

ECHOES OF WAR
WEDDING PLANNERS

PRESENTED BY
MARGARET WEIS



CORTEX™
PLUS

firefly
ROLE-PLAYING GAME

firefly

• ROLE-PLAYING GAME •

ECHOES OF WAR WEDDING PLANNERS

Written by: Margaret Weis

Additional Writing by: Rob Wieland and Monica Valentinelli

Edited by: Amanda Valentine and Sally Christensen

Developed by: Rob Wieland and Monica Valentinelli

Rules By: Cam Banks

Rules Editing By: Mark Diaz Truman

Systems Design by: Cam Banks, Dave Chalker, Philippe-Antoine
Ménard, Rob Wieland, and Mark Diaz Truman

Art by: Kurt Komoda



MARGARET WEIS PRODUCTIONS, THE MW LOGO, CORTEX SYSTEM, THE CORTEX SYSTEM LOGO (AND DERIVATIVES) ARE TRADEMARKS OF MARGARET WEIS PRODUCTIONS, LTD. © 2013.

FIREFLY © 2013 TWENTIETH CENTURY FOX FILM CORPORATION. ALL RIGHTS RESERVED.

MARGARETWEIS.COM

CONTENTS

ABOUT WEDDING PLANNERS	5
THE WAR AND YOU	5
DICE AND GEAR	6
PLAYERS	6
TIME	6
DICE	6
POKER CHIPS.....	7
PENCIL AND NOTECARDS	7

BASIC RULES 8

CREWMEMBER BASICS	8
ATTRIBUTES	10
SKILLS	11
SPECIALTIES.....	11
DISTINCTIONS.....	11
ASSETS.....	12
COMPLICATIONS.....	12
DICE POOL TERMINOLOGY	13
A BASIC TURN.....	14
STAYING IN THE FIGHT	15
BIG DAMN HERO DICE.....	15
JINXES AND COMPLICATIONS.....	16
BOTCHES	16
OPPORTUNITIES	17
REMOVING COMPLICATIONS	17
PLOT POINTS	18
ADJUSTING CREWMEMBER DICE POOLS	18
SAMPLE DICE POOLS	19
FOR THE GAMEMASTER.....	20
DIRECTING ECHOES OF WAR	21
CONFLICT AND ACTIONS	22
BEATS	22
ACTION ORDER	22
TIMED ACTIONS.....	22
ROLLING FOR THE OPPOSITION	24
BUILDING OPPOSING DICE POOLS	25
GANGING UP ON THE CREWMEMBERS.....	26
CREATING INTERESTING COMPLICATIONS.....	26

USING COMPLICATIONS TO OPPOSE THE CREW ..	27
USING PLOT POINTS AS THE GM	27
OPTIONAL RULE: MORE ASSETS AND	
COMPLICATIONS.....	28
ADJUSTING THE GM'S DICE POOL	29

THE WAY OF THINGS 31

CHINESE PHRASES	33
CASTING CALL.....	33
BARON OPTIMUS FAIRCHILD.....	34
DANIEL BLAKE	36
LILIANNA FAIRCHILD	38
TEMPLETON COLT STEELE.....	40
ASANTE OKORO	42
SETH LIANG.....	44
NOVA NORLING.....	46
BADGER	48
PRELUDE	50
TWO JOBS IN A ROW?!?	50
THE LOWDOWN	50
THINGS DON'T GO SMOOTH.....	50
HERE WE ARE	51
ACT I: WE DIDN'T SIGN UP FOR THIS!	52
SCENE ONE: SPOILED LITTLE RICH GIRL	52
THE LOWDOWN	52
THINGS DON'T GO SMOOTH.....	55
HERE WE ARE	56
SCENE TWO: THE NOTE	57
THE LOWDOWN	57
SERENITY	57
THINGS DON'T GO SMOOTH.....	57
HERE WE ARE	58
SCENE THREE: LILIANNA'S SECRET	59
THE LOWDOWN	59
THINGS DON'T GO SMOOTH.....	59
HERE WE ARE	60
SCENE FOUR: DAYS IN THE BLACK	60
THE LOWDOWN	60

THINGS DON'T GO SMOOTH.....	60	HERE WE ARE	81
ACT II: WE'RE HUMPED!.....	63	ACT IV: THE WEDDING CRASHERS	82
THINGS DON'T GO SMOOTH.....	63	SCENE ONE: THE COURSE OF TRUE LOVE... ..	82
THRILLIN' HEROICS.....	67	THE LOWDOWN.....	82
OUTCOME	67	THINGS DON'T GO SMOOTH.....	83
ACT III: THE WEDDING PLANNERS	69	GUNS AND MORE GUNS	85
SCENE ONE: RIM'S DREAM.....	69	HERE WE ARE.....	86
RIM'S DREAM	69	SCENE TWO: SOMETHIN' OLD, SOMETHIN' NEW	87
.....	69	THE LOWDOWN.....	87
THE LOWDOWN.....	72	THINGS DON'T GO SMOOTH.....	87
THINGS DON'T GO SMOOTH.....	73	HERE WE ARE.....	89
GETTING PAID	75	TIME TO GET THE HELL OUTTA DODGE!	91
STAR VOYAGER	75	THE END	92
DIVERSION.....	77	ROLL CREDITS	92
LOOKING FOR DANIEL.....	77	COME AGAIN?	92
HERE WE ARE	78		
ALTERNATE SCENE: BLACKJACK BLACKY	79		
SCENE TWO: THE WEDDING BREAKFAST.....	80		



ABOUT WEDDING PLANNERS

DURING THE WAR, SOME FOLKS CHOSE A SIDE AND OTHERS PITTED THE Alliance and the Independents against each other for fun and profit. Well, mostly profit. Enter Templeton Steele, a powerful weapons designer whose bride-to-be is none other than the lovely Lillian Fairchild. Now, on account of these two lovebirds getting hitched, you and your crew are hired to transport Lilly to a fancy ship called the *Rim's Dream*. Sounds easy enough, right? Unite the happy couple and they'll get paid? Only thing is, this Princess ain't exactly happy about the wedding. The more you find out, the worse this job gets – and the less chance you have of getting paid.

Wedding Planners is part of the **ECHOES OF WAR** role-playing adventure series, which is centered on a common theme: the Unification War. All **ECHOES OF WAR** adventures include basic rules. Main characters are found in *Serenity Crew*, which is available separately. All Cortex Plus releases in the **ECHOES OF WAR** line are compatible with the **FIREFLY ROLE-PLAYING GAME**, which is based on the television series by Joss Whedon.

The Cortex Classic version of this adventure and *Serenity Crew* can be found in the *Wedding Planners Cortex Classic Set*.

THE WAR AND YOU

FRIENDS, WHAT YOU'RE READING IS AN ADVENTURE FOR THE FIREFLY ROLE-PLAYING GAME. In the **ECHOES OF WAR** series, you'll be meeting all manner of folk and travelin' clear across the 'Verse to do what you do best: find a job and keep flying.

Why's it called **ECHOES OF WAR**? Well, see that's the funny part. Each adventure will have something to do with the Unification War. It'll be up to your Crew to figure out what that "something" is, and then deal with the situation in your own way—and finish the job, of course.

To be honest, some of the folks you'll meet may seem a bit unsavory, but you should know that crossing paths with rascals and the like is to be expected. There's no question you'll run into trouble. Hell, you may even have a run-in with the Alliance or the Law. Now's not the time to worry, though, 'cause you'll be in good hands. That's where the Gamemaster comes in. Or—if you're the shootin' type—a big, damn gun.

Remember friends: each **ECHOES OF WAR** adventure is an Episode you'll be starring in, but you'll need to split your screen time with the rest of your Crew. Otherwise, they might get a mite sore 'bout that, so don't forget to watch their backs.

DICE AND GEAR

TO PLAY THE FIREFLY ROLE-PLAYING GAME, YOU'LL need to grab a few essentials.

PLAYERS

To play the **FIREFLY RPG**, you need a minimum of two other people to play with. The game works best with a ship's **Crew** of three to five players and one **Gamemaster** (GM). The GM acts as the director, producer, and narrator for your Crew.

TIME

Each time you sit down to play in the 'Verse, you'll be starring in an **Episode**. Most Episodes will last between two to four hours depending upon the number of players involved and the scope of your story. If your storytelling really gets going, you may discover that your Episode is actually a two-parter, ending on a cliff hanger and continuing the next time you play.

Episodes may be strung together to create an entire season that lasts for several weeks or may be played in one evening or afternoon. Stand-alone Episodes, like the ones you'll play in **ECHOES OF WAR**, are also referred to as **adventures** and are broken down into five major acts—just like in the show. All adventures also give you more ideas to create your own Episodes so you can keep playing the game.

DICE

First thing you want to pick up is some dice. If you haven't played an RPG before, these dice may look a mite funny—besides the usual 6-sided dice, you'll need some with 4, 8, 10, and 12 sides. The game will tell you which dice to roll. So, when you see **D4**, that's a single die that has four sides. A **D10** means a die with 10 sides, and so on. When you see a rule that includes **2D8**, you'll need to



roll two eight-sided dice. You'll want a small handful of **D6s** and **D8s** since you'll roll them the most.

You can find these funny dice at game or hobby stores, at game conventions, or through an online store. You can buy a bunch for yourself, or share them with the other members of your Crew. There's no need to make sure your dice are all color coordinated, unless you want them to be. A dice pool made up of the colors of the rainbow is mighty pretty, too.

POKER CHIPS

Plot Points are the currency of your game. To track your Plot Points, which are explained on page 18, you need something you can throw across the table. Beads and pennies work just fine, but poker chips might suit *Firefly* a bit better. Grab a handful and keep them close to you during the game.

Though the colors don't matter much, you might want to pick the same color for all your chips. That makes 'em easier to spot and keep track of.

PENCIL AND NOTECARDS

The last thing you need is a writing utensil of some sort and some extra pieces of paper or note cards and the like to record Assets and Complications during gameplay. Pencils are preferred, but a fancy new pen works, too. The rest of the materials you need are all included in this rulebook.



*SIMON: ...they don't
seem to be playing by any
civilized rules that I know.*

*INARA: Well, we're pretty
far from civilization.*

Basic Rules

THE FIREFLY RPG USES THE CORTEX PLUS SYSTEM. ALL the details get spelled out in the upcoming corebook, but this Episode contains enough rules to play.

If this is your first flight tryin' out a role-playing game, welcome! This section gives you a brief but thorough explanation of how we do things 'round these parts. We wrote these basic rules to get you into the black as quickly as possible, so make sure everyone who wants to play gets a gander at it.

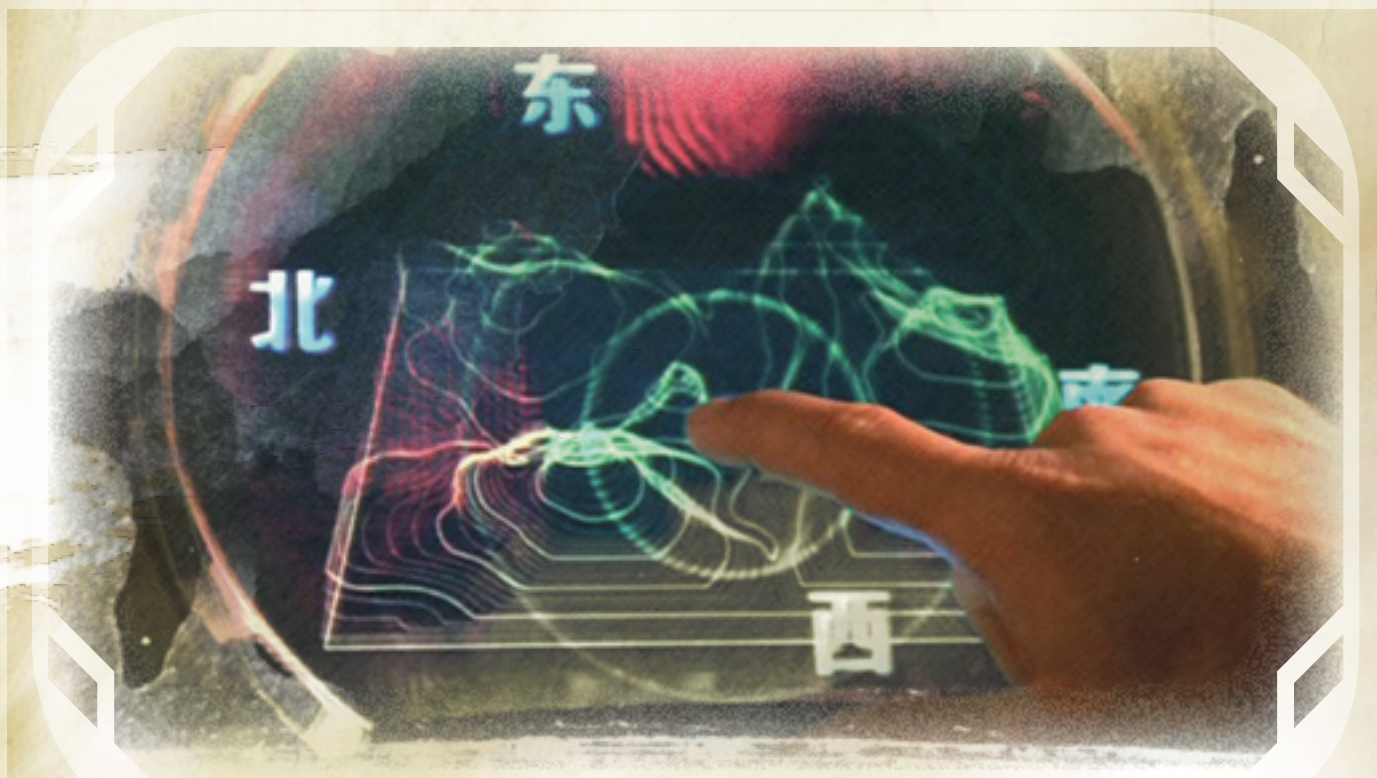
CREWMEMBER BASICS

LET'S GET RIGHT TO THE EXCITING STUFF—ROLLING DICE.

Whenever you want to take an **Action** that isn't guaranteed to succeed, you assemble a **dice pool** to determine what happens next.

On the sheet of the Crewmember you're playing, there are **Traits** with **die ratings** that determine the size of die you add to your dice pool and how many dice you get to roll. The more dice you have and they bigger they are, the more likely you are to succeed.

Now, you don't just add dice willy-nilly. You can add dice to your pool provided it makes sense to do so.



Your dice pool *will always* have:

- ★ Attribute die (page 10)
- ★ Skill die (page 11)

Your dice pool *may also* have:

- ★ Specialty die (page 11)
- ★ Distinction die (page 11)
- ★ Signature Asset (page 12)
- ★ Big Damn Hero Die (page 15)
- ★ Assets (page 12) in favor of your Crewmember
- ★ Complications (page 12) in favor of your Crewmember

MASTERIN' THE GAME WHEN TO ROLL DICE

If the Action you're about to undertake is guaranteed to succeed, like Jayne reloading a gun or Inara accessing her personal records, your Gamemaster shouldn't bother with calling for you to take an Action. It's only when there's a chance of failure—and the chance that something interesting might happen in the story—that you'll need to take an Action.

After you've put together your dice pool, you roll those dice and add the two highest results together for your **total**. Compare your total to the stakes set by the Gamemaster. If your total is lower, your luck takes a turn for the worse. If your total is higher, you perform some thrillin' heroics. It's that simple.

*Let's take a look at how you'd create a typical dice pool. Say you're playing Jayne and you want to use your fists to teach some sucker a lesson for makin' fun of your cunning hat. You create a dice pool by adding your **PHYSICAL D10** die (an Attribute), your **FIGHT D10** die (a Skill), and your **FAMILY TIES D8** Distinction—because nobody talks about your mother that way! If your total on two dice is higher than the stakes set up by the Gamemaster, you'll knock out that punk with your big fists. If your total is lower, he might just pull the rug out from under you instead.*

ATTRIBUTES

Every Crewmember has three core Traits called **Attributes**. These are **MENTAL**, **PHYSICAL**, and **SOCIAL**. All the Actions you take while playing the **FIREFLY RPG** fall into one of these three categories, making your Attribute die the first die you pick up for any Action. You always get to include one of these in your dice pool to represent your Crewmember's base talents.

*Inara, as a Registered Companion, has mastered the arts of social interactions through years of careful training. While she's pretty sharp—**MENTAL D8**—her strongest Attribute die is her **SOCIAL D10**. With such a strong **SOCIAL** die, she can run circles around people trying to fool or bully her, and she's usually able to one up Mal when he tries to engage in clever banter, i.e., flirting. Anytime she's engaged in a conflict that centers around her social strengths, she starts building her dice pool with a **D10**.*



SKILLS

The stuff your Crewmember can do is covered by **Skills**. Everybody has at least a **D4** in each Skill, which represents an untrained level of expertise. If you've got some idea of what you're doing due to talent, training, or experience, your rating's in the range of **D6** to **D12**. A Skill always gets added into your dice pool, just like an Attribute.

SPECIALTIES

If any of your Skills has an additional word or phrase next to it—like **KNOW** (*Religion*), **SHOOT** (*Trick Shots*), or **PERFORM** (*Courtroom Etiquette*)—your Crewmember has a **specialty** in that area. You get to add an additional **D6** to any dice pool when your specialty can be used in a particular scene.

*There ain't a better engineer in the 'Verse than Kaylee. While there might be folks who shoot better, run faster, or talk prettier, Kaylee has **Fix D12** with a specialty in **Engines**. That means that anytime Kaylee's trying to get Serenity up and running, she gets to throw a **D12** and a **D6** into her dice pool. Those dice, along with her **Mental D8**, mean that it's pretty tough to keep Serenity down when Kaylee's on the boat.*

DISTINCTIONS

Distinctions are Traits that define your Crewmember's personality, history, and background. Whenever a Distinction applies positively to a roll, you can add a **D8** to your dice pool.

All Distinctions have up to three triggers that you can use to showcase your character's strengths and weaknesses. Some of these triggers allow you to step up or double dice in your dice pool, while others help you gain Plot Points (see page 18) or access other interesting effects.

For example, the first trigger in any Distinction allows you to gain a Plot Point when you add a **D4** to your dice pool instead of adding a **D8**. To use this trigger in your game, you describe your Distinction in a way that shows how that Distinction is acting against your character's interests, making it more difficult to accomplish your character's goals.

*Mal's got the Distinction **VETERAN OF THE UNIFICATION WAR**. Whenever he runs into an old Browncoat buddy, gets in a gunfight or other scrape, or sticks it to someone who was proud to be part of the Alliance, you add a **D8** to your dice pool. When this part of his background gets Mal in trouble, like trusting a soldier he knows he shouldn't, talking with a dandy who never served, or drinking in an Alliance bar on Reunification Day, add a **D4** to your dice pool instead and gain a Plot Point.*

If you're brand new to role-playing games, don't worry about the other triggers on your Crew Sheet for now. Just keep the above example in mind—it's easy to remember and comes in awful handy for grabbing some Plot Points from the Gamemaster.

ASSETS

By spending a Plot Point, you can create **Assets** to help you in your scene. You describe something helpful (maybe a **HANDY CROWBAR** or **PILE OF CRATES**) and you get a **D6** to add to your dice pool. If it's something you expect your Crewmember to use a lot, consider making it a **Signature Asset** when you create your character.

Wash heads into a dusty saloon with Zoe and Mal to talk to some rough characters who might have a job for the Crew. You know Wash isn't so great in a fight, so you decide he'll need a little help getting through if there's any violence. You spend a Plot Point to create an Asset—I'M WITH ZOE D6. If any trouble goes down in the saloon, you'll add that die to your pool since everyone knows Wash is with a lady who's mighty handy with a shotgun. If you wanted this to be a permanent part of Wash's character, you could make this Asset a Signature Asset on Wash's character sheet.

COMPLICATIONS

Complications are elements that make your Actions more difficult by adding a free die to your opponent's dice pool when they roll against you. Complications typically show up when you roll a 1 on your dice, although there are triggers that might add or step up Complications as well.

Complications are used throughout a particular scene or Episode and disappear when they don't make sense anymore. Once a scene moves to a new location or you've had the chance to clean up the mess, your character no longer suffers the negative effects of most of the Complications you acquired during the scene. The only ones that stick around are the Complications that have a little more staying power, the injuries and consequences that will logically follow your character into the next scene. You can also reduce or get rid of Complications by taking an Action against them (see page 17).

*Kaylee is trying to get Serenity up and running to evade a Reaver ship, but she's already made a few rolls that came up with a bunch of 1s. There's an **OIL SPILL D8** on the deck and she's nursing a **BROKEN ARM D10**. The Gamemaster can add a **D8** and **D10** to the opposing dice pool when Kaylee tries to repair the engines! That's tough enough that she might try to deal with one of the Complications—mopping up the **OIL SPILL D8**—before she tackles repairing the engines. If Kaylee leaves the engine room in search of help, she'd keep the **BROKEN ARM D10** Complication for any future rolls, but the **OIL SPILL D8** isn't likely to follow her out of the room.*



MASTERIN' THE GAME

CREATIN' ASSETS
AND COMPLICATIONS

Each adventure in the **ECHOES OF WAR** line, along with the **FIREFLY RPG** corebook, offers suggestions for **Assets** and **Complications** you can use in your game. Since both Assets and Complications may be used over and over again in the course of a scene or Episode, be sure to track the ones you or your Crew create. Notecards and the like work well for that.

By spending Plot Points, both the GM and the players create Assets and Complications over the course of an Episode. If you're stuck, don't be afraid to ask your Crew or GM for help coming up with interesting Assets and Complications. Though you get final say on any Assets or Complications you create, brainstorming together as a group is a great way to tell an awesome story!

DICE POOL TERMINOLOGY

CERTAIN RULES, LIKE DISTINCTION TRIGGERS, FIDDLE with your dice pool in specific ways. Here are a few terms that will help you understand how to use triggers to adjust your Crewmember's dice pool.

Stepping up a die means taking that die out and replacing it with the next highest die type. So, instead of rolling a **D6**, you'd roll a **D8**.

Stepping back a die means taking it out and replacing it with the next smallest die type. So, instead of rolling a **D6**, you'd roll a **D4**.

When you **double** a die, you include an additional die of the same type in your pool. Instead of rolling a **D6**, you'd add a second one for a total of **2D6**.



A BASIC TURN

WHILE YOU'RE CREATING YOUR DICE POOL, THE GAMEMASTER puts together his own pool to represent the opposition to your Action. The difference between the results from the two pools is what shapes the story. Here's how a basic turn works:

The Gamemaster **sets the stakes** by rolling the opposition dice and adding together the two highest numbers rolled to get one total. The Gamemaster may spend Plot Points to add additional dice to the total after rolling, keeping more than two dice. Any dice that come up 1s, however, don't count toward the total; set them aside for now.

The Crewmember then attempts to raise the stakes by rolling the player's dice pool and adding the two highest numbers rolled. Like the Gamemaster, the Crewmember may add additional dice to the total by spending additional Plot Points. Again, set aside all 1s that come up on any rolled dice.

If the Crewmember exceeds the GM's total, the player **raised the stakes** and the Action succeeds. If the result is a tie or lower than the GM's, then the player failed to raise the stakes and the story changes in an unexpected way.

When Crewmembers succeed at Actions in an Episode, things mostly go according to plan. They manage to convince smugglers to sell the goods they need at cheap prices, they can bluff their way past tough security, and bar fights generally work out in their favor. When the Crew fails, however, things get sticky. The smugglers want more than the Crewmembers have in the bank, the security guards start asking for identification cards, and the bar fight gets way out of control. These twists and turns should drive the story; the Crew has to find new ways to get what they want and save the day.

Some conflicts, however, have more immediate consequences for the characters. If a Crewmember or Gamemaster character is undertaking a dangerous action or is engaged in a high stakes conflict, there's a chance that a character may be **Taken Out** of the conflict and forced to leave the scene. Maybe the loser is knocked out by an opponent's punch, sits

fuming in a corner after an intense debate, marches off in a huff when embarrassed by a perfectly timed insult, or lies bleeding out on a rock from a gunshot wound. Not every conflict results in someone being Taken Out. But whenever the stakes get high, the Gamemaster should note that losing will result in the character leaving the scene.

*Let's go back to Jayne versus the fashion critic. Jayne's basic dice pool included **PHYSICAL D10 + FIGHT D10 + FAMILY TIES D8**. The fashion critic is a **Minor** character (see page 20 for more on Minor characters), so the GM decides that character's dice pool includes a **D6** and a **D8**, which represents an Attribute (**PHYSICAL**, because it's a fight) plus a Skill (**FIGHT** seems like the obvious Skill to use when fighting). Since Jayne is trying to punch the fashion critic in the face, the Gamemaster rules that this conflict will result in the loser being Taken Out.*

*Jayne rolls: **PHYSICAL D10 + FIGHT D10 + FAMILY TIES D8***

*GM rolls: **PHYSICAL D6 + FIGHT D8***

The fashion critic rolls 4 and 3 for a total of 7, setting the stakes. Jayne rolls 6, 3, and 2. Taking the two highest, he gets a 9. Jayne raises the stakes and WHAM! The critic is Taken Out of the fight with a sharp, left hook.

The Gamemaster isn't the only one who can set the stakes of a conflict. If two Crewmembers are tusslin' with each other or maybe some Gamemaster characters are goin' on the offensive, the Crewmember who is defending themselves should set the stakes for the Action, gatherin' up a dice pool, rolling it, and keeping the two highest dice rolled. Then the character who is goin' on the offensive should try to raise the stakes, as if the defending character was the Gamemaster for that roll. Most of the time this type of conflict results in one of the characters being Taken Out, as these conflicts are usually high stakes. The **FIREFLY RPG** corebook will have a lot more information about managing conflicts between characters.

STAYING IN THE FIGHT

If you really don't want to be Taken Out of a scene, you can choose to press on and keep fighting by paying a Plot Point and accepting a Complication. Rather than being Taken Out, you immediately receive a Complication equal to the highest rolling die in your opponent's dice pool.

The Complication you create should be related to the conflict that almost knocked you out. Be creative! Did you get a **BROKEN ARM** or are you a **WANTED MAN**? Do you keep fighting with a **GUNSHOT WOUND** or did the force of the gunshot just leave you **WINDED AND DAZED**? Typically the Gamemaster will tell you what Complication you receive from the conflict, but feel free to suggest ideas that make the story interesting!

The Gamemaster can make use of this rule as well to keep Gamemaster characters (GMCs) in the fight when they are about to get Taken Out by Crewmembers. When the Gamemaster protects a character this way, however, the player who was involved in the conflict gets the Plot Point spent and gets to say what Complication occurs.

BIG DAMN HERO DICE

If the total you rolled exceeds the total your opponent rolled by 5 or more, you rolled an **extraordinary success**. Shiny! Extraordinary successes allow you to bank a die for a future roll called a **Big Damn Hero Die**. The dice you bank as Big Damn Hero dice are equal to the highest rolling die type in the opposing dice pool. When you earn one of these dice, mark it down on your Crew Sheet as a Big Damn Hero Die under the appropriate die type.

Big Damn Hero Dice are special dice that allow you to do some thrillin' heroics. If you ever find that your roll comes up short—either when you set the stakes or when you're trying to raise them—you can spend a Plot Point and roll a Big Damn Hero Die. The result of that roll is added to your total before it's compared against your opposition's total. This uses up the Big Damn Hero Die—which you should mark off your sheet—but it usually results in your side winning the conflict. You might even earn another Big Damn Hero Die from an extraordinary success!

