offering more protection as it covers most of the body.

Heartline Health Suit: This suit enables a more expeditious recovery. When someone wears this for 8 hours and is at complete rest they receive double the amount healed from a successful Cunning (Healing) Ability test.

BSE (Blue Sun Environmental) Vacuum Suit: This bulky suit is used when someone needs to go out into the 'Verse or onto a ship with low or nonexistent life support. The suit has a filtration system for waste, a small amount of drinkable water, and an 8 hour supply of air.

SHIELDS

Shields			
Name	Shield Bonus	Cost	Rating
Small Riot Shield	1	150p	I
Full Riot Shield	3	300p	I

GUNS

Guns					
Name	Damage	SR/LR	Ammo	Cost	Rating
Pistol	2d6	5/32	15	45p	C
Revolver	2d6+2	5/32	6	65p	C
Breech-Load Rifle	3d6	15/100	10	75p	C
Sniper Rifle*	3d6	25/200	10	400p	E
Machine Gun*	3d6+3	15/35	30	150p	I
Double-Barreled Shotgun	1d6-3d6	5/10/20	2	125p	C
Pump Action Shotgun	2d6+3	5/15	5	150p	C
Hold-out Pistol	1d6	3/5	2	20p	C
Stun Pistol*	NA	5/25	15	300p	I
Stun Rifle*	NA	15/50	25	500p	I
Dart Gun*	Special	5/15	1	150	E

Sniper Rifle: -1 for the Hit in the Bread Basket and Cheap Shot Stunt. Sniper Rifles are precise and deadly.

Machine Gun: -2 for the Ol' Deadeye Stunt. *Machine guns are considered part of the rifle family.*

Hold-out Pistol: This small pistol gets a +2 for concealment.

Stun Pistol and Rifle: These weapons are military and security grade hardware. The weapon emits a concussive burst that sends a small jolt of electricity into the targets body causing them to seize up and possibly lose consciousness. Targets hit by this weapon must make a Constitution (Stamina) ability test, TN 15, or become stunned. If target fails they must make another test or remain stunned.

Dart Gun: This gun is used to deliver poisonous and tranquilizer darts. *See Poison-Making Rules in Dragon Age Box Set 2 (pg 49-55).*

Ammo- Ammo for standard guns are 1 gold for 10 bullets.

Ammo- Armor Piercing Rounds are available for Pistol, Rifle, Sniper Rifle, and Machine Gun cost 75p per 10 rounds. These rounds are penetrating damage.

Ammo- Incendiary rounds are available for all standard guns. However the weapon must be modded, increasing the cost of the gun by 500p. Incendiary rounds do an extra 1d6 damage. Incendiary rounds cost 100p per 10 rounds.

HEAVY WEAPONS

Heavy Weapons					
Name	Damage	SR/LR	Ammo	Cost	Rating
Laser Pistol*	1d6	5/32	5	1,500p	I
Laser Rifle*	2d6	25/100	10	2,000p	I
Missile Launcher*	3d6x2	25/150	1	1,500p	I
Flame Thrower	2d6*	5/10	20	800p	I
Mining Drill*	2d6+2	NA	NA	700p	E

Laser Pistol and Laser Rifle: Laser weapons do penetrating damage except on Plate Vest.

Missile Launcher: Launches a small missile at the target, exploding and hitting all targets in a 2 yard radius.

Flame Thrower: The target catches on fire and takes an ongoing 1d6 penetrating damage per round until put out.

Mining Drill: This huge two handed machine has a large drill on the end that is

used for asteroid drilling. It can really tear a man up if they get hit by it.

Ammo- Laser Rifle and Pistol- 200p for 10 charges. The batteries can be recharged with a successful Cunning (Mechanic-Required) Ability Test TN 15. Failure means the cells are corrupted and unusable.

Ammo- Missile Launcher- 200p for 1 missile.

Ammo- Flame Thrower- 25p per container of gas.

EXPLOSIVES

Explosives				
Name	Damage	Radius (Yards)	Cost	Rating
ChemPlast (C4)	3d6x2	1	150p	I
Grenade, Concussion	2d6, 1 rnd Stun*	2	30p	I
Grenade, Flashbang	1 rnd Stun*	1	20p	I
Grenade, Frag	3d6	5	50p	I
Grenade, Smoke	NA	6	20p	E
Grenade, Gas	1d6 + illness*	1	30p	I
Grenade, Acid	3d6, Armor Damage*	5	75p	I
Mining Charge	3d6x3	1	250p	C
Squad Killer	3d6x5	5	300p	I

ChemPlast (C4): Small and precise amount of C4.

Grenade, Concussion: Everyone within the radius is automatically stunned for 1 round and knocked prone. Targets must make a Constitution (Stamina) Ability Test TN 11 every round or they continue to be stunned.

Grenade, Flashbang: Bright burst of light stuns everyone in the radius automatically for 1 round and targets must make a Constitution (Stamina) save or be stunned for a further 1d6 rounds.

Grenade, Frag: Shrapnel rips through a target causing large amounts of pain.

Grenade, Smoke: This grenade is used as a diversion and to make it more difficult to see. Anyone in the radius receives -2 to attack rolls and perception tests due to the thick smoke.

Grenade, Gas: The contents of this grenade are toxic to those who breathe it and begin to become ill and experience muscle spasms. Targets in the radius must make a Constitution (Stamina) test TN 12 or become ill for 3d6 minutes and receives -2 to attack rolls and perception tests..

Grenade, Acid: This soupy substance splashes out in a medium template and deals damage. The acid degrades armor by 1 point per hit.

Mining Charge: This device is used in mines or to blast heavy locks and doors apart. Usually comes with a remote control detonation switch.

Squadkiller: This massive claymore has heat sensors that explode when 12-15 bodies enter its radius, creating a massive explosion of heat and shrapnel carving all to pieces.

Explosives and Stunts- You can use stunts with explosives just as with melee and ranged attacks. Just add description and narrative to the scene. The GM may only allow you to use certain stunts with explosives. Ol' Deadeye and Fan the Hammer Stunts may have trouble working with Explosives.

Poisons Costs- The cost of the various poisons are the same as in the Dragon Age Box Set 2- however convert SP to Gold and GP to Platinum.

GEAR AND EQUIPMENT

Gear and Equipment		
Name	Cost	Rating
Short Range Comlink	100p	C
Long Range Comlink	500p	C
Medical Supplies	25p	E
Morphine	75p	I
Flashlight	1p	C
Night Goggles	700p	E
Laser Sight	500p	E
Cable (Climbing)	10p	C
Cortex Scanner	1,000p	E
Datapad	500p	C
Grappling Gun	400p	E
Grappling Hook	100p	E
Hacking Terminal	2,000p	I
Mechanics Tools	300p	C
Thieves Tools	500p	I
Make-up Kit	50p	C
Laser Torch	250p	E
Protein Meal	25p	C
Adrenaline Shot	100p	E
Smokes	10g	C
Crybaby	500p	I
"Sticky"	50p	E

Short Range Comlink: This handheld device can receive a signal anywhere planetside or inside a ship or Sky Plex. The signal won't go from planet to space though.

Long Range Comlink: This handheld device can receive a signal for up to 5,000 miles and can go from planetside to space.

Medical Supplies: Medical supplies add +2 to Cunning (Healing) ability tests.

Morphine: This drug deadens the pain. A character that takes a dose of morphine receives 1d3 HP back but suffers -1 to all Perception Ability tests.

Flashlight: Small amount of illumination.

Night Goggles: Allows you to see in a green hue in no light. Bright flashes of light can blind you.

Laser Sight: Fastens to the top of all Firearms. Add +1 to attack rolls.

Cable (Climbing): Very strong cable used for climbing and fastening. Coils come 100 feet in length.

Cortex Scanner: This is a full Cortex Display that has capabilities of transmitting, saving, and altering data as well as being a large digital entertainment center.

Datapad: Small version of Cortex Scanner that can transmit short distances to Cortex Hubs and then out into the great 'Verse. It is limited in range, memory, and capability. This is more what people have for casual use.

Grappling Gun: This gun fires a grappling hook quite a distance, roughly up to 100 yards. Can be used as a weapon. If a target is hit with a grappling hook, they take 2d6 damage.

Grappling Hook: Can be used without the Grappling Gun. Can be hurled a fair distance.

Hacking Terminal: This aids a person to successfully hack into the Cortex or similar things, such as digital locks. People receive a +1 to Cunning (Hacking) ability tests.

Mechanics Tools: Used to make repairs to all manner of machinery.

Thieves Tools: On the Rim there ain't many fancy locks to be found. That's when old fashioned lock picks and thieves tools come in handy.

Make-up Kit: This contains make-up, fake hair, glue, putty, and the like. Everything someone needs in order to change their appearance.

Laser Torch: This thin laser is used to cut through metals and woods. The torch can also be used as a weapon. It deals 1d3 damage.

Protein Meal: “Genuine grade A foodstuffs. Protein. Vitamins. Immunization supplements. One of those will feed a family for a month. Longer, if they don’t like their kids too well.”—Malcolm Reynolds

Adrenaline Shot: This allows a person to keep on kickin’ even though they might be close to expiring. When used a person receives 3d6+3 Health back but take -4 to all Perception checks for 24 hours due to makin’ the brainpan all fuzzy. A character can only use one of these in a 24 hour period otherwise they run the risk of killing themselves.

CryBaby: This device is a jury-rigged lump of electronics usually stuffed in something in expensive. It simulates the distress beacon of a large vessel, typically Alliance, in the hopes of distracting it long enough for a ship to make a getaway. It is highly illegal to own one. *A Techie (Mechanic or Hacking) can make one of these, TN 17, at ¼ the original cost.*

“Sticky”: This gel is used in open space. It solidifies into a hard harmless paste until an electrical current is run through it which causes the substance to eat through most metal alloys.

