firefly ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Vulture Class Fighter

HISTORY

SIGNATURE ASSETS

Flares and Chaff d8
Laser Cannons d8

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

SPECIFICATIONS AND FLOORPLAN

DISTINCTIONS

8

Vulture Class

☑ Use this as a **D4** to earn 1 PP.

☐ **Pilot Assisted Targeting:** Step back Systems for an action to double the pilot's Shoot for an action.

☐ **One Hit, One Kill:** When you are attacking another ship, double Systems for the Action. If you fail to raise the stakes on that roll, take or step up a Complication relating to your exposed position.

8

Warbird

☑ Use this as a **D4** to earn 1 PP.

☐ **Fire At Will:** When attacking another ship, spend 1 PP to double one weapon-based Signature Asset for one Action.

☐ **Gone Rogue:** If you attack a ship that is not doing anything illegal, take a Rogue Ship d8 Complication to gain 1 PP.

8

Optimized for Atmo

☑ Use this as a **D4** to earn 1 PP.

☐ **Zig Zag:** While in atmo, step back Engines for the rest of the scene to create a Nimble Ship d8 Asset.

☐ **High Temp Threshold:** When you enter atmo during a Timed Action, spend 1 PP before you roll to treat any success as an Extraordinary Success. If you lose the roll, take a Failing Heat Shield d8 Complication.