

SHIP CREATION

Step 1. Choose Class

First things first. Choose the class of ship you or your Crew will be flyin'. Some options are listed below. The class of your ship is its first Distinction and determines its Attributes.

Step 2. Choose Two More Distinctions

Every boat has three Distinctions. So, including class, you get three different Distinctions at **d8**. Distinction triggers are listed beneath their corresponding Distinction. Don't worry' bout them just yet. You'll get to those in Step 3.

History

When choosing your ship's history Distinction, think about what she's been through before she came into your hands. Did she fight in the Unification War? Is she notorious or distinct for some reason? Or, are you her first owner?

Customizations

For your ship's customizations, consider what your Crew has done to fix her up since you first acquired her. These Distinctions represent modifications to the entire ship, not just an added piece of equipment here or there. Do you want to make your ship's role more general, or do you want to specialize? For example, you can add weapons to a **Canuck Class Explorer** to give it some teeth or you could make your **Yang Class Rescue Ship** a **Registered Mobile Hospital**.

Step 3. Choose Distinction Triggers

In the **FIREFLY RPG**, your newly designed boat may have a total of five Distinction triggers: the three "free" triggers and two you get to pick.

Step 4. Select Signature Assets

When you create your boat, choose two Signature Assets or Advanced Signature Assets rated at **d8**. Choose your preferred Signature Assets from the list below or visit create your own.

Step 5. Name Your Ship

Congratulations! You've reached the last step and you've successfully created a ship. Now comes the hard part—you need to name it and give your boat a little personality.

CLASS

**Aegis Class Alliance Battlesphere D8
Engines D8, Hull D6, Systems D10**

Shaped like a small sphere, this unusual ship has multiple engine nozzles connected to a central gravity drive. This allows it to rapidly change direction and orientation, enabling the Battlesphere to present the stronger, undamaged parts of its hull to an enemy. These ships are usually flown in groups to protect larger ships like Alliance cruisers or skyplexes.

- *Security Blanket*: When the ship is being attacked by multiple ships, the ship's pilot may spend 1 PP to step up and double **Hull** for one Action.

- *Zig Zag*: When dodging incoming fire, the pilot may spend 1 PP to step up **Engines** for one Action.

**Arbitrator Class Alliance Patrol Boat D8
Engines D8 Hull D8 Systems D8**

Also known as the "Cutter," this Alliance-owned ship is fast and has a generous cargo hold. This state-of-the-art military vessel has a thick hull and is primarily used to target scavengers and the like. The Cutter is well-armed and can hold its own in a fight.

- *Official Sanction*: When you create an Asset or take a Complication involving official Alliance channels, step it up.

- *Regularly Inspected*: Spend 1 PP to reroll a pool when rolling to **Fix** the ship.

**Baumstark Class Bulk Freighter D8
Engines D4 Hull D12 Systems D8**

When you have a whole lotta cargo to move but don't much care how long it takes to get there, this here is the ship you want. It's ugly. It's slow. But it can take a beating. Its spacious cargo bay can be divided into compartments, keeping contents—and nosy intruders—safe and separate.

- *Cows Move Faster*: Step up a Complication related to how slow or clumsy your ship is to gain 1 PP.

- *Modular Cargo Bay*: Spend 1 PP to create a **Maze of Containers d8** Asset when someone forcibly boards your ship.

**Bismark Class Gunboat
Engines D6, Hull D6, Systems D12**

Designed to be hard hitting, the lack of maneuverability proved a liability against the more agile Independent ships, and the Bismark class found itself relegated to a support role after some early defeats. The firepower this ship can supply is immense but often surpasses the targeting computer's capabilities.

- *FIRE!*: The captain may spend 1 PP to double **Systems** for one Action. 1s and 2s count as jinxes for the roll.

- *Like a Pylon*: When attacked by a ship with a higher **Engines** Attribute, the captain may choose the ship to take an **Outmaneuvered D8** Complication to gain 1 PP.

**Canuck Class Explorer D8
Engines D4 Hull D8 Systems D12**

This ship has one of the best sensor systems in the 'Verse and was designed for getting a bead on anomalous mineral deposits on asteroids and planets. Its sensors have been known to pick up everything from silica to rich veins of copper to crashed vessels abandoned for decades. Favored by scientists, miners, and treasure hunters, crews often customize the vessel with additional equipment specifically geared toward analysis, retrieval, and storage.

- *Curiosity Killed the Cat*: Spend 1 PP to reroll a die when you're using the ship sensors. On your next roll, both 1s and 2s count as jinxes.

- *Whatcha Got There, Eh?*: Create a **d8** Asset representing something you just found while exploring a site. Take or step up a Complication associated with that Asset.

**Cobb Class Science Ship D8
Engines D6 Hull D6 Systems D12**

A newer class of ship, the SDG Corporation began manufacturing this research vessel for the Alliance a few years ago. Named for the astronomer Rollie W. Cobb, who's credited with discovering the first planets in the 'Verse, this ship is designed to collect and analyze astronomical data. The ship sports numerous sensors, telescopes, and advanced computers and is favored by many Academy and corporate scientists.

- *Pale Blue Dot*: Step back your ship's **Engines** for the rest of the scene to double **Systems** for the rest of the scene when exploring or analyzing anomalies.

- *Science!*: Any Crewmember may spend 1 PP to step up or double **Know** for a scene when they are analyzing objects gathered from a world.

**Eagle Class Light Transport D8
Engines D12, Hull D6, Systems D6**

This small freighter has enough bunks for a few crew and passengers, plus a small amount of cargo space. However, its speed and ease of customization made this ship a popular choice for Independent smugglers who found it relatively easy to get past many blockades during the War.

- *Independent Chopper*: When you have the time and materials to make significant modifications to your ship, spend 1 PP to remove your Customization Distinction and replace it with a new Customization Distinction.

- *Punch It*: When you are being pursued by a single ship, the pilot may spend 1 PP to take a **Mental + Fly** Action opposed by the pursuing ship to immediately execute a hard burn and escape the area.

**Elegance Class Shuttle D8
Engines D12, Hull D4, Systems D8**

Manufactured by SDG Corporation, these shuttles are one of the smallest ships capable of travelling from system to system within the 'Verse. They are designed to be an office-away-from-the-office, and a place to stage small, intimate parties between business partners. SDG charges a premium for these luxury shuttles and owning one is a status symbol.

- *Nice Ship You've Got*: When you are conducting a business meeting on your ship, you may spend 1 PP to step up your **Corporations** Reputation for one Action.

- *Unwanted Attention*: When you are outside the Core, the captain may choose to attract attention from a member of the **Criminals** Faction to gain 1 PP.

**Firefly 02 Class Medium Transport D8
Engines D10, Hull D8, Systems D6**

An earlier model of the much more popular Firefly 03 class transport, this vessel was much more maneuverable than the 03 version, but suffered from reliability issues. In addition, the lack of extenders beneath the wings allowed the VTOL engines to shake, which gave the ship a reputation as a rough ride.

- *"Clunk"*: When the ship is involved in a high stakes conflict, the engineer may choose to have the ship take a **Engine Problems D8** Complication to gain 1 PP.

- *Barrel Roll*: The pilot may choose to have the Crew take a **Nauseating Maneuvers D8** Complication to step up **Engines** for one Action.

**Firefly Class Transport d8
Engines d10 Hull d8 Systems d6**

Designed as a multi-purpose boat, this mid-bulk ship is extremely versatile and can be used as a salvager out in deep space or to haul passengers from one town to another. Though variations exist, all Firefly ships have the capacity to take off and land vertically and are engineered with certain fixed compartments: cargo hold, engine room, quarters, and bridge.

- *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.

Flag Class Spaceship Transport d8 Engines d4, Hull d12, Systems d8

Flag class transports are smaller than they appear. Most of their hull is empty space. They're capable of opening up their massive docking bay doors to envelop another spaceship, which can then close and keep that boat hidden. Once air is supplied to the docking bay, the enveloped ship can then be repaired. The docking bay is often equipped with manual gravity control.

- *Repair Shop...In Space!*: A mechanic may spend 1 PP to double **Fix** when repairing another ship's hull while it is in the docking bay.
- *Ace in the Hole*: Spend 1 PP to allow the pilot of the ship in the docking bay to act first during an Action Order. The pilot may reroll any dice that come up 1 instead of accepting a Plot Point.