NOT ON THE LIST?

The list of gear is by no means comprehensive or fully detailed. It is meant to be a simple list keeping with philosophy of the AGE system.

This list is to serve as an example and give GM’s and players alike a guideline for what

items do, cost, and rate. You are encouraged to make up items.

As a rule of thumb ask yourself, *“If the item is mundane or every day does it really need a cost or listing? Does making a player sift through a book looking for regular things they need further the story and add narrative and drama? If the characters need fancy clothes to go to a gala event, have fun with it and role-play it out.”* If the answer is no, then don’t worry about it. Just give it to them and continue with the story.

NEWTECH

NewTech is high end newer technology usually found in the Core Worlds or the rich and well to do of the Boarder and Rim Worlds.

Rather than have complicated rules for NewTech simply double the cost of the product and add +2 to the items function (either ability test or damage). Newtech is also available for Cyberware, but not gene therapy.

CYBERNETICS AND GENE THERAPY (OPTIONAL RULE)-

Cyber-technology is something that didn’t get fully explored in Firefly and Serenity (aside from robots), although there are hints of it here and there. A full view of cyber-technology is finally displayed in the Serenity comic “Those Left Behind.” Ex-Federal Marshal Lawrence Dobson (from the Pilot episode Serenity) has a cyberware eye that allows him to see a thermal heat pattern.

It is possible had the show not met an untimely demise further examples of cyber-technology would have been seen.

Cybernetics and gene therapy are new technologies in the 'Verse and both are under strict enforcement by the Alliance and Blue Sun Corporation. Usually only the very wealthy can afford Gene Therapy, paying large sums of platinum to further better themselves over common folk.

Cybernetics, generally, are used to replace limbs, eyes, damaged tissue, and the like on soldiers of the Alliance. It is not illegal for normal citizens to get cybernetic augmentations, but they must apply for a license, be approved, and then have the Alliance credits to shell out for the procedure.

Seeing cybernetics on the Boarder planets, except for Beaumonde and sometimes on Persephone, or in the Rim is rare and people tend to gawk at those who have it. So if remaining inconspicuous is your goal, this may make it a tad more difficult.

CYBERWARE

Adding cybernetics to a game setting can be a tricky business since they can introduce complicated and convoluted rules into an otherwise simple and elegant system.

Firefly: Hurlin' Through the 'Verse will outline simple suggestions for implementing cyberware and gene therapy into your own campaign.

Cyberware is expensive and the procedure to add it to the body is dangerous and time consuming.

When a character is about to be operated on they must make a Constitution (Stamina) check with a -2 at a TN of 11. Each time a character goes under to add on another piece of cyberware they must make the test. Each piece of cyberware raises the TN by one

degree on the Basic Test Difficulty Table (pg 56, Players Handbook, Set 1).

Failure means that the doctors "detect" something that hinders the operation. Due to this the character cannot get that or any other cyberware for at least 30 days while recuperating and they move to the next rank of difficulty.

Once a character reaches the "Nigh Impossible" level of the Basic Test Difficulty Table they are unable to add anymore cyberware to their body since it just can't handle the strain any longer. Additions do not need to be rolled in this manner since the alteration is to the cyberware itself and not to the body.

The cybernetics listed below not exhaustive. These are meant to be a quick list and examples.

The first thing to consider is pricing. Rather than coming up with a complicated listing for each piece of cyberware just use a base line price of 3,000p and add the modifier for each bodily section listed below. Additions (see below) cost a straight 500p.

Eyes (1,000p)-

*Sharp Vision**- Characters with this augmentation can see double that of normal eyes and receive +1 when using the Aim function.

*Lowlight Vision**- Characters are able to see clearly in poorly lit conditions.

*Thermal Vision**- Thermal vision allows a character to see heat signatures of various objects, people, and animals. These eyes give the character +2 to Perception (Seeing) against a target wearing a Chameleon Suit.

**A character can only have one style of Eye Augmentation. All characters can switch between normal vision and that granted by*

their cyberware. This is not automatic. A player must state that they switch over.

Legs (500p)-

Cyber Leg(s)- Adds +3 to Speed and +1 to jumping (per leg).

Mouth (500p)-

Rebreather- Filters out toxins, gas, and poisons when activated and lasts for 1 hour before running out of air.

Voice Emulator- Allows person to sound like another target where a good sound sample has been obtained. When using this piece of cyberware the character receives +4 to Communication (Deception) rolls against computer recognition software or person (that cannot see character).

Arms (500p)-

Cyber Arm(s)- Unarmed Damage is now 1d6 +2 and the user receives +1 on Strength (Might) checks (per arm).

Brain (2,000p)-

Cortex Jack- This device provides faster interaction between a cortex station and the user. The character gets +2 to initiative rolls (if so desired for that function) while hacking the Cortex. The character also receives a further +2 to Cunning (Hacking) rolls.

Adrenal Stimulator- This device activates a surge of adrenaline into the body giving the character +2 to initiative rolls and thickens the skin granting +3 armor for the encounter. This can only be used once in a 24 hour period.

Hyper Reaction Articulator- This piece of cyberware sends a an electrical jolt into the brain and allows the target to take one additional Major Action and one additional Minor action (these can be activated separately). This can only be used once in a 24 hour period.

Data Module- This allows the insertion of disks that have vital information in them. When a player inserts a disk they must make a Cunning (Hacking) roll, TN 15 to gain access to the information. Failure means that they cannot access the Data Modules for 24 hours due to feedback. Only one data disk can be in the module at one time.

Emotional Override- This chip inhibits all emotions of the character. They cannot be rattled or shaken during this time. They are also a might unsettling in this fashion and suffer -2 to all Communication Ability tests.

Reboots- Reboots are a failsafe jack that detects a problem slightly before it arises and allows the character to quickly correct the situation. The reboot is a small chip that has 7 small plugs. Each plug represents a link to an ability score. Each Reboot program must be purchased and installed separately. *Reboots allow a character to re-roll a failed roll but they must take the second roll. This can be used once per day per reboot.*

Head (500p)-

Hearing Amplifier- A character can activate this to hear more acutely. This gives the character +2 to Perception (Hearing) Ability Tests.

Short Range Comlink- Functions just alike a normal short range comlink, however this one cannot be taken away from the character. It can still be jammed however.

Olfactory Sensor- Heightens the characters sense of smell. +2 to Perception (Smell) checks.

Skin (1,000p)-

Flesh Weaving- Thin fibers are woven just under the skin, giving the character a permanent +2 Armor.

Additions (500p)-

Legs-

Storage Space (Must already have Cyber Leg)-* Leg is altered to have small cavity that will allow the storing of a small pistol, Adrenaline Shot, etc.

Retractable blade (Must already have Cyber Leg)-* A small blade that slips out of the tip of the foot (1d6).

*A character can only have one or the other in a given leg.

Foot Spikes- Small spikes jut out of the bottom of the foot (1d6 damage) and give +2 to Strength (Climbing) checks. Both legs must be replaced for this augmentation.

Arms-

Storage Space (Must already have Cyber Arm)-* Arm is altered to have small cavity that will allow the storing of a small pistol, Adrenaline Shot, etc.

Retractable blade (Must already have Cyber Arm)-* A small blade that slips out of the arm (1d6+1).

*A character can only have one or the other in a given arm.

Finger Needle- A single dose of poison or tranquilizer can be put into an opening in the index finger. A small needle will pop out of the finger and allow the character to attempt to poke the target. Resolve poison effects normally.

Finger Line- The tip of the index finger can pull away and is attached to a thin, but strong, piece of cord that retracts into the hand. This can be used to sneak up and strangle an unsuspecting target.

Eyes-

Camera- A small camera is inserted in the pupil area. Data is then stored on a blank data disk in the brain. A character must have the Data Module for this piece of cyberware to work properly.

Brain-

Data Disks- Disks contain information, such as schematics, plans, and other information. When a character has successfully installed the data disk they gain access to the information. This can be just general information or can be access to an Ability Focus. Did the character find a disk on information on reading and understanding people? While the disk is in their Data Module they are treated as having the Perception (Empathy) Focus.

Reboots- Communication, Constitution, Cunning, Dexterity, Perception, Strength,

Willpower- Read Reboot description above.

GENE THERAPY-

Gene Therapy is another invasive, time consuming, and expensive operation. While not exactly being cut open and ripped apart, as is the case with installing cyberware, gene therapy is harsh on the body due to the chemical attack on the system.

A specially engineered virus which contains the patient's own DNA is injected into their body. The virus then attaches itself to the patient's own cells and begin to add the new genetic coding.

Over the course of a month the patient will begin to see improvement in whatever therapy they were treated for.

Rules for gene therapy work exactly the same as cyberware. When a character is about to receive the injection they must make a Constitution (Stamina) check with a -2 at a TN of 11. Each time a character goes under to receive another session of gene therapy they must make the test. Each injection raises the TN by one degree on the Basic Test Difficulty Table (pg 56, Players Handbook, Set 1).

Failure means that the doctors “detect” something hinders the operation and makes it so the character cannot an injection for at least 30 days and they move to the next rank of difficulty.

Once a character reaches the “Nigh Impossible” level of the Basic Test Difficulty Table they are unable to undergo any further sessions of gene therapy to their body, it just can’t handle the strain and their cells may become unstable.

As with cyberware the baseline pricing for gene therapy is 3,000p. You then multiply the base by what the new Ability is going to be. *For example- Burgess “Skinny” Rollins has decided that he needs to be stronger to do his job as a body guard effectively. His employer knows that Burgess is loyal and dedicated to his job, so he agrees to pay for one session of gene therapy. Burgess’s Strength Ability is a 4, thus the cost of the session will be 12,000p.*

A Dangerous Game

Cyberware and Gene Therapy are new technologies and not whole heartedly safe. If a character fails the Constitution (Stamina) test and the Dragon Die comes up a 1 then the target has suffered a cyberware/gene therapy complication and must roll on the table below.

