firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Fenris Class Patrol Boat

HISTORY

SIGNATURE ASSETS

Reinforced Armor d8
Laser Cannons d8

ATTRIBUTES

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

CREW

Crewmember uses own Skill and Specialties when operating the ship.

4	6	8	10	12
☐	☐	☐	☐	☐

SPECIFICATIONS AND FLOORPLAN

DISTINCTIONS

8 **Fenris Class Patrol Boat**

☑ Use this as a **D4** to earn 1 PP.

☐ **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.

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 **Deep Space Ready**

☑ Use this as a **D4** to earn 1 PP.

☐ **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 anticipateda 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.