Freedom Class Independent Destroyer D8 Engines D6, Hull D10, Systems D8

The Freedom class destroyer served as the backbone of the Independent space fleet. Although outgunned by the much larger Alliance cruisers, the number of these ships that were able to be manufactured by Weyland-Yutani allowed the Independents to hold their own. That is, until the Battle of Serenity Valley, which saw only a handful of these ships survive and flee into the black.

- *Still Fighting the Good Fight*: When fighting against an Alliance ship, the captain may take an Action to bolster crew morale. If the stakes are raised, create an **Improved Morale D8** Asset. If an extraordinary success is rolled, step up that Asset in addition to gaining a Big Damn Hero die.
- *Miraculous Escape*: Once per Episode, the captain may spend 1 PP to have the ship be Taken Out during a combat, but can then narrate how the ship escapes capture.

Grasshopper Class Short Range Shuttle d8 Engines d10 Hull d4 Systems d10

Originally designed to flit amongst the Core worlds, short range vessels are now commonly found in every system. These smaller ships don't have enough propulsion or fuel to fly between systems and their engines are designed with a failsafe: to protect the occupants, the engines shut down if an attempt is made to leave the system. Grasshoppers can carry up to five passengers and their personal belongings. Favored by many, these vessels are quite maneuverable in atmo.

- *Airfoil Stabilizers*: While airborne, flyin' within a planet's or moon's atmosphere, spend 1 PP to double **Engines**.
- *Can't Take a Hit*: When you take a Complication related to being hit by weapons fire, step up that Complication to gain 1 PP.

Hades Class Prison Transport d8 Engines d6 Hull d10 Systems d8

Prisons, work camps, and military compounds are scattered throughout the Verse. These privately-owned ships transport inmates to their places of incarceration and can be put in service by anyone—Alliance or otherwise—with the credits to do so. Typically, these transports are well-armed and have a small contingent of security personnel to ensure their prisoners are secure.

- *Guards! Guards!:* Spend 1 PP to create a **Security Personnel d8** Asset when dealing with unruly prisoners or uninvited guests on board the ship.
- *Lockdown*: Spend 1 PP to create a **Secured Doors and Bulkheads d8** Asset that affects anyone trying to move from location to location within the ship without keycards.

Higgins Class Alliance Personnel Carrier d8 Engines d6, Hull d12, Systems d6

These medium-sized carriers were used to transport Alliance ground troops from world to world during the Unification War. They're filled with small double occupancy bunks and support compartments that include a galley, entertainment center, and gymnasium. The gym seconds as a mustering area for rapid deployment via a ramp that deploys from the bottom of the ship. These ships are well-stocked with weapons, ammunition, and military-grade explosives.

- *So Say We All*: When transported Alliance soldiers are in combat, spend 1 PP to create an **Esprit de Corps d8** Asset.
- *It's The Only Way To Be Sure*: Once per session, you can launch high-intensity ordinance at a target. If you raise the stakes during such an attack, the target cannot spend 1 PP to stay in the fight.

Hong Kong Class Skyplex Engines d4 Hull d12 Systems d8

Skyplexes are massive space stations owned by corporations, the Alliance, or private entities who have enough resources to operate and maintain these expensive terminals. Due to their size, skyplexes are typically found in orbit above a planet or moon and maintain their own artificial gravity. While their position isn't fixed, these artificial environments may only be moved with the aid of space tugs.

- *Massive Hull*: When you include **Hull** and a Scale die in your dice pool, spend 1 PP to double **Hull**.
- *Needs a Tow*: You can only include **Engines** in a dice pool when you are being towed. Gain 1 PP when the lack of engines puts the station in danger.

Justice Class Alliance Gunship d8 Engines d12 Hull d4 Systems d8

Although these small one-man fighters have very short range, they pack quite a punch in or out of atmo. In the hands of a skilled pilot they can be mighty deadly.

- *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.

Keying Class Medium Transport d8 Engines d10, Hull d8, Systems d6

Manufactured by the SDG Corporation, these medium-sized transports can be found in the fleets of most major transportation corporations. The electronics and navigation systems are state-of-the-art, but the engines are more prone to breakdowns than older ships, like the Firefly class.

- *Pushed to the Breaking Point*: Take or step up a **Gravity Drive Coupler Overheating** Complication to step up **Engines**. Step back **Engines** when the Complication is removed.
- *State of the Art Electronics*: Spend 1 PP to step up or double **Systems** for a recovery roll that relies on your advanced electronics.

Kintsugi Class Salvage Ship d8 Engines d8 Hull d8 Systems d8

Although quite large, the bulk of these vessels serve mainly to anchor smaller ships in place while the crew dismantles, strips, or repairs them. All sorts of things can be found in a salvage ship's cargo hold, from the personal effects of stranded travelers to critical and rare parts that can repair almost any ship.

- *Parts 'R Us*: Spend 1 PP to create a **d8** Asset when you're looking for a part to fix a ship.
- *Rippin' and Fixin' Montage*: Spend 1 PP at the beginning of a Timed Action involving repairing a ship or gathering salvage. For each of your rolls during the Timed Action, your Crew may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.

Liberty Class Independent Cruiser D8 Engines D4, Hull D12, Systems D8

Only a handful of these ships made it into service before the Alliance captured the factory complexes making them near the end of the War. Rushed into production to counter the Tohoku class Alliance Cruiser, these vessels proved able to take punishment but still were no match for the more advanced symbols of Alliance dominance.

- *Takes a Lickin'*: The captain may choose to set the stakes in a high stakes conflict to gain a PP. 1s and 2s count as jinxes for the roll.
- *Keeps on Tickin'*: When the ship would be Taken Out during a high stakes conflict, the captain may step back **Hull** for the rest of the scene instead of a Crewmember spending a Plot Point to allow the ship to stay in the fight.

Lieshou Class Alliance Destroyer d8 Engines d8 Hull d6 Systems d10

These smaller military class vessels form the backbone of the Alliance navy and ply the lanes investigating smugglers, protecting freighters, and dealing with pirates. They have excellent sensor suites and can surprise criminals with sudden bursts of speed.

- *Flink Speed*: When involved in a chase, step back **Systems** for the rest of the scene to step up **Engines** for the rest of the scene.
- *Prepare To Be Boarded*: Spend 1 PP to create an **Alliance**

Marines d8 Asset when boarding another ship.

Marco Polo Class Space Bazaar d8 Engines d4 Hull d12 Systems d8

These small, mobile space stations were designed and manufactured by the Blue Sun Corporation to function as mobile trading posts. Not only do they pick up cargo to transport between worlds, but they also serve as a valuable hub of commerce in the black.

- *Buy Low, Sell High*: When you spend 1 PP to keep a physical Asset for the rest of an Episode, you may step it up.
- *Mingling Marketplace*: When you are in orbit around a world and have people on your station trading, a Crewmember on the trading deck may step up or double **Know**. Spend 1 PP to do both.

Monostor Class Bulk Transport d8 Engines d6, Hull d12, Systems d6

Large but slow, these fancy schmancy modern bulk transports manufactured by the Weyland-Yutani Corporation are now finding their way into many corporate transport fleets. They're particularly popular with the Alliance and other corporations providing support to newer worlds. They are noted for their modular external cargo pylons, which allow for quick loading and unloading.

- *Exposed Cargo*: The pilot may spend 1 PP to rename a Complication you take due to an attack by another ship to **Damaged Cargo**.
- *Load/Unload*: Spend 1 PP at the beginning of a Timed Action involving the loading or unloading of cargo. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die.

Nanjing Class Yacht d8

Engines d8, Hull d6, Systems d10

Only the best is good enough for the SDG Corporation's customers. This yacht is popular with the gentry, Alliance government officials, and anyone with lots of credits to spare. There ain't nothin' special about the ship itself. It's more of a status symbol filled with frippery than a practical boat.

- *Might Be Compensatin' For Somethin'*: The owner of the ship can take a **Low Self Confidence d8** Complication to step up **Social** for one Action. Spend 1 PP to double **Social** as well.
- *Slippery When Rich*: Spend 1 PP to create an **Money Opens Doors d8** Asset when dealing with Alliance personnel while travelling between worlds.

O'Neill Class Asteroid Base d8 Engines d4, Hull d12, Systems d8

One of the first structures to be built after humanity arrived in the 'Verse, these space stations were excavated from the interiors of small asteroids. Instead of using artificial gravity, the base rotates at high speeds to simulate gravity, producing a feeling that don't sit right with folk raised on more modern ships. The engines are weak, merely enough to maintain orientation and orbit, and they are unable to move from world to world.