Cyberware Complications		
Roll	Situation	Effect
1	Scarring around area	-2 to Communication rolls when visible permanently
2	Bodily Tenderness	-2 to Armor for two weeks
3	Bruising around area	-2 to fitting ability score for two weeks
4	Minor infection	-1d6 for two weeks
5	Major infection	-2d6 for two weeks
6	Allergic Reaction	Can no longer get that piece of cyberware/gene therapy

Cheap Cyberware (Optional)

Whenever new technology is discovered and brought to the market there are those who want to exploit that new money pot. Sometimes this is a person wanting to bring needed technology to those who need it, and other times its vultures picking at the desperation of the poor and destitute.

Cheap Cyberware is substandard, looks clunky, but it’s functional. If a character purchases cheap cyberware it is ½ the normal cost and all target numbers stay the same as outlined above. However anytime a character uses that piece of cyberware they must roll a Constitution (Stamina) test, TN 11, to make sure that it functions properly. If the roll fails the cyberware is useless for 1d3 turns, at which point the malfunction works itself out. If the roll fails and the Dragon Die is a 1, the cyberware has suffered a major failure and needs to be repaired by a Mechanic. A mechanic rolls a Cunning (Mechanic) Ability Test, TN 13 to successfully get the cyberware up and running again.

This does not include using a leg to walk or an arm to grab something or any other mundane function. If a character decides to run with that leg and use the boosted pace or the arm to lift something or perhaps punch a foe, then the test must be made.

STARSHIPS AND SPACE



KNOW YOUR SHIP

Knowing your ship is important, however that does not mean it needs to be described as a bunch of parts and numbers and bonuses. You should know the *feel* of your ship. Is your ship clunky and barely holding together or bright, shiny, and new? All of these parts are solely for flavor. The AGE system relies on simplicity, narrative, and GM arbitration and *Firefly: Hurlin' Through the 'Verse* embraces that philosophy when it comes to space and ship combat. The parts of the ship really should be used for story purposes and for challenges rather than *being* a part of the ship itself.

If the ship is damaged due to an attack or asteroid collision, the GM may rule that the fuel intake valves have been damaged and requires a Cunning (Machines) test to fix.

Is it really important to know exactly what the fuel intake valve does? Or a quantum regulator? Not really. This game isn't about hard science.

If the characters want to know if something has been spotted by the "ships sensors," have them roll a perception check. Need to handle a cyber security issue, a character can roll Cunning (Hacking) ability test. This keeps the players engaged and having fun

rather than complicated rules of what a ship can/can't do.

For more see Combat below.

If someone without the Dexterity (Piloting) Ability Focus attempts to fly the ship they suffer -4 to their roll..

PARTS OF A SHIP



These parts of the ship are just to give the players and GM things to use for story and cinematic purposes. These are also to give an idea of how things work in the 'Verse.

Life Support- Atmosphere System (Fire Suppression, Disease Control, Air Filtration), Water Tanks, Waste Management.

Propulsion- Fusion Plant (Hydrogen-Oxygen Fuel Cells. The exhaust is clean usable water), Reaction Thrusters (used usually go get the ship moving and in atmosphere), and the Pulse Drive.

Computer- Navigation (Fly by Wire System- most spacecrafts have this simple tracking and communication system), Navigational Beacons were deposited throughout core worlds and high traffic areas of the rim by Alliance. These are separate from the Cortex. Ships can do SoS and search messages through these beacons. (Using four of these or contacting a planet or moons

communication system will give ship a time stamp for date and time).

Sensors- Simple detectors (tell crew what is out there), Scanners (This makes sense of what the simple detectors are seeing and gives details).

Communication- The Cortex utilizes all modes of communication to make sure messages are delivered. Messages are called *Waves*, there is usually an 8 hour delay between Core Worlds and Rim for Waves due to Speed of Light. Messages are prerecorded. Live messages have a limit of 100,000 miles.

Weapons- Ships are generally unarmed. The Alliance deems that such armaments are illegal save for rare cases and the Alliance's own ships. Generally there are four types of Weapons: Space Mines, Rail Guns, Cannons, and Missiles.

CRUNCHY BITS OF A SHIP

The following parts of the ship can be used for combat (if desired) and to gauge a ship's condition and speeds if so desired. These numbers will also help when using the degrees of success mechanic of the AGE system (see Combat below).

Speed- 10 + Ship Size Modifier (**Small-** 25, **Medium-** 15, **Large-** 5, **Colossal-** 0).

Defense- 10 + Ship Size Modifier + Dexterity (piloting) This is to symbolize how hard they are to hit due to their size and speed (**Small-** 4, **Medium-** 2, **Large-** 0, **Colossal-** -2).

Armor- Standard Ships have Armor of 1 plus any illegal hull plating (maximum of 2 on non-capital ships). Capital

Alliance Ships and Military Attack Vessels= 2 + Hull plating.

Hit Points- **Small-** 15, **Medium-** 25, **Large-** 35, **Colossal-** 50.

Fuel Capacity- This represents the amount of spare fuel a ship can carry in the hold. When this hits zero, they have no more fuel reserves left on the boat and must go to a refueling station (**Small-** 0, **Medium-** 3, **Large-** 10, **Colossal-** 25).

CARGO CAPACITY OF THE SHIP-

Keeping with the philosophy of the AGE system, tracking encumbrance and weight that a ship can hold have been removed to avoid unneeded complexity. What a ship can hold is abstract and final call should be made by the GM. This should also be used for determining passengers.

COMBAT-

Rather than have the game and system bogged down by unneeded rules, *Firefly: Hurlin' Through the 'Verse* tosses that aside for a simple and fluid style. Space combat is something very rare in the Firefly universe. Most ships are unarmed, and fights tend to be flights away from very well armored and armed capital ships rather than strafing runs peppering their hulls with laser blasts like in Star Wars.

Combat should be cinematic and daring, not hampered by low damage rolls and anti-climactic events. As following the philosophy of *Know Your Ship*, combat should be handled with the Advanced Tests rules in the Game Master's Guide of Dragon Age Box Set 1 (pg 18-19) and with Opposed Tests rules in the Game

Master's Guide of Dragon Age Box Set 1 (pg 18).

If you desire a numeric base for ship combat use the previously mentioned crunchy bits and the following amounts for damage: **Small-** 1d6-2, **Medium-** 1d6, **Large-** 2d6+2, **Colossal-** 3d6+5. If you'd rather avoid low damage rolls altogether just have successful hits do a maximum damage. If a Alliance Cruiser hits a Firefly there honestly shouldn't be anything left by debris and vapor.

COMBAT EXAMPLE:

Nick Shots and his crew have just been caught with their pants down during an illegal salvage operation. Two Alliance Short Range Enforcement Vessels (ASREV) popped out from a hidden encampment on an asteroid and begin hailing Katrina's Glamour, a down on her luck Firefly class transport, to stand to and prepare to be boarded.

Nick's player knows that if they allow the Feds to board the boat, they're humped. He tells his pilot Tian (another player) to get them out of this asteroid field fast and go to hard burn with the pulse drive so the ASREV's can't give pursuit.

Tian grabs the controls and fires up the thrusters, turning the ship 180 degrees, and begins attempting to get Katrina's Glamour out in one piece.

The GM decides that this is a hard Advanced test and informs Tian's player he will need to beat a threshold of 15 on his dragon die to successfully clear the field. He has

Tian's player roll Dexterity (Piloting) Ability Tests, TN 13 (for challenging difficulties).

Tian rolls and gets a 15, with a 4 on the Dragon Die. The GM describes the ship moving through the asteroids carefully while one of the ASREV's actually comes into the field to give pursuit and the other flittering the outskirts to attempt to keep up with them should the ship emerge.

Next Tian rolls an 11, which is not enough for a success. The GM describes that the ship suddenly shutters and a scraping noise can be heard on the hull. The GM smiles and looks at Fast Jesse (another player), the crews mechanic and tech wizard, and explains that the ships lights flicker and he see a red light beeping on the ships warning board. The ships air filtration system just took a ding, but still looks functional.

"Learn how to ruten fly you gorram fool! Another hit like that and we ain't gonna be breathing!" Cries Fast Jesse.

Tian rolls again and gets a 13 with a 6 on the Dragon Die. The GM states that the asteroids are starting to thin and the ship is almost to safety. Then the GM describes how the ASREV pursuing them gets desperate and fires its rail gun at Katrina's Glamour. The GM tells Tian's player to make an opposed Dexterity (Piloting) ability check VS the enemy. Tian rolls a 10 while the ASREV rolls a 15.

The GM tells the players you hear the rattling of gun fire peppering the hull and feel the engines become less responsive. He says the threshold has been increased by two.

This is how space combat is kept fast and fun; through narration and opposed and advanced tests. Damage is arbitrary as are ship systems. They are merely devices used to bring about excitement.

To keep “danger” in the game the GM may rule that after the ship successfully hard burns away from the Feds, Fast Jesse notices that the air filtration system is shorting out and won't last that long. Now the group has a problem on their hands and needs to touch down somewhere to find the needed part.

TYPES OF SHIPS

Alliance Short Range Enforcement Vessel (ASREV)- Small, nimble, and well armed and armored with full military grade hardware.

Firefly Transport- A medium sized vessel that is extremely nimble and reliable considering its size and cost of manufacturing. The ship has many holds that smugglers use to hide their cargo and comes with two shuttle bays located on starboard and port sides of the ship.

Long Range Transport- These can be clunky settlement ships, to long range high volume trade ships, to space cruise liners that offer the best amenities and distractions in the ‘Verse.
Shuttle- These ships are extremely short ranged and can hold a limited amount of passengers and cargo. Generally used

when a ship can't make dock planetside or if the crew needs to hop around on the planet.

