firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Privateer Light Freighter

HISTORY

The Privateer-class light freighter is designed to haul cargo or passengers. This class of vessel is easily modified and has proven very popular with independent traders.

SIGNATURE ASSETS

Medsuite d8
Shuttles 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 ☑ **Privateer Light Freighter**
Use this as a D4 to earn 1 PP.

☐ 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.

8 ☑ **Smuggler's Delight**
Use this as a D4 to earn 1 PP.

☐ 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.

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 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.