- *Nooks and Crannies*: Spend 1 PP to discover a hidey-hole or forgotten stash of supplies when searching through forgotten corridors of the base.
- *Hard Asteroid*: When attacked by another ship, the pilot may step back **Systems** to double **Hull** for the rest of the scene.

Omega Class Laboratory Ship D8 Engines D4, Hull D8, Systems D12

These ships are designed to hide in the black, in asteroid belts, or ring systems in order to ensure not only their safety, but their privacy. Many a corporation has purchased these vessels, manufactured by the Blue Sun Corporation to conduct top secret experiments in the many laboratories housed in the hull.

- *Run Silent*: The pilot may step back **Systems** for the rest of the scene to step up **Hull** for the rest of the scene when another ship tries to detect her.
- *Scientific Resources*: When a Crewmember is conducting research onboard, the Crewmember may spend 1 PP to replace **Know** with their **Corporations Reputation** for one Action.

Orion Class Alliance Enforcement Craft d8 Engines d10 Hull d6 Systems d8

Roughly the size of a Firefly class transport, these patrol craft are quick and well armed. They are primarily used by Alliance-sanctioned local law enforcement rather than the military. Those who fly these ships will seek to disable targeted vessels with electromagnetic pulse missiles and bombs rather than destroy them.

- *I Like My Circuits Fried*: Spend 1 PP to step up a Complication you just inflicted related to disabling electronics.
- *You Can Run, But You Can't Hide*: Spend 1 PP to step up or double **Systems** when trying to track or identify someone or a ship.

Peregrine Class Stealth Fighter D8 Engines D10, Hull D4, Systems D10

Designed to quickly sneak in past radar pickets and take out targets in the Independent rear areas, this small and swift fighter has a special coating and strange angles to deflect radar beams. However, once it opens the bomb bays to launch its ordnance, it is much easier to detect and hit. It has a relatively short range, only able to fly between worlds of a particular star without support from a larger ship.

- *Nobody Here but this Chicken*: Step back **Engines** for the rest of the scene to step up **Systems** for the rest of the scene when trying to fly undetected.
- *Open the Bomb Bay Doors, Pal*: Take a **Staying on Target D8** Complication to double **Systems** for one Action. You may recover that Complication by taking a **Mental + Operate** recovery Action.

Pogo Class Short Range Transport d8 Engines d6 Hull d10 Systems d8

These short-range cargo haulers have limited life support and lack engines capable of a hard burn. They're used most for transporting goods from moon to moon within a planetary system.

- *Efficient Packing*: Step down **Systems** for the rest of the scene to step up **Hull** for the rest of the scene.
- *Runnin' On Empty*: Create a **Low Fuel d8** Complication to step up **Engines** for the rest of the scene.

Polaris Class Cargo Liner d8 Engines d6 Hull d10 Systems d8

This mid-sized cargo liner is an older model that's distinguished by its slower speed and thickened hull. Though it's small for its class, the Polaris is a heavier ship that was once manufactured by the Trans-U shipping company. Because it's not widely used and is no longer in production, pilots who recognize this ship will find it odd no matter who's at the helm....

- *Useful Cargo*: Personal Assets created while aboard the ship begin stepped up.
- *Spacious*: When using a location-based Asset or other Trait in your pool, spend a Plot Point to step up or double that Asset or Trait for that roll.

Qin Shi Huang Class Alliance Military Skyplex d8 Engines d4, Hull d10, Systems d10

Military skyplexes are not as large as the commercial or industrial skyplexes, but are better armed, armored, and carry a large complement of Alliance soldiers. They are often found orbiting major worlds in the Core, near strategically important locations in the Border, and close to industrial complexes in the Rim. Unlike most ships of this size, military skyplexes are capable of moving from world to world, but are much slower than Alliance cruisers.

- *Advanced Weapon Charges*: Spend 1 PP to step up any weapons-based Signature Assets for one Action.
- *Ponderous Beasts*: Take a **Can Barely Move d8** Complication to gain 1 PP.

Rikishi Class Space Tug d8 Engines d12, Hull d6, Systems d6

Ships that get stranded out in the black send out emergency beacons. Tugboats fly around, answering their call, hauling 'em to safety. These small spaceships have very powerful engines compared to their size. In addition, they are usually equipped with tractor beams, magnetic grapplers, and gravity dampeners in order to tow much larger ships.

- *Push Me Pull You*: When attached to another spaceship with grapplers or tractor beams, step back **Systems** to double **Engines**.
- *Thatta Girl*: The mechanic may spend 1 PP to reroll all 1s when trying to repair the ship's engines. If a die comes up as a jinx a second time, it cannot be rerolled.

Road Runner Class Independent Blockade Runner d8 Engines d10 Hull d6 Systems d8

These blockade runners were manufactured by Weyland-Yutani during the Unification War and were used primarily to break through Alliance blockades surrounding besieged worlds. These ships land vertically in order to allow a quick take-off if they are discovered on the ground. After the War, they were confiscated by the Alliance and decommissioned. Now, mechanics and salvagers can find these vessels in spaceship junkyards throughout the 'Verse.

- *Catch Me If You Can!*: Spend 1 PP to step up a **Complication** inflicted on another ship that is chasing you.
- *Quick Off the Ground*: Spend 1 PP to double **Engines** when launching from a planetary surface.

Silver Star Class Independent Gunship d8 Engines d12, Hull d4, Systems d8

This small space fighter was flown by the Independents during the Unification War, but has since been decommissioned by the Alliance. Flying one is a felony. They are easily identified by their smooth chrome exterior and the distinctive helix contrails they create while flying in atmo. These fighters were often given custom paint jobs, distinctive markings, or icons by their pilots.

- *Gyroscopic Cockpit Stabilizer*: Step back **Engines** to step up **Systems** while in atmo.
- *Shiny! Literally.*: When you take a **Complication** from a hit by laser cannons or another type of light-based weapon, spend 1 PP to step the **Complication** back.

Sunslinger Class Science Vessel d8 Engines d4, Hull d8, Systems d12

Produced by the SDG Corporation, this new, stationary research vessel is not designed for atmospheric entry. Instead, it relies on shuttles to transfer crew and cargo from a planet's surface. Its engines are used to keep it stationary and to make minor orbital adjustments; it's incapable of moving between worlds, much like certain skyplexes. Lacking a gravity drive, the boat relies on the use of a solar sail, which allows the ship's suite of scientific instruments and computing systems to operate without any interference.

- *An Object In Motion Remains In Motion*: Take a **No Maneuverability d8** **Complication** when you are being attacked by another ship to gain 1 PP.
- *No Gravity, No Noise*: A Crewmember using the scientific instruments and sensors can spend 1 PP to double **Systems** for one Action.

T.P. Murphy Class Command Ship D8 Engines D6, Hull D8, Systems D10

Named for the general who commanded the forces protecting the final arks before they left Earth-That-Was, this medium-sized warship was designed by the Alliance to coordinate ships over large areas. It has exceptional communications equipment, but its speed and armament are lower than most warships of this size.

- *Eyes and Ears Everywhere*: When you use ships in other systems to coordinate searches spend 1 PP to step up or double **Systems** for one Action. Spend 2 PP to do both.
- *Works Well in Groups*: When your ship is attacked when by itself, double the highest die in your attacker's pool to gain 1 PP.

Tchaikovsky Class Passenger Liner d8 Engines d6 Hull d10 Systems d8

Popular in the Core, the Tchaikovsky Class liner is manufactured by the elite SDG Corporation and caters to the gentry. Most citizens who book passage on one of these vessels are mighty particular and want to be seen flyin' in style. These fashionable ships not only get folks to their destination, they do it with all the grace a boat can muster.

- *Spared No Expense*: When you hold a shindig on your ship, create a **d8** Asset related to it. After the scene, take or step up a social **Complication** that results from the party.
- *'Verse-class Entertainment*: After spending an hour relaxing on board the ship, any Crewmember can spend 1 PP to step back a physical or mental **Complication**.

Tohoku Class Alliance Cruiser d8 Engines d8 Hull d12 Systems d10

The development of this spaceship helped tilt the balance of the Unification War towards the Alliance. Now these bastions of power represent the control the Alliance holds over the entire 'Verse.

- *Let's Go Help These People*: When you overlook minor criminal activity to answer an Alliance distress beacon, gain 1 PP.
- *Power Projection*: When ordering another ship to stand down and prepare to be boarded, the captain may spend 1 PP to step up or double **Influence** for one action.