Short Range Transport- A large vessel that is usually used to shuttle people or supplies between planets in the same system. Since Short Range Transports are relatively cheap they are often modified to use a hard burn for a one way trip by settlers getting ready to colonize a new planet.

Alliance Tohoku-Class Cruiser- This massive ship (much like a floating city) is used by the Alliance to police the Boarder and Rim territories. The ship has several compliments of Alliance Gunship squadrons. The ship's armor plating and armaments are formidable but not as highly developed as the later commissioned *Crete-Class Alliance Carrier*.

Crete-Class Alliance Carrier- This ship is a new addition to the might of the Alliance Military Machine. It is faster, more heavily armored, and cheaper to make than the Alliance Tohoku-Class Cruiser.

Longbow-Class Patrol Cruiser- This ship is less armored and armed than a Tohoku-class Cruiser, but it still will hurt if it hits you. It has long range missile capabilities, carries a compliment of soldiers, and a few Gunship squadron.

Alliance Gunship- These small ships only have short range capabilities and are always attached with much larger ships. It has good armaments and armor and is extremely fast and nimble.

EXAMPLE SHIPS

The Fast Lady

A used Firefly Class Transport ship that was fetched at a good price, with only moderate monthly payments. The ship is more reliable than one would think looking at the outside, but is under constant cosmetic surgery to make it befit of the owner, Companion Raina Patel. The ship has a hiccup every so often, but thus far nothing detrimental.

The Wayward Explorer

This Long Range Transport can only be described as a dog on its last leg. The engines hardly work right and there are constant malfunctions. Only the most desperate of people get on this boat especially since there is a large likelihood that each voyage may potentially be their last.

GIVE YOUR CREW A SHIP

Many game systems have outlandish prices for ships and make that an “end goal” of the campaign. *Firefly: Hurlin’ Through the ‘Verse* takes a different stance: *Give your crew a ship*. This should be done through story and character development. If you so desire make it cost something, monthly payments to a slum lord, sales man, crime boss, etc, but give them a ship. *Firefly: Hurlin’ Through the ‘Verse* adventures are not meant to be about being planet bound for too long. It’s about freedom and making your way in the ‘Verse.

TRAVELING

This table is not meant to simulate a realistic travel path for the Firefly Universe. It is here to give the players and GM a rough estimate or idea of how long it will take to get from one planet to another in a different range. This is to keep things simple and calculations to a minimum.

A pilot can shave time off with a successful Cunning (Space Navigation) Ability test, TN 15.

See *Getting’ Where You’re Goin’* Table (pg 71) for travel time and Space Navigation info.

PLANETS OF THE 'VERSE

It's a big cold place out there. There are so many places for a crew to find work, adventure, and platinum. These are just a few of the worlds out there.

CENTRAL PLANETS

Ariel- A wealthy Central Planet with sprawling metropolis that house some of the best medical facilities in all the Alliance.

Bernadette- The first planet that was terraformed and is the staging point for many settlers setting out for the Border or Rim territories to find a new planet to settle.

Lodinum- A backward Central planet, one of the initial space colonizations, that is ran by a monarchy.

Osiris- Capital of the Alliance and very wealthy. The largest city of the planet is called Capital City. The planet is a large urban sprawl where decedents of the Alliance have set up areas called "Blackout Zones" where no loyal Alliance person would dare go.

Sihnon- Considered the Jewel of the Alliance. Sihnon is known for the natural beauty, sophistication, and technological advances. Sihnon is strongly based on Chinese culture. The main Companion Guild House is located on Sihnon.

BORDER PLANETS

Beaumonde- One of the wealthier and more sophisticated Boarder planets. The planet relies heavily on factories and its industrialized nature. However there are some territories utilized as farmlands and ranching.

Beaumonde's citizens love technology and the citizens are keen to incorporate it into their daily lives to separate themselves from the bumpkins of the other Boarder and Rim planets.

The capital of Beaumonde is New Dunsmuir, and is the only city that has zero factories. It is the largest tourist attraction on the planet, being that it rests on the ocean.

Bellerophon- This is a great planet to live on if you can afford the property. The rich live in large metal floating islands over the beautiful ocean. Gardens, waterfalls, and the like can all be found.

Shuttle droids are used for waste management and send all refuse to the incinerators on the planets land mass.

Where there isn't large bodies of water there is desert and the poor. The refuse factories tend to stink up some of the areas something fierce.

Boros- A civilized planet with large Alliance Military presence. The moon of Boros, Ares, houses the Alliance Military Ship yards. It is heavily fortified and guarded.

Hera- This is where the fateful battle of Serenity Valley took place. Over half a

million grave markers line the hillside of the battle.

Hera lies close to the Central Planets and is near the major shipping space lanes.

New Hall- Not much is known about New Hall except that it is now open for fresh colonization after recently being terraformed successfully.

Paquin- A small dusty planet that is home to nomadic gypsy types. There are a few permanent settlements planetside.

Persephone- A heavily populated planet ruled by a monarchy. There is a hierarchy to the planet's population and nobles tend to wear a sash around their waist.

There is a large poor population on Persephone that resides in the seedy area of Eavesdown Docks. The space port here is watched, however it is easier to slip in and out without alerting the Alliance authorities.

Santo- An unsophisticated planet that has a small slaver presence. Santo is not far from Persephone. Auctions are held every month at the slave bazaar.

Verbena- This planet heavily supported the Independents during the War of Unification. Since the end of the war the Alliance has embargoed the planet. Since the beginning of the embargo the population has been reduced to small pockets of starving and desperate people.

Recently the Alliance has begun government funded projects to "help" the population of Verbena to show them the benevolence of the Alliance.

RIM PLANETS

Athens- A planet with rich soil that grows all types of vegetables. However there are sand storms that rage constantly on the planet on an unpredictable course which can destroy crops and property with virtually no warning.

Beylix- A small moon that is used as the galaxy's garbage dump and smugglers haven. The area around the planet is dangerous to navigate due to all the scrap in the atmosphere.

Ezra- The planet is in a state of flux right now as refugees from both the Alliance and Independents have moved to Ezra and are looking for work. The planet is poor and only has limited technology available.

The vile Adelei Niska has become the local law of the planet after he moved his Sky Plex to the planet's orbit and has blanketed his crooked dealing under legitimate businesses.

Greenleaf- One of the few civilized Rim planets that houses decent medical facilities and moderate technology.

Haven- A small mining outpost that, for the right price, helps to hide those who wish to not be found by the Alliance.

Higgins' Moon- This moon is a major exporter of mud and clay. The workers of the town are indentured servants and live in utter squalor while the town magistrate lives in luxury.

Jiangyin- Rim planet that relies heavily on farming and ranching to survive. There are folks that have taken to the

hills that kidnap others that have needed skills and force them to live in their town and under their rules.

Miranda- This is a quarantined ghost planet located in the heart of Reaver Territory.

Regina- This planet is known for it's heavy mining operations and for the disease that almost everyone gets at one point, called Bowden's Malady.

Shadow- Shadow was once a beautiful prairie planet until the Alliance committed orbital bombarding that reduced the planet to an ashen barren rock.

St. Albans- A harsh ice planet with a very small population, largely of miners and trappers. There are a few farms that grow the limited types of produce that can survive in such conditions. There is also a small Alliance Outpost located on St. Albans.

Triumph- A very primitive planet on the edge of the Rim where few choose live. Those that survive on this plant are part of some strange religious sect that holds ancient beliefs dear.

Whitefall- This is the fourth moon of Athens and is mostly owned by a conniving woman by the name of Patience. This world is known for not being exactly cultured or well settled.

ORGANIZATIONS AND ADVERSARIES

There are many different organizations and groups that have quite a bit at stake in the happenin's and wheelin' and dealin' of the 'Verse. Here are a few of such power houses.

THE ALLIANCE



The largest and most powerful organization in the 'Verse is the Alliance. They won the War of Unification and forced everyone to follow under their yoke.

The Alliance seems to have unlimited resources and isn't afraid to use them when they perceive something as a threat. Most of the outlying territories suffer at the hands of the Alliance since they are deemed of moderate or even minor importance.

The Alliance is bound by regulations and gives a cold shoulder or the muzzle of an assault rifle to those who don't follow their guidelines.

Blackout Zone- The Alliance effectively cuts off entire areas of a city,

disconnecting them from the Cortex and supplies when they feel it is no longer fit for citizens and is just a dive of criminals and uncivilized folk. It is illegal for any Alliance citizen to enter or be found in a Blackout Zone and they will be arrested and processed immediately.

BLUE SUN CORPORATION



The multifaceted Blue Sun Corporation can be seen all over. They manufacture a large range of products, from appliances, starship components, and furniture to food, medical supplies, and clean drinking water.

Most people don't pay much heed or attention to the Blue Sun logo that they see hundreds of times each and every day, *"It's always there if you look for it. Everybody sees and nobody sees it...."*

Many people aren't aware that this corporation is extremely involved with the Alliance government to the point that their operatives have permission to act outside of Alliance authority with impunity.

A few people have become aware that the Blue Sun Corporation has been experimenting with people, using them like guinea pigs. If too much information escapes from the Blue Sun Corporation they send some of their best agents, the Blue Spooks as people call them, to clean up the mess as they see

fit. Usually it just means killing a whole bunch of folk.

USING THE BLUE SPOOKS

Realistically the Blue Spooks are a covert sect of a powerful organization that has virtually unlimited resources to throw at the party. Consider, as the GM, where you want your story to go before you incorporate the Blue Spooks into your game. They will be a potent adversary and could really cause much more hassle and trouble than the group could possibly deal with.

