

firefly

ROLE-PLAYING GAME

ATTRIBUTES

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

CREW

Crewmember uses own Skill and Specialties when operating the ship.	4	6	8	10	12
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SPECIFICATIONS AND FLOORPLAN

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DISTINCTIONS

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SHIP DETAILS

SHIP NAME

CLASS

HISTORY

SIGNATURE ASSETS