*Simon is rummaging through some salvage Mal has brought back to Serenity in an attempt to find some useful medical goods. The Gamemaster sets the stakes of the conflict at a 9, rolling a 5 on a **D8**, thanks to a challenging difficulty, and a 4 on a **MESSY SALVAGE D10** Trait. Simon manages to roll 14 on his **MENTAL D10 + KNOW D10 + MEDICAL D6** roll, exceeding the GM's total by 5 or more and earning himself a Big Damn Hero Die. In addition to finding some useful medical gear, he also keeps a **D8** Big Damn Hero Die—the die that rolled the highest in the opposing pool.*

*Later in the Episode, Simon finds himself pinned down by Alliance agents when the Crew tries to rob an Alliance supply ship. He tries to run down a hallway and tackle an Alliance soldier to get off the boat, but his roll fails to raise the stakes. Unless he spends some Plot Points, he's going to get Taken Out by the Alliance soldier. Simon decides to spend a PP to add a Big Damn Hero Die to his roll, rolling that **D8** he earned when he was looking for medical supplies. The **D8** comes up as an 8 and is added to Simon's total—more than enough to raise the stakes on the Alliance goon. Simon marks off the **D8** from his Crew Sheet.*

If your Big Damn Hero Die comes up a 1, though, it doesn't add anything to the roll and the Gamemaster gets to introduce a Complication, just as if you had rolled a 1 on any other die in your pool. But because your Big Damn Hero Die didn't help you out, you can take it back instead of accepting the usual Plot Point from the GM.

- ★ If the Gamemaster rolls a total that exceeds your total by more than 5, you lose one of your Big Damn Hero Dice that you've banked from previous extraordinary successes. However, the GM can only get rid of Big Damn Hero Dice that are equal to or smaller than the highest rolling die in the Gamemaster's dice pool. You don't lose the largest die you banked just because you caught a bad roll against some Minor opponents.

JINXES AND COMPLICATIONS

If you've watched *Firefly*, you know that the crew's luck ain't always great. If any dice in your pool show a one after you roll them, you've rolled a **jinx**. Your opponent may then spend a Plot Point to create a **Complication** regardless of whether or not you've won the roll. Remember that a Complication is an unhelpful Trait your opponent can use to work against you (see page 12).

The Complication die starts out at a **D6** and increases for each jinx you rolled in your die pool. Jinxes don't count toward your total, so you can pretty much set them aside as soon as you roll them.

'Member when Jayne knocked out that fashion critic by rollin' 8, 7, and 2? If he'd rolled 8, 7, and 1, Jayne still would have Taken Out the critic, but he's now rolled a jinx. The GM can take advantage of Jayne's bad luck by buying a Complication with a Plot Point.

*The GM gives Jayne's player a Plot Point to create a Complication based on the Action Jayne just took. The GM decides the fashion critic is actually the son of a local Sheriff and titles the Complication **BROKE THE NOSE OF THE LAWMAN'S SON D6**. Anytime that issue comes up in the story—like Jayne tryin' to convince the Law that he shouldn't get pinched for puttin' a dandy in his place—the GM can add a Complication die to his opposing dice pool.*

BOTCHES

If all of Jayne's dice came up jinxes, Jayne would face a far, far worse outcome—a **botch**. Maybe the critic would prove to be an expert brawler (**FIGHT D10**) who was holdin' back, or the leader of a nasty gang itchin' for a fight. Or maybe that father of his would be on the scene to hold Jayne accountable for lettin' his fists do the talkin'. Either way, Jayne would face a much worse outcome than if he just lost the roll against the Gamemaster and ended up getting Taken Out or with a new Complication.

When you roll a botch, you've earned a big, fat zero on your roll. While this almost certainly means you're going to get beat by the opposition—as you don't even have a total to fight back with—it's also a signal that the Gamemaster should lay on the trouble good and thick. When things go this bad, old foes come lookin' for the Crew and things start to fall apart all around them. A botch isn't just a failure with consequences; it's an invitation for the Gamemaster to spring a whole new world of trouble on the Crew.





OPPORTUNITIES

If any of the dice in the Gamemaster's dice pool come up as 1s, any player may take the Opportunity to spend a Plot Point and step an existing Complication back to a smaller die for each 1 rolled.

Whether they apply to the current situation or not, the players may step back any Complication on the table. Like jinxes, Opportunities don't count toward the total from the dice pool, so the Gamemaster should set them aside immediately after rolling them.

*If you recall, the Gamemaster assigned two dice to the fashion critic's pool. The GM rolls **PHYSICAL D6 + FIGHT D8** and gets a 6 and a 1. The 1 doesn't count toward the total, so the stakes fall to 6, but the 1 offers the Crewmembers an Opportunity. If there was a Complication titled **NOISY ONLOOKERS D6**, any of the players sitting at the table could spend a Plot Point to step back **NOISY ONLOOKERS** from a **D6** to a **D4**.*

REMOVING COMPLICATIONS

You don't have to wait for the Gamemaster to roll an Opportunity to try to remove a Complication. If you want to get out from under the Complication's negative effects, you (or another Crewmember) can put together a recovery roll with the appropriate Attribute, Skill, etc. against a dice pool featuring the Complication and a difficulty die (see page 24). Of course, not all Complications are easily

dismissed; it's going to be pretty hard for Kaylee to deal with a **BROKEN ARM** all by herself and Jayne is more likely to talk himself into more trouble after he **BROKE THE NOSE OF THE LAWMAN'S SON**. It's probably best to leave the medical treatments to Simon and the talkin' to Inara!

If you're successful at your recovery roll, remove the Complication completely. If you fail, step back the Complication die to represent that you've made some progress patching up a broken limb or smoothing things over with the local law enforcement types. There's a few limits on this: you may only attempt to remove a Complication once per scene and the GM may rule that it's impossible for you to actually make a recovery roll at all. It's pretty tough to clean up an **OIL SPILL D8** without the proper gear to mop up the mess!

It's also possible that you might roll a jinx on a recovery roll, resulting in the situation worsenin' for you and your Crew. If you roll a jinx on a successful recovery roll, the GM can hand over a Plot Point to introduce a new Complication related to your attempt to improve your situation—your **BROKEN ARM D8** is now **SPLINTED LIMB D6**. If you roll a jinx on an unsuccessful roll, your Complication gets worse by one step for every jinx you rolled without the GM havin' to pay any Plot Points at all, as your failed attempts to make things better result in you aggravatin' the situation.

PLOT POINTS

Plot Points give your Crewmember more control over what happens in the story, allowing you to improve your dice pool and change the outcome of your rolls. The more Plot Points you have, the more you can do to alter the course of your story.

Players can use a Plot Point to:

- ★ Keep an additional die from your dice pool in a total after your roll
- ★ Activate a Distinction trigger (when required)
- ★ Create an Asset at a **d6** that lasts until the end of the scene
- ★ Make an existing Asset last until the end of the Episode
- ★ Roll a Big Damn Hero Die and add it to your total after you roll

Players begin the Episode with one Plot Point but gain more of them when:

- ★ You activate a Distinction trigger, such as rolling a Distinction as a **d4** instead of a **d8**
- ★ The GM buys a Complication after you've rolled a jinx
- ★ The GM spends a Plot Point on a roll opposing your character
- ★ The GM decides you deserve one for great play, a snappy one-liner, or a scene description that impresses your Crew

ADJUSTING CREWMEMBER DICE POOLS

Crewmembers can adjust their dice pools in a few different ways. To wrap up, here's a list of everything that players can do to try to squeeze a little bit more juice out of their rolls when attemptin' those thrillin' heroics:

- ★ **Spend a Plot Point to create an Asset:** Players can always spend a Plot Point to add a new Asset to the scene, even before they roll. For instance, Jayne might decide that he wants to intimidate anyone who catches him punching the fashion critic. If he creates an Asset by spending a Plot Point before he rolls, like **I'VE GOT ENORMOUS MUSCLES d6**, he adds a **d6** to his dice pool and writes it down on a notecard for future use. Players can spend a second Plot Point to keep the Asset around for the rest of the Episode.
- ★ **Use existing Assets or Signature Assets:** Signature Assets, like Kaylee's **SERENITY d8** or Shepherd Book's **IDENTCARD d6**, are cued to a particular character and can't be shared. Signature Assets are permanent and can be used from Episode to Episode, while regular Assets are handy for a particular scene. Any Assets on the table, regardless of who created them, are fair game provided they're usable. Using an existing Asset or Signature Asset during a scene doesn't cost a Plot Point.
- ★ **Use Distinction triggers:** Some Distinction triggers let the players adjust their dice pools. In Kaylee's case, she has a Distinction trigger for **SHIP'S MECHANIC d8** called **Miracle Worker** that she can use to get a Big Damn Hero Die. (If she's messing with a derelict ship, for example, it makes sense she'd try to work miracles to get her up and running again.) So, instead of adding an **OPERATE d10** Skill die, she'd add a **d4** instead and bank the Big Damn Hero Die as a **d10** to use later. Crewmembers can use multiple triggers in a single roll, provided they are willing to meet the requirements of each trigger.

- ★ **Use a Skill specialty:** All Skill specialties appear in parentheses on a character sheet. Players can add a **d6** to a dice pool when their specialty applies to the Action they are undertaking. If Jayne decided to shoot the fashion critic instead of punch him, Jayne would add his **SHOOT d10** and an additional specialty **d6** for *Rifles*. Players can only use the specialty attached to the skill they are currently using in their rolls.
- ★ **Spend a Plot Point to use a Big Damn Hero Die:** Players may spend a Plot Point to add a Big Damn Hero Die to any roll, even after they've rolled once already. Players can only add a Big Damn Hero Die to a new dice pool if they

already had it in their possession. In the earlier example, Simon could only use his Big Damn Hero **d8** to tackle the Alliance soldier because he had earned it in an earlier Action.

SAMPLE DICE POOLS

NOT SURE WHAT TYPES OF DICE TO THROW TOGETHER?

Here are some common situations Crewmembers might get into over the course of an Episode. These are *suggestions* to help you create dice pools—don't be afraid to take these dice pools as inspiration and come up with your own.

Remember to adjust your dice pool before you set the stakes!

If the Crewmember wants to...	The Player rolls...	The GM rolls...
throw a punch at a Major Gamemaster character	PHYSICAL + FIGHT	GMC'S PHYSICAL + FIGHT
shoot at a thug	PHYSICAL + SHOOT	THUG d6 + EASY d6
sneak into a secure area	PHYSICAL + SNEAK	GUARD d6 + CHALLENGING d8
notice a Major Gamemaster character sneaking up on them	MENTAL + NOTICE	GMC'S PHYSICAL + SNEAK
remember a Browncoat's military service	MENTAL + KNOW	BROWNCOAT d8 + CHALLENGING d8
fix a boat in drydock	MENTAL + FIX	HULL d6 + the Complication trying to be removed.
sweet talk a saloon gal for info about the town	SOCIAL + INFLUENCE	SALOON GAL d8 + EASY d6
con a savvy merchant into a lower price	SOCIAL + TRICK	SAVVY MERCHANT d10 + CHALLENGING d8
impress a Major GMC with dancing	SOCIAL + PERFORM	GMC'S SOCIAL + FOCUS



FOR THE GAMEMASTER

IN THE FIREFLY RPG, THE GAMEMASTER STEPS INTO the shoes of a screenwriter, director, sound effects engineer, and executive producer for your group's Crew. When you sit down to play for an evening or afternoon, players star in an **Episode**, a wild adventure in which the players' characters face opposition and create drama while trying to accomplish their goals. It's your job to play the world at large, especially the folks who want to oppose the players.

Episodes are broken down into **scenes**, individual encounters through which the Crewmembers play out the story of the Episode. Scenes are always framed by the GM, which means you describe where the scene takes place, which Crewmembers are present, and who else is there. Crewmembers interact with each other or characters you create to propel the story.

Scenes end when the primary conflict or goal of the scene has been resolved. For example, a bank robbery scene might end when the crew cracks open the safe of a local robber baron. While the chase that follows the robbery might immediately follow the robbery, it's a new scene based around a new conflict. Lots of rules depend on starting and ending scenes, so

make sure you always make it clear to your players that one scene is ending and a new scene is starting.

Gamemaster characters (GMCs) come in three flavors: Major, Minor, and Extra. **Major Gamemaster characters** are characters that are featured in an Episode and are indispensable to the story. They have a full set of Traits just like Crewmembers do. **Minor Gamemaster characters** aren't a significant part of the story, but might still interact with any member of the Crew. They're made up of three Traits of any type. **Extras**, on the other hand, are unnamed characters represented by a single Trait.

The **FIREFLY RPG** corebook will explore the differences among these character types in great detail and will also show you how to upgrade these character types, like moving an Extra up to a Minor Gamemaster character or improving Major Gamemaster characters so that they continue to be a threat as the Crew develops their skills.

DIRECTING ECHOES OF WAR

THE ECHOES OF WAR LINE IS STRUCTURED TO HELP NEW and veteran GMs anticipate player Actions and create dice pools, Assets, and Complications that'll help shape the story.

Here's what you can expect to find each Episode.

- ★ **Title of the Action:** describes what the Action is and why it's important.
- ★ **Crewmember Pool:** describes possible Trait combinations for a dice pool. Don't forget to add in Assets, Complications, Distinctions, and specialties.
- ★ **GM Pool:** describes possible Trait combinations for the GM to set the stakes with. Don't forget to add in Assets, Complications, Distinctions, and specialties.
- ★ **Possible Assets:** contains suggestions for Assets that can be created or used here.
- ★ **Possible Complications:** contains suggestions for Complications that stem from this roll.

Tables are included throughout all **ECHOES OF WAR** adventures to help you narrate what happens next. They're meant to be reminders to help keep you on track and may be customized to fit your needs.

Example Results:

- ★ **If the player fails to raise the stakes:** The Crewmember doesn't complete the Action as desired. You may help the player figure out what the Crewmember should do next by using suggestions that appear in this box.
- ★ **If the player raises the stakes:** The Crewmember completes the Action and the story continues.
- ★ **If the player gets an extraordinary success:** The Crewmember performs the Action so well the player also gets a reward—a Big Damn Hero Die. You may help narrate the Crewmember's luck by using suggestions that appear in this box.



CONFLICT AND ACTIONS

IN EVERY EPISODE, CONFLICT DRIVES THE TWISTS AND turns the story takes. If Wash didn't pull off a Crazy Ivan, the Reavers would've caught up with them in the pilot episode. If Simon's tranquilizer didn't work on Jayne in "The Train Job," Jayne could've taken over and left Mal and Zoe behind. The core of a story in the 'Verse is rooted in the outcomes of these kinds of conflicts, and the Actions the Crew takes to overcome the bad guys, save the ship, and win the day.

When the Crew takes Action, you **set the stakes** by creating a dice pool, rolling the dice, and adding the two highest results together. The players then attempt to raise the stakes by creating their own dice pool and rolling the pool in an attempt to exceed the GM's total. This is called an Action or **Basic Action**. The Crew of any ship is used to takin' Actions to keep their ship running and their cargo safe, so expect your Crewmembers to jump into Action quite a bit over the course of a given Episode.

BEATS

All Actions take place in the space of a **beat**, the smallest unit of time in an Episode. Beats don't have a fixed length; they last just long enough for a Crewmember to take a single Action with a single roll. Some beats last for days or weeks—like when Wash pilots *Serenity* across the black while avoidin' Alliance ships—while other beats take just a few seconds to resolve. There's no fixed number of beats in a scene; they're just a useful way of breaking up the goings-on within a scene.

ACTION ORDER

Sometimes, things get a mite hectic—especially when guns are drawn. Any time it's important to know who goes first, you can set an **Action Order**. You don't need to set an Action Order for every conflict, but you'll want to clarify who gets to go next when more than one or two characters want to get involved.

As GM, you initially pick which player goes first based on the situation. For example, you might

decide that Jayne's itchy trigger finger makes him best prepared to shoot first or that Zoe's sharp eyes mean that she sees the Reavers coming before anyone else. It's okay to pick one of your own Gamemaster characters to go first, especially if they have the drop on the players because of an ambush or the Crewmembers' poor planning.

When you declare a player goes first, that person declares an Action, you set the stakes for that Action, then the player makes a roll. Once that Action is resolved, that player gets to pick who goes next—either another Crewmember or a Major, Minor, or Extra GMC you control. The Action continues until the last player has had their turn. After all the characters—including GMCs—have taken one action, the last character to act starts up the next round by picking a new character in the Action Order, perhaps even himself, to go next.

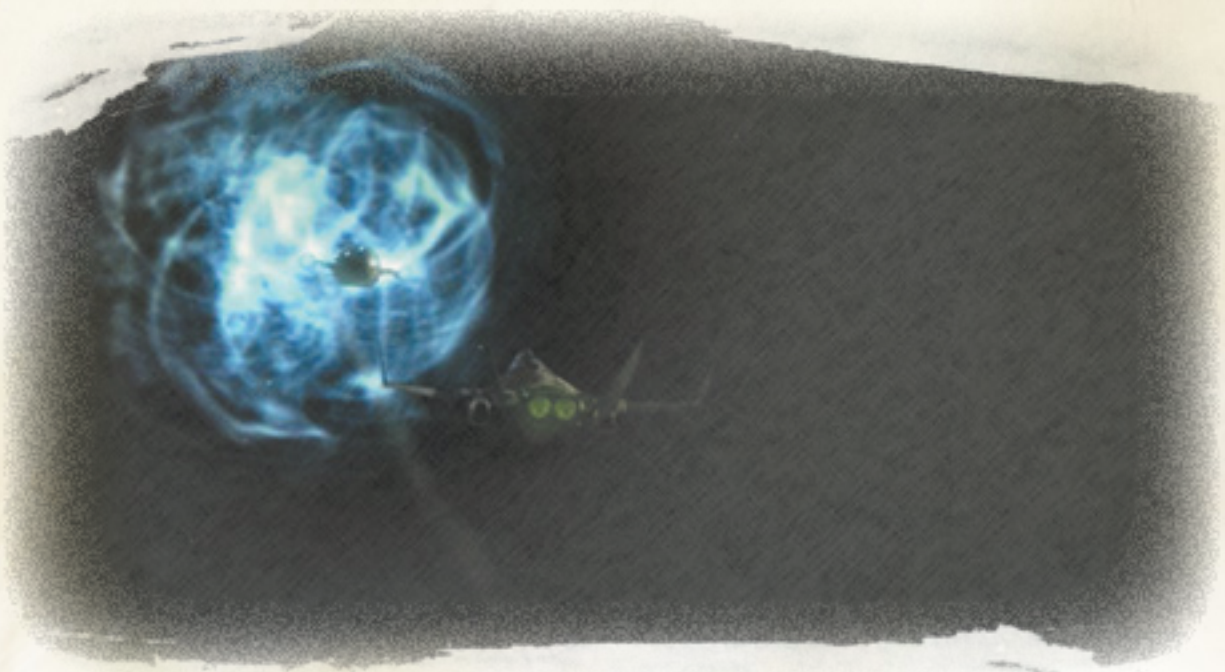
- ★ **You can stop an Action Order at any time.** Typically, it makes sense to end the Action Order after the scene is over, when a Crewmember or GMC scores a decisive win, or if there are no more GMCs present in a fight because they've been Taken Out (see page 14).

TIMED ACTIONS

When tensions run high and the Crew's lives are on the line, consider using a **Timed Action**. This is a special type of Action used to represent time-sensitive tasks; it's created by stringing a series of Basic Actions together.

In a Timed Action, time is measured and counted down in a specific number of beats—each beat is equivalent to a single roll of the dice. The more beats you provide your players, the more time they have to complete their task. Each time Crewmembers roll the dice, they use one beat. You can use checkboxes or tokens to keep track of beats. You as GM determine when a Timed Action is applicable, how many beats it has, and how many players it involves.

If players beat your total, it only costs them the time spent, one beat. If they achieve an extraordinary success, it means they found a shortcut and don't lose any time at



all—they don't use a beat for that roll. If they fail to raise the stakes, they didn't accomplish what they set out to do, and the beat is still lost. Move on to the next stage of the Timed Action.

Mal and Zoe have run into an old war buddy in a backwater bar, a friend who has fallen on hard times. Unfortunately, the Browncoat has activated a bomb and won't listen to reason. Instead of escaping, Mal and Zoe want to save the patrons in the bar (and their friend!) and deactivate the bomb.

The Gamemaster declares that diffusing the bomb will require three Actions—finding the bomb in the bar, cracking open the bomb case without setting it off, and defusing the bomb itself. Since the old friend has already activated the bomb, the Gamemaster gives Mal and Zoe five beats to clear the bomb before it goes off.

*For the first Action, Mal rolls **MENTAL + NOTICE** to find the explosives his old friend stashed away under the bar itself. He's successful, so he spots the bomb wrapped in an old Browncoat jacket that his friend used to wear. He uses up one of the beats, but they've still got four beats left.*

*Zoe tackles the next Action by rolling **PHYSICAL + LABOR** to force the bomb casing open far enough for Mal to get a look at the detonator. She creates an extraordinary success and rips open the clumsy casing by forcing apart the metal with her bare hands, earning them an extra beat! Mal and Zoe still have four beats left.*

*Mal rolls **MENTAL + KNOW** to see if he remembers anything about disarming this kind of bomb. He fails, and eats up one of their remaining four beats. They only have three beats left!*

Mal makes his roll again and succeeds. He remembers that he's seen this kind of weaponry before, and he shuts down the bomb before anyone gets hurt. Because he's able to finish the Actions before the beats ran out, the bomb doesn't go off.

Timed Actions are an excellent way of creating tension for your players in a variety of contexts.

ROLLING FOR THE OPPOSITION

THOUGH YOU DIRECT THE EPISODE, YOU ALSO INTERACT with the players to help shape the story. The majority of the time, you're fillin' the shoes of a character who's actively opposing a Crewmember. In those cases, your dice pools mirrors the choices the players take to create their own. Be sure refer back to page 8 and re-read the Crewmember Basics section to refresh your memory.

- ★ Dice pools you create on behalf of a Major Gamemaster character always provide you with more dice to roll. These dice pools might include:
- ★ Attribute
- ★ Skill
- ★ Trait die representing the situation or location
- ★ Distinction or Distinction trigger
- ★ Signature Asset
- ★ Complications that work against the player

There are other times, though, when a Crewmember wants to take an Action that isn't opposed by another Major Gamemaster character. Inara wants to send an important wave. Kaylee wants to fix a crucial part to the ship. Mal wants to salvage a derelict. These Actions might fail in interesting ways, so they're worth rolling for. But they don't necessarily have a character opposing the Crewmember's success.

All GM dice pools that aren't centered around a Major GMC include at least one die to represent the difficulty of the Action. So, the types of dice you add to a basic GM dice pool might include:

- ★ Difficulty die
- ★ Trait die representing the situation or location
- ★ Minor GMC or Extra die
- ★ Complications that work against the player

MASTERIN' THE GAME

DIFFICULTY DICE RATING

The higher the stakes, the harder it is for Crewmembers to accomplish tasks. Choose dice based on the ratings below to relay how easy (or hard) it'll be for a Crewmember to complete an Action. Remember, you only assign a difficulty die to your dice pool if a Major GMC is *not* involved in the roll.

- ★ d4: Very easy
- ★ d6: Easy
- ★ d8: Challenging
- ★ d10: Hard
- ★ d12: Really hard





BUILDING OPPOSING DICE POOLS

Dice pools are created according to who or what is opposing the Crewmember. A **difficulty die** is assigned for any Action that does *not* involve a Major Gamemaster character. If the Crewmember is opposing a Major GMC with a full set of stats, the Gamemaster assembles a pool based on the Major GMC the same way a Crewmember does. The Gamemaster only gets to add a difficulty die to a roll when there are no Major GMCs opposing the Crew.

In addition to the difficulty die or Major GMC, the Gamemaster builds a dice pool by picking up one or more dice based on appropriate Traits from the location, opposing characters, ship, etc. These Traits can have a variety of ratings—ranging from **D4** to **D12**—each detailing how the Action will be made difficult by the circumstances the characters face. Sometimes these obstacles are small like a **SLIPPERY FLOOR D6**, but they can be tough, troublesome problems like an **AMBUSH D10** or a **WARZONE FIREFIGHT D12**.

Let's say Kaylee is on board an old derelict. Your friendly neighborhood mechanic is hopin' to get the ship's computers up and running again to find out what she can about the cargo and the ship's crew. Now, the ship's busted and there ain't a soul on board. If Kaylee isn't able to operate the older model's computers, the Crew

is going to miss out on vital data that would help them avoid traps and problems on the ship. In this case, an Action is definitely required.

*First thing you do as the Gamemaster is grab a difficulty die. Let's say that the information Kaylee might learn is powerful useful, so you add a **D10** to your dice pool. You decide to improvise a little bit and assign two brand new Traits to the computer systems: **ENCRYPTED D6** and **OUTDATED D8**. Now, instead of tinkering with an old computer set-up, Kaylee has to break the code to access the derelict's outdated data files. You roll these three dice (**D10**, **D8**, and **D6**) and set the stakes at 11 using your two best dice.*

*In response, Kaylee creates a dice pool. She adds an Attribute, Skill, Distinction, and any relevant Assets she has in her possession, or Complications that might work in her favor. Kaylee builds her dice pool based on her **MENTAL D8** Attribute and **OPERATE D10** Skill. She rolls, comes up with a 15, and successfully decrypts the computer to learn that the Alliance is still tapped into the derelict's computers. The derelict is a trap and the Alliance is now on their way!*

GANGING UP ON THE CREWMEMBERS

Often the opposing GMCs will outnumber the Crewmembers; after all, there's safety in numbers when you're tryin' to get by in the 'Verse! When this happens, the Gamemaster doesn't have to roll individually for each thug that happens to be opposing the Crew. Instead, you can rule that the characters are **ganging up** on a Crewmember and treat each additional GMC as a Trait in the opposition roll. No matter how many GMCs are ganging up, however, the GM still only gets to keep two dice for the total.

*Inara is trying to bluff her way past a few Alliance guards to rescue Mal from the clutches of an Alliance prison. When the four **ALLIANCE GUARDS D8** roll to set the stakes, the Gamemaster rules that they are ganging up on her, all working together to ask her questions and try to poke holes in her story. The Gamemaster rolls **5D8** (a **D8** for each guard and a **D8** for a challenging difficulty), but only keeps the top two dice for the total. Inara has to raise the stakes with her own roll to talk her way into the prison.*

If the Crew tries to Take Out GMCs who are ganging up on them, a success on a roll Takes Out one of the GMCs, eliminating a die from the opposing pool. An extraordinary success, in addition to generating a Big Damn Hero Die, Takes Out two GMCs. If a Major GMC is opposing the characters while using a gang, the Major GMC can opt to have a member of the gang be Taken Out instead of paying a Plot Point and suffering a Complication, allowing the gang to bear the brunt of the fight.

*When Inara breaks Mal out of prison, the security guards she bluffed start shooting. Mal opts to shoot back, and the four **ALLIANCE GUARDS D8** roll to set the stakes again with a **D8** from a challenging difficulty and **4D8** from their gang. Since both sides are shooting, the Gamemaster notes that the loser of the roll will be Taken Out. If Mal raises the stakes on the **GUARDS**, he Takes Out one of the **GUARDS**, leaving the gang with one less **D8** to roll on the next Action.*

CREATING INTERESTING COMPLICATIONS

One of the Gamemaster's primary jobs during an Episode is to create compelling Complications when Crewmembers roll jinxes. Each and every time that the Crewmembers' dice come up with 1s, you've got a chance to make their lives more interestin'. Take advantage of it! Hand over those Plot Points to Crewmembers—which will let them be amazing in a future Action—and throw down a Complication on the table.

The best Complications are problems that snowball into conflicts, leading the Crew to stories that give them a chance to shine. This takes a bit of ingenuity on the part of the GM because it's easy to default to Complications that dead end into boring injuries or lame problems. Great Episodes in the **FIREFLY RPG** are driven by Complications that draw in new Major and Minor GMCs, provide other Crewmembers with opportunities to help the Crew succeed, and show the Crew that their Actions have consequences that echo throughout the 'Verse.

*Say Jayne was the first to break into the derelict's cockpit and rolled a jinx on his first roll in the scene. Because Jayne rolled a jinx, you're now able to buy a Complication that works against the Crew. You hand Jayne a Plot Point and write **BUGGY MAINFRAME D6** on a card, placing it in on the table for everyone to see. He broke into the ship all right, but he managed to damage the ship's computers in the process of crackin' open the derelict. The **BUGGY MAINFRAME** ain't a problem that Jayne's likely to solve, so it's the perfect kind of Complication to draw another Crewmember into the scene.*

USING COMPLICATIONS TO OPPOSE THE CREW

Once you've put Complications into play, you can add them to any roll where they'd make the Crewmembers' lives more difficult. They can apply when a GMC is opposing the Crew or when Crewmembers attempt Actions that are opposed by difficulty dice. You don't need to add in Complications every time players roll dice, but don't shy away from challenging the Crewmembers when they've gotten themselves into trouble.