Blue Spooks			
Abilities (Focuses)			
2	Communication (Deception)		
1	Constitution		
4	Cunning		
2	Dexterity		
3	Perception (Searching)		
2	Strength (Intimidation)		
2	Willpower (Self-Discipline)		
Combat Rating			
Speed	Health	Defense	Armor
12	21	12	2
Attacks			
Weapon	Attack Roll	Damage	
Pistol	2	2d6+3	
Powers			
<p>Intimidating Stare: <i>People are easily intimidated by these cold men. Targets take -2 to Blue Spooks rolls to resist Strength (Intimidation) ability tests.</i></p>			
<p>Thorough: <i>When searching for something the Blue Spooks treat TN as one degree less.</i></p>			
<p>Neural Inhibitor: <i>The deadly weapon of the Blue Spooks. This weapon emits a sub-sonic pulse that causes the brain to seize and hemorrhage. Targets must make a Constitution (Stamina) ability test, TN 25, each round that they are in the area of affect. Failure results in 3d6+5 damage.</i></p>			
Equipment			
Pistol, Neural Inhibitor, and Ballistic Mesh.			



COMPANION GUILD

Whorin' used to be an illegal and sordid affair. Now it's not only sanctified as a professional and legal occupation, it is controlled by a powerful guild that operates on its own rules and regulations: The Companion's Guild.

A Companion's life is difficult since there are many functions and responsibilities they must fulfill.

Training as a Companion begins at 12, for both boys and girls, and they are taught reading, writing, arts, martial arts, meditation, and massage. As the child enters into young adulthood they begin

training of the flesh and pleasure which they will use on their clients.

When a person becomes a bona fide Companion they are allowed to choose their own clients. They may serve in many functions in a variety of roles, but in the end there will be a night of pleasure that seals the conclusion of the contract.

CORONE MINING CONSORTIUM

The Corone Mining Consortium is the big bully of the mining industry. The Consortium is made up of several mining companies who banded together to seize property from small companies and private mining claims that had found a good source of ore.

In almost every berg and settlement that has any form of mining operation, agents of the Consortium can be found. Most of the workers of Corone are indentured servants with a long period of service. This allows the Consortium to keep their over head costs down and turn over a tremendous profit.

The Mining Guild (see below) wages a constant battle against the Corone Mining Consortium in order to bring fair wages to employees and get claims and territories back that have been wrested from honest folk.

MINING GUILD

The Mining Guild sticks up for prospectors and miners on the Boarder and Rim territories. It functions as a defense for the little guy vs the big, oppressive, and opportunistic Corone Mining Consortium.

The Mining Guild is one of the largest guilds in the ‘Verse and is constantly looking to expand its power and influence in the hopes of toppling the Consortium.

UNIFIED RECLAMATION

Unified Reclamation owns all the trash in the ‘Verse. They have been giving complete autonomy to enforce this claim by the Alliance and, thanks to them, have their own private army and military units to protect their “property.”

The heads of the Unified Reclamation came up with an amazing way to make a profit. They would sell Legal Salvage Claims that entitled small private vessels the right to sift through junk to find usable materials and objects.

Once the materials are sold Unified Reclamation receives a handsome percentage of the profit. This essentially is free money since they are doing no extra work.

Unified Reclamation owns and runs the small junk moon of Beylix (see Planets of the ‘Verse).

TRIADS

There are many Triad families that operate out on the Boarder planets and on the Rim. The Triads claim a code of honor and adhere to a strict sense of honor, but they are ruthless and are not above letting that honor go should the situation to better their situation or gain more power arise.

FLESHERS

The Fleshers are a group of people with military backing and training who utilize Alliance and private medical facilities to grow healthy new human organs and transport them on the black market to those who need them.

The problem with the organs is that they don't last long outside the body so Fleshers must put them in a living person to use as transportation.

REAVERS



Reavers are the stuff of nighttime stories in the Core territories meant to scare little kids. However people on the Border and Rim territories know that Reavers are very real, and some live in fear that one day they'll see the tattered and mutilated hull of a Reaver ship descending into the planet's atmosphere.

People believe that Reavers are humans that stared into the ends of the 'Verse and were driven mad. They rape, mutilate, and cannibalize any human settlements or ships that they happen upon.

Reavers carve up their own bodies with knives and shove pieces of metal through their skin. Many Reavers are seen with open and festering wounds on their faces and bodies. It is possible that due to their madness and ferocity Reavers seem not to feel pain in the slightest, and will continue hunting after a person until they are put down like a rabid dog.

Reavers have no technology of their own. The ships they fly are in disrepair, often to the point that those on the ship are on a one way journey. Many are not sure how Reavers even pilot a ship or work on the engines, even in the slightest manner that they do, because they don't seem to have many cognitive functions other than killin'. The weapons and armor Reavers carry are looted from the settlements and people they have pillaged. Sometimes they wear the skins of their victims that are loosely stitched together.



If you see Reavers, best bet is to high tail it the other way. There ain't no negotiatin' with a Reaver.

Reaver			
Abilities (Focuses)			
-2	Communication		
3	Constitution (Stamina)		
0	Cunning		
3	Dexterity (Guns)		
0	Perception		
4	Strength (Brawling)		
-2	Willpower		
Combat Rating			
Speed	Health	Defense	Armor
13	28	13	3 (6)
Attacks			
Weapon	Attack Roll	Damage	
Pistol	5	2d6	
Knife	3	1d6+2+4	
Powers			
<p>Horrorifying Presence: <i>The thought of a Reaver is enough to chill the blood, but to see one is to see how far a human can fall into madness. Characters must roll Willpower (Courage), TN 15, or take -2 to all trait rolls. This modifier is increased by -1 for every 2 Reavers that are present. Maximum of -10.</i></p>			
<p>Live Through Pain: <i>Reavers aren't all there. As such they are able to ignore 3 points of damage (penetrating damage included) at all times. This stacks with Armor Rating.</i></p>			
<p>Rattlin' the Prey: <i>Reavers like playing with their food. Easy pickin's usually get snacked on first. A Reaver can issue a piercing howl that terrifies nearby targets. Targets must succeed make a Willpower (Courage), TN 15, or become stunned. They re-roll this every round to regain their composure. This Stunt costs 4 SP.</i></p>			
Equipment			
Pistol or Rifle, Knife, and Ballistic Weave			

Psychotic Embrace: Sometimes Reavers let one or two people live. This ain't an act of mercy, but one of sadistic pleasure. These "survivors," if'n that's what they can be called are made to watch the horrors the Reavers bestow on their friends and family. In the end the human mind can only take so much and the people snap and become Reavers. There is no timetable for how long it takes till one of these victims are carving up their own skin and chasing after someone else with a meat cleaver.

Handling the Madness

NPC's who are subjected to the torture of the Reavers are plot devices and should continuously descend down the rabbit hole with no hope for salvation. This can bring a great dynamic tension to the scenario and play as the group struggles with budding Reavers in their midst.

If a story/adventure takes puts a player in a position to witness this torture (although it isn't recommended) they should receive a Willpower (Self-Discipline) to resist the madness. If the player fails once, they are border line insane (perhaps -1 or 2 to their Willpower permanently). If they succeed on the second roll, they manage to keep themselves from becoming unhinged. If the player fails and rolls a 1 on the Dragon Die, they've become a Reaver and lose control of their character.

GM TOOLS

This section of the *Firefly: Hurtlin' Through the 'Verse* is designed to give the GM (whether veteran or new) advice and tools to use for role-playing, not only for this game but also for other games.

There is great advice any GM in the Dragon Age Role-playing game. Some of it may be old hat to GMs or it could be completely new and revolutionary to you. Hopefully this section will have something you can use.

GOTCHERSELF A CREW

Many players will have their own desires and machinations for the characters they wish to create and portray.

The problem arises when as the GM you ask yourself what is the cohesive glue that holds a group of characters together? Especially when each may have completely separate motivations!

This is where it is important to be candid with your role-players and have a talk and initiate the group “think tank.” First inform them what type of game you are planning on running, its theme, and explain any pertinent information about the Firefly Universe that the players need to know.

Second have each player explain what kind of character they want to play; stating some of their goals, personality, etc. This will allow the GM and players to get a firmer grip on the group chemistry and allows you (the GM) to curb any problems before they actually arise.

Many players will want to portray, or incorporate, some of the characters from the Firefly television show. Some players will

want to be a pain in the ass like Jayne, and while Jayne’s antics were hilarious in the show they could easily derail and destroy a session or campaign if not handled with care and understanding.

Look at the episode “Heart of Gold” for example. At the beginning Jayne didn’t want to help any of Inara’s friends because he felt there wasn’t anything in it for him until he heard that they were whores. Suddenly he was raring to go because there was his motivation.

The same should be achieved with player and group cohesion. All should work together to ensure that everyone has fun.

Remember not everyone can have their characters goals fulfilled every session and that it is ok to go with the flow and “just do something because” so it will help the enjoyment of all involved.

Importantly make sure that the communication is open. If the GM feels that there is a problem with a character or player, speak to them and work it out. The same can be said for players. If you feel you are being sidelined and not encouraged, talk to the GM.

In the end Role-playing is about getting together and having a good time, sharing some adventures, and developing a character and seeing where the winds take them.

So remember: *Grab some friends. Grab some dice. Keep playin’.*

GOT MY REWARD?

Rewards in Firefly don't always translate into money. Favors and information are also extremely valuable out in the 'Verse and often times those can be more important and vital than a few Platinum clinking in the pocket.

Having an arms dealer that the crew rescued say, "I owe you one" is going to be much more interesting when the players think of a way to collect on that IOU vs "what should I buy with this money" syndrome.

That's not say ALL rewards should be favors or information. Players like getting money for their characters to burn on drink, woman/men, and shiny things that hurt people. Find a health balance between the two and enjoy what your players come up with!

I LOVE IT WHEN A GORRAM PLAN COMES TOGETHER...

Complications are the spice of the Firefly series. In almost every episode the best laid plan went awry and took the characters off in a different direction. Your *Firefly: Hurlin' Through the 'Verse* should be no different.