Vanguard Class Corvette d8 Engines d8, Hull d6, Systems d10

Newly-designed by the Blue Sun Corporation, this is the first ship that can only be piloted by readers. There is no conventional helm. The pilot is connected directly to the ship through a computer-brain interface. The experimental computer system amplifies the reader's own abilities, giving the pilot a reaction time much faster than a normal human. Sometimes, the reader will act on prescience to avoid a future catastrophe.

- *Future Paths*: When someone raises the stakes you set, spend 1 PP to roll your dice again as if you were raising the stakes on them.
- *Quantum Future Interference*: Take a **Confusing Stream of Possibilities d8** **Complication** while piloting the ship to gain 1 PP.

Viper Class Courier d8 Engines d10 Hull d4 Systems d10

Other than Alliance Gunships, very few vessels have the speed to catch these small and needle-shaped messenger ships. Their computers are top notch, with excellent encryption and high storage capacities. Information is power, and this is a conduit. What it gains in speed, the courier lacks in other ways: the thin hull is easy to penetrate and the vessel's reduced cargo capacity can barely service a skeleton crew.

- *Hardened Computers*: When your computers are attacked electronically or with EMP weapons, spend 1 PP to step up or double **Systems**.
- *Turbo!*: Spend 1 PP to create an **Afterburners d10** Asset. Each time you include **Afterburners** in a dice pool, step it back after you roll.

Wakinyan Class Surveyor d8
Engines d10 Hull d4 Systems d10

The Wakinyan, or “Thunderbird” in the Sioux tongue from Earth- That-Was, is a small, agile vessel used mostly to prospect asteroids for minerals. The cargo capacity is small and the crew quarters cramped. Another ship is needed to actually extract the minerals. However, its speed, agility, and stealthiness make the Wakinyan attractive to bounty hunters, criminals on-the-run, and illegal salvagers.

- *Can You See Me Now?:* When another ship is attempting to detect your ship, the pilot may spend 1 PP to double **Sneak** for the roll.

- *Mighty Zippy:* Spend 1 PP to step up or double your ship’s **Engines** Attribute for one Action when attempting a complex or dangerous maneuver.

Wraith Class Black Ops Ship d8
Engines d12 Hull d6 Systems d10

This small, crescent shaped ship is one of the most advanced ships in the Verse. It may look small, but it’s got all manner of surprises that just ain’t fair. Worse yet, it tends to show up at the least convenient moments, when things already ain’t going smooth.

- *Alliance High-Tech:* Step back **Systems** to add a scale die to your dice pool for one Action.

- *Uncanny Intelligence:* While pursuing a fugitive on an official mission, spend 1 PP to appear in a scene in which the fugitive is trying to escape trouble. If an Action Order is underway, take your turn immediately upon appearing in the scene.

Yang Class Rescue Ship d8
Engines d10 Hull d6 Systems d8

Typically, rescue ships are privately owned and travel along the borders of the five systems. In exchange for credits or goods, crews’ll provide assistance and medical care to travelers in need. These ships—named after Yang Liwei, the first Chinese citizen from Earth-That-Was to travel into space—are manufactured by the Tàikōng Corporation and have excellent medical facilities and strong engines to get them to stranded vessels quickly.

- *Code Orange:* While using the ship’s medical facilities, a Crewmember can spend 1 PP to ignore a Complication for a die roll that includes **Treat**.

- *Get There Stat!:* While racing to a stranded or afflicted ship, the pilot may reroll any dice that come up 1s instead of accepting Plot Points. On the rerolls, 1s and 2s count as jinxes.

HISTORY

Active Military d8

You protect the innocent, punish pirates, and keep any Independent sympathizers in line, all in the name of the Anglo-Sino Alliance. Your Alliance ship is in active military service and subject to brass's command.

- *BOLO*: When a ship escapes from you, the captain may spend 1 PP to inflict or step up a **Wanted Fugitive Ship** Complication on that ship.
- *Calling In Support*: Once per Episode, the captain may spend 1 Plot Point to request official assistance from a nearby Alliance ship for a scene.

Alliance Favorite D8

Your ship has a reputation with high-up members of the Alliance government and the megacorporations. This allows you to get favorable contracts and you find the wheels of bureaucracy more greased than other folk. But your ship's rep may have also been noticed by those with a grudge with the Alliance.

- *How Can We Make Things Smooth?*: The ship's captain may step up **Alliance Reputation** or **Corporations Reputation** for one Action. After the Action is resolved, step back that Reputation for the rest of the Episode.

- *You're Either Brave or Stupid to Be Here*: If you are in an area with negative **Alliance** disposition, and the captain has a positive **Alliance** reputation, the captain may choose to attract unwelcome attention from **Browncoats** or **Criminals** to gain 1 PP.

Alliance Parliament d8

Your ship has been put into service by Parliament itself, to enforce bureaucratic matters of government. Unfortunately, this doesn't protect you from political du shu de yi zhu like you may think.

- *Pushing Paperwork*: Take a **Government Bureaucracy d8** Complication when dealing with other government officials to gain 1 Plot Point.
- *Groupthink*: While on the ship, any Crewmember may step back **Mental** for the rest of the scene to step up **Social** for one Action.

Angel Of Liberty D8

Your boat is famous...for being on the losing side of the Unification War. Many a Browncoat heard what she'd done in the conflict and even if you didn't fly her at that time, the fact that you fly her now means somethin' special.

- *We Still Have...Resources*: When you need assistance in an area that has a positive **Browncoats** disposition, if you have a positive **Browncoats Reputation**, you may spend 1 PP to create an **Underground Assistance D8** Asset.
- *I Remember That Ship*: If the ship is seen in an area that has a negative **Browncoats** disposition, the captain may take a **War Grudge D8** Complication to gain 1 PP.

Bad Reputation d8

You know that the previous owners of your ship were members of a criminal organization. You just didn't realize how bad until you realized folks get mighty ornery whenever they spot your boat in the sky.

- *Revenge Is a Dish Best Served Cold*: Take or step up a Complication involving your boat's nasty reputation to gain 1 PP.
- *Yes, It Is That Ship*: When you're tryin' to intimidate someone with your ship, spend 1 PP to create a **Scary Ship d8** Asset.

Battle-Scarred d8

Your ship proudly displays the scars of many battles fought during the Unification War. Though she's showing signs of wear, your boat's still here. Guess that means somethin'.

- *Come On Baby, Hold Together*: When you push your ship to the limits, ignore a Complication for a roll. After the roll, step that Complication up.
- *That Part Don't Work Anyway*: Step back your ship's **Hull** Attribute for the rest of the scene to step back a new Complication that's just been inflicted on your ship.

Beautiful Lines d8

Some ships aren't just functional but pretty. Something about the smooth surface of your ship and beautiful lines appeals to your aesthetic nature. Shiny!

- *Ain't She a Pretty Thing?*: The ship's captain can spend 1 PP to step up or double **Social** when impressing someone with the appearance of the ship.
- *Not a Scratch On Her*: Step back **Hull** for the rest of the scene to step back a Complication related to damaging the vessel.

Been Around the 'Verse d8

Your boat has been in service a long while. It's probably had a few different owners and crew in its time, but it's also got a fair amount of charm.

- *Well-Loved*: Crewmembers on board may share Plot Points with another Crewmember who's operatin' the ship.
- *They Don't Make 'Em Like This Anymore*: Step back the difficulty die when making a **Fix** roll to repair the ship. Step up any Complications that result.

Black Ops d8

What ship? Your boat is not on any official registry. It does not exist. Your ship is the shadow that hides in plain daylight.

- *Straight out of Science Fiction*: Spend 1 PP to prevent a Crewmember from using a Big Damn Hero die. The Crewmember does not lose the Big Damn Hero die, and does not expend a PP.
- *We Know If You've Been Naughty Or Nice*: Spend 1 Plot Point to step up **Systems** when trying to gather information about a particular person.

Brand Spankin' New d8

A fancy new boat is the best damn investment a captain could make. You've splurged some, but you've got no regrets.

- *No, Not the Paint!*: When the ship takes damage, the ship's captain can take a **The Paint Job Is Ruined! d8** Complication to gain 1 PP.
- *Still In Warranty*: When you take a Complication related to the reliability of your ship, immediately step it back.

Capital Escort d8

You can't claim to be the pride of the fleet, but you're not easily ignored. Your ship has been equipped with point defense weapons and improved engines in order to best serve as protector of larger, capital ships like Alliance cruisers.