*Kaylee is now attempting to access the derelict's busted, encrypted, outdated computers—a tough job. You've still got the same three dice: a **D10** for your difficulty, a **D8** because the computers are outdated, and a **D6** to show they're encrypted. Since the **BUGGY MAINFRAME D6** can work to block Kaylee from accessing the information, you can add another **D6** to your dice pool before you roll to set the stakes. However, you still only get to keep two of the dice for the total—unless you're willing to spend a Plot Point from the bank to add additional dice.*

USING PLOT POINTS AS THE GM

THE GM HAS TWO PILES OF PLOT POINTS: AN UNLIMITED pile to give to players and a limited pile—the **bank**—to spend on rolls opposing the Crew. In the first case, GMs give out Plot Points to Crewmembers whenever a Distinction trigger calls for it or when a player says something particularly witty, funny, or dramatic. There's no limit to how many Plot Points GMs can give out to Crewmembers in this fashion.

In contrast, the GM starts each session with a bank of one Plot Point per player. These Plot Points can be used to help the Gamemaster provide a more active resistance to the Crew, and they must be spent by the end of the session or they're forfeited. GMCs can put more Plot Points in the bank when they use their Distinction triggers and Signature Asset triggers.

GMs can use Plot Points to:

- ★ Include additional dice in the total during an Action
- ★ Activate a Distinction trigger for a Major GMC
- ★ Buy a **D6** Complication (or higher) when a player rolls a jinx
- ★ Upgrade a Complication when a player rolls a jinx
- ★ Reward players for great moments in the Episode



OPTIONAL RULE: MORE ASSETS AND COMPLICATIONS

While there are usually plenty of Complications and Assets generated when the Crewmembers start rollin' dice, sometimes the Gamemaster wants to add Assets and Complications even when the Crewmembers haven't spent Plot Points or rolled jinxes. Here's how you can make them work if you want to include more Assets and Complications in your game:

If the Crew tackles a problem successfully, the Gamemaster can offer them a free **D6** Asset to reward them for thrillin' heroics. As with all other Assets, a Crewmember can spend a Plot Point to make it last for the rest of the Episode.

If the Crew fails at a challenge, the Gamemaster can apply an additional Complication to the Crewmembers who failed to raise the stakes. In addition, the GM can spend a Plot Point from the bank to make this Complication last for the rest of the Episode.

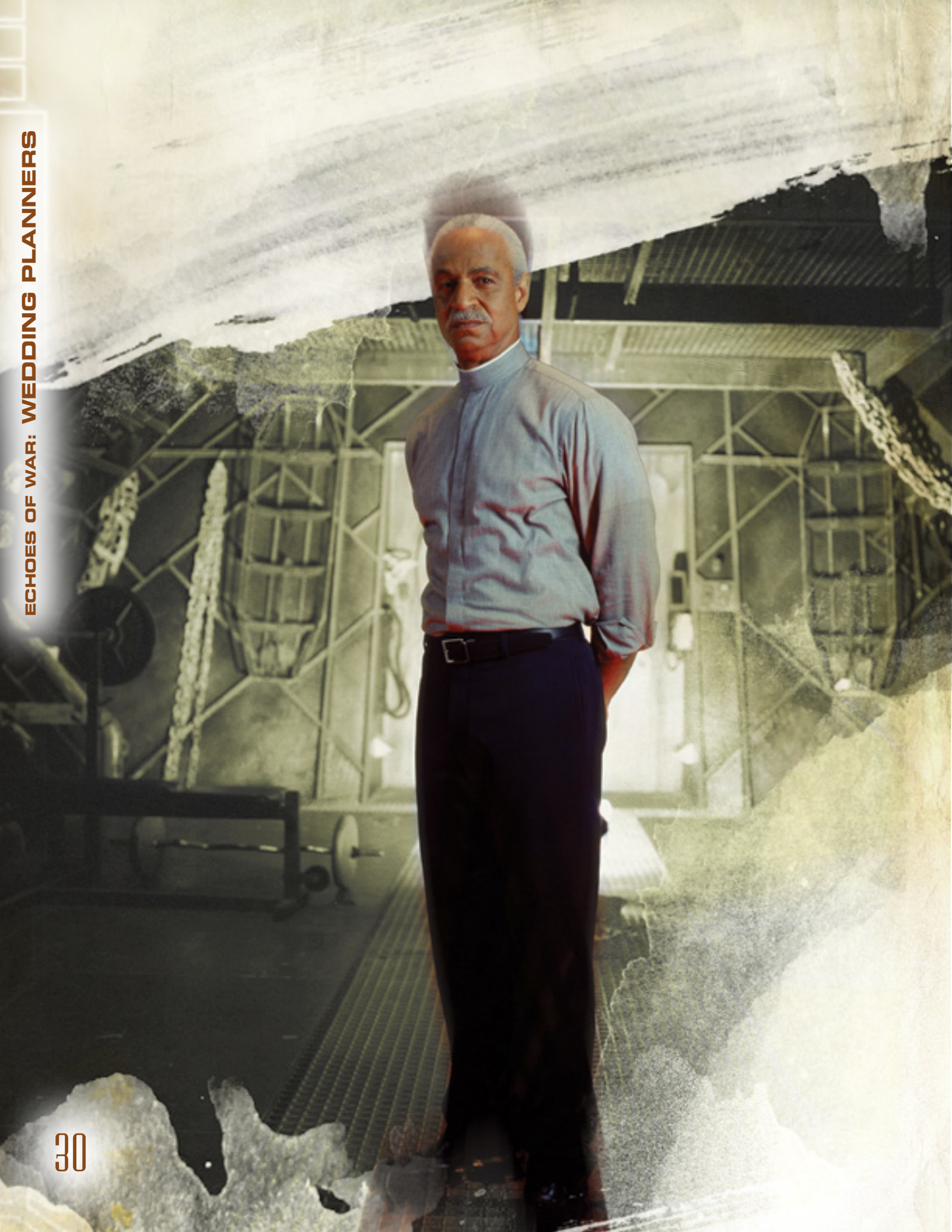
Note that you shouldn't add additional Assets or Complications when the stakes are high enough for characters to be Taken Out. In those cases, Crewmember already gain mechanical benefits when they win and suffer Complications when they lose and keep fighting.

For example, when Kaylee is trying to crack open the derelict's computer to get information, the Gamemaster might offer the Asset **SHIP MANIFESTO D6** if she successfully bypasses the security on the older mainframe. At the same time, if she fails the roll, the GM might introduce the Complication **ALLIANCE TRACKING DEVICE D6** to represent the trouble the Crew is getting into by trying to salvage the derelict. All of this is in addition to the Assets she might generate for herself with Plot Points or the Complications that might arise from jinxes she's rolled. Since no characters are going to be Taken Out on this roll, the Gamemaster can add these additional Assets and Complications without overwhelming the Crewmembers.

ADJUSTING THE GM'S DICE POOL

Remember that your dice pools aren't static or boring. Gamemasters can always adjust their dice pools, even if there isn't a Major GMC in the scene. To adjust your dice pool, you:

- ★ **Add a Trait:** In addition to difficulty dice or Major GMC dice, you may also add in additional Traits based on the environment. Players may have to outrun a **SPEEDING TRAIN d8** or search through a **CROWDED ROOM d6**. Sometimes these dice are directly tied to locations—like **MINEFIELD d10**—but they can also be situational and reflect some of the specific obstacles that the Crew faces when trying to get a job done.
- ★ **Use an existing Complication:** Remember, Complications are created when the players roll a jinx. Since you set the stakes at the beginning of an Action, you can only use Complications that are already in play for that scene, provided they apply to your dice pool. You can add as many Complications as apply without paying additional Plot Points. A character with a **BROKEN ARM d10** who is slipping around on an **OIL SPILL d8** while dealing with a **BUGGY MAINFRAME d6** is in some real trouble!
- ★ **Use a Distinction trigger:** Major Gamemaster characters are key players in an Episode and are represented by a full set of game rules. Distinction triggers are included for Major GMCs in both **WEDDING PLANNERS** and **SHOOTING FISH**.
- ★ **Use a Skill specialty:** All Skill specialties appear in parentheses and add a **d6** to a dice pool when appropriate. Both Major and Minor Gamemaster characters may have Skill specialties that could help them in opposing the Crew.
- ★ **Use a Major Gamemaster character's Signature Asset(s):** Major Gamemaster characters may also have Signature Assets that are part and parcel to their character. While you can't spend Plot Points to create Assets or use any Assets in play, you can use a Major GMC's Signature Asset if it's provided.



"Always make sure you can run in a bridesmaid's dress.

As a Companion, I've learned that the hard way."

— Inara

The Way of Things

WEDDING PLANNERS IS A FUN, FAST-PACED ADVENTURE

meant to emulate one of Joss Whedon's *Firefly* television episodes. The adventure is written for the Crew from the series; however, if you and your group would like to create your own Crew, feel free!

The adventure requires at least three players. The major Crewmembers featured in the adventure are **Captain Malcolm Reynolds** and **Inara Serra**. A good choice for a third character could be **Kaylee** (someone who would be sympathetic to our heroine), **Jayne** (the muscle, who is infatuated with the heroine), or **Zoe** (the competent voice of reason). All the Crewmembers have a role to play in the adventure. If you have a limited number of players, they could each enact the roles of two Crewmembers or you can run the others as Gamemaster characters. If you have more players, you can include more Crewmembers.



MASTERIN' THE GAME

RUNNING WEDDING PLANNERS

This adventure's meant to be playful and fun, on the order of "Our Mrs. Reynolds." There's lots of action, but not a lot of gruesomeness and killing. Reward players who use their charm, wits, fists, fancy talk, or chair throwing instead of bullets.

It's also meant to emulate a television episode, which means there's a plot. The adventure is broken down into acts and scenes. The players have no script, however! They have to figure out how to deal with the various situations they encounter, such as coming up with a cunning plan to help the heroine escape her wedding or freeing hostages being held by pirates on board the cruise ship. Play up the plot twists. Just when the characters think everything is going smooth, make sure all hell breaks loose.

Don't be a slave to the rules. If a situation comes up during the game and you can't find a rule to cover it, don't stop the game to go searching through rulebooks. Just wing it! The game is about the fun and the action, not the rules.

The Unification War hasn't been over that long. Memories are vivid. The losers may be bitter and disillusioned or they might just want to forget and move on. The winners may be insufferable and gloat over their fallen foes or they could feel proud that they did what was required of them. In the *Wedding Planners*, echoes of the War still haunt those who fought in it. Two of the supporting characters served in the War—one an Alliance soldier, the other a member of a secret elite unit for the Browncoats. We provide the opportunity for you and your players to role-play some interesting discussions around the dinner table on board *Serenity* regarding the War.



Like most *Firefly* episodes, this one's about finding a job, doing the job, and getting paid for the job. That shifty low-life entrepreneur Badger hires Mal and his Crew to transport a wealthy land baron's celebrity stepdaughter to her wedding ceremony on board a luxury cruise liner. Sounds simple enough, but for the *Serenity* crew, no job is simple and nothing goes smooth. Turns out the young woman is being forced into the marriage by her stepfather, who is holding her lover hostage to make sure she goes through with the wedding. She wants to hire the Crew to free her lover and help her escape marriage to a man she hates.

Helping a damsel in distress is something a big, damn hero like Captain Reynolds would do—until he finds out he won't get his pay until *after* the bride is safely on her honeymoon. Adding to his problems are a beautiful wedding planner who takes a shine to him and pirates who try to kidnap the bride. Seems like someone else has a reason for stopping this wedding!

So gather your friends around the table. See to it that everyone has their “funny” dice and lots to eat, be it wife soup, a protein cake, or mystery food from cans without labels. You and your Crew are about to board a boat named *Serenity* and head out for adventure in Joss Whedon's wonderful world of *Firefly*.

CHINESE PHRASES

You'll find a couple of phrases in Mandarin Chinese throughout this adventure. Here's a quick guide to what those phrases mean. Interested in learning more?

Chinese (Mandarin)

English Translation

hún dàn

Jerk

mǐ tián gòng

Excrement

gǒu shǐ

Dog poop

fèn duī

Pile of dung

lè sè

Garbage

wáng bā dàn

Jackass

Guǎi mǎ jiǎo!

Throw a monkey wrench into things!

Zāo gāo

Something's wrong.

CASTING CALL

WHAT FOLLOWS ARE YOUR GUEST STARS AND FRONTRUNNER types, folk who're protagonists or antagonists depending on the way your story goes. Give 'em a read. These descriptions'll help you shape *Wedding Planners* to your liking.

BARON OPTIMUS FAIRCHILD

Character Type: Planetary Robber Baron

Role: Baron Fairchild hires the ship through his intermediary to protect his stepdaughter and teach her a lesson.

Acts: The Crew goes to get paid by him in Act III and he's there for the wedding in Act IV.

Character Description: The Baron is in his sixties. He's tall and muscular, deeply tanned, with iron gray hair and deep wrinkles. He still works most days on his ranch. He's good with his fists and a gun. He's a hard man who's used to gettin' what he wants and no backtalk. The only person he ever really loved was his first wife. Her desertion left him embittered and distrustful of women. He married his secretary because the circles in which he traveled demanded he have a wife and she happened to be handy.

What Came Before: The Baron and his first wife moved to Persephone with a few head of cattle and a dream. Give the Baron his due, he worked hard and now owns the biggest cattle ranch in the entire White Sun system. When his first wife broke his heart by runnin' off with a ranch hand, the Baron married his lovely secretary, Belle, a young woman who had accompanied him here from the Core.

Belle was an unwed mother with a baby daughter named Lilianna. Belle married the Baron on condition he would adopt her daughter. The childless Baron agreed to the terms. Some folk wondered why he wasn't eager to have a son. But the Baron said his daughter would marry and bring him a son—that'd work out better anyway, since he'd have the choosing of the man.

Connection to Lilianna Fairchild: When Lilianna developed into a remarkable beauty, the Baron realized he had a saleable commodity. He started showin' her off, taking her with him to visit his powerful and influential friends in the Core worlds. He lavished her with jewels, designer dresses, gave her everything she wanted, but rarely ever paid much attention to her.

He was a mite displeased when Lilianna began to work for her mother's charities on the Rim, until he saw how this made her even more popular. He heard that folks started calling her "Princess" and they meant it in a nice way. He liked that, as it enhanced his status. To add to his good fortune, any number of powerful men sought Lilianna's hand in marriage. The Baron eventually chose one of them, a fellow name of Templeton Steele.

Connection to Templeton Steele: As for the reason the Baron chose Steele, it happens that when the Baron was staking his claim to those 900,000 acres, he was thinkin' of what was above ground. He wasn't thinkin' of what was below. Turned out that was a mistake. He recently learned from a secret surveyor's report that a parcel of land adjacent to his property is stuffed to the gills with platinum. That land belongs to Steele. He refuses to sell it, but he'll be glad to give it to the Baron in return for the beautiful Lilianna.

The Story So Far: The Baron always assumed Lilianna would go along with his plans and it came as a shock when she refused to marry Steele on the grounds that he "gave her the creeps." The Baron did some snooping and discovered his daughter is carryin' on with a ranch hand name of **Daniel Blake**. Not only does the affair with a ranch hand bring back bad memories of the ex-wife, this no-account threatens to derail the Baron's plans.

A man of action, the Baron didn't bother to argue or plead with his stepdaughter. He hired some thugs from a low-life name of **Badger** to abduct Daniel. Badger handled the job with his usual efficiency and now the Baron is holding Daniel hostage, threatening to sell him into indentured servitude if Lilianna doesn't go through with the wedding.

He also wants to show his daughter what her life will be like if she goes through with the wedding, so he uses Badger to hire a run-down ship to take her in secret to the event. Just to be on the safe side, however, the Baron hires a Companion, **Nova Norling**, to take Lilianna's place in public during her secret trip.

Likes and Dislikes: The Baron is unhappy with Lilianna's affair with the ranch hand Daniel. His first wife ran off with a ranch hand and he'll be damned if his stepdaughter does the same. He wants the wedding to Steele to go off without a hitch, and he's willing to do whatever it takes to make it happen.

Flashbacks and Echoes: The Baron was a minor government functionary with the Bureau of Terraforming who saw the potential to make lots of money out on the Rim. He acquired the 900,000 acres of land he owns on Persephone in return for setting up certain influential politicians with some very sweet deals on other planets. Though he didn't serve in the War, his influence within the Alliance is not to be ignored.

ATTRIBUTES

MENTAL

8

PHYSICAL

8

SOCIAL

8

SKILLS

FIGHT

6

KNOW (POLITICS)

8

SHOOT (RIFLES)

8

FOCUS

8

LABOR (RANCHWORK)

8

SURVIVE

6

INFLUENCE (INTIMIDATION)

10

NOTICE

6

DISTINCTIONS

CATTLE BARON

8

Everybody's got to eat. Ain't nothing in the 'Verse like a juicy steak. 'Cept maybe what folks are willing to pay for one.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *An Eye for Good Folk.* Spend 1 PP to create a **D8** Asset representing a servant or ranch hand.

FRIENDS IN HIGH PLACES

8

The Alliance thinks highly of you. That's the only opinion that matters.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

TOUGH AS AN OLD LEATHER BOOT

8

You built your empire with your own hands. You may be a rich man now, but you're still the same sumbitch on the inside.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *Hard Bargain.* Spend 1 PP to step back a Complication during a negotiation.

SIGNATURE ASSET

ALLIANCE INFLUENCE

8

Baron Fairchild is known throughout the Rim as an influential man in Alliance politics. While he doesn't like to throw his weight around needlessly, he's not above calling in a few favors to get unsavory situations resolved.

THE BARON'S BODYGUARDS

Role: These guards are hired from a Core agency. They're experts in their field, but they may or may not believe they are paid enough to take a bullet for the Baron. They are **EXPERT BODYGUARDS D8**.

"You drive a hard bargain, sir. Shall we adjourn to the observation deck of my yacht for cigars and refreshments?"

DANIEL BLAKE

Character Type: Earnest True Love of Lilianna Fairchild

Role: He's being held by Baron Fairchild to force Lilianna to go through with the wedding. He'll also go into foolish action if the Crew dawdles too long with their plans.

Acts: Daniel is likely rescued in Act III and shows up to stop the wedding in Act IV.

Character Description: Daniel is twenty-six years old, very handsome, with a down-home kind of charm. He's good with his fists and a fair shot with a handgun and a rifle. He doesn't know squat about "fancy" weapons. He's knowledgeable about diseases that affect ranch animals, including horses, dogs, cats, cows, and pigs. He has no formal education, but he has learned to read some and has picked up some rudimentary cipherin' skills.

What Came Before: He was born on the Fairchild Ranch and started workin' there when he was old enough to shovel manure. His mother was a cook and his father was a ranch hand. Daniel had no schooling except what he could pick up on his own. The Baron didn't care 'bout booklearnin' for folks like him.

Connection to Lilianna Fairchild: Daniel was so good with horses that when the Baron's stepdaughter wanted to learn to ride, the ranch foreman assigned Daniel to work with her. Lilianna was a natural when it came to riding. She loved horses as much as Daniel did. They took long rides together over the vast prairie, talking of their hopes and dreams, and fell hopelessly in love.

Lilianna rekindled Daniel's dream of going to the university. She knew he'd need more schoolin', but she could help him with that. She told her mother about the relationship. Her mother was going to talk to the Baron, hoping to persuade him to let the two young people be happy. But then her mother died and the Baron told Lilianna she had to marry Templeton Steele.

The Story So Far: Daniel put up a good fight when thugs came for him, so he'll be somewhat the worse for wear by the time of the wedding. He has a split lip, a bruised face, a concussion, and two broken ribs. He's being held in the mansion under lock and key at the beginning of the adventure, but he'll be transferred to the yacht for the trip to the cruise liner. Once there, he'll be kept aboard the yacht, locked up in his room with two guards.

Likes and Dislikes: Turns out, though, that Daniel didn't need to read a book to know he had a gift for working with animals. He learned to ride and break horses at an early age. The ranch's resident vet began teaching him how treat diseases in both horses and cattle. Daniel's dream is to go to university to study to become a vet. Fat chance of that happenin' to a fella who can't read above a first-grade level.

Flashbacks and Echoes: Daniel and Lilianna talked about runnin' away together, but they had to face facts—there's really nowhere in the 'Verse the "Princess" can go without being recognized. Still, they made desperate plans that ended when Badger and his thugs abducted Daniel. If they end up together, the Baron will use his Alliance influence to keep them on the run as long as it takes.

ATTRIBUTES

MENTAL

6

PHYSICAL

8

SOCIAL

4

SKILLS

FIGHT

6

KNOW

6

SHOOT

6

FOCUS

6

LABOR (RANCHWORK)

8

SURVIVE

6

INFLUENCE (CHARMING)

8

MOVE

6

TREAT (ANIMALS)

6

DISTINCTIONS

ANIMAL LOVER

8

Treat 'em right and they're more loyal than people.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *They Can Smell Fear.* Step back a Complication involving an angry animal if you walk toward it, unarmed.

HANDSOME RANCH HAND

8

All that hard work in the fields keeps you fit.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

NEVER LEARNED TO READ NOR WRITE

8

They never got around to building a schoolhouse where you're from.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

Barely Literate: Gain 1 Plot Point when pretending that you've read and understood something that gets you in trouble.

DANIEL'S GUARDS

Role: Daniel's guarded by two thugs provided by Badger, since the Baron can't trust any of his ranch hands, who like Daniel. These are typical thugs Badger would hire: **MORE BRAWN THAN BRAINS D6**.

*"The Baron can lock me up, but once I'm free?
I'm a-comin' after him."*

LILIANNA FAIRCHILD

Character Type: The Rim's Princess

Role: The center of the conflict. She's being forced into a political marriage that only the Crew can stop.

Acts: All

Character Description: Lilianna is twenty-two, a stunning blue-eyed blonde, tall with an elegant figure. She loves Persephone; loves the bleak, vast landscape; loves riding her horse across the prairies. Most of all she loves a horse-trainer name of Daniel Blake, who is twenty-six-years old and not so bad lookin' himself.

What Came Before: Stepdaughter of land baron Optimus Fairchild, Lilianna grew up on the Baron's vast estate on Persephone. When Lilianna began to develop into a stunning beauty, the Baron saw how she could be good for business. He began taking her places and showing her off. She was only sixteen when she became a media darling and paparazzi followed her every move. Folk elsewhere, out on the Rim, started callin' her Princess. They didn't mean it kindly.

Lilianna might have grown up spoiled rotten, but her mother was there to keep her daughter's feet on firm ground. Her mother was raised on one of the Core Planets, so when she visited newly terraformed planets like Regina after her marriage, she was shocked at the conditions she found among folk strugglin' to make a living on the Rim. She worked to help farmers and miners until she fell victim to one of the many maladies floatin' around the 'Verse and became housebound back on Persephone.

Lilianna took over supporting her mother's charities, using her celebrity status to raise money. Her reputation grew past Persephone and she is now much beloved all throughout the Rim. Now when folk call her Princess, they mean it as a compliment.

Connection to Optimus Fairchild: Optimus is a cold and calculating *hún dân* who spent lots of platinum on Lilianna over the years, giving her everything she wanted. He then expected her to give him something in return by marrying his business associate, Templeton Steele.

The Story So Far: As things stand now, Lilianna has no choice but to go through with the wedding. The Baron found out about her affair with Daniel and is holding her lover hostage, threatening to sell Daniel into indentured servitude if she doesn't marry Steele. To add to Lilianna's troubles, her mother has recently died, so she has no one to turn to for advice.

Lilianna devised a cunning plan. The wedding is going to be held aboard a luxury cruise liner. This is the wedding of the century and the press is clamoring to know all about it. She invents a kidnapping plot, complete with fake threatening letters. The Baron has always been paranoid about kidnappers and he swallows the story—or seems to. She suggests to the Baron that it would be safer if she could travel to her wedding in a nondescript transport ship. She hopes to try to convince someone among the Crew of the transport to help her find a way out of this fix she's in.

Likes and Dislikes: Lilianna's been well raised; she tries to hide her revulsion for *Serenity's* conditions and her shock over being told she'll be expected to do her share of the chores. Her over-polite responses can make her seem patronizing and stuck-up, especially if some in the Crew are predisposed not to like her. She's afraid to get too friendly with any of the Crew for fear her bodyguard and chaperone will notice and start to suspect her of having an ulterior motive. She needs to trust someone, however, and that has her in a quandary.

Lilianna may dress and act like a sophisticate, but beneath all that rouge and lipstick and designer clothes, she's a vulnerable, frightened, lonely young woman who yearns for love and affection. She's learned to keep her feelings on ice, but if anyone in the Crew is the least bit kind to her, she'll start to thaw. She can turn on the charm to get what she wants, but she'll drop the act in the presence of someone she can trust.

If the Crew wants to take the time to teach her, Lilianna will come to appreciate what it means to have to work for a living and to find that such notions as honor and courage and friendship still matter to some folk. She'll find that her accommodations aren't so bad and she may even learn to have fun at playin' poker to get out of doin' some of her chores.

Flashbacks and Echoes: Lilianna learned firsthand about the effects of the Unification War during her charity work. She's helped veterans on both sides try to improve their lot.

ATTRIBUTES

MENTAL

6

PHYSICAL

4

SOCIAL

8

SKILLS

DRIVE (*HORSES*)

6

KNOW (*HIGH SOCIETY*)

6

THROW

6

FOCUS

6

LABOR

6

TRICK

6

INFLUENCE

10

PERFORM

6

TREAT (*ANIMALS*)

6

DISTINCTIONS

ALLURING

8

You're easy on the eye and have the cunning to back it up.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *What's that Smell?* When you are out of your element, gain 1 PP by stepping back your **SOCIAL** for the scene.

PAMPERED UPBRINGING

8

Some would call you spoiled. When they do, you call Daddy.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

PRINCESS OF THE RIM

8

You turned a nasty nickname into a reputation for kindness.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *Charity Ball Staple.* Spend 1 Plot Point to run into someone familiar with you and your charity work.

"This ship... What did you call it? A Firefly? It's so rustic and, um... charming. What's that smell?"

TEMPLETON COLT STEELE

Character Type: The Disdainful Groom

Role: He's got something everyone wants. The Baron wants his mineral rights, Asante (page 42) wants his guns, and Lilianna wants him to curl up and die.

Acts: Steele arrives in Act III and likely sticks around till Act IV.

Character Description: Templeton Steele is in his fifties. He has black hair (that he colors) and wears slicked back. He has a pale complexion and oddly colorless eyes. He's relatively good-looking, well dressed, manicured, and clean-shaven. He is, as one might imagine, good with a gun. He's always armed, generally with his newest invention.

What Came Before: Like his distant ancestor, Samuel Colt, Templeton Steele invented a weapon—the MPE40 (Managed Pulse Energy Gun)—that gained immense popularity during the War due to its comparatively low price and an interchangeable high-yield battery. Also like his ancestor, Steele had no scruples about selling his weapon to both sides during the Unification War. Both sides considered him a traitor, but they kept buyin' his gun, so he didn't mind. Steele was probably the only winner in the devastating War, emerging as one of the wealthiest men in the 'Verse.

Connection to Optimus Fairchild: Optimus Fairchild (the Baron) was one of the many government officials Steele bribed to wade through the bureaucratic *m tián gòng* so that he could sell weapons to the Alliance military. The Baron was enthusiastic about the future of the Border Planets (once the War ended) and convinced Steele to invest in property on Persephone where the Baron has his estate.

Connection to Lilianna Fairchild: It was love at first sight when he met Lilianna. She listened when he talked. She seemed to sympathize with his troubles and she smiled at him so sweetly. She wasn't a gold digger. She had all the money she could want. Steele has honestly convinced himself she loves him.

The Story So Far: Steele had no idea at the time that the mineral rights would make his land immensely valuable. Now both the Baron and the Blue Sun Corporation would dearly love to acquire the platinum that lies beneath the

surface. The fact that Steele is currently suing Blue Sun for patent infringement means that he won't likely be sellin' to them. Steele is absolutely smitten with Lilianna Fairchild and he agreed to hand over the mineral rights in exchange for her hand and considerable dowry.

