firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Jericho Class Skyplex

HISTORY

SIGNATURE ASSETS

Internal Security d8
Mighty Fine Quarters d8

ATTRIBUTES

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

☑ Jericho Class Skyplex
Use this as a **D4** to earn 1 PP.

☐ 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.

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☑ Ordinary
Use this as a **D4** to earn 1 PP.

☐ 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.

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☑ BioSig Security
Use this as a **D4** to earn 1 PP.

☐ 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.

☐ 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.