- *Picket Screen*: If the ship's pilot hasn't acted in the current round of the Action Order, the pilot can spend 1 PP to interrupt the Action Order and take an Action.
- *Supporting Fire*: The captain may spend 1 PP to add **Capital Escort d8** to another ship's dice pool for one Action.

Cobbled Together d8

Your ship was built from salvage parts and space junk. She looks kinda ugly, but she sure can surprise folk when she needs to.

- *Frankenstein's Boat*: Spend 1 PP to switch the die ratings of **Engines** and **Systems** for the rest of the scene.
- *She's Got Class, Lots of Class*: Spend 1 PP to create an **Unknown Ship Class d8** Asset when someone tries to identify your ship.

Coming Apart at the Seams d8

"Some folk don't care much about taking care of their boat. They push their ships hard and when things start to go wrong, they keep pushing. Folk like them be mighty dangerous."

- *Unsettling Visage*: Spend 1 PP to go first in an Action Order when someone sees your ship for the first time.
- *Uncontained Core*: Take a **Dangerous Radiation d8** Complication to step up or double **Engines** for an Action.

Corporate Asset d8

Your ship is actually owned by a megacorporation. While your employers allow you to use the ship as you see fit, occasionally you're "required" to perform services that might get you into a pickle.

- *My Employers Will Not Be Pleased:* When Crewmembers uses their relationship with a corporation to try to intimidate someone, they may add their **Corporations Reputation** to their dice pool. Then they step back **Social** for the rest of the scene.

- *Oh This? This Is Perfectly Legal:* When the captain chooses to take on goods or perform a service that the Alliance deems illegal, the captain gains 1 PP. If the captain refuses the request, the captain must step back **Corporations Reputation** for the rest of the Episode.

Crime Boss Flagship d8

Turns out, crime does pay. Your ship is recognized as the home-away-from-home for major crime bosses and syndicates. When they're on board, friends are entertained. Enemies? They...disappear.

- *Make Him An Offer He Can't Refuse:* High-ranking members of criminal organizations aboard the ship can spend 1 PP to step up their **Influence** for one Action.

- *We're Solid. What Do You Need?:* High-ranking members of criminal organizations aboard the ship can spend 1 PP to create an Asset related to material goods with a die rating equal to their **Social**.

Cursed d8

You always wondered why this ship was so gorrarn cheap. Now you know. Weird things just "happen" to this ship. Things break for no reason. The Alliance shows up when it's most inconvenient. Bad things.

- *Never Challenge Worse:* Start every Episode with a **Cursed Ship d6** Complication. Step it up to reroll a die on a failed Action. Once it exceeds **d12**, your ship is Taken Out until the end of the scene.

- *Unlucky:* Take a **That's Gorrarn Strange d8** ship Complication to gain 1 PP.

Customs and Immigration d8

What's your motto again? No contraband reaches the Core. No riff-raff will land on a civilized planet. Not as long as you're keeping watch.... Your boat's equipped with an improved connection to the Cortex, and engines that ensure smugglers don't fly past you.

- *Authorized to Detain:* Step back your ship's **Systems** Attribute for the rest of the scene to step up **Engines** for one Action.

- *Papers, Please:* When you are scanning the contents of a ship, you may spend 1 PP to step up **Systems** for one Action.

Defanged Tiger d8

Once a combat vessel, this ship's original military grade weapons have since been removed and outlawed. If'n your boat is caught with weapons of those kind, the Alliance will throw you in the brink. Lucky for you, the removal of weapons control has sped up your computer system.

- *Mean, Lean, Computing Machine:* Spend 1 PP at the beginning of a Timed Action involving your computer system. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.

- *Hear Me Roar:* Spend 1 PP to create a **I'm a Mean Ship, Rawr! d8** Asset when trying to bluff your way out of a situation.

Famous d8

Tarnation! Ain't that the ship that did the whatchamacallit to the whoever it was?

- *Known 'round the 'Verse:* Take a **d8** Complication related to your ship's celebrity status to gain 1 PP.

- *Crazy Lucky:* Reroll all dice in a roll. On the reroll, all dice that roll 1s or 2s are considered Complications.

Former Laboratory d8

Even now, you still find residue left behind by the strange experiments that were conducted on your ship. And then there's that weird smell that happens every 23 days.

- *They Didn't Delete Everything:* Spend 1 PP to step up or double **Systems** when you are investigating scientific and technological phenomena.

- *Unsettling Atmosphere:* When you create an Asset or take a Complication related to past scientific experiments carried out on your boat, step it up.

Former Salvage d8

She don't look like much. But she was lonely and you rescued her.

- *Watch This!:* When your pilot tries an impressive maneuver and fails, take or step up a Complication relating to your ship's worn out parts to gain 1 PP.

- *What a Piece of Junk!:* Spend 1 PP to create a **d8** Asset when someone verbally disparages your boat.

Ghost in the Machine d8

Some ships have eyes. Yours has a brain. Your ship's systems are augmented by an experimental artificial intelligence, and you can control many aspects of the ship like the helm, airlocks and doors by voice command. It listens. Most of the time.

- *Fly By Voice:* Spend 1 PP to fly the ship without a pilot at the helm by voice or radio. Use **Focus** instead of **Fly** for rolls while piloting the ship via this method.

- *Intrusion Countermeasures:* Spend 1 PP to step up or double **Systems** when your ship's computers are being attacked by hackers, viruses, or Trojan horses.

Hand-Me-Down d8

Your ship has changed hands a lot. Who knows what kinds of secrets it holds, or what annoying problems it'll give you.

- *I Didn't Know It Could Do That!:* Step back- any of your ship's Attributes for the- rest of the scene to step up any of your- ship's other Attributes for one Action.

- *That Ain't Ours:* Take or step up an **Illegal Goods** Complication when your ship is searched by Alliance representatives to gain 1 PP.

Held Together with Duct Tape and Chewin' Gum d8

Right 'bout now you're wishing you listened to your mechanic when she said you needed a blah blah blah blah for the blah blah.

- *Did Something Fall Off?:* Start every Episode with a **Busted Up Parts d6** Complication. Step it up to reroll a die on a failed Action. Once it exceeds **d12**, your ship is Taken Out.

- *It Can Wait:* Step up a Complication related to delaying a needed repair to gain 1 PP.

In the Line of Duty d8

You and your crew are involved in some kind of official service. You may think of your ship as yours, but you only have use of it while your boss or government allows it.

- *Send the Bill to My Boss:* Spend 1 PP to convert a ship Complication to a social Complication and step it back.

- *You Have Your Orders:* Gain 1 PP when you abandon your current objective because of a direct order.

Lost Soul d8

Rumor has it that your ship was once possessed by Reavers. You try not to think about that. Or the effect that it might be having on you.

- *I Don't Know What Came Over Me:* When you choose to attack an unarmed ship, take or step up a **Cabin Fever** Complication to step up your ship's **Systems** for one Action.

- *Snappy Crew:* Take an **Irritated Crew d8** Complication to gain 1 Plot Point.

Notorious D8

Your ship may not be well known in the 'Verse, but in the underworld where scum and villainy thrive...well they know your ship well. Very well. Most of the time anyway.

- *I Want That Ship:* If the captain has a positive **Criminals Reputation** and the ship is in an area with a negative **Criminals Disposition**, the captain may take a **Wanted Ship D8** Complication to gain 1 PP.
- *You've Never Heard of...:* When a Crewmember tries to impress someone about their ship and takes an **Influence, Perform, or Trick** Action, they may spend 1 PP to step up **Criminals**

Reputation for one Action and replace their Skill die in the dice pool.

Off the Grid d8

For whatever reason, your ship never got properly registered. Even when you file all the necessary forms, they don't get processed right.

- *Where Did She Go?:* Spend 1 PP to create a **No Record Found d8** Asset when trying to prevent someone from tracking you through the Cortex.
- *Things Go Smooth...er:* Take or step up a Complication related to your ship's missing identification to reroll a die when dealing with the Law.

Power Projection d8

Who's in command? You are. Your ship has been modified to send a message to all the local color that the Alliance is most certainly in charge here. You've been given guns, higher clearances, and free pass to maintain order outside of the Core.

- *I Was Acting Under Orders:* The captain may spend 1 PP to step back to rename a social-based Complication.
- *Now Listen Here:* When trying to intimidate someone while on the ship, the captain may spend 1 PP to step up or double his **Social** for one Action.

Pride Of The Alliance D8

Your ship has a decorated history from the Unification War. Purple-bellies love it. Browncoats don't.