He plans to take Lilianna away from the press and the photographers. The moment the wedding is over, he'll whisk her away to a splendid mansion on a remote island where she'll live in luxury. They'll go together to society balls, where he'll revel in the looks of jealous longing from every other man in the room.

Steele is not completely blinded by love, though. He drafts a pre-nup agreement that will leave Lilianna with nothing, which the Baron forces her to sign. (Picture her lover with a gun to his head.) And in case she's thinkin' about divorce, Steele will contest it. His lawyers will tie up the case for years.

Likes and Dislikes: Steele is not a likeable man. One Companion described him in the Companion Registry as having the personality of a comet—"a core of ice and dust." He is blacklisted among the Companions. Such information is confidential, available only through the Companion Registry. Still, there are many women who would be glad to marry him for his fortune. He's well aware they're all gold diggers.

He's a brilliant inventor and continues to find new and creative ways for folks to kill each other. He's extremely litigious with armies of lawyers working courts all over the 'Verse to defend his many patents. He's not above using bribes and coercion to advance sales.

Flashbacks and Echoes: Steele is amoral. He finds a way to sell his weapons to anyone. Some of his best customers, besides the government, are members of ruthless Tongs, organized crime, and terrorists. If the law tries to stop him, he uses bribery or blackmail or intimidation. If that fails, he'll sue.

He has contracts with the Alliance military. He's in cozy with the government. No one likes him, but everyone needs to keep him happy. Not even Blue Sun dares come after him—at least openly. Templeton Steele is the most popular *gōu shǐ* in the 'Verse.

ATTRIBUTES

MENTAL

6

PHYSICAL

6

SOCIAL

6

SKILLS

CRAFT (WEAPONS)

8

INFLUENCE

10

SHOOT (ENERGY WEAPONS)

8

FIGHT

6

KNOW (LAW)

8

TRICK

6

FIX (WEAPONS SYSTEMS)

10

NOTICE

6

FOCUS

10

OPERATE

8

DISTINCTIONS

BRILLIANT GUNSMITH

8

You've got a knack for being a tech wiz. Guns make the most money, so you followed the market.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *Design Flaw.* Spend 1 Plot Point to step back a firearm Asset (including a Signature Asset) by exploiting an inferior weapon.

HEART OF ICE AND DUST

8

You know the old saying about cold hands, warm heart? You're the exact opposite.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

A LAWYER'S DREAM

8

You are surrounded by lawyers. Just as scary as gunmen and they are usually better mannered.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

Litigious: Gain 1 Plot Point when you threaten to sue someone out of house and home for a minor reason.

SIGNATURE ASSETS

PUB H 30 ENERGY PISTOL

6

Steele is never far from his PUB H 30 Energy Pistol, a personal firearm he designed for use in the Unification War.

STEELE'S HIRED MEN

Role: Steele doesn't use personal bodyguards. He never truly trusts anyone. He has two guards on hand to take charge and watch over Lilianna. They're the best that money can buy, of course. (Think ex-Secret Service.) Mrs. King (**MASTER BODYGUARD D10**), Mr. Westin (**EXPERT BODYGUARD D8**)

"Boy, fetch me your so-called captain. The less time I spend here, the more likely I won't have to burn these clothes when I return home."

ASANTE OKORO

Character Type: Blue Sun Double Agent

Role: Asante means to kidnap Lilianna and force either the Baron or Templeton to sign over mineral rights to her employers.

Acts: All

Character Description: Asante is in her early thirties. She's a highly trained combat veteran, a skilled professional. She has the ebony black skin of her African heritage. She shaves her elegantly shaped head, which makes her brown eyes seem even larger than they are. She's tall, very muscular. She's an expert in the use of weapons and explosives.

What Came Before: Born on Lilac, fiercely independent, Asante fought on the side of the Browncoats as a member of an elite force sent out on secret missions. When the War ended, Asante considered her options. She knew for damn sure she wasn't goin' back to the farm on Lilac. She'd developed a taste for adventure and danger. Nothin' like that good old adrenaline rush to make you feel alive. She let it be known to a certain favored few that she was on the market, in need of a job. She was willin' to do dirty deeds, but they would *not* come dirt-cheap.

Connection to Templeton Steele: She was hired by the Blue Sun Corporation and sent to work in their Corporate Espionage division. When Templeton Steele interfered with Blue Sun's plans to purchase the mineral rights on the planet Whitefall, Blue Sun turned to Asante to handle the matter.

While Blue Sun would dearly love to see blood oozin' out of Steele's orifices, they need him and his genius inventions. They want this marriage stopped and, if possible, his lawsuit against them dropped. If Steele's bride goes missin', maybe he'll take the hint. At some point, even genius inventors are expendable.

The Story So Far: In order to facilitate the kidnapping, Asante arrives on Persephone in the guise of the wedding planner. Her plan is to take Lilianna from *Serenity* under cover of a pirate attack. If that doesn't work, she'll hijack a ship full of guests arriving to the event and send her crew on board to masquerade as well-wishers. The crew will put weapons and an escape route in place so she can make a grand entrance during the ceremony itself, while everyone's guard is down.

Likes and Dislikes: Asante has no feelings one way or the other for the Princess. Lilianna is a job, nothing more. As for Lilianna's bodyguard, Seth Liang, Asante respects him as a worthy adversary and keeps an eye on him. She knows he served in the War on the side of the Alliance. She makes it a point to bring up his past to foment discord on board *Serenity*. Maintaining her cover as wedding planner, she's careful not to reveal any past military experience. All she talks about are place settings and flowers.

She refuses to discuss what she did during the War, even with former comrades. The War is over. She can't understand those Browncoats who still wrap themselves in the bloody flag. Asante has put all that behind her. Unfortunately, her experiences won't *stay* behind her. She's troubled by terrifying dreams that jolt her wide awake, leave her shivering in a cold sweat.

Flashbacks and Echoes: Once she finds out the Princess is traveling on *Serenity*, Asante researches the members of the *Serenity* Crew. She's pleased to learn the captain is Malcolm Reynolds. They met before during the War, only he doesn't know it—she was under cover. Asante never forgets a pretty face.

Asante hired on four veterans from her covert ops days. Her crew appears to be a band of roving space pirates, one of many who rove the black, routinely kidnappin' wealthy people and holdin' them for ransom. Only in this instance, the Baron will never receive a ransom demand. Lilianna will simply disappear.

ASANTE'S CREW

Role: Asante's elite crew of pirates. Each **ELITE PIRATE D8** has one Skill at **D6**. They obey Asante's commands, including the command not to kill unless driven to extremes. They all served with her during the War. She should have a full complement at least equal to the Crewmembers for the boarding and the raid on the luxury liner. They've also stolen and refitted a Firefly-class transport and renamed it *Hard Burn*.

Notes: When Asante dispatches her agents to capture the Baron's stepdaughter, two obtain access to the bridge, forcing the ship to stop, allowing the pirate ship to dock, and preventing any other boats from leaving. Others are attending the wedding with orders to grab the Princess. Again, no killing, though they might rough up Steele some.

- * **Hicks:** ELITE PIRATE D8 + SHOOT D6
- * **Hudson:** ELITE PIRATE D8 + FIGHT D6
- * **Wieczerski:** ELITE PIRATE D8 + FLY D6
- * **Apone:** ELITE PIRATE D8 + OPERATE D6

ATTRIBUTES

MENTAL

10

PHYSICAL

12

SOCIAL

8

SKILLS

FIGHT

10

KNOW (MILITARY TACTICS)

6

SHOOT (SHOTGUNS)

10

FLY

6

MOVE

8

SNEAK

8

FOCUS

8

NOTICE

8

TRICK (UNDERCOVER OPS)

8

INFLUENCE (INTIMIDATION)

8

PERFORM

6

DISTINCTIONS

BLUE SUN AGENT

8

They pay you well. But they want concrete results, or they will pull the plug. Your plug, specifically.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

COCKY

8

You're a smug, self-assured sumbitch and you're not afraid to say it.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

Pride Goeth Before a Fall: Gain 1 Plot Point when your cocky attitude gets you in a mess of trouble that you could have avoided by being silent.

SHADOWS OF THE WAR

8

Not everyone serves their side on the front lines. Not everyone left what they did behind.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *Nightmares.* Start every Episode with an **EXHAUSTED D6** Complication. Step it up to reroll the dice on an Action. Once it exceeds **D12**, you are out until given medical treatment.

SIGNATURE ASSETS

BLUE SUN CONTACTS

8

Asante's work in the Corporate Espionage division has put her in contact with a wide range of Blue Sun operatives. In addition to being a Blue Sun Agent herself, Asante can scrounge up information and resources from a variety of Blue Sun sources.

SEMPER FI

8

Asante has served with her crew since the Unification War. She's got a deep loyalty to them, yet they all know that sometimes a sacrifice is required to finish the mission. They'll fight hard for her, and she'll do everything she can to bring them all back alive.

HARD BURN

ATTRIBUTES

ENGINES

10

HULL

8

SYSTEMS

6

DISTINCTIONS

FIREFLY CLASS TRANSPORT

8

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *Everybody Has One.* An enemy knows your ship's weaknesses. Step up or create a **d8** Complication to earn a Plot Point.

STOLEN

8

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

BUILT FOR SPEED

8

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *Focused Thrust.* When using Engines die for speed, double Engines die. Remove the highest rolling die and keep three dice for your total.

SIGNATURE ASSETS

BRISTLING WITH GUNS

8

SETH LIANG

Character Type: Loyal Bodyguard

Role: Lilianna's quiet protector.

Acts: All

Character Description: Seth is in his early thirties. His father is Chinese, his mother Caucasian. He's of medium height, very strong and muscular. He works out daily, lifting weights and running to keep himself fit. He's an average shot, for he doesn't practice. He has killed his fair share of men and will do everything in his power to avoid killing any more. He's skilled in the wudang style of martial arts, including the use of the *jian* or double-edged sword.

What Came Before: Seth was born on the Baron's ranch, son of a ranch hand. When war broke out, he left to join the military, fighting on the side of the Alliance. He was wounded during the War and received the Silver Citation Starburst for bravery under fire.

Connection to Optimus Fairchild: After the War ended, Seth returned to visit his parents. While there, he happened to save the Baron's life when a drunken ranch hand tried to slit his throat. Impressed with Seth's skill and courage, the Baron hired him as his own personal bodyguard. The Baron trusts Seth implicitly, which is why he chose him to accompany his daughter, Lilianna, on board *Serenity*.

Connection to Lilianna Fairchild, Daniel Blake, and Templeton Steele: Seth knows both Lilianna and her lover, Daniel, from his days on the ranch. He's fond of them, but he thinks that Lilianna can do better for herself than an impoverished ranch hand. Might as well fall in love with a rich man as a poor one. He knows nothing about Templeton Steele beyond his name and the fact that he is said to be very wealthy.

The story so far: Seth is very loyal to his employer. The Baron ordered him to bring Lilianna safely to her wedding and Seth obeys orders. If some fellow soldier were to take Seth aside, however, and tell him the truth about Templeton Steele, that his millions are drenched with the blood of good men, Seth might change his mind and help Lilianna escape her fate.

Seth doesn't trust Asante. He has a gut feeling about her. She just doesn't fit his picture of a wedding planner. As Lilianna's bodyguard, he keeps an eye on Asante. He won't be surprised to find out she's not who she claims to be.

Likes and Dislikes: When he was first told that Lilianna was going to be travelin' on a boat named *Serenity*, Seth did not connect the name with the site of the battle. (He figured the owner was a Buddhist who hoped for calm and peaceful voyages!) The moment Seth was told that the captain was a former Browncoat, he made the connection.

Seth knows the voyage could be difficult for him if a Browncoat loyalist finds out about his past. That said, he's never met anyone else who was in Serenity Valley and he wonders if meeting someone who was there—even the enemy—could help heal old wounds. His counselor has encouraged him to talk about his experiences, though he finds it hard to do so.

Flashbacks and Echoes: He won't bring up the War, but if someone else does, he talks about his experiences. Seth isn't ashamed of his part in the War. He did his duty as a soldier. He won't mention his medal, however, though he keeps it with him, hidden in his duffle bag, in a plain cardboard box.

ATTRIBUTES

MENTAL

6

PHYSICAL

8

SOCIAL

4

SKILLS

DRIVE

6

INFLUENCE

8

NOTICE

6

FIGHT (SWORDS)

8

KNOW

6

SHOOT

8

FOCUS

6

MOVE (JUMPING)

6

DISTINCTIONS

STRONG, SILENT TYPE

8

You're big, strong, and you follow orders. You get trusted with valuable things of all sorts.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

Silent Protector: Gain 1 Plot Point when you do what's best for your charge, not your master.

DECORATED

8

You came back from the War with a medal and a story. You're not sure if it was worth the cost.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

WUDANG STYLE

8

Also known as Practical Tai Chi. Being dangerous when your sword is back in your room is pretty dang practical.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *Fighting Spirit.* Step up a Complication created to avoid being Taken Out in a fight to reroll your dice.

SIGNATURE ASSETS

DOUBLE-EDGED SWORD (JIAN)

6

Seth's Jian is his weapon of choice, a deadly blade in the hands of a trained warrior. Although Seth is not a superstitious man, he believes the Jian brings him luck on the field of battle; he carried it with him at the Battle of Serenity Valley.

*"There's no need to shout. We can be reasonable,
until it is time to be...unreasonable."*

NOVA NORLING

Character Type: Companion in Disguise

Role: Nova plays the role of Lilianna in public until the time of the wedding.

Acts: Acts III and IV

Character Description: Nova is in her mid-twenties. She's a registered Companion. A stunning blonde, she's disguised herself to look almost exactly like Lilianna. She tries to avoid appearing in public as much as possible, but she needs to attend certain pre-wedding functions in her guise as Lilianna. These include the rehearsal dinner and wedding breakfast.

Connection to Optimus Fairchild: The Baron hired Nova, a registered Companion, because of her resemblance to his stepdaughter, Lilianna. Nova is about an inch shorter, but in high heels, who will notice? She uses stage and special effects make-up to alter her appearance and the resemblance is damn near perfect.

The Story So Far: Nova is a good actress. She's learned to walk and move like Lilianna. Nova's voice is much deeper and richer. She's tried to learn to mimic Lilianna's higher-pitched voice, but she hasn't succeeded all that well. She therefore feigns to have laryngitis brought on by the stress of her upcoming nuptials. This also provides her with an excuse not to talk to the press or spend time with any of the Baron's friends. She knows some of them through her work as a Companion and fears they might penetrate her disguise.

She travels aboard the Baron's yacht to the cruise liner. She keeps to her room and doesn't mingle with the other guests. Everyone puts this down to pre-wedding jitters. Nova will keep playin' her part until the wedding ceremony itself. After that, she'll remove her disguise and mingle with the crowd aboard the luxury liner.

Likes and Dislikes: Nora's done some research on Templeton Steele. Her gut instinct is that he's a creep. Her hunch pans out: he's been blacklisted on the Registry. She wants to warn Lilianna to be careful around him, but to do so is against the laws of the Companions.

Flashbacks and Echoes: Inara knows Nova from the days when they were in training together. If Inara attends any of the wedding functions, she could recognize Nova, although she'll have to be able to penetrate her disguise, which is a good one. If Inara does recognize Nova, she could try to enlist Nova's aid in helping Lilianna. This might prove difficult. As a Companion, Nova has a contract with the Baron and could be risking her career if she breaks it. Some clever person might be able to find a loophole.

ATTRIBUTES

MENTAL

6

PHYSICAL

4

SOCIAL

8

SKILLS

FOCUS

6

OPERATE (CORTEX NETWORK)

6

TREAT

6

INFLUENCE (SEDUCTION)

10

PERFORM (ACTING)

10

TRICK

8

DISTINCTIONS

MASTER OF DISGUISE

8

You're more comfortable in someone else's skin.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

Evil Twin: Gain 1 Plot Point when someone you're disguised as shows up to ruin your illusion.

REGISTERED COMPANION

8

You have an active license in the Companion Registry, which opens doors and brings you business.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

UNDERCOVER

8

Is this who you really are? Or are you working for someone else?

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

Identity Crisis: When you choose to let slip one of your former clients, Gain 1 Plot Point and step up any related Complication.

"Whatever you say, Father."

BADGER

Character Type: Petty Thief with “Delusions of Standing”

Role: Badger is hired to provide a Crew, but also to provide goons to keep Daniel under wraps.

Acts: Act I

Character Description: Badger fancies himself a crime boss. He leads a gang of armed thugs and, in addition to shaking down the local businessmen and dabblin’ in the slave trade, Badger acts as a middleman for certain powerful folk who need to conduct the occasional shady transaction and don’t want to get their hands dirty.

The Story So far: Badger is thrilled when the Baron hires him. Badger sees the Baron as his pot of gold at the end of the rainbow. To that end, Badger takes extra care with this job. Although Badger claims to the Crew he chose *Serenity* because she is a *fèn duī*, (a term some members of the Crew, namely Kaylee, might take exception to) the truth is he chose *Serenity* because she’s a reliable boat and he knows that the Princess will be safe under Mal’s protection.

Likes and Dislikes: Badger won’t admit as much to Mal, of course, since Mal would use this to drive up his price. Instead Badger maintains this is a simple job, not worth much. Truth is, the Baron has offered a shitload of money, most of which Badger hopes to pocket. If the Crew knows anything about the Baron and the Princess (maybe from the gossip rags), they realize that the Princess is much prized by her wealthy daddy. They can force Badger to raise his price, which turns out to be a hefty sum that’ll keep them flyin’ for a good long while.

Badger doesn’t want to screw up this deal, a fact he impresses upon Mal and the Crew a great many times during their meeting. If they want to get paid, they better deliver the Princess to the cruise liner and see to it that she goes through with the wedding.

If somethin’ goes wrong, there will be all manner of hell to pay.

Flashbacks and Echoes: Badger has history with many crews looking for jobs like these. Any time they get a job, they should be ready for anything.

MASTERIN’ THE GAME IS THIS THE SAME BADGER?

If you’ve been paying attention to Badger’s stats in other adventures and the Episode Guide, you might notice that we’ve presented him with different stats elsewhere. That’s not an uncommon thing for Gamemaster characters, as they often need to be tweaked to fit the Episode at hand. Sometimes you might even change a Minor GMC to a Major GMC or a Minor GMC to an Extra based on the role you expect the character to play in a particular Episode. In this case, we’ve selected different triggers for Badger’s Distinctions and simplified his Skills to fit this Episode.

ATTRIBUTES

MENTAL

8

PHYSICAL

4

SOCIAL

6

SKILLS

CRAFT (FORGERY)

6

INFLUENCE (CRIMINALS)

10

SNEAK

6

FOCUS

6

NOTICE

8

TRICK (SLEIGHT OF HAND)

10

DISTINCTIONS

BIG PLANS

8

Always working the best angle.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

Did I Forget to Mention That?: Gain 1 Plot Point when an important detail of your plan "slips your mind."

GANG BOSS

8

They are the best muscle money can buy. Too bad you're so cheap.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

SHADY BUSINESS MAN

8

You keep tellin' folks you are legitimate. Someday, they might believe you.

Gain 1 Plot Point when you roll a **D4** instead of a **D8**.

■ *Fell Off a Truck.* Step up a Complication involving the authorities to create a **D8** Asset that you stole from its real owner.

BADGER'S GANG

Role: Badger hires out his best guys for top rates. That means the guys he keeps with him are still under his dubious tutelage. **BADGER'S THUGS D6**

"Now, you want to be doublin' your coin, or pretend you're on a bloody quiz show?"



PRELUDE

TWO JOBS IN A ROW?!

THE CREW ARRIVES IN BADGER'S OFFICE TO RECEIVE PAYMENT for a previous job to find that he's already got the next one lined up. All they have to do is escort a rich girl to her fancy wedding. What could possibly go wrong?

Located below street-level, Badger's office is filled with all manner of junk. Fishnet hangs from the ceiling. A pin-up girl adorns one wall, along with signs in Chinese characters. Badger sits in a leather office chair behind a desk made of overturned crates. His desk is cluttered with old timey objects, such as an apple peeler, two types of scales, an old-fashioned office phone, wire baskets stuffed with papers, and a funny-lookin' lamp, among other stuff. Sacks of grain are underfoot. An ornate curtain doubling as a door lends an air of sophistication to the place—at least to Badger's way of thinkin'.

Badger isn't overly trustful of Mal and his crew. Four armed goons are in attendance. Badger wears his usual bowler hat, a shabby suit, no shirt, a vest, and a tie. He sports a fancy pocket handkerchief and a dusty plastic flower in his lapel.

THE LOWDOWN

Captain Malcolm Reynolds and two members of his Crew (his choice) are meeting with Badger to collect pay for a job. The job was a piddly one and the pay is less than Mal would like, but it's what was agreed to.

Mal expects Badger will, as usual, try to squirm out of the deal. To his surprise, Badger pays without a quibble. What's more, Badger already has another job lined up. Mal may find this more than a mite suspicious.

The job involves chaufferin' the stepdaughter of some well-to-do land baron on Persephone to her wedding aboard a luxury cruise liner, the *Rim's Dream*. The girl's name is Lilianna Fairchild. According to Badger, the job is simple—deliver the girl to the cruise liner in time for her wedding. Of course, Mal won't expect to be paid much for such a simple job. Enough to cover the cost of fuel, and room and board for the girl, her bodyguard, and chaperone.

THINGS DON'T GO SMOOTH

Depending on which Crewmembers are present, some might recognize the name Lilianna Fairchild. Inara knows all the wealthy and influential people in the 'Verse and has,

in fact, been invited to the wedding. Kaylee reads about Lilianna from the tabloids. Oddly, Jayne also knows about her. Seems Jayne has a sneakin' fondness for followin' the doings of beautiful women. Simon has heard of her.

Any of these Crewmembers know, without having to make a dice roll, one or more of these facts:

- ★ Lilianna Fairchild is extremely beautiful, an international celebrity nicknamed the "Princess."
- ★ The wedding is the wedding of the millennium.
- ★ Her father is the fabulously wealthy Baron Optimus Fairchild, well known throughout the 'Verse.

This may lead Mal and the rest to wonder why the daughter of this wealthy man would be travelin' on board *Serenity*. There's more goin' on here than meets the eye—and certainly a lot more money involved.

If none of these Crewmembers are present, the rest must roll the dice to see if they recognize the name.

If someone knows details and presses Badger or if Mal refuses to take the job, Badger reluctantly reveals all the information he knows about the Princess and the reason why she's travelin' aboard a transport rather than her stepdaddy's fancy yacht. Seems there've been threats to kidnap the rich kid and the Baron figures she'll be safer aboard *Serenity*. No offense, but no one in the 'Verse would dream she'd be caught dead in such a garbage scow. Badger also reluctantly admits that this threat does mean the job is worth more than he first offered.

Badger adds that he's thrilled to have the Baron for a client and he emphasizes the importance of this job and that Mal better not screw it up or there'll be hell to pay.

ACTION: GETTING THE SKINNY ON LILIANNA FAIRCHILD

Crewmembers can try to remember it on their own, or get Badger to cough up the details.

- ★ **Crewmember Dice Pool:** Mental + Know, Social + Influence
- ★ **Gamemaster Dice Pool:** EASY DIFFICULTY d6 + LILIANNA'S CELEBRITY STATUS d6

- ★ **Possible Assets:** GOSSIP GIRL, HIGH SOCIETY CONNECTIONS, TRUST BADGER?
- ★ **Possible Complications:** BAD REPUTATION, LOUSY DEAL, MISTAKEN IDENTITY

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** None of the Crewmembers have heard of Lilianna, though they might wonder why Badger is being unusually nice to them and seems so eager for them to take this job. The Crew is pretty sure it's not gonna be as simple as described. Create a Lousy Deal d6 Complication.
- ★ **Raise the Stakes:** A Crewmember seems to have heard Kaylee goin' on about some rich girl name of Lilianna gettin' hitched.
- ★ **Extraordinary Success:** One of the Crew ran out of readin' material while on the toilet one day and for lack of anythin' else read one of Kaylee's tabloids. That Crewmember knows all about the Princess. Create a Gossip Girl d6 Asset to represent the information gained by reading the tabloids.

HERE WE ARE

If Mal doesn't want to take the job, Zoe or one of his Crew might remind him that Kaylee says if they don't have some sort of new part for the engine, *Serenity's* likely to fall out of the sky. In addition, Badger tells Mal he'll be mortally insulted, he'll never forgive him, and good luck findin' any more jobs here or anywhere else in the 'Verse. Mal might want to reconsider.

If Mal and Crew agree to take the job, Badger tells them that the Baron has arranged for Lilianna, her bodyguard, and chaperone to be smuggled secretly onboard *Serenity* in the dead of night. The sooner they get her there, the sooner the Baron pays them.



ACT I: WE DIDN'T SIGN UP FOR THIS!

LILIANNA STARTS OUT TO BE A WALKING HEADACHE, BUT a hidden note soon reveals she's a damsel in distress.

SCENE ONE: SPOILED LITTLE RICH GIRL

A METAL RAMP LEADS TO THE GROUND. THE INTERIOR OF the Firefly is cavernous and, although well lit, the lighting is strategically placed to leave some areas in shadow. Footsteps ring on the metal floor. Metal stairs and ladders lead to the upper levels. Catwalks crisscross overhead. Crates and various other pieces of cargo are barely visible stacked against the walls.

THE LOWDOWN

Mal and the Crew are gathered in the main airlock to witness the arrival of the Princess. By now, folk should know some details about Lilianna Fairchild.

ACTION: CORTEX RESEARCH ON THE BRIDE

If anyone bothers to research Lilianna Fairchild or her family on the Cortex, make this roll. The better the roll, the more info they get.

- ★ **Crewmember Dice Pool:** Mental + Know, Mental + Operate
- ★ **Gamemaster Dice Pool:** EASY DIFFICULTY d6 + CORTEX NETWORK d6
- ★ **Possible Assets:** FAN PAGES, GOSSIP PAGES, ALREADY DONE IT
- ★ **Possible Complications:** SKETCHY BROWSER HISTORY, SLOW CONNECTION, TRACKING WAVE SENT

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crewmember doing research finds that Lilianna is a wealthy cattle baron's daughter.
- ★ **Raise the Stakes:** The Crewmember doing research discovers that Lilianna is marrying a man named Templeton Colt Steele. The gossip rags say that he's smitten with her. Her stepfather, the Baron, says that his daughter's very much in love and can't wait for the wedding. Reporters who try to gain access to Lilianna have failed. She's said to be in seclusion, busy with her plans for the wedding.
- ★ **Extraordinary Success:** As above, plus: Lilianna is involved in raising money for various charity organizations that try to help the impoverished folk on the Border Planets. Photos and videos abound of her in beautiful designer dresses, wearing gorgeous jewels, attending parties with vid stars and such like. She's no "wild child." The tabloids have a hard time comin' up with gossip or scandal about her.

ACTION: CORTEX RESEARCH ON THE GROOM

If anyone bothers to research Templeton Steele, make this roll. The better the roll, the more info they get.

- ★ **Crewmember Dice Pool:** Mental + Know, Mental + Operate
- ★ **Gamemaster Dice Pool:** EASY DIFFICULTY d6 + CORTEX NETWORK d6
- ★ **Possible Assets:** FAN SITES, GOSSIP SITES, ALREADY DONE IT
- ★ **Possible Complications:** SKETCHY BROWSER HISTORY, SLOW CONNECTION, TRACKING WAVE SENT

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crewmember doing research discovers that Templeton Steele is the genius inventor of the famed **MPE40**, a weapon much prized among troops during the Unification War.
- ★ **Raise the Stakes:** The Crew finds, in addition, that Steele is notorious for having sold weapons to both sides of the War, that he's one of the richest men in the 'Verse, and that he has multiple lawsuits for patent infringement pending against all manner of folk.
- ★ **Extraordinary Success:** As above, but the Crew also finds that Steele was viewed as a traitor by both sides during the War; those as fought in it know his name and won't think too kindly of him, which might make them more sympathetic to Lilianna in her quest to avoid marrying him.

