firefly ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Durance Class Transport

HISTORY

SIGNATURE ASSETS

Medsuite d8
Shuttles d8

ATTRIBUTES

	4	6	8	10	12
ELECTRIC	☐	☐	☐	☐	☐
STRUCTURE	☐	☐	☐	☐	☐
ENGINE	☐	☐	☐	✔	☐
HULL	☐	☐	✔	☐	☐
SYSTEMS	☐	✔	☐	☐	☐

CREW

Crewmember uses own Skill and Specialties when operating the ship.

4	6	8	10	12
☐	☐	☐	☐	☐

SPECIFICATIONS AND FLOORPLAN

DISTINCTIONS

8

Durance Class Transport

☑ Use this as a **D4** to earn 1 PP.

☐ Connected Operations:
When rolling to fix a ship's Complication, you may step up the difficulty die to fix two Complications at once. Step up any Complication that results from this roll.

☐ **Everybody Has One:**
When you create an Asset or take a Complication related to everybody knowing your kind of ship, step it up.

8

Green Livin'

☑ Use this as a **D4** to earn 1 PP.

☐ I Like Trees:
Whenever a stressed-out Crewmember finds time to relax on board the ship, spend 1 PP to step back a related mental Complication.

☐ **Organic Life Support:**
When your ship takes a Complication related to damaged life support or its other self-sustaining systems, step it back.

8

All Kinds of Weather

☑ Use this as a **D4** to earn 1 PP.

☐ Instrument Flight Rules:
When flying in difficult visual conditions, such as a dust storm or thick fog, step back Engines for the rest of the scene to step up Systems for the rest of the scene.

☐ Turbulence Stabilizers:
When flying in mountainous terrain or through canyons, the pilot may spend 1 Plot Point to remove any Complication related to turbulence or rough weather