- *Why Yes, I Fly Her:* If you are in a location with a positive **Alliance Disposition**, spend 1 PP to create an **Impressed Audience D8** Asset.
- *That Ship Killed My Family!:* When you take an **Influence, Perform, or Trick** Action when dealing with a character from the **Browncoats** Faction, take a **Boasting About My Ship D8** Complication to replace your Skill die with your **Alliance Reputation**.

Pristine Derelict d8

You found your ship drifting out in the black. Brand new. No crew. Stripped of cargo. No signs of what happened. Spooky, really.

- *Forgotten Past:* When your lack of knowledge about your ship's history causes problems, take a **Mysterious Ship d8** Complication to gain 1 PP.
- *Shiny and New:* When your boat's mechanic tries to recover a Complication, spend 1 PP to step back the Complication before attempting to recover it.

Rerouted Internals d8

Your ship has had so many modifications and repairs done to her that the wiring is all mixed up, and the hoses go to and fro. Makes it tricky to fix her, but amazingly she's a lot more resilient to damage too.

- *Chaos Is Resilience:* Step back your ship's **Systems** to step back a **Systems** related Complication you just received.
- *This One Goes Here, That One Goes There!:* When you are trying to repair parts associated with electronics or fluids in the ship, step back your **Fix** for the roll to gain 1 PP.

Space Pirate d8

Your ship has spent a large part of its life in the possession of pirates. In fact, you might be one of them.

- *Dead Men Tell No Tales:* Spend 1 PP to step up a Complication you just inflicted on a ship you're attacking.
- *Strike the Colors!:* When you threaten another boat, but give them your word the crew will not be harmed, spend 1 PP to step up your **Influence** for one Action.

Stolen d8

You didn't come by your boat fair and square. The previous owner is probably still looking for it.

- *Flagged:* Gain 1 PP when the Law notices your ship's status.
- *Spoofed Systems:* Spend 1 PP to reroll a pool containing **Systems** against any attempt to find the ship.

They Don't Make These Anymore d8

Your ship's model is old. Really old. Still, the fact that she's still flyin' means that you've got a gem on your hands, and there is a lot of advice on the Cortex for fixin' her. Still hard to get parts though.

- *Crowdsourcing Repair Advice:* As long as the ship has Cortex access, the ship's engineer can step back a Complication involving a broken part of your ship by consulting the Cortex and stepping back **Focus** for the rest of a scene.
- *We Don't Carry That:* Take or step up a Complication involving the unavailability of parts you need to fix your ship to gain 1 PP.

Unsafe d8

"Why officer, of course my boat is full up on her inspections. Why do you ask?"

- *She's Flyin' Apart!* When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.
- *Loose Internals:* When a crewmember takes a Complication related to being injured while on the ship, the crewmember can step up the Complication to gain 1 PP.

Won Her in a Card Game d8

You gamble more than you should, but one time you really stuck your neck out and you won big.

- *All In:* When your ship is about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to keep your ship in the fight.
- *Passed Through Many Hands:* Take or step up a Complication related to the weird repair jobs previous owners have done to gain 1 PP.

CUSTOMIZATION

Advanced Flight Deck d8

Your ship's flight deck has been modified to quickly launch and land other ships through the use of tractor beams, advanced tracking, and landing control.

- *Arresto Momentum*: Spend 1 PP at the beginning of a Timed Action involving another ship landing on your flight deck. For any rolls during the Timed Action, your pilot may reroll any die that comes up 1 instead of accepting a PP for that die.

- *Scramble Fighters*: Spend 1 PP to have the pilot of another spaceship go first in a scene before any weapons or attacks can be made. During that first Action, the pilot may reroll any dice that come up 1 instead of accepting a Plot Point.

All Kinds of Weather d8

Your boat was built to fly into atmospheres that others will avoid. Dust storms don't disturb her, thunderstorms don't terrify her, and a hurricane? Well that's just for washing the grime off the hull.

- *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.

Aquatic d8

Yes, it might be silly to have a fully-submersible spaceship. Yes, it's hard making sure your boat won't get rusty. Yes, leaks do happen. But nobody would ever think to look for you underwater, would they?

- *Loveable Rust Bucket*: When you are unsuccessfully trying to impress someone with your ship, step back your **Social** for the rest of the scene to gain 1 PP.

- *Under Pressure*: When you are trying to hide your ship under water, you may reroll any dice that come up 1 instead of taking a PP.

Armed and Dangerous d8

When you're being attacked by pirates out in the black, the only ship you can count on is you. And if some sommbitch decides to bite you, well... you can bite back, too.

- *Banned Modifications*: Take a **You Can't Have Those d8** Complication when the Alliance discovers that your ship has been illegally altered to gain 1 PP.

- *Y'All Are Outgunned*: Spend 1 PP to double **Systems** when fighting a ship that lacks your firepower.

Automated Controls d8

You've automated many of the systems used to fly your ship. You don't have to pay as much for crew, but if things don't go smooth...

- *I Didn't Expect To Take Us Into Combat!*: Take a **System Override d8** Complication to gain 1 PP.

- *Fewer Shares*: When you need to pay for parts or services, spend 1 PP to create a **Don't Need to Pay Crew I Don't Have d8** Asset.

BioSig Security d8

Boats are expensive. Thankfully, you've figured out how to secure her. Your ship's systems have been secured against hacking or unauthorized use through storage and detection of your Crew's DNA. You've also added automated defenses to "encourage" people not to try it.

- *Just a Little Prick*: When someone tries to break into the ship, or use the ship's systems or helm without prior authorization, the captain may spend 1 PP to shut down the system with a **DNA Not Authorized d12+** Complication.

- *You Have 20 Seconds To Comply*: When someone tries to physically break into the ship or breach an interior door, spend 1 PP to activate an **Automated Defenses d8** Extra Gamemaster character.

Broadcasting to the 'Verse d8

Your ship has all sorts of antennas and dishes, allowing easy communication across the 'Verse. People send information to you, and you sell information to others. Or blackmail them.

- *Knowledge is Power*: Any Crewmember can spend 1 PP to step up or double **Know** when communicating with other people from your ship.

- *Would Be a Shame If These Pictures Came Out*: Spend 1 PP to create a **Blackmail d8** Asset when trying to intimidate someone.

Built for Speed d8

Sometimes, all that matters out in the black is being faster than everyone else.

- *Focused Thrust*: When using **Engines** for raw speed, double **Engines**. Remove the highest rolling die and add three dice together for the result.

- *Full Burn*: Spend 1 PP to reroll a pool containing the **Engines** dice. On your subsequent roll, both 1s and 2s count for Complications.

Built for Stealth d8

You've painted your ship black, lined it with thermal insulators, and installed directional communications arrays. Your boat is like a needle in a haystack. But shutting down your short-range radar makes it easier for others to get the jump on you.

- *Passive Sensors Only*: Take a **Surprised d8** Complication on the first round of combat with another ship to gain 1 PP.

- *Run Silent*: Step back **Systems** for the rest of the scene to create an **Exceptional Stealth d8** Asset.

Bull in a China Shop d8

You've reinforced the fore of your ship such that she's a weapon all on her own. Who needs guns when you can blow right through an enemy ship like she were paper?

- *Bit of a Gas Guzzler*: Step back **Engines** for the rest of the scene to gain 1 PP.

- *Ramming Speed!*: Take or step up a **Minor Hull Damage** Complication when you successfully ram another ship to step up a Complication that you just inflicted on that ship.

Classified Tech Enhancements d8

Shhhhh... No one knows what that fancy doo-dad does. That's the whole point! Your ship has some top secret modifications and shiny new tech that you're testing. It's lovely—when it works.

- *How Should I Know How to Fix it?*: Take an **Unfamiliar Tech d8** Complication when trying to fix equipment or systems on the ship to gain 1 PP.

- *See That Red Button? Don't Press It*: Once per Episode, randomly choose and step back one of your ship's Attributes for the rest of the scene to step up and double a different ship Attribute of your choice for the rest of the scene.

Cruisin' the 'Verse d8

Your berths are first class, with plush velvet seats, stunning chandeliers, and lovely music. While the food is excellent and the service impeccable, these fineries come with a price: snooty passengers.

- *The Customer is Always Right, Unfortunately*: Start every Episode with an **Unreasonable Customer Demands d6** Complication. Step it up to reroll a die on a failed Action. Once it exceeds **d12**, your ship is Taken Out until you can get into port and pick up a new set of passengers.