MASTERIN' THE GAME**LOW ON FUEL**

Ask the players to justify why they need to take the job. They know *Serenity* is falling apart. This could expand into a short flashback scene where everyone around the table (even those not present) reminds the captain what needs fixin' on the boat. Award the most entertaining examples with Plot Points.

"One of you gorramn buzzards blinds me again, I'm gonna return fire!"

— JAYNE

Lilianna arrives in a sleek, black limo with two more limos accompanying her—one filled with bodyguards and the other with her luggage consisting of heavy trunks, a good many suitcases, and hatboxes. Accompanying her are her own personal bodyguard, Seth Liang, and her wedding planner/chaperone, Asante Okoro.

Lilianna's dressed in a silk suit by Mizz Lizz of Osiris. She wears a mink throw over one shoulder, high heels, leather gloves, and a hat with a veil. Her blonde hair beneath the hat is beautifully coifed. When she removes the veil, she's extraordinarily beautiful, though her face is pale and drawn, as though she hasn't slept much lately.

Asante Okoro is dressed in no-nonsense business clothes and low-heeled shoes. She wears dark-rimmed glasses. She has a leather satchel and one piece of luggage, which she carries herself. Asante has taken care to make sure that anyone who researches her finds she's what she claims to be: a wedding planner. Her **SHADOWS OF THE WAR** Distinction helps keep her true profession off the Cortex.



ACTION: CORTEX RESEARCH ON THE WEDDING PLANNER

If anyone bothers to research Asante Okoro, make this roll. The better the roll, the more info they get.

- ★ **Crewmember Dice Pool:** Mental + Know, Mental + Operate
- ★ **Gamemaster Dice Pool:** CHALLENGING DIFFICULTY d8 + CORTEX NETWORK d6 + SHADOWS OF THE WAR d8
- ★ **Possible Assets:** WEDDING SITES, GOSSIP SITES, ALREADY DONE IT
- ★ **Possible Complications:** SKETCHY BROWSER HISTORY, SLOW CONNECTION, TRACKING WAVE SENT

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crewmember doing research finds a boring site advertising her services as a wedding planner.
- ★ **Raise the Stakes:** The Crewmember doing research discovers captures and videos of her attending various weddings, an impressive list of satisfied customers, and some how-to advice for engaged couples.
- ★ **Extraordinary Success:** The Crewmember researching Asante finds something strange—outside of her wedding planner stuff, there's little information on Asante.

Seth Liang has a military-style duffle bag containing clothes and a book of meditations. He's wearing combat fatigues—no patches or insignia. He carries a pistol in a holster and a *jian* (double-edged Chinese sword) on his back.

ACTION: CORTEX RESEARCH ON THE BODYGUARD

If anyone bothers to research Seth Liang, make this roll. The better the roll, the more info they get. Seth can also use his **DECORATED** Distinction as a **D4** to add a Plot Point to the Gamemaster's bank, as his reputation makes him an easy target to find on the Cortex.

- ★ **Crewmember Dice Pool:** Mental + Know, Mental + Operate
- ★ **Gamemaster Dice Pool:** EASY DIFFICULTY D6 + CORTEX NETWORK D6 + DECORATED D4
- ★ **Possible Assets:** COMBAT SITES, OLD WAR BUDDIES, ALREADY DONE IT
- ★ **Possible Complications:** SKETCHY BROWSER HISTORY, SLOW CONNECTION, TRACKING WAVE SENT

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crewmember doing research finds captures of Seth at his dojo or at functions providing security for Baron Fairchild.
- ★ **Raise the Stakes:** The Crewmember doing research discovers that Seth Liang was a decorated Alliance officer.
- ★ **Extraordinary Success:** The Crewmember doing research finds that Seth was wounded during the War and received the Silver Citation Starburst for bravery under fire.

THINGS DON'T GO SMOOTH

Lilianna does *not* make a good first impression. She expects the Crew to carry in her luggage, of which there is a considerable amount. When she removes her veil and looks at her surroundings, she recoils in shock and horror. Being well raised, she tries to cover her initial reaction, murmuring something like, "The interior is very...um...functional" or "I suppose one gets used to the smell of cows."

Such remarks won't endear her to the Crew. If there are any GMCs on board, their reactions might be any of the following:

- ★ **Downright hostile:** ("She ain't nothin' but a spoiled brat." "I'll be damned if I'll fetch and carry for her!")
- ★ **Star struck and infatuated:** ("She's a real beauty." "I'll be in my bunk.")
- ★ **Gracious and welcoming:** ("Don't worry, dear, you'll get used to the smell." "Didn't we meet at the Vanderbilt's party on Osiris?" "I remember when you visited the mission, Miss Lilianna.")
- ★ **River is likely not here,** since Simon would keep her out of sight. If River does make an unexpected appearance, she might divine some of Lilianna's secrets, though it's doubtful they would make sense to anyone.

Lilianna introduces Mr. Liang and Miss Okoro, revealing that Miss Okoro is her wedding planner.

Seth takes in the Crew at a glance. He says simply to call him, "Seth." If asked to hand over his weapons, he politely declines, citing with perfect reasonableness that he is Miss Lilianna's bodyguard. If the Crew really wants to put this to the test, Seth won't argue. He simply takes hold of Lilianna by the arm and escorts her off the boat, ignoring her protests. The Crew best be ready to either let him keep his weapons or start lookin' for another job.

Asante is all business, though she does allow her gaze to linger noticeably on Mal. Asante has a tracking device in her luggage. She waits to plant it on board the ship until they leave atmo. Her satchel contains pamphlets on flower arrangements and bouquets, pictures of wedding cakes, seating charts, guest lists, etc. If anyone thinks to search her suitcase, they see that it contains clothes and shoes. She has concealed a machine pistol in a secret compartment in one of Lilianna's trunks. She will have no trouble slipping down one night to retrieve her weapon.

ACTION: SEARCHING THE PASSENGERS' LUGGAGE

If anyone decides to search the passengers' luggage, they either need to do it themselves or convince the passengers to open up their bags.

- ★ **Crewmember Dice Pool:** Mental + Notice, Social + Influence
- ★ **Gamemaster Dice Pool:** CHALLENGING DIFFICULTY d8 + PASSENGER LUGGAGE d6 + any appropriate Distinctions of any passengers aware their luggage is being searched.
- ★ **Possible Assets:** SEARCHED DURING THE TOUR, HOLOGRAPHIC X-RAY SCANNER, MADE UP CUSTOMS LAW
- ★ **Possible Complications:** SOMETHING'S MISSING, SOMETHING BROKE, LOCK'S BUSTED

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The search doesn't yield anything of interest, and the Crew gains a **SUSPICIOUS** Complication because the passengers figure out they've been searched without permission.
- ★ **Raise the Stakes:** The Crew doesn't find anything unusual.
- ★ **Extraordinary Success:** Depending on whose luggage they search, the Crew finds something hidden:

Lilianna: A capture of her and Daniel

Seth: His medal

Asante: Her tracking device, unless she's already planted it, in which case they find her machine pistol.

If the Crew is itching for a little action, have the sudden flash of captures erupt out of nowhere. Someone tipped off the press to Lilianna's secret rendezvous and these **ANNOYING REPORTERS D6** are looking to score an exclusive. The tip off was from Asante; she wanted to see how the Crew handled unexpected situations. She adjusts her plans accordingly.

ACTION: SCARING OFF THE PRESS

Let the Crew handle it how they want, either by scaring off the reporters, firing a warning shot to scatter everyone, or hiding Lilianna in a secret compartment until things quiet down.

- ★ **Crewmember Dice Pool:** Social + Trick, Mental + Sneak, Physical + Shoot
- ★ **Gamemaster Dice Pool:** ANNOYING REPORTERS d6 + ANNOYING REPORTERS d6 + ANNOYING REPORTERS d6
- ★ **Possible Assets:** GUN FIRED INTO THE AIR, START THE ENGINES NOW!, DIAGNOSTIC SCAN
- ★ **Possible Complications:** BLINDING FLASH, STOWAWAY REPORTER, WHO'S GONNA PAY FOR THAT?

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crew will have a **MINOR CELEBRITY D6** Complication when onboard the *Rim's Dream* because they got caught in the pictures.
- ★ **Raise the Stakes:** The Crew gets Lilianna on board without any clear pictures of her.
- ★ **Extraordinary Success:** Lilianna and her entourage's opinion of the Crew improves. The Crew gets a **JOB WELL DONE D6** Asset to use during the next Act.

HERE WE ARE

Once the Princess's luggage is inside, the guards and the limos leave. Mal closes the airlock. Wash goes to the bridge and *Serenity* heads out into the black.

SCENE TWO: THE NOTE

THE LOWDOWN

Lilianna asks for someone to give her a tour of the boat. She chooses a person she thinks she can trust. This could be another woman such as Kaylee or Inara (likely not Zoe!), a man of the cloth such as Shepherd Book, or someone like Simon who comes from “her world.”

Seth accompanies Lilianna. He walks behind her and her escort, keeping close watch on everything.

Asante pleads fatigue and asks to be shown to her quarters. If Mal is present, she asks him directly. Asante does not flirt. She’s cool and straightforward, letting it be known right upfront that she’s taken a fancy to him. Mal may or may not take her up on her offer. Her obvious admiration for the captain may occasion snickers and rude comments. If Mal escorts Asante, she’s cool and quick with the wisecracks. She asks to see the bridge. Asante plays on any Complications she can to get inside the bridge.

During the tour, Lilianna is polite, but seems preoccupied. She gulps a little at the sight of her spare, uncomfortable bedroom, but by now nothin’ much can shock her.

Seth says nothing during the tour unless he sees the weight-lifting equipment in the back of the cargo bay. He then asks if he can use it. This could be a good way for some of the Crew to get to know him.

SERENITY

Here are some of the important locations aboard *Serenity*.

BRIDGE, ENGINE ROOM, CREW DORMS, CARGO BAY

These areas are off-limits to the client and her entourage. They may be part of the initial tour.

CATWALKS AND STAIRS

Made of metal. Might be difficult to traverse in high heels!

GALLEY

A cheerful room with yellow walls decorated with flowers and vines. A large wooden table surrounded by chairs gives a homey feeling. The kitchen area is neat and clean. The cupboards are a mite bare, but Lilianna brought some of her favorite foods on board, which she’ll generously share with the Crew.

INFIRMARY

With its stark white walls, hospital beds, operating table, and other medical equipment, the infirmary appears to be a hospital in miniature.

PASSENGER DORMS

The walls are painted a color somewhere between yellow and beige with rust stains in the corners. The bed’s the type you might find in a one star motel. The best that can be said is that the rooms are clean. Outside the rooms is a common lounge area with chairs and a beat-up couch.

THINGS DON'T GO SMOOTH

Somewhere along the tour, Lilianna attempts to pass her tour guide a note. The note, folded four times, is on a piece of paper torn out of a notebook. She keeps it tucked in the palm of her leather glove. She tries to either find or create a moment when she and her guide are in close proximity.

And, of course, the note reads: *I’m desperate! Help me!*

She might trip on the stairs in her high heels. If the Crewmember comes to her aid before Seth can, Lilianna hands off the note. She might ask for an explanation of some piece of medical equipment, which puts her close to the Crewmember. She might be interested in the type of food they eat and want to look in the cabinets. She might take advantage of Seth’s interest in the weight-lifting equipment. However it happens, Lilianna manages to get a note into the hands of one of the Crewmembers.

ACTION: HIDING THE NOTE FROM SETH

Lilianna makes it clear she doesn't want Seth to know about the note. The Crewmember can try to hide the note on their person, try to read it fast and then get rid of it, or possibly distract Seth and hand off the note to someone else.

- ★ **Crewmember Dice Pool:** Physical + Trick, Mental + Notice, Social + Trick
- ★ **Gamemaster Dice Pool:** Seth's Mental d6 + Notice d6 + Strong
- ★ Silent Type d8
- ★ **Possible Assets:** LOUD ENGINES, DARK CORRIDOR, AAAAAACHOOO!
- ★ **Possible Complications:** ATTRACTING ATTENTION, SUSPICIOUS ACTIVITY, WHY SHOULD WE BOTHER TO HELP?

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** Seth picks up the note and reads it. He looks at Lilianna, who immediately denies that the note is hers.
- ★ **Raise the Stakes:** Seth does not see the note.
- ★ **Extraordinary Success:** Seth commends the Crew of Serenity for their helpfulness, totally oblivious to the note. Create the Asset **SETH TRUSTS ME d6** for the Crewmember who has the note.

HERE WE ARE

After passing the note to a Crewmember, Lilianna pretends as though nothing has happened. If the Crewmember tries to question her about the note's contents or the fact that she tried to pass a note, Lilianna casts an alarmed glance at Seth and shakes her head. She pleads fatigue and asks to be taken immediately to her room.

If the Crewmember has the note, he could decide to show it to the others and ask them what to do. Or he could decide that Mal wouldn't be sympathetic and show it to someone who might be more willing to help, such as Inara or Shepherd Book.

There could be a difference of opinion. Mal might say it's none of their business and won't get involved. Kaylee, Inara, and Shepherd Book could feel differently. Kaylee and Inara might not even tell Mal, knowing in advance what he'd be likely to say, and either decide to undertake the mission on their own or seek help from other Crewmembers they think they might be able to trust. It's largely up to the players.

The Crew has to decide what to do. They can try to help Lilianna and at least find out the nature of her problem. They can decide it's none of their business and they don't want to get involved. If so, skip to Act I: Scene Four.



SCENE THREE: LILIANNA'S SECRET

THE LOWDOWN

Some or all the Crewmembers try to get Lilianna alone and find out why she needs help. If the Crew doesn't decide to try to help her, skip to Act I: Scene Four.

THINGS DON'T GO SMOOTH

The main problem is finding a way to deal with Seth and Asante. Seth's room is right next door to Lilianna's. Asante's is on the other side. Seth accompanies Lilianna everywhere. His job is to see to it that she arrives safely at the wedding and he takes his job seriously.

ACTION: GETTING LILIANNA ALONE

Separating Seth from his charge isn't easy. Inara might try to convince Seth to allow Lilianna to spend time alone in her shuttle to arrange her hair. Jayne and Shepherd Book might try to influence Seth to come lift weights with them while Kaylee keeps Lilianna company. Jayne might even brag to Seth to allow Lilianna to see Jayne's gun collection. If Seth has seen the note, he gets a bonus **D6** in his pool.

Asante is generally found with Lilianna, making wedding plans. Asante has other interests, however. She readily leaves the room if Mal asks her. If Asante suspects that some nefarious plot involvin' Lilianna is afoot, she tries to find out what's going on to make certain nothing is going to interfere with her plans. Asante relaxes once she realizes that Lilianna is just trying to get out of her wedding. After all, Asante is planning to help Lilianna do just that.

- ★ **Crewmember Dice Pool:** Social + Shoot, Mental + Influence, Social + Trick
- ★ **Gamemaster Dice Pool:** Seth's Mental **d6** + Notice **d6** + Strong, Silent Type **d8**
- ★ **Possible Assets:** WORK OUT, CHICKS LOVE GUNS, PERFECT WEDDING DAY HAIR
- ★ **Possible Complications:** ATTRACTING ATTENTION, SUSPICIOUS ACTIVITY, WHY SHOULD WE BOTHER TO HELP?

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crewmember gets Lilianna alone. When Seth finds out about her plan, he takes an **ANGRY d6** Complication and tries to stop the Crew.
- ★ **Raise the Stakes:** The Crewmember gets Lilianna alone without Seth noticing that she's gone.
- ★ **Extraordinary Success:** The Crewmember gets Lilianna alone. Seth is initially suspicious, but decides that if Lilianna needs space he's willing to give it to her.



HERE WE ARE

If the crew manages to talk to Lilianna, she tells them all her woes:

- ★ She's in love with Daniel, but the Baron is holding him hostage.
- ★ She loathes Templeton Steele and is afraid of him.
- ★ She has no money on her but Steele is giving her a diamond and sapphire necklace as a wedding gift the morning of the wedding. The necklace is worth a fortune and she'll give it to Mal or to anyone who rescues Daniel and helps her marry the man she loves.

If the Crew fails to talk to her, the desperate Lilianna continues trying over the next few days while *Serenity* is en route to the cruise liner. She keeps reaching out to them until she manages to tell her story and persuade them to help her.

If the Crew does decide to help her, they'd best start comin' up with a cunning plan. Lilianna has traveled on board the *Rim's Dream* and can provide information on the layout of that ship, as well as the Baron's yacht, where she thinks it most likely he's holding Daniel.

MASTERIN' THE GAME CONVINVIN' THE CAPTAIN

If Mal isn't being played by a player, he could either be totally opposed, reminding the Crew that he took this job and he'll keep his end of the bargain. Or he might be more than happy to wreck the plans of a bastard like Templeton Steele by snatchin' his prize right out from under his nose. If Mal is opposed, those who want to help Lilianna will likely continue on with their plan, which is what Mal figures they'll do anyway.

SCENE FOUR: DAYS IN THE BLACK

This scene takes place on board *Serenity*.

THE LOWDOWN

The following scenarios can provide a chance for some interestin' role-playing. No need to do them all unless you want to. Pick those that suit your Crew and your adventure.

THINGS DON'T GO SMOOTH

ECHOES OF WAR

At some point, Mal finds out that Seth fought with the Alliance and that he was at Serenity Valley. This makes for an interesting day. Seth is naturally the strong, quiet type so he wouldn't be likely to bring it up himself. Asante could mention it either out of sheer cussedness, just to see how Mal would handle it, or because she wants to foment trouble. Someone doing research on the Cortex could finally discover Seth's military record. River might start talking about the ghosts that are on board *Serenity*—ghosts of the past that come with the boat's name, ghosts that haunt more than a few on board.

Seth won't be drawn into a political argument over who was right and wrong. He did his duty and he's not ashamed of it. He'll admit that he doesn't think the War was worth the terrible cost. He talks about the horrible sights he witnessed in Serenity Valley.

If Mal is inclined to violence, Zoe could encourage him to at least listen to Seth, hear him out. This scene might end in a fistfight or it could end with Mal and Seth developing a new respect for each other and maybe even a grudging friendship.

LILIANNA LEARNS HOW THE OTHER HALF LIVES

The Crew could take the time to show Lilianna what it means to work for a living and how difficult life can be for some folk. True, Lilianna has worked for charities and visited the poor, but she always left the missions and the hospitals and went home to her servants and her mansion.

The sheltered young woman might also learn some life lessons. Kaylee might teach her to cook using whatever you find in a can that has its label missing. Wash could talk to her about the joys and sorrows of marriage. She could play a game of ball with the Crew. If the Crew does take time to try to get to know her, she's touched and pleased. She realizes people actually care about her—not just for her looks or her money. The more sympathetic Lilianna becomes, the more likely the Crew can help her get out of her rough situation.

SHEPHERD BOOK

Shepherd Book might seek to counsel Lilianna. The Crew might come up with the idea, as part of the cunning plan, to have Shepherd Book perform the ceremony. Lilianna thinks that's a splendid idea. Shepherd Book might take some convincin'.

ASANTE AND THE CAPTAIN

Asante has taken a likin' to Mal and she doesn't bother to hide her feelings. If Mal reciprocates, she'll use their relationship to try to gain as much information as she can about *Serenity* and the crew (where weapons are stashed, how to obtain access to the bridge) before her "pirate" friends attack.

ACTION: FLIRTING WITH THE WEDDING PLANNER

Mal probably won't allow the relationship to advance too far, but it's likely he won't mind doin' a little flirting of his own, especially if he sees that this annoys Inara. Zoe could be skeptical of Asante and try to warn Mal to be careful. Shepherd Book could sternly remind Mal that they have an impressionable young woman aboard and to mind his manners. You could have some fun with opposed **SOCIAL** Actions as Asante attempts to charm Mal into providing information while Mal uses Asante to make Inara jealous.

- ★ **Crewmember Dice Pool:** Social + Influence, Mental + Trick
- ★ **Gamemaster Dice Pool:** Asante's Mental d10 + Focus d8 + Cocky d8
- ★ **Possible Assets:** COZY SPOT, CHEAP MOVES, BOTTLE OF WINE
- ★ **Possible Complications:** HURT FEELINGS, HUNGOVER, INDISPOSED

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** Asante gets more out of the Crewmember than he does out of her. If she needs to take a hostage at some point in the game, she takes her partner hostage, and spends one Plot Point to create a **BAD ROMANCE** d8 Complication for the scene.
- ★ **Raise the Stakes:** The Crewmember has the opportunity to take Asante to bed. If he or she opts out, Asante heads off to her bunk alone to sulk.
- ★ **Extraordinary Success:** Someone might hear Asante crying out or talking in her sleep. She won't reveal any information that would give her away, but someone such as Simon or Seth who has experience with PTSD might be curious as to the cause of her nightmares.

THE TRACKING DEVICE

Asante has hidden the tracking device somewhere aboard *Serenity*. The device is state-of-the-art, designed by Blue Sun.

If the Crew does identify the bug, that raises the question: who's keeping tabs on them and why? Mal might suspect the new passengers, but they all deny it. Wash may have to admit that he has no idea how long the device has been on board the boat. They could have picked it up anywhere anytime.

Could make everyone a mite jittery.

ACTION: DISCOVERING THE TRACKER ONBOARD

Once Asante plants the device, it emits a small signal to the pirates on the *Hard Burn*. They might be keeping an eye on Asante and follow her as she walks through the ship. If the GM wants to tip off the Crew to its existence after it's been planted, suggest it in an unrelated Complication like **WEIRD INTERFERENCE** or **WHO'S BEEN ON THE CORTEX ALL DAY?** to get Crewmembers looking around.

- ★ **Crewmember Dice Pool:** Physical + Notice, Mental + Operate
- ★ **Gamemaster Dice Pool:** Asante's Mental d10 + Sneak d8 + Blue Sun Agent d8
- ★ **Possible Assets:** WRANGLING KITTENS, CONFINED TO QUARTERS, DIAGNOSTIC SCAN
- ★ **Possible Complications:** POWER DRAIN, SYSTEMS HITCH, SENSOR BLIND SPOT

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The device is not found.
- ★ **Raise the Stakes:** The device is found, but its exact nature is unknown.
- ★ **Extraordinary Success:** The device is identified as a whistler, a device that uses short waves to send discreet signals to another ship.

MASTERIN' THE GAME

ASANTE, SIMON, AND RIVER

Asante works for Blue Sun and she knows they'd like to get their blue-gloved hands on River, though she doesn't know exactly why. If she recognizes them, Asante might consider bringing in the two fugitives, for there's a hefty reward. She could reject the idea for several reasons:

- ★ One: it's not the job she was hired to do.
- ★ Two: she has only a four-hand crew, which would make it tough to kidnap and guard three people.
- ★ Three: after spending time with River and Simon, even the hardened Asante is appalled by what they've done to River.

If you'd like to have Asante and her pirate crew try to apprehend Simon and River along with Lilianna, feel free. Mal and his Crew will be highly motivated to fight back. If Asante succeeds, Mal won't take kindly to havin' a member of his Crew snatched. Asante will be in for the fight of her life.

"One of them, Simon. A hard, cherry red shell and a blue beating heart. I can smell it."

— River



ACT II: WE'RE HUMPED!

THE CREW LIKELY EXPECTED SOMETHING TO GO WRONG with the trip. But who thought they'd have invited a pirate on board? Scene One: Pirates! You can just tell this scene isn't going to be a sunny day on the beach by the title.

THINGS DON'T GO SMOOTH

The Crew's settled into the usual routine aboard ship. They're only two days out from arriving at the cruise liner. Determine where the passengers and members of the Crew are located on board the boat and what they're doing when this event occurs.

ACTION: DETECTING THE PIRATES

As the pirates draw closer to the boat, the Crew might have a chance to spot them before they get too close. If they succeed, the Crew has a much better chance of outrunning the pirates rather than fighting them.

- ★ **Crewmember Dice Pool:** Mental + Operate
- ★ **Gamemaster Dice Pool:** EASY DIFFICULTY d6 + PIRATES APPROACHING d6
- ★ **Possible Assets:** PARANOID, PIRATES ROUND THESE PARTS, BREW ANOTHER POT
- ★ **Possible Complications:** DISTRACTED BY DINOSAURS, SENSOR MALFUNCTION, I THOUGHT IT WAS A GLITCH!

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The pirates have the advantage if *Serenity* tries to run. Create a **BUSHWHACKED d6** Complication for the scene.
- ★ **Raise the Stakes:** They see a ship on the scanner, headed their direction and closing fast.
- ★ **Extraordinary Success:** They see a ship on the scanner, headed their direction and closing fast. *Serenity* has the advantage if it tries to run. Create an **INCOMING! d6** Asset for the scene.

The ship is a modified tramp freighter and it fairly bristles with guns. Anyone who travels in the black immediately recognizes the ship as belonging to the pirates that frequent the Rim, preying on unarmed transport ships, stealing the cargo, and taking hostages to hold for ransom.

If the ship is detected in time, Mal could decide to run.

ACTION: MAKING A RUN FOR IT

If the GM wants the chase to be resolved in one roll, use this table. For something a bit more drawn out and dramatic, see Rules Variant: Run, Rabbit, Run (page 65).

- ★ **Crewmember Dice Pool:** **ENGINES + FLY**
- ★ **Gamemaster Dice Pool:** **ENGINES d10 + ELITE PIRATE d8 + BUILT FOR SPEED d8 + PILOT d6**
- ★ **Possible Assets:** **REROUTE EMERGENCY POWER TO THE BOOSTERS, PUT THAT MOON BETWEEN US AND THE OTHER SHIP, EVERYBODY, HANG ON!**
- ★ **Possible Complications:** **TARGET LOCK, GUN TO YOUR HEAD, SABOTAGE**

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The pirates catch *Serenity*.
- ★ **Raise the Stakes:** *Serenity* outruns the pirates.
- ★ **Extraordinary Success:** Asante doesn't make her move, but she does something that catches the attention of the Crew. She gains a **Suspicious d6** Complication until the Crew docks with the luxury liner.



EVERYONE'S IN THE SAME BOAT

Just because it's a chase doesn't mean only the pilots get to have fun. The rest of the Crew can help out a few ways.

Creating Assets: Any Crewmember can create an Asset for something involving the ship or situation by spending a Plot Point. Perhaps Wash is pulling a **CRAZY IVAN** or Kaylee has **REDIRECTED POWER** in order to keep the boat from being captured. Creating Assets might even force the pursuing or fleeing ships to adjust their tactics, rolling weaker Traits in order to contend with the changes the Assets make to the pursuit.

*Jayne smiles and spends a Plot Point to create an Asset. Jayne has **BLOWN THE CARGO OUT THE DAMN AIRLOCK AGAIN**. Mal groans, but he knows that losing the cargo is better than getting caught by the Alliance. Not only does Wash have an extra die to roll next round, the GM rules that the patrol boat must use its weaker **HULL** Trait in the next roll, on account of having to smash through a cloud of crates to continue its pursuit.*

Aiding the Pilot: Non-pilot Crewmembers can also take actions to give the pilot more dice. The Crewmembers assemble a pool for whatever Action the GM thinks is beneficial. They roll against a pool with a difficulty die and the Rabbit die plus any Complications. If they raise the stakes, they give the highest rolling die to the pilot to roll for the next roll, and the pilot keeps three dice. But if they fail to raise the stakes, the Rabbit die steps back, as the hound's relentless pursuit overcomes their efforts to help.

Kaylee dashes back to the engine room. She just bought a new compressor for Serenity's engine and wants to see how it performs under a high-speed chase. She assembles a pool of Mental + Fix + Ship's Engineer. The GM assembles a pool of the Rabbit die **D10** and a difficulty of **D6**. The GM sets the stakes at an 11, but Kaylee only gets a 9 on her roll. Instead of adding her **D10** to Wash's pool, she lowers the Rabbit die to a **D8**. The patrol boat looms closer and Kaylee has some strong words for the merchant that sold her that lè sè compressor unit.

Here are the Actions spelled out for this specific scene.

RULES VARIANT: RUN, RABBIT, RUN

Serenity is an unarmed trading vessel. Guns often bring unwanted Alliance scrutiny. Also, Mal doesn't want to give Jayne any more chances to shoot something than he has to. Most Crews in this situation do the same thing when confronted by an armed pirate vessel bearing down on them—they run.