You can handle introducing complications in many different ways. One way is when a character fails an Ability Test you introduce an unforeseen complication to the story. Example: A character rolls a Cunning (Hacking) check and fails. Rather than stating the character failed the roll and having them roll again, have alarms blare or worse, someone begins tacking the hack back to the origin! How much info did they get before the player was able to stop the trace?

Another simple way is by having a table (see pg 71) that you can roll (which utilizes a d20 rather than 3d6) on or you can simply choose one depending on the adventure/scenario. Have a large list of ideas prepared ahead of time lets you stay ahead of many situations and it can take a long time for the list to get fully used up.

OPTIONAL RULES:

Here are some optional rules that can be easily inserted into Firefly: Hurlin' Through the 'Verse to make it feel more like the show or just add enjoyment to the game table.

HIT POINTS

The 'Verse is a deadly place and people tend to go down after being hit in the chest by a bullet. This may not feel the case when a character gets to level 10 and has a truck load of hit points.

If a more dangerous feel is what you and your crew are looking for then all you need to do is halt HP growth after level 5. That isn't to say that they don't gain any HP from levels 6-10, it's just much lower than outlined in the Dragon Age RPG.

Here are two options that will keep characters duckin' and weavin' when the lead starts flying.

Some are Stronger than Others: For levels 6-10 character classes gain levels as follows: Drifter +2 HP; Noble +1 HP; Soldier +3.

Even Steven: For levels 6-10 characters each gain +3 HP.

STUNTS

One criticism stated about the AGE system is the randomness of Stunts when dealing with actions like disarming or tripping an opponent.

If you desire to let your players attempt these actions without the need for Stunt Points it is easy to do.

Allow them to make an appropriate Ability (Focus) test with a -2. If they reach the TN then they are successful at the desired action, but they do no damage, where as the stunt allows them to disarm and damage.

If the player roll doubles and generates Stunt Points they must select the appropriate stunt that they are performing. You can also rule that performing “stunt” like actions does not generate SP when doubles are rolled.

INNOCENT BYSTANDERS

When the bullets are whizzing by it is entirely possible that someone else will take your lead than your intended target.

When you miss on a shooting attack roll and a one on the Dragon Die you hit the nearest adjacent target (within reason).

OPTIONAL STUNT

Stunt (Optional)	
SP Cost	Stunt
6	Was That There Before: This stunt allows the player to interject something into the scene that wasn't there before. This could be a barrel of gas, a door in an alley, a much needed clue when they are stuck, etc. This should not derail what the GM has planned to the point where it collapses the session/adventure. All terms should be discusses and agreed upon. GM has final arbitration.

MOOKS

Not every enemy or NPC needs to be fully stated out. For ease just give the enemies what they need in a stat or damage.

Also not every enemy needs a full allotment of hit points. Gun fights with 15 enemies can drag if all of them have 30+ HP. If you have 2-3 enemies with full or decent HP give the rest 5-10 HP, which is just enough that they can take 1 hit before retreating or going down.

RANDOM NPCs

Not all NPC's in *Firefly: Hurtlin' Through the 'Verse* need to be stated out and have gear. If the NPC is involved in a shootout or victim of a player shakedown/mugging, give them some mundane gear or a few nice trinkets.

NPC personality and personifications do not need to be overly complicated or detailed. Often times NPC's will fade to the background with time but the gems that stand out will be remembered and the players will actively seek them out again and again.

Make notes of the NPC's that the players seem to react to and make sure you pop them back in again here and there for better or for worse. Also as a GM give the players initiative on which NPC's they would like to see again. Ask them after each session what particular NPC's they enjoyed and would like to see and then make a note of it.

Remember if a player is engaged and wants to see one of your NPC's again, you've done something awesome and should be excited that they are looking to interact with that character again.

Here is a *Quick and Dirty* (see below) formula for NPC's that is pretty easy. Give the NPC two or three descriptive words, what they do, sex if you so desire, and a motivation/goal. Even if the goal does not go along with the current adventure/circumstance it can come into play at a later date.

TABLES

There are a few useful tables at the back of the book for a GM to utilize during the gaming session. *Jobs on the Cortex* are a few more story hooks that a GM can use in a pinch. *News on the Cortex* gives a few random pieces of info a GM can say are scrolling on a Cortex Screen, in a flimsy paper, or being read by a reporter to make the 'Verse feel more alive and active. *City Hustle and Bustle* allows the GM to describe random happens going on while the players are moving about in an active city.

MAKIN' IT YOURS

Sadly Firefly was a short lived television series. While there is the Serenity movie and Serenity comic book mini-series that are released periodically, there isn't much for a GM/fan to garner information from.

There are purists who would prefer the game world to remain as close to canon as possible. If that is what you choose to do then that is your right. However with the limited amount of source material a campaign in the 'Verse can quickly become stagnant.

As the GM it's up to you to create new adventures and situations. Create new factions, corporations, ships, technologies, planets, and the like to keep the 'Verse expansive, dangerous, oppressive, and, as always, room for opportunity for those looking for it.

Quick and Dirty NPC's	
Traits	Goals
Fat, sweaty, and sly male Used Starship Salesman.	To make a profit to keep the loan sharks from breaking his legs and taking his business.
Wiry, anxious, and asthmatic male Accountant.	To just be able to make some friends for a change.
Buxom, Fiery, and proud female Cortex Reporter	To get to the truth of a story no matter the cost.
Ragged, Stubborn, and mean spirited male Rancher.	To make his son respect him gorravit!
Determined, courageous, and lean female Starship Captain.	To keep away from the alliance, turn a profit, and earn a living on her terms.
Dedicated, Loyal, and boxy male Alliance Solder.	To reclaim his pride after reacting cowardly in a confrontation.
Charismatic, red headed, with a winning smile female Info Broker.	Find that pinch of info that can really turn the tables.
Adventurous, deadly, and stern female Merchant.	There's money to be made in almost any situation.
Happy-go-lucky, smarmy male Card Shark.	Keeps hoping his wife will love him.

SAMPLE ADVERSARIES

Alliance Soldier (Assault)			
Abilities (Focuses)			
0	Communication		
2	Constitution		
1	Cunning		
3	Dexterity (Guns)		
1	Perception		
2	Strength (Brawling)		
1	Willpower (Courage)		
Combat Rating			
Speed	Health	Defense	Armor
13	32	13	4
Attacks			
Weapon	Attack Roll	Damage	
Machine Gun*	3	3d6+4	
Baton	2	1d6+3+2	
Powers			
Machine Gun: <i>Can perform the Ol' Deadeye Stunt for -2 SP.</i>			
Favored Stunts: <i>Fastest in the 'Verse, Shootin' the Smoke Wagon, and Duckin' for Cover.</i>			
Equipment			
Machine Gun, Baton, and Riot Gear.			

Alliance Soldier (Guard)			
Abilities (Focuses)			
0	Communication		
2	Constitution		
1	Cunning		
3	Dexterity (Guns)		
1	Perception		
2	Strength (Brawling)		
1	Willpower (Courage)		
Combat Rating			
Speed	Health	Defense	Armor
13	32	16	4
Attacks			
Weapon	Attack Roll	Damage	
Pistol	3	2d6+1	
Baton	2	1d6+3+2	
Powers			
Favored Stunts: <i>Duckin' for Cover, Sucker Punch, Call em Yella.</i>			
Equipment			
Pistol, Baton, Riot Gear, and Full Shield.			

Alliance Sniper			
Abilities (Focuses)			
1	Communication		
1	Constitution		
1	Cunning		
3	Dexterity (Rifles) (Stealth)		
3	Perception (Seeing)		
0	Strength		
1	Willpower		
Combat Rating			
Speed	Health	Defense	Armor
14	31	13	2
Attacks			
Weapon	Attack Roll	Damage	
Pistol	3	2d6+3	
Sniper Rifle*	3	3d6+3	
Powers			
Sniper Rifle: -1 SP to Hit in the Bread Basket and Cheap Shot Stunts.			
Favored Stunts: <i>Fastest in the 'Verse, Shootin' the Smoke Wagon, and Keepin' Mindful</i>			
Equipment			
Sniper Rifle, Pistol (Silenced), and Ballistic Mesh.			

Alliance Officer			
Abilities (Focuses)			
3	Communication (Leadership)		
2	Constitution		
2	Cunning (Military Lore)		
1	Dexterity (Pistols)		
2	Perception		
0	Strength		
2	Willpower		
Combat Rating			
Speed	Health	Defense	Armor
11	22	11	0
Attacks			
Weapon	Attack Roll	Damage	
Combat Knife	1	1d+1	
Pistol	1	2d6+2	
Powers			
Abilities: <i>Willpower (Morale) Focus and Command Talent.</i>			
Favored Stunts: <i>Stunned Silence and Tower of Will.</i>			
Equipment			
Pistol and Combat Knife.			

Pirate			
Abilities (Focuses)			
1	Communication		
1	Constitution (Drinking)		
2	Cunning		
3	Dexterity (Shotguns)		
0	Perception		
1	Strength (Intimidation)		
-1	Willpower		
Combat Rating			
Speed	Health	Defense	Armor
13	31	13	3
Attacks			
Weapon	Attack Roll	Damage	
Shotgun, Pump	3	2d6+3	
Pistol	3	2d6	
Powers			
Favored Stunts: <i>The Crazy Eye, Fan the Hammer, and Puttin' The Hurt On.</i>			
Equipment			
Shotgun, Pistol, Grenade, Flash, and Ballistic Weave.			

