

firefly

ROLE-PLAYING GAME

PERSONAL DETAILS

NAME

DESCRIPTION

BACKGROUND

SIGNATURE ASSETS

PP

ATTRIBUTES

FATIGUE 4 6 8 10 12
TRAUMA 4 6 8 10 12

MENTAL 4 6 8 10 12
PHYSICAL 4 6 8 10 12
SOCIAL 4 6 8 10 12

SKILLS

Craft	4	6	8	10	12
Drive	4	6	8	10	12
Fight	4	6	8	10	12
Fix	4	6	8	10	12
Fly	4	6	8	10	12
Focus	4	6	8	10	12
Influence	4	6	8	10	12
Know	4	6	8	10	12
Labor	4	6	8	10	12
Move	4	6	8	10	12
Notice	4	6	8	10	12
Operate	4	6	8	10	12
Perform	4	6	8	10	12
Shoot	4	6	8	10	12
Sneak	4	6	8	10	12
Survive	4	6	8	10	12
Throw	4	6	8	10	12
Treat	4	6	8	10	12
Trick	4	6	8	10	12

BIG DAMN HERO DICE

4

6

8

10

12

DISTINCTIONS

WEALTH 4 6 8 10 12

8

☒ Use this as a D4 to earn 1 PP.

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ADVANCEMENT

You can spend your Episodes to:

- Turn an Asset from an Episode into a **d6** Signature Asset: 1 Episode
- Switch out a Distinction for a new Distinction: 1 Episode
- Add a Signature Asset trigger: 1 Episode
- Add a new specialty to a **d6** or higher Skill: 1 Episode
- Step up a **d6** Signature Asset to a **d8**: 2 Episodes
- Unlock a new Distinction trigger: 2 Episodes
- Step up a Skill from a **d4** to a **d6**: 2 Episodes
- Step up a Skill to a **d8** or higher: 3 Episodes
- Step up one Attribute and step back another: 3 Episodes

REPUTATION

alliance



browncoats



corporations



criminals



EPISODE TITLE

CALLBACK

SEASON

NOTES

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