- *Service is Our Number One Priority*: Crewmembers may spend Plot Points for any other Crewmember on board your ship when those Crewmembers are interacting with the ship's passengers.

Custom Livery d8

You gave your ship a custom paint job. Tiger stripes, a shark's mouth, eagle wings, or just markings that show how many ships you've shot down, how many hauls you've smuggled, and how many times you've avoided gettin' pinched. Now your boat induces fear—or recognition.

- *Slow Flyby*: When you fly your ship slowly past another ship with the intention of scaring the crew, take an **Exposed Hull d8** Complication to step up the captain's **Influence** for an Action.

- *The One With The...*: Take a **Recognized Ship d8** Complication when you're trying to lay low or remain unnoticed to gain 1 PP.

Deep Space Ready d8

Your pantry is stuffed with protein bars and canned goods. You've got extra fuel cells, ammo, spare parts, and a meager library. You're ready to be alone. Mighty, mighty alone.

- *I Knew That Was Gonna Happen*: When you create an Asset—like **Extra Oxygen Tanks d6** or **Long-Range Homing Beacon d6**—that reflects how you anticipated a particular deep space problem, step it up.

- *Radio Silence*: When you're floatin' in the black and there ain't a ship, moon, or planet on your radar, take a **We're All Alone d8** Complication to gain 1 PP.

Direct Line To HQ D8

Your ship's communications and Cortex array have been modified to allow you direct access to your organization's HQ resources. This can include research and development, legal, or administrative support. Of course, that means they have direct access to you, too, at your inconvenience.

- *Phone Home...*: Anyone on the ship may spend 1 PP to create a **D8** Asset related to information provided by colleagues based at your organization's headquarters.

- *Please Hold for the President...*: When you are trying to concentrate on an important task and it would cause a problem to be interrupted, you may take a **Distracting Wave D8** Complication to gain 1 PP.

Electronic Warfare d8

Your ship's computer systems and transmitters have been modified to jam enemy sensors. Unfortunately, the massive amount of electromagnetic radiation you emit tends to blind your sensors as well.

- *Blinded By the Light*: Step back **Systems** for the rest of the scene to create an **Electronic Countermeasures d8** Asset.

- *They're Locking On Us!*: Reroll a die when your ship is being attacked. On your next roll, both 1s and 2s count as Complications.

Experimental d8

Outfitted with cutting edge technology, what better place to test it than out in the 'Verse?

- *Experimental Settings*: When using a ship's Signature Asset, you may step up or double that die. Step up any Complications that arise from that roll.

- *Advanced Networking*: In any pool containing **Systems**, you may replace two dice of the same size for one stepped-up die.

Greater Than the Sum of its Parts d8

There's strength in numbers out in the black. You know it. Others know it, too. Your short-range ship has been modified to join up with similar boats. When shorthrange shuttles or gunships team up, they can even travel between planetary systems through the strength of their combined gravity drives.

- *Activate Interlocks! Dyna-Therms Connected!*: When your ship is physically joined to other, similar ships, the pilot may spend 1 PP to step up **Engines** or **Systems** for one Action. Take a **Joined at the Hip d8** Complication to double it, too.

- *Infra-Cells Up! Mega-Thrusters Are Go!*: Spend 1 PP when you physically join your ship to one or more similar ships in order to initiate a hard burn and travel between planetary systems even when your ship otherwise lacks the capacity for interplanetary travel.

Green Livin' d8

You've got plants in every nook and cranny in your ship. You've almost perfected your recycling system, and you've figured out how to reconstitute them protein bars. Just don't tell your guests what they're drinking.

- *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.

Interdiction Mods D8

Your ship has been equipped with EMP weapons, specialized gravity drive maneuvering compensators, and tractor beams. These modifications allow your ship to be more maneuverable in capturing smaller, more agile ships. However, the armor plating on your ship had to be pared back.

- *Gannosuke Clutch*: The ship's pilot may spend 1 PP to automatically Take Out a ship that is inflicted with a **D12** Complication associated with being grabbed by a tractor beam.

- *Thin-Skinned*: The pilot may step back the ship's **Hull** for the rest of the scene to step up **Engines** for one Action.

Laboratory D8

Your ship is outfitted with one or more isolated sections to conduct a variety of physical, chemical, and biological experiments.

- *Oops*: When you take a Complication after rolling a jinx when dealing with dangerous materials, objects, or people, step up the Complication to gain 1 PP.

- *State-of-the-Art Equipment*: When you are conducting experiments, spend 1 PP to step up or double **Mental** for one Action.

Livestock Hauler d8

You've modified your boat to gently carry livestock and other animals from world to world. Your cargo bay is mighty comfortable and your medsuite is arguably better for your animals than for your crew.

- *People Are Animals Too, Right?*: When making use of the ship's veterinary equipment to treat human patients, a Crewmember may step back **Treat** for a roll to gain 1 PP.

- *Soft Cow, Warm Cow*: Spend 1 PP to step back a Complication related to the animals you are carrying in your cargo bay.

Optimized for Atmo d8

Your boat has aerodynamic stabilizers and heat shielding. Both improve the smoothness of her ride when you're flyin' in a world's atmosphere. Only trouble is, them modifications are mighty finicky.

- *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.

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

Ordinary d8

You don't much like messin' around with your boat. Besides which, it's easy peasy to get parts. But then everyone knows what your ship can do.

- *Familiarity Breeds Contempt*: Turn one of your ship's Assets into a Complication of the same die rating to gain 1 PP.

- *These Ships, They're All the Same*: Spend 1 PP to find exactly the parts you need at a salvage yard, junk shop, or trash heap. The part enters play as a **d8** Asset.

Quarantine d8

Is it a plague or isn't it? Your ship's cargo bay has a quarantined section to properly isolate people and animals who may have been exposed to infectious biological or other hazards. Your ship's systems have also been upgraded to assist with the diagnosis and treatment of diseases.

- *I Ain't Stepping On That Ship*: Take a **Plague Ship d8** Complication when trying to convince someone to come on board the ship to gain 1 PP.

- *Isolate Then Treat*: Your ship's doctor may spend 1 PP to step up or double **Systems** for one Action when treating an infected or exposed patient on board.

Registered Mobile Hospital d8

Not only do you have a fancy Alliance-sanctioned medsuite, but you've set up your cargo area as a triage center and converted your passenger quarters into hospital beds. You've got the credentials to buy, store, and resell plenty of high-tech medical equipment and drugs. Unfortunately, all this high-tech gear makes you a target.

- *Better Living Through Chemistry:* Spend 1 PP to step back a Complication involving being injured, poisoned, or fatigued.
- *Code Blue!:* When treating a patient in the medsuite, you may choose to reroll any dice that come up as jinxes instead of taking Plot Points.

Rotating Identification D8

Your ship has a series of transponder codes and holographic hull identification markings that allows it to appear to be a different ship at different times. But when it fails, you're a lot closer to being caught than you otherwise would be. Good thing your pilot's a big, damn hero.

- *Papers, Please:* When challenged by an Alliance ship, the ship's pilot may spend 1 PP to step up or double **Trick** for one Action. If the pilot fails to raise the stakes, step up any Complication that results.
- *We're Humped!:* When the captain chooses to have the ship's identification spoofing be discovered, the pilot may step up one Big Damn Hero die.

Smuggler's Delight d8

Certain ships have been modified to address the needs of "privacy minded" crews.

- *Hidey Holes:* When a Crewmember is trying to conceal cargo, add the ship's **Hull** die to the roll.
- *Covert:* When making a **Sneak** roll with the ship, the pilot may spend 1 PP to reroll.

Spiky Bits d8

Scared yet? Your ship looks somethin' fierce, with all sorts of jagged scrap metal, rods, and junk attached to the hull's exterior. Sometimes, just for the fun of it, you attach other bits, too.

- *Are Those...Bodies?:* Spend 1 PP to inflict or step up a fear-based Complication on an opposing character.
- *Boo!:* When trying to intimidate other crews, the captain may take or step up an **Unstable Hull** Complication to step up or double **Influence** for one Action.

Sundiver d8

You've modified your ship so that you can get mighty close to a star. Solar panels and batteries give you extra energy and you even have scoop ramjets to give you an extra boost of speed while in a star's or gas giant's atmosphere. Extra coolant keeps you alive.

- *Needs SPF 10,000:* Create a **d8** Complication related to a system failing due to heat to gain 1 PP.
- *Sundrinker:* Spend 1 PP to create an **Extra Energy d8** Asset when you are close to a star.