Miner			
Abilities (Focuses)			
1	Communication		
2	Constitution		
1	Cunning (Planet Navigation)		
2	Dexterity (Rifle)		
1	Perception		
3	Strength (Might)		
0	Willpower		
Combat Rating			
Speed	Health	Defense	Armor
12	27	12	2
Attacks			
Weapon	Attack Roll	Damage	
Rifle	2	3d6+1	
Mining Drill	3	2d6+2+3	
Powers			
Favored Stunts: <i>The Crazy Eye, Fan the Hammer, and Puttin' The Hurt On.</i>			
Equipment			
Rifle, Mining Drill, and Ballistic Mesh			

FIREFLY STORY HOOKS

CORE PLANETS

1. Lodinum was one of the first terraformed and settled planet on this side of the 'Verse. It is governed by a megalomaniac monarch who rules with an iron fist. His daughter, the "Princess" Renee has had enough and wants out. She managed to get a message off world about paying handsomely for transport off this rock to one of the boarder worlds, preferably Persephone or Beaumonde.
2. The crime lord Alerei Niska wants a data disk retrieved from the Alliance capital, Osiris. One of his contacts managed to hack out information on Alliance shipments for the next 2 weeks, something worth quite a bit of money in the right hands. However the disk is in one of the Blackout Zones and his contact has gone to ground. He needs someone to fetch it.
3. A wealthy man and his wife are looking for transport from Beaumonde to Sihnon to meet with the Companion Guild to negotiate a long standing contract between their services and the pleasures of the couple. The meeting is to take place on your ship. When you come back you find the husband standing over the Companions body, her throat slit, professing he didn't do it! What happened?
4. A man is being hunted on Ariel and is attempting to get off world. If you can get him to a far off planet he may just pay well.
5. You are "slumming" in one of the seedier areas of Ariel when suddenly

sirens sound and transports come into the area and begin blocking all exits. Over a loud speaker a voice says, "Attention Citizens of the Alliance. This area is now a quarantined zone due to an outbreak of a deadly virus. The best of the Alliance medical is working on a solution. Hopefully pacification will not be an issue. Please remain calm. I repeat:..." Suddenly chaos ensues.

6. The adventurers find themselves on Osiris when suddenly the past catches up to one of the members. This could mean big trouble for everyone, especially this deep in Alliance territory.

BOARDER PLANETS

1. A family of settlers is looking for transport from Persephone to New Hall, however one of them is in more trouble than they're letting on.
2. Badger, a crime boss on Persephone is looking for some brave and loyal employees to ferry a friend of his off of Ariel. His friend, a wealthy noble, seems to have had a misunderstanding with an Alliance dignitary. Completely innocent, you understand? He's willing to pay well for his friend's safe and secret arrival on Persephone. What could go wrong?
3. An old man is dying and wants to be buried where he belongs, in the hills of Serenity Valley on Hera. He fought in the Unification War and lived when his friends and comrades didn't. He knows he only has a few days left to live and wants to be transported to Serenity Valley and buried with his fellow Browncoats.
4. Verbena is hurtin' something fierce due to the Alliance embargo.

Badger, a crime boss on Persephone, has heard that there will be an Alliance ship rotation that will leave part of the blockade open for a small transport to go in. Badger is willing to give up protein meals, water, and some manufactured products in exchange for some of the raw and precious ore that is mined from the planet.

5. A long range transport is found adrift between the Boarder and Rim territories. What has happened to the ship? Pirates, Alliance, or Reavers? Are there any survivors? Is there anything profitable to be found on the ship?
6. There is always work to be found on Persephone; some legal and some not quite so much. The adventurers are invited to meet Shifty Dave in the Lucky Lady for a drink and a game of cards to hear a quick business proposition: He believes he knows the location of the Evening Star, a short range luxury liner that went missing 15 years ago when its pulse drive supposedly exploded. A derelict ship was found floating a bit near an asteroid field. The ships captain decided not to approach the ship, fearing that it was a Reaver trap.

RIM PLANETS

1. Higgins' Moon is in desperate need of medicines and the Alliance doesn't seem too concerned about a far out planet where most people are indentured servants. The Magistrate is willing to pay handsomely for the meds to keep his laborers working.
2. Haven has got some cargo hidden in their depths, too hot for them to risk moving themselves. However they

are willing to take a 40-60 cut to those brave or stupid enough to move it.

3. The vile crime lord Adelei Niska is looking for some low-downs to go fetch a group of spacers who owe him quite a bit of money. He wants them alive and healthy so he can discuss their payment arrangements, the Niska way.
4. Beylix is the 'Verses garbage dump. It is a veritable treasure trove of salvageable materials if one knows what their looking for. Grinder, a hot shot mechanic for Boss Teagan, a crime boss on Hera, heard that 3 ASREV's were deposited planetside without being totally stripped of their armaments and systems. Boss Teagan and Grinder are very interested in getting their hands on these.
5. Athens is suffering through some terrible Sand Storms and the colony of Dagers Point is desperate for new steel and iron for the wind shields. The stuff they have has been falling apart for years.
6. Reavers attack a small rusted Sky Plex that the adventurers are on during a trade negotiation. The attack comes without any warning and much of the station is damaged in the initial wave. It's time to get to the ship before the whole station goes up in flames.

IMPORTANT STUFF OF THE 'VERSE

The 'Verse is a big place with lots of flavor, culture, and adventures. There are several tools available to those who want to capture the feel of the Firefly Universe.

- Watch the television show and movie.
- Read some of the comics done after the movie.
- A great fan made Timeline (<http://www.mts.net/~arphaxad/firefly.html>).
- The Firefly/Serenity Wiki (<http://www.fireflywiki.org/>).
- Slang of Firefly (<http://www.fireflywiki.org/Firefly/CortexLexicon>).
- The Cortex Core Rulebook has TONS of examples for using/incorporating Mandarin into your game.
- Quite a few references to other ships in the Firefly Universe (http://firefly.wikia.com/wiki/Category:Starship_classes).
- If you don't have the Cortex RPG here is a great site that has some Mandarin translations (<http://www.jiawen.net/phrases.html>).
- Awesome website for First names and meaning of various cultures (<http://www.behindthename.com/>).
- Awesome website for Surnames and meaning of various cultures (<http://surnames.behindthename.com/>).
- Firefly and Serenity didn't get a chance to outline a variety of starships for people to utilize. You can always take inspiration from Star Wars and reskin the starship (<http://starwars.wikia.com/wiki/Starships>).

INSPIRATION

Here is a small list of things that inspire me or get me in the mood when playing Firefly: Hurlin' Through the 'Verse:

Movies-

Serenity
Tombstone
Young Guns
Star Wars (Original Trilogy)
Fist Full of Dollars
Few Dollars More
The Good, The Bad, The Ugly
True Grit (Cohen Brothers version)
Dirty Harry Movies
Maverick

Television-

Firefly
Burn Notice

Anime-

Cowboy Bebop
Trigun
Black Lagoon

Books-

Retribution Falls

Music-

Johnny Cash
Mumford and Sons
Dropkick Murphy's
Grinderman
Leonard Cohen
Tom Waits
Dresden Dolls

Video Games-

Deus Ex: Human Revolution
Mass Effect
Red Dead Redemption

Role-playing-

Honour Among Thieves Firefly Role-playing game (<http://www.obsidianportal.com/campaigns/honour-among-thieves>).

Vornheim Complete City Toolkit
Cyberpunk 2020
AGE System
Stars Without Number

Other-

Crimson Dark Webcomic (<http://www.davidcsimon.com/crimsondark/>)
Super Massive Black Hole Webcomic (<http://smbhax.com/index.html>)

Enemy			
Abilities (Focuses)			
	Communication		
	Constitution		
	Cunning		
	Dexterity		
	Perception		
	Strength		
	Willpower		
Combat Rating			
Speed	Health	Defense	Armor
Attacks			
Weapon	Attack Roll	Damage	
Powers			
Equipment			

Enemy			
Abilities (Focuses)			
	Communication		
	Constitution		
	Cunning		
	Dexterity		
	Perception		
	Strength		
	Willpower		
Combat Rating			
Speed	Health	Defense	Armor
Attacks			
Weapon	Attack Roll	Damage	
Powers			
Equipment			

FIREFLY FLAVORED STUNTS

Standard Stunts	
SP Cost	Stunt (Dragon Age Name)
1+	Smacked in the Brain Pan (Skirmish): Whether by bullet, fist, or a blade you smack someone hard enough to stagger them 2 yards in any direction for each 1 SP you spend.
1	Lightnin' Reload (Rapid Reload): You can immediately reload your gun or missile weapon.
1	Keepin' Mindful (Stay Aware): You keep your eyes peeled on the happenin' of whatever situation you find yourself in. Make a TN 11 Perception test with the focus of your choice. If you succeed you either become aware of something going on around you or gain a +1 on the next test you make (GM decision).
2	Sucker Punch (Knock Prone): You hit a fella hard. Your attack knocks your target on their butt. Any melee attack against a prone target gains +1 bonus on the attack roll.
2	Duckin' For Cover (Defensive Stance): When bullets or fists start flying, you know to put your guard up. You gain a +2 Defense until the beginning of your next turn.
2	Shootin' the Smoke Wagon (Disarm): You disarm a target with your melee or ranged attack. You and your opponent must make an opposed attack roll. If you win the test, you knock your enemy's weapon 1d6 + Strength or Dexterity yards away in a direction you nominate.
2	Hit in the Bread Basket (Mighty Blow): Your attack is so strong it manages to hurt a bit more. You inflict an extra 1d6 damage on your attack.
2	Cheap Shot (Pierce Armor): You land a lucky shot where a person ain't expecting it. The target's armor is halved (rounded down) vs. this attack.
2	Call em Yella (Taunt): You insult a person by calling their character or parentage into question. Make an opposed test Communication (Deception) vs. the fella's Willpower (Self-Discipline). If you win the target suffers -1 on his attack roll until his next turn. A Yella character can't be called Yella again until after his next turn.
2	The Crazy Eye (Threaten): You cast a person with in 10 yards of you a crazy stare or threaten them in some way. You make an opposed test of your Strength (Intimidate) vs. their Willpower (Self-Discipline). If you win, he must attack you in some way on his next turn. A person affected by this cannot be affected again until after his next turn.
3	Ol' Dead Eye (Lighting Attack): You're able to get a second attack off on the same or a different person you're tussling with. Your ranged weapon must be loaded if that's what your using. If you roll doubles on this attack roll, you do not get any more stunt points.
4	Fan the Hammer (Dual Strike): You slap the hammer on your smoke wagon to get off a second shot on an adjacent target. Apply the test result of your original attack to the secondary target. If you hit the secondary target, inflict your normal damage.
4	Fastest in the 'Verse (Seize the Initiative): You're lightning quick and are able to act in a flash. Your attack manages to give you an edge. You move to the top of initiative order. You may even be able to act again before others have a chance to react. You remain king of the hill until someone else becomes Fastest in the 'Verse.
5	Puttin' the Hurt On (Lethal Blow): You really know how to put a bullet or a blade in a fella and make em remember. You do an extra 2d6 damage on your attack. You cannot use Putting the Hurt On and Mighty Blow with the same attack.
6	Plum Hurtin': You put a bit of vindictiveness in your shot and really hurt the fella giving them a permanent injury. Select one of the following Abilities: Constitution, Cunning, Dexterity, Perception, and Strength. This represents where you are injuring them. The target must succeed at a Constituion (Stamina) test, TN 15, or lose 1 rank in that ability permanently.