The chase between *Serenity* and the *Hard Burn* can be resolved in a single die roll if you want to get on with the story. We've included these rules for those folks who want a more dramatic chase between the Crew and Asante's pirates.

These chase rules use a **Rabbit die**. The ship being chased is called the **rabbit**. The ship doing the chasing is called the **hound**. The die represents the distance between the rabbit and the hound. The bigger the Rabbit die, the more distance between the ships. In each roll, the hound sets the stakes of the conflict and the rabbit tries to raise the stakes to put more distance between the two ships. If the rabbit fails to raise the stakes, the hound gets closer to capturing the rabbit.

Whichever side wins gets to step the rabbit die up or back; an extraordinary success means that the die is stepped up or back twice on that roll. If the Rabbit die is stepped up beyond a **D12**, the rabbit goes free. If the Rabbit die is stepped back beyond a **D4**, the rabbit is caught. Either side can choose to give up at any time, since the more rolls that occur, the more likely it is someone will rack up some Complications.

*Wash is being pursued by an Alliance patrol boat after the Crew pulls some illegal salvage off an abandoned Alliance transport. The GM sets the Rabbit die at a **D8**, giving Serenity a head start in the chase because Wash saw the Alliance ship coming. The Alliance pilot pulls together **ENGINES D6 + FLY D6 + LAW IN SPACE D8**. The Gamemaster rolls the Alliance patrol boat's dice pool to set the stakes and gets an 8. Wash pulls together **ENGINES D10 + FLY D12 (Transports) + SHIP'S PILOT D8 + RABBIT D8** and raises the stakes by rolling a 12. The Rabbit die steps up to a **D10** as Wash puts some of the black between him and the Purplebellies.*

ACTION: RUNNING FROM THE *HARD BURN*

If the pilot failed to raise the stakes on his roll to notice the pirates, the Rabbit die is a **D6**. If he raises the stakes, it starts at a **D8**. If he got an extraordinary success, the Rabbit die is set at a **D10** to start.

- ★ **Crewmember Dice Pool:** **ENGINES + FLY + Rabbit die**
- ★ **Gamemaster Dice Pool:** *Hard Burn's* **ENGINES D10 + ELITE PIRATE D8 + BUILT FOR SPEED D8 + PILOT D6**
- ★ **Possible Assets:** **SKIMMING METEORITES, SMUGGLER'S LOOP, PULL A WHISKEY TANGO FOXTROT ON THEM**
- ★ **Possible Complications:** **LOW ON FUEL, THEY GOT A TARGET LOCK!, ENGINE ROOM FIRE**

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** Step back the Rabbit die. If you failed to raise the stakes by 5 or more, step the die back twice.
- ★ **Raise the Stakes:** Step up the Rabbit die.
- ★ **Extraordinary Success:** Step up the Rabbit die twice.

ACTION: HELPING OUT THE PILOT

Examples include boosting the engines or jamming the other ship's sensors. It's up to the GM as to whether or not an Action will help the ship escape.

- ★ **Crewmember Dice Pool:** **Mental + Fix, Mental + Operate**
- ★ **Gamemaster Dice Pool:** **Rabbit die + CHALLENGING DIFFICULTY D8 + PIRATES! D8**
- ★ **Possible Assets:** **HIT THE BOOSTER SWITCH, GET CLOSE TO THAT PULSAR, RUN SILENT**
- ★ **Possible Complications:** **THAT'S A NEW NOISE, SENSOR MALFUNCTION, POWER FAILURE**

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** Step back the Rabbit die.
- ★ **Raise the Stakes:** Give the highest rolling die to the pilot to roll for the next Rabbit roll. The pilot keeps three dice.
- ★ **Extraordinary Success:** Give the highest rolling die to the pilot to roll for the next Rabbit roll. The pilot keeps three dice. Step up the Rabbit die.

Asante isn't in contact with her *Hard Burn* crew, but the attack was scheduled for today so she's armed and ready for action. If she's on the bridge at the time the ship is sighted, she draws her gun and puts it to the head of the pilot, ordering him to stop and prepare to be boarded.

If she's not on the bridge, she knows the moment she hears the alert that her ship has been sighted. She takes a hostage (whoever happens to be near her at the time) and uses the hostage to gain access to the bridge. If Mal has decided to run, Asante tells him to stop or she'll shoot the hostage.

Asante tells the Crew she doesn't want any killing. She's no threat to them. She just wants to make sure Lilianna doesn't go through with the wedding. Asante guarantees the girl won't come to any harm. She also informs them that her comrades are former members of the Browncoat Elite Forces and that they'll be real upset if anything bad happens to her.

THRILLIN' HEROICS

Now's the time for action. A lot depends on what the Crew decides to do, which could be somethin' we never thought of, so best be quick on your toes. A bunch of stuff happens all at once.

RUNNING

If Mal decided to run, he could obey Asante and bring *Serenity* to a halt, in which case the pirate ship catches up and soon boards them. (Go to **Boarded!**) If he wants to keep running, he and any Crewmembers that are on the bridge likely attempt to rescue the hostage. A fight ensues.

Note: It's probably *not* a good idea to have bullets flyin' about the bridge. If someone does fire a gun, it's likely the bullet could hit someone or somethin' vital to the workings of the boat.

MEANWHILE IN ANOTHER PART OF THE BOAT...

The moment Seth hears the alert, he attempts to take Lilianna to a pre-arranged hiding place on board *Serenity*. Lilianna's alarmed and confused, and she refuses to go with him, telling him this has nothing to do with her. He reminds her of the threats issued by kidnappers.

If Lilianna hasn't had a chance to plead for help, she seizes hold of one of the Crewmembers and tearfully blurts out the truth—that she made up the kidnappers because she doesn't want to marry Templeton Steele, that the Baron is holding her lover hostage, and so on. She relates as much as she has time to before Seth manages to drag her off. If the Crewmembers already know her story, Lilianna goes with Seth without a murmur.

If any Crewmembers offer to help, Seth declines, saying he's going to take Lilianna to her quarters. In truth, he's taking her to the hiding place. He makes certain no one follows them or sees them.

OUTCOME

If *Serenity* manages to outrun the pirate ship, Asante is overpowered, the hostage is rescued, and we have a happy ending, boys and girls—at least for the time being. Asante ain't overly worried. She has a back-up plan. She readily admits that she planted the tracking device and tells them where to find it. The fact that she's so forthcoming might strike some folk as suspicious.

If *Serenity* stops, then the pirates board. Go to **Boarded!** If the pirate ship catches up to *Serenity*, the pirates fire a warning shot first. *Serenity* being outgunned, Mal should surrender. If he doesn't, this adventure could come to a real speedy end.

If Asante is killed and her crew boards the ship, Mal and his Crew better be prepared to fight—her comrades will be out to avenge one of their own. If the fight goes badly for the Crew, the Elite Force members rough them up, lock them up, and summon the nearest Alliance cruiser.

If her comrades on board the cruise liner find out their commander is dead (they'll know somethin' is wrong when she turns up missing), they track down Mal, demanding to know what happened to her. They know she was on board *Serenity* because of the tracking device she planted and they won't believe Mal if he tries to lie. They enjoy beating the truth out of him. If possible, they do their best to apprehend him and any other member of the Crew and hand them over to the Alliance.

BOARDED!

Asante's team of Elite Force members board *Serenity*. They're armed to the teeth, but that's mostly for show. They really just want to intimidate the Crew, frighten them into giving up Lilianna. As Asante says, no need for killin'.

If the Crew fights, Asante and her crew put up a token resistance and beat a strategic retreat. She has a back-up plan, after all. She figured it would be shiny if they could snatch the Princess quickly out here in the black, but she's not willing to risk her life or those of her crewmembers. She says she doesn't want to mess up Mal's pretty face. Some might find her willingness to back down more'n a mite suspicious.

If the Crew agrees to give up Lilianna, they have a problem. They won't be able to find her. Seth and Lilianna have both disappeared, presumably gone into hiding. And there are a lot of places on board *Serenity* to hide! Even Mal doesn't always know where to look for them.

Once Asante realizes she has to take *Serenity* apart to find Lilianna, she and her crew depart. Not worth the time and effort. When Asante and her crew are gone, Seth and Lilianna come out of hiding. Seth might not be too pleased if he hears the Crew was ready to give them up.

ACTION: REPEL BOARDERS

Run one round of an Action Order. As soon as one of the pirates (or Asante) is Taken Out, the remaining pirates retreat to the *Hard Burn* and flee on their Action. Asante's pirates fight with her as a gang (see Ganging Up on page 26).

- ★ **Crewmember Dice Pool:** **PHYSICAL + FIGHT, PHYSICAL + SHOOT**
- ★ **Gamemaster Dice Pool:** Asante's **PHYSICAL d12 + BLUE SUN AGENT d8 + SHOOT/FIGHT d10 + 4d8** (one d8 for each **ELITE PIRATE d8**)
- ★ **Possible Assets:** **HOME GROUND, BEHIND COVER, CRATE FULL OF WEAPONS**
- ★ **Possible Complications:** **HULL BREACH, FIRE IN THE HOLE, SUPPRESSION FIRE**

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** A Crewmember is Taken Out by a pirate counterattack. The player can spend a Plot Point and take a Complication equal to the highest rolling die in the pirate's pool to avoid being Taken Out.
- ★ **Raise the Stakes:** One **ELITE PIRATE d8** is Taken Out. If there are no more pirates, Asante takes or steps up a **WINGED** Complication.
- ★ **Extraordinary Success:** Two **ELITE PIRATE d8** are Taken Out. If there are no more pirates, Asante takes or steps up a **WINGED** Complication.

MASTERIN' THE GAME**SOLD INTO SLAVERY**

If the Crew hands Lilianna over to Asante and her pirates or if Asante and her crew succeed in taking Lilianna by force, the Crew lands a boatload of trouble:

For one, they're not going to get paid if they don't show up to the wedding with the bride.

Mal can now count the Baron and Templeton Steele among folk who would most like to see him dead.

While Mal may not think highly of Badger, the little creep does find jobs for them.

Either the Crew can spend the rest of their days hungry and on the run or they can try to rescue Lilianna. This means they have to dog the pirate ship, and find out where Asante is bound. If they lose the ship, some of their underworld connections know where to look for her.

The trail leads to a slave trader on one of the Outer Planets, holed up in an abandoned prison ship. He's holding a big slave auction, sellin' off men, women, and children. The Crew likely arrives right as the auction is about to begin. They have a chance to rescue Lilianna and put an end to the slave trafficker. He's well armed and he has a large gang of goons. The Crew is in for a fight.



ACT III: THE WEDDING PLANNERS

THE WEDDING IS AT HAND, BUT THE CREW DOESN'T GET paid until Lilianna says, "I do." In the meantime, surely they can stay out of trouble on a luxury liner?

SCENE ONE: RIM'S DREAM

THIS SCENE TAKES PLACE ON A LUXURY CRUISE LINER, *Rim's Dream*.

RIM'S DREAM

Engine Room: Located at the bottom of the ship, the engine room is under the command of the Chief Engineer. This area is restricted.

DECK 1: CREW QUARTERS

Crew's Dorms: The majority of the crew of *Rim's Dream* lives on this deck in dorm rooms. The crew's mess hall and a crew "pub" are located on this deck, as well as a gym and a movie theater.

The officers have their own wardrooms on this level. These rooms are quite elegant, as the officers often entertain favored guests among the passengers.

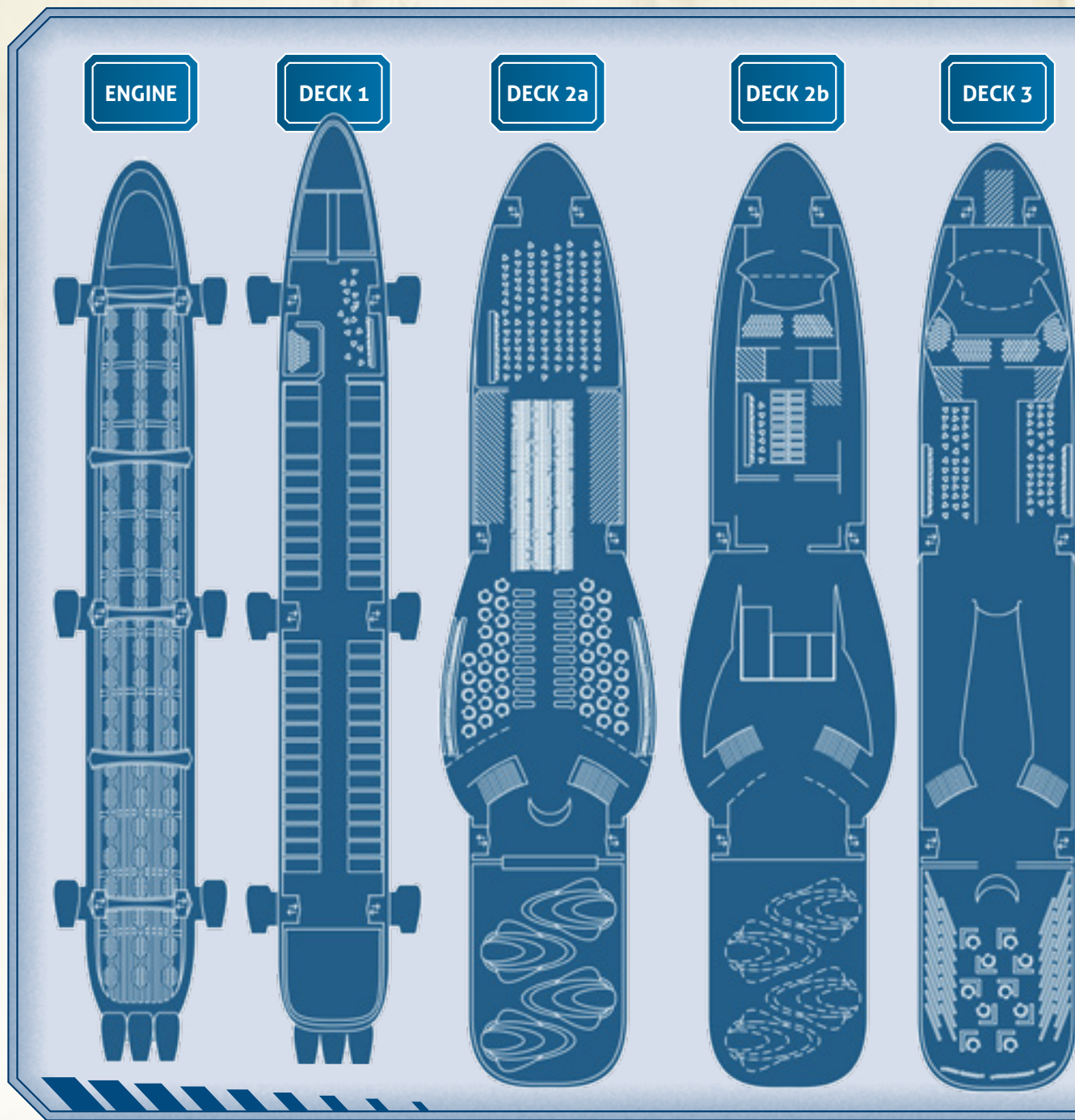
Passengers are permitted on this deck, but only if they have an invitation from one of the officers or if they're escorted by someone on the crew.

DECK 2: MAIN FLOOR

Verbena Restaurant: The largest restaurant aboard ship features elegant fine dining with white tablecloths, crystal, silver, and wait staff in fancy dress. Reserved seating. Tables are assigned when guests board the ship.

Verbena Club: Private bar, members only. Dark wood and low light. Cigars and brandy.

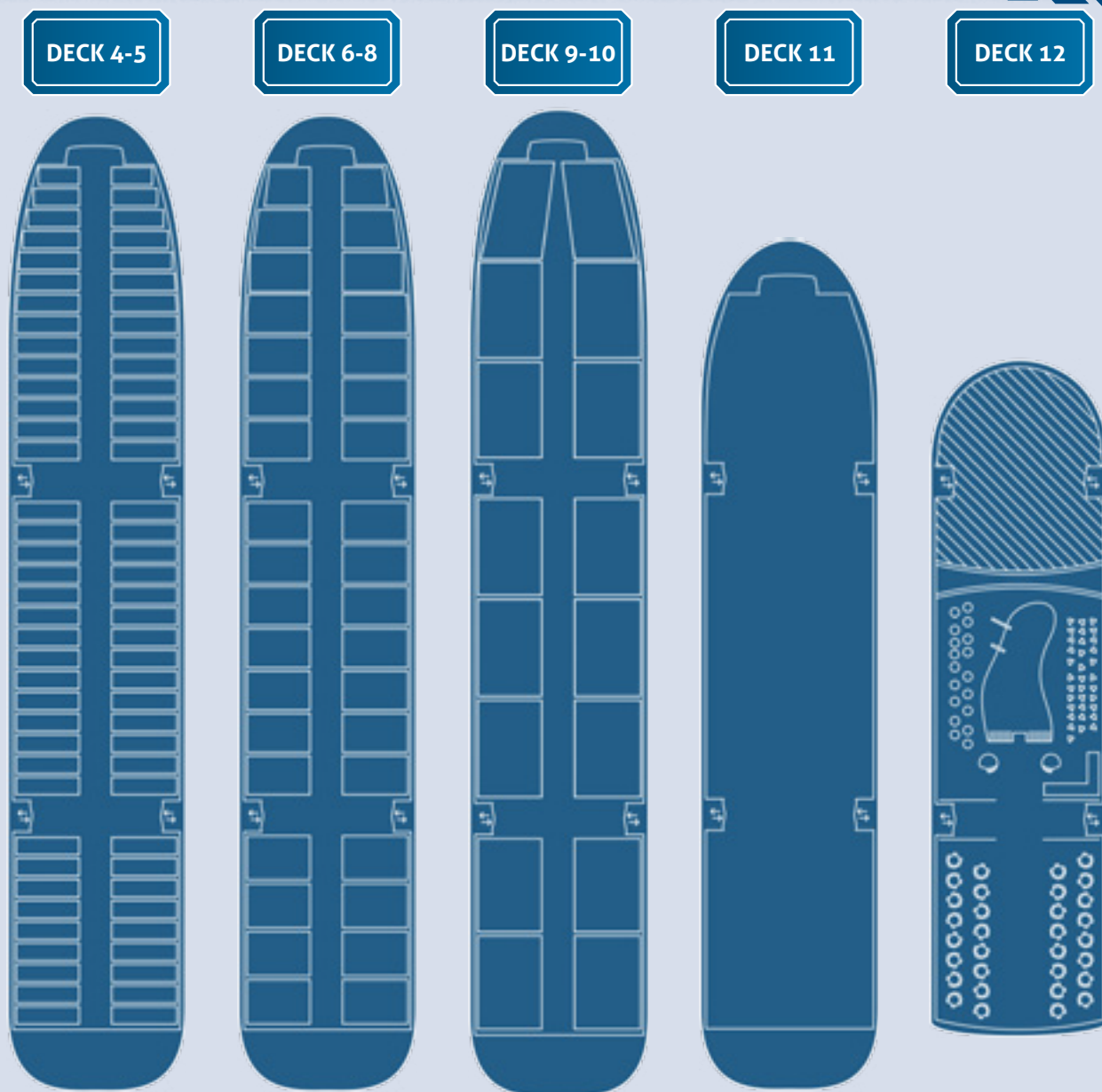
Lucky Lady Casino: The casino is huge, located in the center of the ship, for this is one of the main attractions. To reach the Verbena restaurant, passengers are required to walk through the casino (and thus be tempted to drop some cash).



The casino operates twenty-four hours a day and features faro, blackjack, poker, slot machines, pachinko, and mahjong. Rooms for private, high-stakes games are available to high rollers. Security is tight aboard ship and tighter in the casino. Cameras keep watch on players as well as the dealers. No money changes hands in the casino. Players gamble for credits that are exchanged for cash at the Purser's Office. A tab is extended to those who run a bit short. Losers are not permitted to leave the ship until their gambling debts are paid.

Pioneer Pub: One of the most popular bars on board, it's meant to resemble a pub on one of the frontier planets. It features cedar plank wood walls, polished bar, and leather cushioned bar stools, with a large mirror behind the bar. Anyone who's ever been in a real frontier bar would find this pretty darn amusin'.

Grand Lobby: Stunning area where passengers are welcomed aboard. Decorated in gold and red velvet, with sweeping staircases leading to the mezzanine on Deck 3 and a domed ceiling six stories above the floor, the



lobby is an impressive sight. Passengers can find room assignments here, book tours, and request information at the reception desk.

Purser's Office: Located behind the reception desk. The Purser is in charge of all money matters on board ship, including credit transfers. A vault contains large amounts of standard Alliance-issued paper notes. Just how large is a well-guarded secret.

Infirmary: Medical facility staffed by a doctor and two nurses. Four hospital beds. Small operating theater, for use only in case of emergency. Extremely ill patients are transported to the nearest Alliance hospital.

Docking: The docking areas can handle up to four yachts, as well as the ship's lifeboats that double as shuttles. They don't handle private shuttles due to security. Once docked, an airlock provides safe passage from the docked vessel to the cruise liner. Security personnel are on hand to check for weapons using an electronic weapons sweep.

The Bijou: Theater featuring live performances at night. High-kicking show girls in feathers and not much else.

Dance Hall: For those who like their dancing a bit more lively than quadrilles in the Grand Ballroom, the Dance Hall features a live band nightly. Popular with the young people.

DECK 3: LOUNGES, FINE DINING, AND SHOPS

Lilac Dining Room: Smaller and more elegant than Verbena. Tables are assigned when passengers board. Only those with penthouse staterooms are permitted to dine here.

Chart Room: Elegant bar that plays Chinese classical music. Walls are decorated with navigational charts.

Champagne Bar: Champagne and champagne cocktails are the only drinks served. Small, dark, romantic.

Grand Lobby Mezzanine: Overlooks the Grand Lobby below. Sweeping staircase leads down to Deck 2. Shops offering designer clothes for men and women, jewelry, sculpture, paintings, and sundries.

The Bijou: Balcony seating for the theater.

Library Bar: Walls are shelves lined with books. Leather chairs and couches. A cozy, quiet place for a drink.

DECKS 4-5: ECONOMY STATEROOMS

Rooms on these levels are small with two beds that can be separated or combined into one. Small toilet with tiny shower. Small closet and chest of drawers. Porthole looks out into the black.

Early morning maid service.

DECKS 6-8: MID-LEVEL STATEROOMS

These rooms are larger and have a picture window with a stunning view. Couch and coffee table. Two beds that can be separated or combined into one. Larger closet, nicer bathroom. Morning maid service.

DECKS 9-10: LILAC STATEROOMS

Ornate rooms with small living area, separate bedroom. Includes access to Lilac Dining Room. Afternoon maid service and specialty services available when scheduled in advance.

DECK 11: PENTHOUSE SUITE

The Suite is the size of a small estate and has an entry hall, living room, dining area, and separate bedrooms. Comes with butler and access to Lilac Dining Room.

DECK 12: LIDO

This deck's main attraction is an indoor swimming pool, tennis courts, shuffleboard, and walking track.

Greenleaf Cafeteria: Open twenty-fours a day with food ranging from hot dogs to Peking duck. Dessert buffet at midnight.

Osiris Spa: Relax and enjoy a few hours of pampering. Mud baths, herbal wraps, massages, whirlpools, and steam rooms.

Grand Ballroom: Ballroom is a large room, beautifully decorated with living palm trees and exotic flowers. Tables and chairs surround a dance floor in the center.

Lookout Lounge: Connected to the Grand Ball, separated by the bar area, the lounge at the prow beneath the bridge. Large panoramic windows provide a breathtaking view of the heavens.

Bridge: Located at the top of the ship at its prow, the Bridge has state-of-the art navigational equipment. The First Officer is in charge of navigation and the Bridge. The captain will be on the Bridge during tricky maneuvers or emergencies. The Chief Radio Officer is in charge of communications.

The Bridge area is secured. Door is locked and only those officers and crew with special keycards can enter. There are no guards, however, and none of the officers carry weapons. An alarm will send armed security personnel to the Bridge on the run.

THE LOWDOWN

After the Crew has patched up any wounds and dealt with any lingerin' problems, they arrive at the cruise liner, *Rim's Dream*. The captain has been told to expect them, so they have no difficulty docking with the cruise liner. The Baron's yacht, *Star Voyager*, is docked with the cruise liner. Templeton Steele is already on board.

Note: If the Crew considers taking shuttles from *Serenity* to *Rim's Dream*, their request is denied. Due to security concerns, *Rim's Dream* is not equipped to handle shuttles. *Serenity must* dock with the cruise liner and be secured.

If Mal doesn't enrage the Baron, he graciously gives the Crewmembers their own staterooms located on Deck 4. They have access to all the places on board the ship where

passengers are allowed, with the exception of private clubs and the restaurant reserved for upper class guests. The Bridge, the Engine Room, Crew Quarters, Galley, and Officer's Quarters are all off limits.

That said, there are ways the Crew could gain access to some of these.

ACTION: GETTING ACCESS TO RESTRICTED PARTS OF THE SHIP

Kaylee might become friendly with one of the ship's engineers and persuade him to take her to see the engine room. Inara could try to obtain an invitation to the captain's private party in his stateroom.

- ★ **Crewmember Dice Pool:** Social + Fix, Mental + Influence, Physical + Sneak
- ★ **Gamemaster Dice Pool:** CHALLENGING DIFFICULTY d8 + CRUISE CREW d6
- ★ **Possible Assets:** THE GUARD IS SWEET ON YOU, OLD FRIENDS, FORMER CLIENT
- ★ **Possible Complications:** ESCORTED, CAUGHT RED HANDED, WHERE DO I KNOW YOU FROM?

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crewmember is unable to get into the secure area.
- ★ **Raise the Stakes:** The Crewmember is able to get into the secure area.
- ★ **Extraordinary Success:** The Crewmember is able to get into the secure area. When another Crewmember creates an Asset due to your access, such as **ENGINE ROOM LOCKDOWN** or **CAPTAIN'S ORDERS**, the Asset is a d8.

THINGS DON'T GO SMOOTH

By now, the Crew likely has a cunning plan for helping Lilianna find true love with her ranch hand. Here's some of what will happen or could happen, all dependin' on the Crew.

THE BARON

Likely Mal will send a wave to the Baron askin' to meet, since Mal would like to get paid. The Baron invites Mal to meet on his yacht. The Baron requests that Lilianna remain

on *Serenity* until time for the wedding. He's spotted some reporters from the gossip rags around.

NO WEAPONS

Once *Serenity* has docked, an airlock opens leading to the Grand Lobby. Security is standing at the entrance. Everyone must pass through an invisible electronic weapons detector that sweeps the entire body searching for weapons. No weapons of any type are permitted on board the cruise liner, including all manner of firearms, any type of knife, or anything else security deems might be used as a weapon.

Anyone who puts up a fuss is refused entry onto the cruise liner.

ACTION: SMUGGLING WEAPONS ON BOARD

If Jayne is caught with a weapon the first time he tries to board, he receives a polite warning and is ordered to take the weapon back to *Serenity*. If Jayne tries a second time, his weapon is confiscated and kept in the vault in the Purser's Office, to be returned prior to departure. If Jayne tries a third time to smuggle a weapon on board and is caught, his weapon is confiscated and he's escorted to the brig.

- ★ **Crewmember Dice Pool:** Social + Influence, Mental + Sneak
- ★ **Gamemaster Dice Pool:** CHALLENGING DIFFICULTY d8 + WEAPON DETECTORS d8 + SHIP'S SECURITY d6
- ★ **Possible Assets:** INSIDE A WEDDING GIFT, I HAVE A PERMIT FOR THAT, IT'S JUST A TOY
- ★ **Possible Complications:** UNLOADED, FORGOT THE POWER CELLS, GUARD TOOK VERA

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The security staff detects the weapon.
- ★ **Raise the Stakes:** The security staff does not detect the weapon.
- ★ **Extraordinary Success:** Create or step up a **MALFUNCTIONING SECURITY SCANNERS** Complication for the next time someone does something troublesome on board.

