firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Seeker Scout Mk I

HISTORY

Designated as a Seeker-class scout ship – it was built for reconnaissance and surveillance during long range operations. It is designed to be operated by a single pilot.

SIGNATURE ASSETS

Fancy Sensor Array 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 Seeker Scout Mk I

☑ Use this as a D4 to earn 1 PP.

☐ 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.

8 Ghost in the Machine

☑ Use this as a D4 to earn 1 PP.

☐ 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.

8 Electronic Warfare

☑ Use this as a D4 to earn 1 PP.

☐ 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.