Turtlin' d8

It's dangerous up in the black. Your armor-plated hull and reinforcing struts help, but you're a mite slower than other boats. She may not look purty, but she's a tank.

- *Brace For Impact!:* When your ship is about to be Taken Out, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.
- *Like Turning the Titanic:* Step back your ship's **Engines** for the rest of the scene to step up your ship's **Hull** for the rest of the scene.

Variable Gravity Control d8

Most ships have artificial gravity that operates continuously with no power application. Your ship has activated gravity plating that can be controlled manually from the bridge. Gravity can be adjusted from zero to 2G.

- *Sudden Gravity Loss:* When you take a Complication related to one of your ship's systems, take a **Gravity Control Lost d8** Complication to gain 1 PP.
- *Zero-G:* Crewmembers on the bridge can spend 1 PP to create a **Zero-Gravity d8** Complication anywhere else on the ship. They can also spend 1 PP to recover any **Zero-Gravity d8** Complications anywhere else on the ship.

Warbird d8

You've got weapons a-plenty, and deep obligations to use 'em. Your boat is armed with all sorts of legal weapons, and they're all registered with the Alliance. That allowance will continue as long as you focus on targets the Alliance don't like.

- *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.

Wolf in Sheep's Clothing d8

Your enemies would be fools to judge your boat at first sight. Your ship has been modified with Alliance imaging technology to look like a simple, unarmed transport, when in fact it's a capable warship. It even has fake transponders that work! Most of the time....

- *Activated Camouflage:* Spend 1 PP to step back an opposing ship's **Hull** for one Action when you successfully fool its sensors and sneak up on it.
- *Hard Shell:* Step back **Engines** for the rest of the scene to step up **Hull** for the rest of the scene.

SIGNATURE ASSETS

(THESE ARE ONLY EXAMPLES)

Advanced Weapons Control Suite d8

You've installed and upgraded the weapons control program on your computer. It's capable of tracking and targeting multiple ships, and firing weapons at peak efficiency.

– *You May Fire When Ready:* Spend 1 PP to double your ship's **Systems** Attribute for one Action when you attack with your ship's weapons.

Chapel d8

Abbeys aren't the only places folk can attain spiritual enlightenment. Sometimes you need to bring a bit of your religiosity with you into the black.

Command Communications Suite d8

Your communications and display systems have been upgraded to allow easy and efficient communication and coordination with multiple spaceships, even when they are spread over large sections of the black. In addition, the comms array allows for high bandwidth access to the Cortex.

– *Command and Control:* You may spend Plot Points for anyone with whom you are in contact via your communications suite.

Cortex Code Breakers d8

You've added augmented hardware and software to your computer systems that allow you to more easily hack into secured areas of the Cortex. You can also break encryption faster than normal.

– *Hackasaurus Rex:* Spend 1 PP to create an **Advanced**

Decryption Algorithm d8 Asset when you are breaking into secured Cortex files or databases.

Crybaby d8

This device is perfect for those who've turned to a life of crime. The Crybaby is a modified satellite that sends out a fake distress call to distract the Law. Unlike most other Signature Assets, the Crybaby can be deployed far from the ship and then retrieved for later use when the coast is clear.

Electromagnetic Shielding d8

Your systems have been upgraded with advanced shielding and programs designed to keep hackers out and your digital and heat signature in. When power is shut down to minimal safe amounts, it's nearly impossible to detect your ship from a distance.

EMP Weapons d8

Your ship is equipped with electromagnetic pulse missiles and bombs capable of disabling another boat's electronics. These weapons require Alliance registration and give crews the chance to take a ship without destroying it.

Fancy Sensor Array d8

Extra-efficient antennas, cameras, and dishes have been mounted on your ship, along with the requisite boosts to computing power to analyze the information they provide. Only the best for digging up hidden gems wherever you fly.

– *Finding Needles in Haystacks:* Step back your ship's **Engines** for the rest of the scene to step up or double your ship's **Systems** when trying to detect something with your sensors.

Flares and Chaff d8

When you can't outrun pirates and the Alliance, not allowing 'em to lock onto your ship can be a mite useful. By releasin' burning flares and metallic chaff you can spoof missiles and give yourself enough time to escape.

Grapplers d8

Most grapplers are large, magnetic clamps that are fired at a second spaceship with the intent to attack. Once secured, the clamp retracts and pulls the second ship closer to the first.

Hidden Storage d8

Salvaging derelicts is good work, providing a captain has the license for it. For those operating outside the Law, hidden storage compartments provide ways to stash precious cargo, illegal salvage, etc.

Hauling Equipment d8

Perfect for ships with a variety of uses, hauling equipment can take on many forms from basic pulleys to elaborate riggings and everything in between. Hauling equipment is easily repaired and may be modified for special cargo.

Hidden Weapons d8

You've added some weapons onto your hull, but they're small enough that they can be hidden within camouflaged gun ports.

– *Surprise!:* Spend 1 PP to go first in a scene before any weapons or attacks can be made. On your Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.

Internal Security d8

Sometimes you need to protect your boat from your own passengers. These integrated systems consist of cameras, weapons checks, and communication systems. In a dire emergency, knock out gas can be dispatched into the life support system. Armed crewmembers not included.

Laser Cannons d8

If you're the type that expects trouble, don't be afraid to mount a laser cannon (or three) on the prow. These can be mounted offensively in full view or defensively in strategic places to fend off attackers.

Laser Cooling System d8

For use when you need to reduce your thermal signature or to rapidly cool off your ship, this system allows you to maintain the ship's temperature to safe values by using a laser that rapidly cools gasses in the engine's refrigeration unit.

Maneuvering Thrusters d8

Sometimes raw speed isn't what you want, but quick or subtle maneuvering, especially in close quarters with another vessel. These thrusters are mounted at various parts of the ship, allowing the pilot to make very fine adjustments on the alignment and position of the ship.

– *Crazy Ivan:* When the pilot tries to outmaneuver a ship, he can spend 1 PP to step up or double **Engines** for a roll.

Medsuite d8

Most boats come with a medical bay, but yours has an entire suite of rooms with state-of-the-art equipment and fancy patient beds. Additionally you've got room for extra storage and private quarters, too.

Mighty Fine Quarters d8

One or more of the living quarters in your ship have been dressed with the finest in furniture, fabrics, and frippery. They can prove to be useful in impressing clients and visitors. As long as you can keep it clean.

Mining Equipment d8

Once you get a bead on some valuable minerals, you might have a notion to get at 'em. All sorts of laser cutters, pounders, explosives, and other such usefulness will make extraction easy peasy.

Nuclear Fuel Injection System d8

Your engines have been modified to allow sudden prodigious bursts of speed. Those occasional core leaks are a mite annoying though.

– *Hold On To Your Butts:* Take a **d8 Reactor Leak**

Complication to create a **Speed Boost d10** Asset. Each time you include **Speed Boost** in a dice pool, step it back after you roll.

Portable Airlock d8

When salvagin' or rescuin', portable airlocks come in mighty handy. This equipment can be attached and anchored to the hull, window, or door of another ship, allowing you to equalize pressure and board safely without running the risk of explosive decompression.

Reinforced Armor d8

Some captains don't feel safe without a strong hull that can withstand a few dents, dings, and bullets along the way. Hulls may be reinforced with all types of metals and synthetic fibers to avoid weighing the ship down.

Salvaging Equipment d8

Consisting of laser cutting torches, electronic code breakers, magnetic grapplers, gravitic haulers and boxes, this set of equipment contains all the best stuff for getting into, cutting up, and towing stranded boats.

– *Chop Chop:* When you create an Asset related to salvaged parts while dismantling a ship, it lasts for the rest of the Episode.

Self-Sealing Bulkheads d8

Getting a hole in your hull doesn't need to mean disaster. These bulkheads automatically seal off compartments within the ship that are exposed to vacuum.

– *Isolate That Compartment!:* Take a **Can't Go There d8**

Complication to step back a Complication related to a hull breach.

Shuttles d8

Every captain knows that having an extra shuttle or two is handy in a pinch and can provide some extra cash to those who can afford the rent. Ship hulls are measured and then modified to fit.

Tractor Beam Emitter d8

Why get into a spacesuit when you can grab rocks, salvage, ships and other knickknacks from the warm comfort of your ship?

Warheads d8

Military captains and veteran Browncoats who opt for boats with a lot of firepower make sure they have High-Velocity Tachyon Rockets or warheads like the XT-15 torpedoes on board.