MALFUNCTION

Security has been having problems this voyage with the weapons scanners malfunctioning. They have managed to keep this quiet, but every so often, at various times during the day and night, the screens shut down for no apparent reason. During these times, which come at irregular intervals, someone could manage to sneak a weapon past security. These lapses never happen at the same time and cannot be predicted. The system is down for only a few moments at a time. This malfunction could manifest itself as a Complication, or it could be created as an Asset by a Crewmember for a Plot Point.

The reason these are occurring is that Asante has some of her crew posing as wedding guests. She's on board the *Hard Burn* biding her time. Her crew has disabled the security systems to allow the pirates to smuggle weapons on board in wedding gifts.

MASTERIN' THE GAME

THEM'S SOME MIGHTY FINE GUNS, BARON

The Baron will be pleased and flattered if any of the crew comments on the Baron's collection of Templeton Steele's newest patented firearms, like the MPE40. He'll be pleased as punch to talk about them. Some folk might find it interesting to note that, although they're prototypes, all the weapons are in working order and that Steele has thoughtfully provided ammunition in case the Baron wants to do any target practice.

The weapons don't come with instructions. They aren't loaded with power cells, though any spare cell will do.

Using one of these weapons in a **SHOOT** roll adds a **PROTOTYPE GUN D10** to the pool in addition to the damage die. However, rolling a 1 or 2 on the roll counts as a Complication, such as **BURNED OUT POWER CELL** or **STUCK ON FULL AUTO**.

The weapons are on display during the day. A single armed guard watches over them. The guns are locked away at night in a vault in the Baron's stateroom.

THE BRIDEGROOM ANNOYETH

Templeton Steele has heard that *Serenity* has docked. He's in the Grand Lobby with two of his guards and an attorney who goes everywhere with him. Steele knows that Lilianna is supposed to remain on board *Serenity* until time for the wedding while Nova Norling takes her place, but he wants to see Lilianna and make certain she's safe. He also wants to have some time with his wife-to-be, regardless of her feelings on the matter. He assumes he can bribe his way onto the ship and into her room.

Steele doesn't want to put Lilianna in danger or let the press know where to find her. Mindful that people can hear him, he politely, if coldly, asks Mal for a tour of *Serenity*. Steele says he's never been on a Firefly class boat. If Mal's agreeable, Steele is escorted on board *Serenity*. He asks to bring his bodyguards, but if refused, he orders them to stay put. His attorney is allowed to accompany him.

Once on board *Serenity*, Steele demands to see Lilianna. If he is refused, he uses intimidation, threats, and bribes to try to persuade someone to take him to her. He's not armed, but he might be inclined to throw a punch. Mal or Zoe, who have reason to consider Steele a gorramn traitor, might be glad to let him know how they feel.

ACTION: SCUFFLING WITH TEMPLETON STEELE

Templeton is as likely to throw a punch as a barbed insult.

- ★ **Crewmember Dice Pool:** Physical + Move, Mental + Focus
- ★ **Gamemaster Dice Pool:** Steele's **PHYSICAL D6 + FIGHT D6 + HEART OF ICE AND DUST D8** or **SOCIAL D6 + INFLUENCE D10 + HEART OF ICE AND DUST D8**
- ★ **Possible Assets:** **I AM NOT IN THE MOOD, BAD LUCK TO SEE THE BRIDE, SETH INSISTS YOU BACK OFF**
- ★ **Possible Complications:** **YOU'LL HEAR FROM MY ATTORNEY, BROKEN NOSE, BATTERED PRIDE**

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** Word of this altercation gets back to Baron Fairchild. Any further interactions with the Baron or Steele must contend with a **GRUDGE D6** Complication.

- ★ **Raise the Stakes:** Templeton backs off for now, though he continues to sling insults at whoever got him to stand down.
- ★ **Extraordinary Success:** Steele suffers a **PUT IN HIS PLACE D6** Complication till the end of the adventure.

If Mal's feeling mischievous and decides to escort Steele to Lilianna's cabin, she keeps the door locked and refuses to see him. Her bodyguard, Seth, is there to tell Steele that he's following the Baron's orders to keep Lilianna safe and secure until the wedding. Seth's polite and respectful, but firm. Steele can take this matter up with the Baron.

Steele's not stupid. He can see that Seth isn't someone he wants to mess with—and if he somehow overlooks that, his attorney points out to him that it would not be wise to make trouble. Steele backs down and leaves *Serenity*, though he makes it clear he won't forget how he was mistreated.

GETTING PAID

In order to reach the Baron's yacht, Mal has to leave *Serenity*, pass through security, and cross the Grand Lobby to the other side to enter the airlock that leads to the yacht. He won't be carrying any weapons unless he has somehow managed to smuggle them past security.

If the Crew has a cunning plan that requires access to the Baron's yacht to find Daniel, this would be an ideal time to do some reconnaissance.

- ★ If Mal's a participant in the plan, he could provide a diversion so that another member of the Crew could slip off and try to find out where Daniel is being held.
- ★ If Mal's not involved with the plan, he might unknowingly provide a diversion because he's about to find out he's not going to get paid.

The butler greets Mal and Crew as they enter. The butler tells Mal that the Baron is in the Library, which is on the Owner's Deck. The butler escorts them the short distance. The butler answers any questions with very polite words, "Yes, sir. Precisely, sir."

The Baron meets with Mal in the Library. He tells Mal that the agreement he made with Badger states that Mal won't receive his money until Lilianna is married. (Seems Badger forgot to mention this little detail!)

Mal could raise hell, but he won't get anywhere, except to anger the Baron. Mal is likely not armed, since he had to go through security. The Baron *is* armed, as well as his bodyguards, since they're on board his yacht.

If Mal brings up the pirate attack, mentions that they damn near died, the Baron will be shocked that Lilianna was in danger and grateful that they saved her, but he won't change his mind about payin' them. A deal's a deal.

The wedding is tomorrow at noon. Mal will make certain the bride arrives safely to her suite of rooms on Deck 11 where she'll change into her wedding dress. The Baron will escort her to the ceremony, which will be held in the Grand Ballroom, Deck 12. Once Lilianna says her vows and she's away on her honeymoon, Mal can collect his pay. Until then, the Baron allows the Crew the run of the cruise ship. They have access to all the fun and free food they want.

STAR VOYAGER

LOWER DECK

Crew cabins and main engine room. Small area for crew dining.

MAIN DECK

Guest cabins to accommodate twenty guests, plus the infirmary and dining area. Airlock. When the yacht is docked, guests depart from this level. The Baron has his own security on board the yacht. Access to the yacht is by invitation only. Guests of the Baron's may come and go as they please, but they must pass through security.

OWNER'S DECK

The Baron's Stateroom: Decorated in a frontier style with sheepskin blankets on the four-poster bed. A big walk-in closet that's mostly empty. (The Baron travels light.)

Lilianna's (Nova Norling) room: Canopy bed, elegantly decorated. Large walk-in closet filled with clothes and innumerable pairs of shoes and boots.

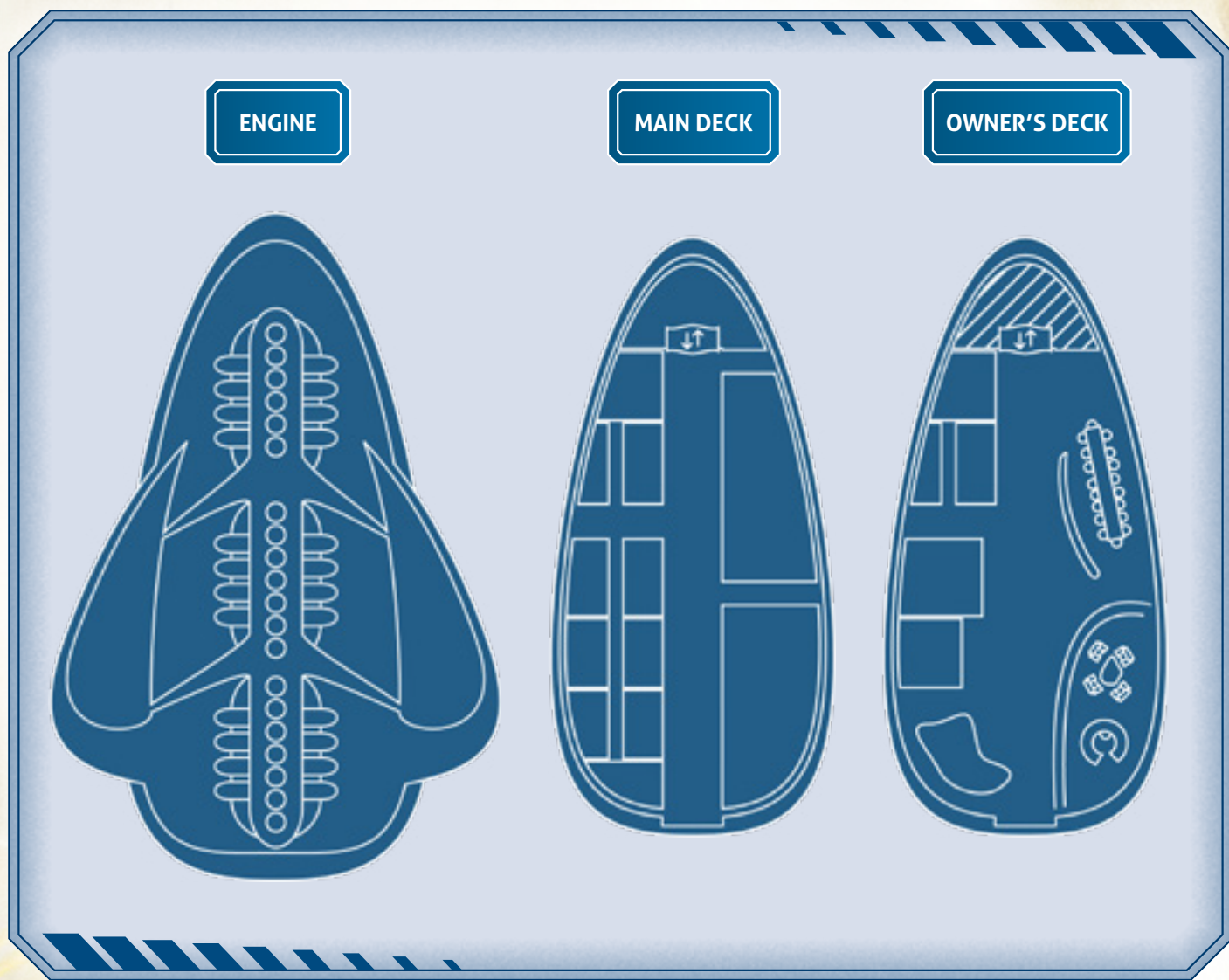
Library: The Baron spends most of his time in this room. Although called the Library, there are no books. He sits at his desk, which has the latest in communication devices, doing deals and keeping tabs on everything that is happenin' at the ranch. He has on display three of Templeton Steele's newest patented firearms—prototype energy pulse weapons like the MPE40.

Small Dining Room and Bar: Table and chairs seat about twenty guests. Bar is at the far end. Bartender is on always on duty.

Swimming Pool: A swimming pool under a fake blue sky with an artificial sun. A cabana boy is on hand with towels and sunscreen. A bartender serves fruity cocktails with tiny umbrellas.

Guest Rooms: These rooms are all locked; guests only.

Bridge: Only the Baron, his pilot, and first mate are allowed on the bridge. The bridge is secured by a locked door and an armed guard.



DIVERSION

ACTION: DISTRACTING BARON OPTIMUS FAIRCHILD

If members of the Crew need time to try to locate Daniel, Mal needs to keep the Baron busy. If Mal wants to turn on the charm, he should make a roll to find out if he succeeds. The difficulty increases if Mal and the Baron have traded insults. If another member of the Crew is present, Inara for example, she could add her roll to Mal's to try to smooth things over.

If Mal succeeds, the Baron shows off Steele's weapons. The Baron permits Mal to handle them, but not to fire them.

- ★ **Crewmember Dice Pool:** SOCIAL + INFLUENCE, SOCIAL + TRICK
- ★ **Gamemaster Dice Pool:** Fairchild's Mental d8 + Focus d8
- ★ **Possible Assets:** A BOX OF FINE CIGARS, DISCUSSING THE CATTLE BUSINESS, A LOVELY REGISTERED COMPANION
- ★ **Possible Complications:** POLITICAL DISAGREEMENT, DON'T TOUCH THAT, ARE WE DONE HERE?

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Baron is aware something is up. Crewmembers aboard the Star Voyager must deal with an **ON ALERT d6** Complication.
- ★ **Raise the Stakes:** The Baron is distracted long enough for the Crewmembers to snoop around.
- ★ **Extraordinary Success:** The Baron takes a shine to the Crewmember spending time with him. Any Assets created related to the Baron's assistance begin at a d8.

LOOKING FOR DANIEL

If at any point Inara, or another Crewmember, can provide some excuse for leaving the Library (such as she needs to powder her nose, she's never been on a yacht before, she's really hankerin' to see the engine, etc.), the Baron grants permission. He's not worried. Daniel is well hidden, he's under guard, and, besides, these folk aren't going to do anything to jeopardize gettin' paid. He summons one of the maids, Annie (**MAID d6**), to give his guests a tour of the yacht.

Annie's a talkative soul, but none too bright. She's very gullible and believes anything anyone tells her. She's a font of misinformation, though some of it may be true.

WHAT ANNIE KNOWS

- ★ The Princess was involved with a ranch hand named Daniel. (True)
- ★ The Baron shot Daniel in a duel. (False)
- ★ The ghost of the Baron's dead wife haunts the yacht. (Mmmm)
- ★ Lilianna is on board the yacht. (True/False)
- ★ A room in the crew's dorm is always kept locked. (True)
- ★ The room is kept locked because that's where the ghost lives. (False)

WHAT EVERYONE ELSE KNOWS

If the Crew questions the guests, they don't know anything. They have never seen a person matching Daniel's description on board the yacht.

ACTION: QUESTIONING THE CREW

The Crew could ask Annie for a tour, or take a moment or two to sneak around the yacht.

- ★ **Crewmember Dice Pool:** SOCIAL + INFLUENCE, PHYSICAL + SNEAK
- ★ **Gamemaster Dice Pool:** EASY DIFFICULTY D6 + MAID D6
- ★ **Possible Assets:** THE BARON SENT ME, CREWMAN UNIFORM, LOOKING FOR THE RESTROOM
- ★ **Possible Complications:** SECURITY BREACH, STUMBLED ACROSS STEELE, SECURITY LOCKDOWN

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** No one is talkin' and the crewmember announces his intention of immediately telling the Baron they've been askin' questions. Might be time for the Crew to make themselves scarce.
- ★ **Raise the Stakes:** One of the bedrooms on the lower deck is kept locked at all times. Mighty suspicious, no?
- ★ **Extraordinary Success:** One of the bedrooms on the lower deck is kept locked at all times. The crew delivers food for three people, and the man who answers the door is always armed.

THE OTHER LILIANNA

Nova Norling, Registered Companion, has been hired by the Baron to play the role of his stepdaughter. She uses make-up and special effects to play the part and the resemblance is striking. She doesn't want to push her luck and she's been keeping to herself on board the yacht, secluding herself on the Owner's Deck. She wears a broad-

brimmed sun hat that shades her face, and masks her voice by claiming she has a cold.

Nova can be found by the pool on the Owner's Deck, sunning herself beneath the artificial sun. A cabana boy hovers nearby, as well as another servant. If any of the Crew except Inara happens to come to the pool, Nova immediately gets up and leaves. If Inara visits this deck, Nova recognizes her as another Companion and, after a moment's hesitation, motions her to come closer.

Nova whispers that she needs help. She can't talk here, too many people. She asks Inara to meet her tomorrow morning at the wedding breakfast. Nova then gets up and walks away. She won't answer any more questions.

HERE WE ARE

Mal has to see to it that Lilianna marries Steele. If not, he won't get paid. If Mal knows a cunning plan is afoot to prevent the marriage, he has to make a choice between honoring his agreement with Badger and the Baron and getting paid, or helping Lilianna find happiness with the man she loves.

Mal could go one of two ways. As far as he's concerned, he did the job as it was stated up front and he expects to be paid. Seems like the Baron might be tryin' to welsh on the deal. Mal doesn't owe this man or Badger anything. The notion that Lilianna has offered to pay him with the diamond and sapphire necklace could help resolve any lingerin' doubts, though he does recall that Lilianna won't get the necklace until the day of the wedding.

Mal could tell the Crew the plan is off, he's a man of his word. He made an agreement and he'll stick to it, despite the fact that the Baron is a *wáng bā dàn*. If Mal decides the plan is off, the Crew has to decide what they're going to do.



ALTERNATE SCENE: BLACKJACK BLACKY

THIS ENCOUNTER IS DESIGNED FOR WASH, BUT IT CAN BE sprung on any unsuspectin' member of the Crew who doesn't generally get to be a Big Damn Hero (such as Simon or Shepherd Book).

Wash and Zoe finally get to have some time to themselves. There's free food and drink in the Verbena Restaurant. And then there's the casino. Seems Wash did some gamblin' back in his wild and misspent youth. He knows his way around a blackjack table and would be pleased to show off in front of his wife.

Other members of the Crew might go along. Jayne is a faro player. Kaylee loves watchin' folk.

The casino has additional security. The Crew has to go through another weapons sweep. If they did manage to smuggle a weapon through the first time, they have to roll again. If they're caught with a weapon, it's confiscated and they're asked to leave.

Once inside the casino, a lovely waitress offers them free drinks. Two armed security guards descend on Wash. They refer to him as "Blacky" and politely, but firmly, insist that he should come with them.

If Wash demands to know why, they tell him that they know he's the notorious card-counter known to casino owners throughout the 'Verse as "Blackjack Blacky." Wash can protest his innocence, show them his ident card, refer them to his captain, whatever he likes. Turns out he's the spittin' image of Blacky. The guards don't believe him.

If he refuses, the guards tell him that they don't want a scene. He should go quietly.

If Zoe's present and she tells them she's his wife, the guards let her accompany them. If Wash goes peaceably, they do *not* throw him in the brig. He's just confined to his room for the duration of the voyage, then handed over to the Feds.

If Wash resists and a fight ensues, four more security guards arrive. The guards are armed with sonic pulse guns, meant to subdue the victim, not kill. More guards continue to arrive until Wash and any other members of the Crew are restrained. They're all hauled off to the brig and their misdeeds reported to the Baron. Alternately, the Crew might fight their way out of the casino and into relative safety elsewhere.

The Baron isn't pleased, but he convinces the casino owner to free the Crew. He deducts damages from the Crew's pay. The exception is Wash. The casino owner won't release "Blacky." The best the Baron can do is to have Wash confined to a room on Deck 4, where he'll stay the duration of the voyage, when they'll hand him over to the Feds.

Now the Crew has to come up with a cunning plan to free Wash.

Zoe can visit her husband for an hour each day. A single guard armed with a sonic stun pistol is posted outside the cabin. The guard lets Zoe in and out. No other members of the Crew are allowed to visit. The door can't be opened from the inside. In addition to Zoe, there's a guard who delivers three meals a day to Wash.

A bit of gambler, the stateroom guard would love for "Blacky" to give him tips on how to win at blackjack. If "Blacky" agrees to help, the guard brings in a deck of cards for a lesson inside the stateroom. The **CASINO GUARDS D6** aren't pushovers, but compared to the other unsavory folks in this tale, they can be beat.

Might seem pretty easy to free Wash or Wash might free himself. Once he's freed, there's a problem. If he manages to escape safely to *Serenity*, security won't come on board after him. They don't have the authority. But the captain does have the authority to refuse to release *Serenity's* docking clamps unless Wash is returned to custody.

In that case, the Crew has to do somethin' pretty damn heroic to convince the captain to let them depart. Hopefully they at least acquired a stun pistol.

ACTION: BUSTING OUT OF THE SHIP'S BRIG

Busting out of the Brig might involve one or all of these steps—conning a guard, sneaking past a guard station, and picking a secure lock. It could be one Crewmember that has to handle these situations, or multiple members of the Crew.

- ★ **Crewmember Dice Pool:** Social + Trick, Mental + Operate, Physical + Sneak
- ★ **Gamemaster Dice Pool:** CHALLENGING DIFFICULTY d8 + CASINO GUARDS d6
- ★ **Possible Assets:** HE'S GOT BRAVERMAN'S DISEASE, GUARD BRIBED WITH WINNINGS, DON'T I GET ONE FREE WAVE?
- ★ **Possible Complications:** BE ON THE LOOKOUT, BLACKY'S CREW IN TOWN, THE REAL BLACKY IS WATCHING

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** Create or step up a WANTED Complication.
- ★ **Raise the Stakes:** The Crew busts their Crewmember out of the brig.
- ★ **Extraordinary Success:** "Blacky" overheard some useful information from some guards involving the layout of the ship. Creating an Asset involving the *Rim's Dream* with a Plot Point starts the Asset at a d8.

SCENE TWO: THE WEDDING BREAKFAST

INARA RECEIVES AN INVITATION TO ATTEND THE WEDDING Breakfast. She may take one member of the Crew with her, maybe someone who looks good in tight pants. The breakfast is served poolside on Lido Deck. The breakfast is a lavish buffet with all manner of delicious food. Waiters circulate with glasses of champagne on silver trays. Guests are free to mingle and chat until the Baron is ready to toast the bride. He sits at the head table. Templeton Steele is with him, along with the ever-present attorney.

Nova is made-up to look like Lilianna. She wears a big hat with a floppy brim, so that no one gets a really close look. She avoids talking if she can. If not, she talks in a husky voice, which she claims is caused by a cold.

The Baron taps his spoon on the glass, calling for everyone to be quiet. He proudly shows off his stepdaughter, Lilianna—or rather, the woman pretending to be Lilianna, Nova Norling, Registered Companion. There are toasts to the bride and groom.

Steele presents Lilianna (Nova) with the groom's gift: a stunningly beautiful diamond and sapphire necklace in a blue velvet case.

Lilianna (Nova) accepts the gift, saying (with a sneeze), she'll wear it on her wedding day. The Baron takes the case from her, saying he'll return it to her tomorrow. He gives it to the Purser, to be locked in the ship's vault.

After the speeches, there's mingling and more champagne.

If Inara hasn't met Nova before now, she immediately recognizes her as a Registered Companion. Inara won't blow Nova's cover, but she could try to find a chance to talk to her. The Baron isn't much of a "mingler." He stays seated at the main table talking to a few of his friends. Nova is thronged with well-wishers, but once she recognizes Inara, Nova whispers that she needs to talk. If Inara doesn't seek out Nova, Nova spots her in the crowd and comes to her.

The crowd is noisy, having fun. The Baron has hired a band. Nova and Inara can sit at a table and have a private conversation without drawing suspicion, though they may be interrupted by well-wishers.

Nova reveals that after she was hired for this job, she looked up Steele on the Companion's Registry. She seemed to remember having heard something bad about him. Sure enough, she found out he was banned for having been physically abusive. Nova likes Lilianna and she doesn't like the thought of Steele getting his hands on her.

Nova doesn't know what to do. The Registry is confidential. She isn't permitted to reveal the contents to the Baron and she's pretty sure he wouldn't believe her anyway. He's dead set on this marriage. She'd like to stop the wedding, but she has no idea how.

ACTION: CONVINCING NOVA TO HELP

Nova is glad to assist the Crew in the cunning plan. She's unwilling to take Lilianna's place at the altar. She signed a Guild contract with the Baron and she fears reprisals.

- ★ **Crewmember Dice Pool: SOCIAL + INFLUENCE**
- ★ **Gamemaster Dice Pool: NOVA'S SOCIAL d8 + FOCUS d6 + REGISTERED COMPANION d4**
- ★ **Possible Assets: COMPANION SOLIDARITY, SUCKER FOR A LOVE STORY, EVERYBODY HATES STEELE**
- ★ **Possible Complications: DOUBLE AGENT, THE BARON'S INFLUENCE, COMPANION REPRISALS**

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** Nova refuses to help directly. Later, out of guilt, she confesses everything to the Baron. Create a **GUILTY d8** Complication.
- ★ **Raise the Stakes:** Nova agrees to help, but the Crew will have to execute the plan in a way that doesn't implicate her.
- ★ **Extraordinary Success:** Nova agrees to help directly. She may even be convinced to continue her impersonation of Lilianna on the wedding day. When creating an Asset involving Nova's help, it begins at a **d8**.

HERE WE ARE

If the Crew wasn't inclined to help Lilianna before now, once they hear that she could be subject to physical abuse, they might want to consider helpin' her.



ACT IV: THE WEDDING CRASHERS

THE CEREMONY IS BUT MINUTES AWAY, WITH A TRUE LOVE and a hardened pirate bearing down on it at full burn. Luckily, the Crew has a cunning plan for a happy ending.

SCENE ONE: THE COURSE OF TRUE LOVE...

THE LOWDOWN

The wedding is scheduled at noon in the Wedding Chapel on Deck 12. The chapel is small, seats only twenty guests. The Baron chose the room to keep out the paparazzi. The ceremony will take place underneath a wedding canopy that's been set up on the dance floor. The ship's captain will marry the happy couple, although he'll happily give way to

Shepherd Book. Chairs have been set up to accommodate the guests. A string quartet provides the music.

There's a single entrance to the wedding chapel. The wedding is invitation-only and ship's personnel are on hand to ask for invitations. A photographer is on hand to take pictures. No reporters are permitted.

Two members of Asante's pirate crew have tied up the security guards and taken their uniforms. They're standing at the entrance, checking invitations. Their weapons are stashed in a prearranged hiding place in the potted palms. If the Crew avoided Asante's pirate ship earlier in the adventure, double the number of pirates present.

The rest of the guests are assembled in the Grand Ballroom, watching the ceremony on closed-circuit television.

THINGS DON'T GO SMOOTH

THE FATHER OF THE BRIDE

Presuming nothing untoward has happened, the Baron arrives on board *Serenity* to escort Lilianna to her suite on Deck 11, where she'll change into her bridal clothes. He's in an extremely good mood. If Lilianna seems nervous, he puts that down to wedding day jitters.

He thanks Mal and the Crew for their hard work and promises them a little something extra in their paycheck, which Mal can come collect right after the ceremony.

Lilianna asks that Inara come with her to the chapel. The Baron grudgingly gives permission. Seth goes with Lilianna, as well. The Baron has cleared it with security for Seth to carry his handgun.

Someone could suggest that since the Crew is going to be separated and hopefully preparin' to spring into action with their cunning plan, it might be a good idea if they were wearin' some sort of communication devices.

Mal or Zoe or Jayne could offer to come along as extra bodyguards.

MASTERIN' THE GAME

"MINE IS AN EVIL LAUGH"

Let's say for once in Mal's life, things *do* go smooth. He and his Crew manage to rescue Daniel and reunite him with Lilianna on board *Serenity*. Shepherd Book performs a hasty wedding ceremony. All without a shot bein' fired or a punch bein' thrown. Mal would think that was too good to be true.

He'd be right.

Guāi mǎ jiǎo!

The thing with throwing a monkey wrench is that it has to be plausible, somethin' the Crew believes could likely happen. Best if it happens just when the Crew is knockin' holes in each other's backs for a job well done.

Serenity's not going anywhere. For one or more of the following reasons, the captain refuses to release the docking clamps. *Serenity's* stuck.

The Baron discovers Daniel's missing and he's pretty sure he knows who's responsible. If Daniel and Lilianna are married, the Baron will see to it that the marriage is annulled—at gunpoint if need be.

Jayne lost heavily at faro and tries to leave without payin' his gamblin' debt.

Some of the passengers aboard the cruise liner report missing jewels. No boats are bein' allowed to depart until security does a thorough search for the thief.

Templeton Steele puts a lien on *Serenity*. Angered by Mal's treatment of him, Steele prevents *Serenity* from leavin', claimin' he's now the rightful owner. The lien won't hold up, but that's not Steele's intent. He wants to teach Mal a lesson in manners. The captain has no choice but to obey the court order and lock down *Serenity* until the matter can be settled.

Serenity will be free to leave once Lilianna is away on her honeymoon and the necklace is restored (in case it got "lost").

The Crew will have to come up with a new cunning plan.

ACTION: CONVINCING THE BARON HE'S IN DANGER

If Seth and Mal have become friends, Seth says that he could use the help. He could add his roll to increase the odds. If Mal and the Baron have traded insults, be sure to add in any Complications.