Ruttin' Complications	
Roll 1d20	Situation
1	Dealer attempts to double cross group.
2	Scorned lover shows up.
3	Cover is blown due to an old colleague.
4	Rival group attempts to steal job.
5	Pirates want the goods.
6	Goods aren't what was promised.
7	Heavy Alliance presence.
8	Part in ship breaks.
9	Ambush set up.
10	Gang fight breaks up on escape route.
11	Anonymous tip off on group.
12	Characters past catches up with them.
13	Security is tighter than originally planned.
14	Bounty put out on character.
15	Offended a noble or magistrate.
16	The goods got "marked" by the Alliance.
17	Character is confused for someone else.
18	Differences of opinion cause a barroom brawl.
19	Someone isn't who they appear to be.
20	Someone has come to collect on a much owed debt.

Getting' Where You're Goin'			
Origination	Destination	Time (Roll)	Space Navigation
Core Planets	Core Planets	1d6 days	-1d2 days
	Border Territories	2d6 + 2 days	-1d3 days
	Rim Worlds	3d6 + 2 days	-1d3 + 2 days
Border Territories	Border Territories	2d6 x 2 days	-1d6 days
	Rim Worlds	3d6 x 2 days	-1d6 + 3 days
Rim Worlds	Rim Worlds	3d6 x 3 days	-2d6 days

Jobs on the Cortex	
Roll	Job
1	Mr. Simmons and family are looking for transportation to Ariel.
2	Undisclosed cargo to be transported to Persephone.
3	Independent research time looking to charter a ship to a freshly terraformed world to study effects.
4	Bounty: John Crogan wanted alive for rape and murder. Last seen on Beaumonde
5	Bounty: Hacker known as Vega. Wanted alive in connection to cyber break in at Century Bank on Bellerophon.
6	Bounty: Carl Boggins wanted dead or alive in connection with theft on Greenleaf.
7	Bounty: Annabelle Lee wanted dead or alive for the mass murder of all clients and workers in Madame Minx House of Pleasure on Persephone.
8	Looking for a mechanic to work on badly damaged ship.
9	Hacker wanted for legitimate work. Hotel Dùjīn de gōngdiàn (Gilded Palace) looking for someone to crack new security measures.
10	Body guards needed to escort Cortex celebrity Felica Zhang.
11	Ship needed to transport live cargo to rim territories.
12	Stephanie Jarvis, daughter of Frank Jarvis, is reported missing. Frank is offering reward for help in tracking her down.
13	Delicate Cargo of antiques needs to be transported to Beaumonde.
14	Cleared and legal Salvage operation of derelict ship. See Nicros DeBall for information.
15	Raiders on Regina have been causing quite a bit of trouble for the local lawman.
16	A science team is looking to travel out to a far edge of the 'Verse to map a possibly new discovered sector of space.
17	A family of 25 is looking for transport off St. Albans to Jiangyin.
18	Alliance is allowing a few ships transporting medical Supplies and food stuffs to Verbena as part of Alliance War Rebuilding effort.
19	Large poker tournament looking for security and technical stuff.
20	Soldiers wanted to help defend a small settlement on Athens.

News on the Cortex	
Roll	News Reel
1	A small settlement on Triumph is believed to have been hit by Reavers. Barely any of the 250 inhabitants survived.
2	Alliance operatives on Osiris have arrested a cell group of Independents who were attempting to create dissension. The entire area has now been deemed a Blackout Zone.
3	Blue Sun is holding a sale on all their products in honor of Unification Day.
4	The criminal Lawrence Bobbington was arrested today. Crimes: racketeering, extortion, bribery and blackmail, and smuggling.
5	The transport ship Wonderful Dream has disappeared on route to Greanleaf from Persephone.
6	The Alliance military performed a successful raid on a Skyplex that had long believed to be harboring slavers. This is a decisive blow to the Rénlì shōuhuò Slave Trade Ring.
7	Pirate ships have been hurting the trade routes of the Rim. Alliance still to act.
8	There is the possibility a new system was discovered. Whether the Alliance will seek to send science ships is still undisclosed.
9	The new Cortex cinema starring Felica Zhang released this weekend to rave reviews.
10	Alliance Parliament to meet to discuss new laws on the regulations of the Rim.
11	It is believed that Blue Sun will unveil a technological product in the near future.
12	The Corone Mining Consortium reports record profits this quarter.
13	Unified Reclamation accepting scavenger bids at 20% cheaper.
14	Sihnon reports high rainfall this year averaging up to 55 inches in some areas.
15	An unexpected electrical storm knocked out the electrical systems for much of Ezra. The problem was resolved after 4 days.
16	A new malady has begun affecting the settlers of New Hall. Medical experts are investigating it currently. This is to be expected after fresh terraforming.
17	Boros has increased production of the Crete-Class Alliance Carrier in new protection measures for the Rim territories.
18	News that the Alliance may be requiring a minimum service in the military has many crying in outrage.
19	The Companion's Guild is currently remodeling the Palace on Sihnon and modernizing much of the interior and security measures.
20	Recently the 'Verse was shook after a mysterious Wave broadcast throughout the Cortex about the existence of Reavers or strange experiments conducted on an uninhabitable world called Miranda by the Alliance. Alliance officials deny all allegations of the Wave and state that it was just dissidents looking to destabilize the Alliance.

CITY HUSTLE AND BUSTLE TABLE

1	Man preaching/ranting about religion/doomsday
2	Pro-human group defiling another race
3	Bazaar opens to ruckus trade
4	Woman crying about her missing child
5	Authorities chasing someone down the street
6	Vehicle accident of some kind
7	Town crier yelling out news of the hour
8	Honorable duel in a field
9	Bar fight spills out into street
10	Children playing
11	Street performer(s) on corner
12	Shepherd preaches the gospel
13	Shop is having a sale
14	People haggling over price
15	Pimp beating whore in street
16	Couple kissing under a lamp
17	Workers bring supplies from vehicle
18	Bank robbery in progress
19	Wedding going on
20	Music Festival
21	Play about to start
22	Street fight happening, caller taking bets
23	Building on fire
24	New bar just opened
25	New restaurant just opened
26	Spousal fight
27	Vehicle breaks down
28	Person gets sick in front of characters
29	Street vender takes notice of characters
30	Little child throwing temper tantrum
31	Woman cooing over dress in window
32	Men bragging about last nights conquest
33	Purse snatcher attempt to take from a woman
34	A drunk gets tossed onto the street
35	Pan handlers beg from the characters
36	Whores ply their trade
37	Show of the strange and bizarre about to begin
38	Livestock loose on streets
39	Bird flying by defecates on character
40	Street water splashes on passerby
41	Shady deal in alley
42	Feds arresting someone
43	Rabble bullying someone
44	Major NPC walks down street
45	Characters run into old friend
46	Pick pocket snags from character
47	Fireworks going on in distance
48	Construction on new building
49	Repairs on city wall
50	Workers/Miners strike

51	Section of town closed- Government Officials eating
52	Zoo opens
53	Religious ceremony in front of chapel
54	Homeless shelter opens for day
55	Gang turf fight explodes
56	Cybernetic store showing wares
57	Butcher hanging meat on store front hooks
58	Ships race overhead
59	Traffic Jam
60	Pollution thick in streets
61	Garbage piled in streets
62	Sewage in streets
63	Section of street closed- murder scene
64	Someone threatening suicide
65	Alliance Soldiers march through street
66	Decorated Alliance Officer parades by
67	Paint falls on character from overhead
68	Condemned building is demolished
69	Baker selling strange pies
70	Funeral procession
71	Person on street crying
72	Jewelry maker showing wares
73	Mercenaries stating they are for hire
74	Thug attempts to rob players
75	Public urination/defecation
76	Eating contest
77	Festival
78	Parade
79	Casino opens
80	Streetside games of chance
81	Person running screaming down street
82	Large gathering of people for unkown reason
83	Person drops crate they were carrying
84	City representative touring area
85	Reporter asks character their thoughts
86	Meteor shower can be seen over head
87	A filthy man blocks characters path
88	Person arguing with themselves walks past
89	A dog begs for food and follows character
90	Man brandishing a weapon screams of injustice
91	Old man wandering down street looks lost
92	Feral cats scamper across street
93	Woman begins to give birth
94	Person screaming looking for a doctor
95	Person screams their friend is possessed
96	Person mistakes character for someone else
97	Person asks if character wants fortune told
98	Character sees a rival across the street
99	Flower girl approaches a character
00	Characters run into a famous Cortex Star