- ★ **Crewmember Dice Pool:** Social + Influence, Mental + Trick
- ★ **Gamemaster Dice Pool:** Fairchild's **SOCIAL d8** + **Focus d8**
- ★ **Possible Assets:** **THE PIRATES ARE HERE, LILIANNA THROWS A TANTRUM, SETH VOUCHES FOR THE CREW**
- ★ **Possible Complications:** **WEDDINGS ALWAYS MAKE ME CRY, THE BARON BRUSHES YOU OFF, PIRATES HIDING AMONG THE GUESTS**

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Baron snorts derisively and walks off with Lilianna, accompanied by Seth. The Crew is escorted back to their ship and told to wait there until the ceremony is complete.
- ★ **Raise the Stakes:** The Baron is persuaded to allow the Crew to accompany Lilianna and to obtain permission to carry weapons. They are not, however, allowed inside the chapel.
- ★ **Extraordinary Success:** The Baron is persuaded to allow the Crew to accompany Lilianna and to obtain permission to carry weapons. They're allowed inside the chapel.

FREEING DANIEL

If the Crew hasn't already freed Daniel, this would be an excellent time, since the Baron and all the guests will be attending the wedding.

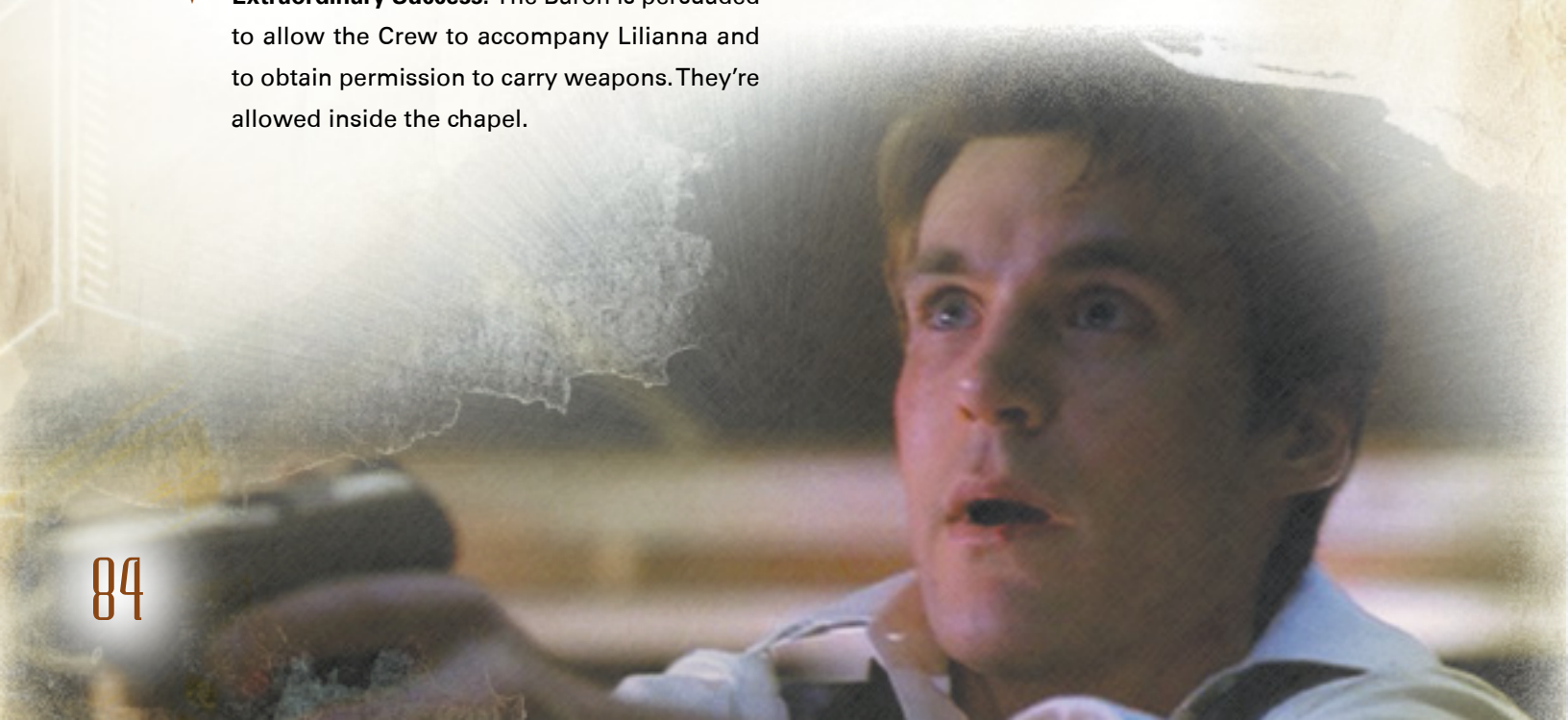
Once on the yacht, they find that most of the crew has been given leave to board the cruise liner. Only a skeleton staff remains. This includes the person guarding the guns and the goons guarding Daniel.

Lilianna's ranch hand is being held in a room in the crew's quarters on the lower deck of the Baron's yacht. Two armed goons are guarding him. It should be noted that the sound of a gun shot would alert security personnel on the yacht *and* on the cruise liner and bring them running.

The goons won't be expectin' trouble. Daniel is handcuffed to the bed. He's in despair, believing he has lost Lilianna. He'll be overjoyed to see his rescuers and he'll assist the Crew any way he can.

He knows that one of the goons carries the key to the handcuffs in his pocket. If the Crew searches the pockets of both goons, they find the key to the handcuffs and a pass for each goon to carry a weapon. Such a pass could get them through security.

Once Daniel is free, he insists on going to the wedding. If the Crew explains that they have a cunning plan to rescue Lilianna, Daniel promises to keep his mouth shut and go along with it. This is *not* a promise he intends to keep. He means to save Lilianna or die tryin'.



ACTION: FREEING DANIEL FROM THE STAR VOYAGER

Nova could help them board. She's no longer needed to play Lilianna and she's removed her disguise. Security allows her and her friends to board without question. Otherwise the Crew needs to come up with a plausible reason for why they need to board the yacht.

- ★ **Crewmember Dice Pool:** SOCIAL + TRICK, PHYSICAL + FIGHT, PHYSICAL + SHOOT
- ★ **Gamemaster Dice Pool:** MORE BRAWN THAN BRAINS D6 + MORE BRAWN THAN BRAINS D6
- ★ **Possible Assets:** THE BARON'S DISTRACTING DAUGHTER, CUT THE POWER, ROOM SERVICE
- ★ **Possible Complications:** DANIEL'S WOUNDED, MORE THUGS THAN WE THOUGHT, VOYAGER LOCKDOWN

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crew is pinned down on the deck where Daniel is being held.
- ★ **Raise the Stakes:** The Crew gets Daniel free and clear.
- ★ **Extraordinary Success:** Daniel is thankful for the Crew's assistance and is on board with whatever plan they have, rather than going off on his own.

THE BARON'S GUNS

The Crew could try to make off with one or more of Steele's prototype Newtech guns. If they don't think of this, Daniel will. An armed guard guards the guns, which are all variations on Pulse Energy weapons (**D6** damage with automatic fire and bursts, 50 charges). If they manage to overpower the guard and grab the guns, they have to find a way to smuggle them through security. The passes the goons were carryin' could help if someone thinks to take them.

The guns aren't charged up. Hopefully someone remembers to grab the power cells. There may be a slight learning curve in figurin' out how they work, since they don't come with instructions.

GUNS AND MORE GUNS

Templeton Steele has sold all of these to Alliance bases for a considerable amount of platinum. Remember, using one of these weapons in a **SHOOT** roll adds a **PROTOTYPE GUN D10** to the pool in addition to the damage die. However, rolling a 1 or 2 counts as a jinx, which could result in a Complication such as **BURNED OUT POWER CELL** or **STUCK ON FULL AUTO**.

PEB 30 (PLASMA ENERGY BURST) CLOSE INFANTRY ASSAULT RIFLE

Fires controlled bursts of high-energy plasma.

Damage **D8**, automatic fire, burst, 60 charges via power cell.

The PEB 30 is a medium-range, infantry weapon that fires a high-energy plasma burst in any environment. It even works in vacuum. The weapon's unique design uses chemical energy stored in cartridges to create a burst of high-energy plasma. A specialized set of conduits directs the energy along the barrel and out the muzzle at a velocity of 3200 fps. Energy cohesion of the plasma burst begins to break down after approximately one hundred yards, and accelerates quickly after three hundred yards, so targeting an enemy more than four hundred yards away is not recommended.

The PEB 30 uses a cartridge similar in size to a standard 410 shotgun and requires an energy source in the weapon to power the conduits needed to channel the plasma. An interchangeable high-yield battery provides energy for a guaranteed two hundred rounds of firing before needing replacement. The battery change out is easily completed in less than thirty seconds.

A standard clip holds thirty rounds.

Both versions of the PEB weapon system's plasma burst provide a large release of energy upon impact, causing the target considerable damage.

PEB H8 (PLASMA ENERGY BURST) PISTOL

Fires controlled bursts of high-energy plasma. The PEB H8 is the sidearm version of the PEB30 Rifle.

Damage **D6**, automatic fire, burst, 30 charges via power cell.

The PEB H8 is a pistol that fires a high-energy plasma burst in any environment. It even works in vacuum. The weapon's unique design uses chemical energy stored in cartridges to create a burst of high-energy plasma. A specialized set of conduits directs the energy along the barrel and out the muzzle at a velocity of 3200 fps. Energy cohesion of the plasma burst begins to break down after approximately thirty yards, and accelerates quickly after sixty yards, so targeting an enemy more than one hundred yards away is not recommended.

The PEB H8 uses a cartridge similar in size to a standard 410 shotgun and requires an energy source in the weapon to power the conduits needed to channel the plasma. An interchangeable high-yield battery provides energy for a guaranteed one hundred rounds of firing before needing replacement. The battery change out is easily completed in less than thirty seconds.

A standard clip holds 8 rounds.

Both versions of the PEB weapon system's plasma burst provide a large release of energy upon impact, causing the target considerable damage.

MPE40 (MANAGED PULSE ENERGY) CLOSE INFANTRY ASSAULT RIFLE

Uses a high-energy pulse to fire a variety of 8mm projectiles.

Damage **D8**, automatic fire, burst, 60 charges via power cell.

The MPE40 is a medium range, infantry weapon that fires a high-velocity projectile in any environment, even works in vacuum. An interchangeable high-yield battery provides energy for a guaranteed one thousand rounds of firing before needing replacement. The battery change out is easily completed in less than thirty seconds. The MPE40 has a lower rate of fire than a standard gunpowder fired assault weapon, but makes up for it by offering a variety of caseless (no shells/brass bullet casings) munitions, including armor piercing, high-explosive anti-personnel, and tracer rounds. The standard 40 round clip can be loaded with any mixture of ammunition allowing for a flexible firing solution. The rugged design keeps the MPE40 battle ready in any environment.

HERE WE ARE

Daniel is goin' to rescue Lilianna come hell or high water. He insists on trying to get into the wedding chapel. If the Crew tells him about the cunning plan, he agrees to go along with it. The moment Daniel suspects someone is going to try to stop him he bolts. Good luck tryin' to catch him.

If Daniel shows up at the wedding chapel prior to the ceremony, he tries to force his way inside. Inara and everyone else in the room hears him arguin' with security. Inara could say that he's with her. If so, security lets him enter. If Inara doesn't do anything, security tells Daniel he can watch on TV like everyone else and escorts him to the Grand Ballroom.



SCENE TWO: SOMETHIN' OLD, SOMETHIN' NEW

WHAT WAS THAT OLD SAYIN' ABOUT MARRIAGE ON EARTH-
That-Was? Anyway, moving along...

THE LOWDOWN

The Baron takes Lilianna to her private suite on Deck 11. Only women allowed inside. The Baron goes to his suite to change. Seth stands guard by the door. Inara or any other female member of the Crew can go inside with Lilianna.

Four bridesmaids are present to help with the dressing of the bride. Lilianna doesn't really know these young women. The Baron chose them because their families are influential in the Alliance government. They gush over Lilianna, though they roll their eyes and giggle behind her back. They are in awe of Inara. They make snide remarks to Kaylee.

THINGS DON'T GO SMOOTH

THE PIRATES

One of Asante's crew has been masquerading as one of the ship's officers with access to the Bridge. He has a gun hidden on the Bridge. The moment the pirate ship is sighted, he takes the First Officer hostage in time to prevent him from sending out a distress call to the Alliance or summoning security. He orders the crew at gunpoint to allow Asante's pirate ship to dock.

Asante boards the cruise ship without incident. She has all the proper identity and passes. She enters the Grand Lobby with three of her crew, all of them dressed as if to attend the wedding. The pilot remains on board her ship. No one pays any attention to her. They first retrieve weapons their crew have hidden for them and proceed to the Grand Ballroom.

HUMPED!

You can run Asante's attack on the ship any time that seems likely to give the Crew the most grief. Remember, combat scenes can make use of an Action Order (page 22) to keep things clear. You don't have to wait for the wedding scenario to play out. Right when the Crew thinks everything is shiny, they find themselves in a big pile of *mǐ tián gòng*!

ACTION: ATTACKING ASANTE DURING THE CEREMONY

The Crew might decide to throw down immediately once Asante stops the ceremony. It's not the wisest course of action, since she's anticipating resistance from the Crew. But bull-headed Crewmembers might go ahead anyway. Note that Asante's **FIGHT** and **SHOOT** dice are the same (**D10**).

- ★ **Crewmember Dice Pool:** **PHYSICAL + FIGHT, PHYSICAL + SHOOT**
- ★ **Gamemaster Dice Pool:** Asante's **PHYSICAL D12 + BLUE SUN AGENT D8 + FIGHT/SHOOT D10 + 4D8** (one for each **ELITE PIRATE D8**)
- ★ **Possible Assets:** **COVERING FIRE, DIVE BEHIND THE ALTAR, FOUND THIS IN THE PILE OF PRESENTS**
- ★ **Possible Complications:** **INNOCENT VICTIMS, CAKE EVERYWHERE, FLEEING GUESTS**

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crewmember is Taken Out by Asante's forces. The player must spend a Plot Point and take or step up a Complication to stay in the fight..
- ★ **Raise the Stakes:** The GM chooses if Asante is Taken Out, creates or steps up a Complication, or removes one of the **ELITE PIRATE D8** dice from her pool.
- ★ **Extraordinary Success:** The GM chooses if Asante is Taken Out, creates or steps up a Complication, or removes two of the **ELITE PIRATE D8** dice from her pool.

ACTION: DEFENDING AGAINST ASANTE'S ATTACKS

On Asante's turn, she aims for whichever Crewmember is giving her the most grief. Her pirates concentrate fire with her to make her pool larger. Remember that, in this case, the Crewmember sets the stakes and Asante tries to raise them.

- ★ **Crewmember Dice Pool:** **PHYSICAL + FIGHT, PHYSICAL + MOVE**
- ★ **Gamemaster Dice Pool:** Asante's **PHYSICAL d12 + BLUE SUN AGENT d8 + FIGHT/SHOOT d10 + 4d8** (one for each **ELITE PIRATE d8**)
- ★ **Possible Assets:** **COVERING FIRE, DIVE BEHIND THE ALTAR, FOUND THIS IN THE PILE OF PRESENTS**
- ★ **Possible Complications:** **INNOCENT VICTIMS, CAKE EVERYWHERE, FLEEING GUESTS**

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** Asante's attack is ineffective and the Crew counterattacks. The GM chooses if Asante is Taken Out, creates or steps up a Complication, or removes one of the **ELITE PIRATE d8** dice from her pool.
- ★ **Raise the Stakes:** The Crewmember is Taken Out by Asante's forces. The player must spend a Plot Point and take or step up a Complication to stay in the fight.
- ★ **Extraordinary Success:** Same as raising the stakes, but Asante's forces impose an additional Complication—**PINNED DOWN d6**.

THE WEDDING CRASHERS

The Baron arrives with two of his bodyguards fifteen minutes before the ceremony to escort Lilianna to the chapel. Seth also accompanies them.

The Baron, Lilianna, and the bridesmaids take their places outside the wedding chapel. Templeton Steele is by himself at the altar. The musicians play the wedding march. The bridesmaids walk up the aisle. The Baron escorts

Lilianna up the aisle. The guests stand. Seth takes a seat in the back, near the door. If Daniel is present, he keeps his head down so that the Baron won't spot him.

The Baron escorts Lilianna to the wedding canopy. He gives her to Templeton Steele. Everyone sits down. The ceremony begins.

The marriage celebrant (which might be Shepherd Book after all) comes to the part where he asks if anyone knows why these two should be not married. Daniel breaks free (if anyone is hangin' onto him), leaps to his feet, and cries out Lilianna's name. She turns, sees him, and starts to run to him. The Baron goes for Daniel. All hell breaks loose.

At that moment, Asante takes advantage of the chaos to enter the back of the room accompanied by two more of her crew. She fires her weapon in the air and tells everyone, "I have a reason these two aren't going to get married. You're going to give me the wedding ring, plus all the rest of your jewels."

If Daniel isn't present, Asante simply enters the room and makes the same announcement.

The two pirates masquerading as security guards shut and lock the door to the wedding chapel. They cut the feed to the closed circuit TV, but not before those watching in the Grand Ballroom (including any members of the Crew) see what has happened.

Inside the chapel, the guests are stunned. The pirates accompanying Asante move to the front and order everyone to stay put and no one will get hurt. To enforce this, one takes Lilianna hostage.

The Baron is outraged, but there's not much he can do except swear. The guards disarm the Baron, Steele, and their bodyguards, collecting six handguns, which they stuff into their belts.

Asante orders everyone in the room to sit on the floor in one place. She doesn't want any trouble. Besides the jewels, this bunch will fetch a hefty ransom. The pirates go around collectin' necklaces, rings, and bracelets. They put these in a sack.

Asante takes Steele with her as a hostage. She heads for the bridge, along with two of her crew, leaving the other two members of her crew behind to guard the hostages

with orders to shut and lock the door behind her. She and two pirates enter the Grand Ballroom where the crowd is milling about in panic. She gets their attention, orders everyone to their staterooms. She doesn't want to hurt anyone. She needs Steele to send a wave to get the rights and to prove to her bosses her work is complete.

If Mal is in the Grand Ballroom, she spots him and orders him at gunpoint to come with her. She reminds him and any other members of the Crew who are present that she's holding people hostage and they better do as she says.

If Mal isn't in the Grand Ballroom, Asante summons him to the Bridge, threatening the lives of the hostages if he doesn't come.

HERE WE ARE

Time for truly thrillin' heroics!

THE CREW

The passengers return to their staterooms as ordered. None of this crowd wants to be a hero. Once inside, their doors are locked down from the bridge. During the confusion, as guests rush off, the Crew can take this opportunity to return to *Serenity*. They will have to act fast and get to *Serenity* before the pirates do. That means lickety-split. If they take time to yak about it, they'll arrive too late.

If they reach *Serenity* ahead of Asante's pirates, they find the security guards have left their posts to deal with the panicked passengers. They can make it on board without a problem, but when they try to leave they find two pirates at the airlock.

If the Crew reaches *Serenity* too late, two pirates are already there and are guarding the airlock. They might let them back on board *Serenity*, but they won't want to let them off.

The Crew can arm themselves with what weapons they think might be useful, though they should keep in mind that the pirates are holding hostages and it might not be a good idea to go in with guns blazin'.

There's also the problem of Mal being held hostage on the Bridge. The Crew could conclude (rightly) that he can take care of himself.

THE HOSTAGES

Two pirates are guarding the hostages. They've taken the handguns that the Baron's bodyguards were carrying, as well as those belonging to Steele's bodyguards. They're in communication with Asante on the bridge. They'll keep the guests together, seated on the floor. They'll allow Lilianna to join them once it appears that the situation is under control. If Daniel is present, Lilianna immediately goes to him, much to the Baron's ire.

ACTION: OVERCOMING THE PIRATES

Inara, Shepherd Book, Seth, and any other Crewmembers present can try to escape. If the Crew doesn't think of a way, Seth could come up with the idea that Inara should suddenly fall terribly ill and insist on summoning her personal physician, Simon. The pirate crew allows Simon to enter, bringing with him a "nurse." The pirates are under orders not to kill, but if someone shoots at them, they'll shoot back. The Crew might want to keep in mind there are twenty innocent people in that room.

- ★ **Crewmember Dice Pool:** Social + Influence, Mental + Trick, Physical + Fight
- ★ **Gamemaster Dice Pool:** ELITE PIRATE d8 + ELITE PIRATE d8
- ★ **Possible Assets:** WE NEED TO GET TO THE MED BAY, GUN UP YOUR SLEEVE, LET US PRAY
- ★ **Possible Complications:** INNOCENT VICTIM, GUN TO YOUR HEAD, DISSENT AMONGST THE GUESTS

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crewmember who attacked the pirates is Taken Out and must spend a Plot Point and take a Complication to keep fighting. If the Crewmember is Taken Out, the pirates take the captive straight to Asante.
- ★ **Raise the Stakes:** The guards are Taken Out.
- ★ **Extraordinary Success:** The guards are Taken Out. If the Crew moves to the Bridge to deal with Asante personally, they may spend a Plot Point to create a **SURPRISE! d8** Asset for the next scene.

MAL, ASANTE, AND TEMPLETON STEELE

Mal is with Asante and Steele on the Bridge. Her two crewmembers are holding them at gunpoint. Steele pleads for his life, offering her money, anything she wants. She tells him that she wants him to drop the lawsuit against Blue Sun and forget about marryin' Lilianna. Blue Sun would like to open negotiations on those mineral rights he owns on Persephone. Steele will promise anything in return for his life.

She stands by while he sends a wave to his attorneys, telling them to drop the lawsuit and to sell the mineral rights to Blue Sun.

Once he's finished, Asante tells her crew to take Steele to her ship. There's a guy named Higgins in a town name of Canton lookin' for workers and he's not too particular who he hires. Steele howls in protest. She orders her crew to take him away.

That leaves Asante and Mal together on the bridge. He could be startin' to figure out some of what's goin' on. If he questions her, she tells him everything, how she was hired by Blue Sun to break up the wedding. Hijacking the cruise ship was a way to cover her tracks. He's the only person who knows the truth. As for Steele, he'll probably find a way to escape Higgin's Moon, but a few months hard labor might be good for him.

The Alliance will be here in about thirty minutes. She points to the ship's scanners. An Alliance cruiser is definitely on the way. He could wait around, turn her over to the Alliance. But who are they going to believe?

Her or him?

ACTION: OVERPOWERING ASANTE

Mal may overpower Asante and take her gun, convince her to stand down, or try to discover why she's doing this. Truth is, she won't put up much of a fight. She'll tell him they met once in the War and he's just as pretty now as he was then. She'll also tell him that an Alliance cruiser is on the way with word that a group of pirates in a Firefly transport have hijacked a cruise ship.

- ★ **Crewmember Dice Pool:** Social + Influence, Mental + Trick, Physical + Fight
- ★ **Gamemaster Dice Pool:** Asante's Attribute d10/d12/d8 + BLUE SUN AGENT d8
- ★ **Possible Assets:** I REMEMBER YOU NOW, PICKED THE LOCK, PUSH ANY BUTTON ON THE COMMAND CONSOLE
- ★ **Possible Complications:** ALL PART OF HER PLAN, SOMETHING ABOUT HER, SHE'LL BE BACK

EXAMPLE RESULTS:

Failure to Raise the stakes

The Crewmember's attempts to stop her prove to be futile. Asante and whatever is left of her crew gets away clean.

- ★ **Raise the Stakes:** Got her! Asante is Taken Out but the Crew has to hustle unless they want to end up in Alliance hands.
- ★ **Extraordinary Success:** Not only does the Crew get to Take Out Asante, but they do it in a way that leaves her exposed to the Alliance. The Crew gets the satisfaction of knowing Asante was captured by Alliance forces once they get clear.

*"Remind me to thank Mal for not getting
us a firefight as a wedding present."*

- Wash

TIME TO GET THE HELL OUTTA DODGE!

The moment Asante gives the signal, her crew departs, heading for their ship. Asante has seen to it that the docking clamps for her ship are released. If Mal thinks to try to stop her by locking the docking clamps on her ship, Asante simply blasts her ship free. More likely at this point, Mal is in too much of a hurry to gather up his Crew and escape before the Alliance shows up to worry about Asante.

ACTION: UNLOCKING THE DOCKING CLAMPS

Mal has to remember to release the docking clamps holding *Serenity*, which he can do from the Bridge. If he doesn't think of this, Asante reminds him. He could use the ship's loudspeaker to ask Wash for help if he needs to. He could also use the loudspeaker to tell the Crew that trouble is coming.

- ★ **Crewmember Dice Pool:** Social + Fix, Mental + Operate
- ★ **Gamemaster Dice Pool:** CHALLENGING DIFFICULTY d8 + DOCK CLAMPS d8

- ★ **Possible Assets:** POINT THE THRUSTER AT THE CLAMP, CUTTING IT FROM THE OUTSIDE, WAVE A VIRUS TO THE SHIP'S COMPUTER

- ★ **Possible Complications:** SPOTTED BY THE PATROL BOAT, TOOK THE CLAMP WITH US, POWER FAILURE

EXAMPLE RESULTS:

- ★ **Failure to Raise the Stakes:** The Crew must choose to either be spotted by the inbound Alliance cruiser (possibly triggering another chase) or take a **DAMAGED d8** Complication to *Serenity* by pulling free of the clamps.
- ★ **Raise the Stakes:** The ship clears for a jump just as the Alliance cruiser jumps in.
- ★ **Extraordinary Success:** The entire disaster is attributed to the *Hard Burn* and her notorious pirates. The Crew and their ship are in the clear.



MASTERIN' THE GAME MAYHEM!

If the Crew gets stupid and goes in with guns blazin', they stand a good chance of killin' hostages. If that happens, they'll be in a heap of trouble. Asante knows that the resultant publicity will be very bad for her and her crew if they're caught. Blue Sun will not be pleased.

She and her crew leave in haste, returning to their ship. She's already sent the signal to the Alliance cruiser telling them that the Crew of a Firefly hijacked the cruise liner. She won't bother to tell Mal that the Alliance cruiser is on the way and that they believe he and his Crew are bloodthirsty pirates who murdered a bunch of innocent Alliance citizens.

Mal and the Crew will be in for a very unpleasant surprise.

Zão gão...

THE END

THE WEDDING GIFT

If Inara and the Crew manage to overpower the guards, the hostages immediately flee, leaving the Crew to figure out what to do next. If the Crew doesn't manage to escape, the guards are still holding them hostage.

Asante arrives with Steele in handcuffs—her gift to the happy couple.

"I plan one hell of a wedding," Asante says.

She warns them that the Alliance is on the way and she and her crew depart, dragging the protesting Steele with them.

At this point, it might occur to some member of the Crew to notice the pirates left the sack of jewels behind.

HAPPILY EVER AFTER

Lilianna and Daniel want to go with the Crew on board *Serenity*. If Mal and the Crew agree to take the couple with them, Lilianna keeps her promise and gives them the diamond and sapphire necklace in payment. There's a small college on one of the other Border Planets where Daniel can study to be a vet. Lilianna will give up the life of a celebrity. Shepherd Book can perform the ceremony on *Serenity*.

Of course, now they have to smooth things over with Badger....

ROLL CREDITS

IT MIGHT HAPPEN THAT YOU AND YOUR CREW WANT TO continue on with this adventure. Depending on the outcome, here is an idea for carryin' on with the tale.

COME AGAIN?

Let's say the story has a happy ending. Mal and the Crew make it safely back on board *Serenity* and they even get paid. As a reward, Lilianna has given the crew the diamond and sapphire necklace.

Only thing is, there's a kind of hitch. The necklace ain't no prize after all. It's cursed and the crew's going to have a hell of a time getting rid of it.

THE MAD BADGER

Mal flies back to Persephone, hands over the necklace to Badger to fence. Badger isn't happy that Mal messed up his cozy relationship with the Baron, but he figures he'll make enough money off the necklace (by cheating Mal, of course) that he'll even the score.

Badger says he didn't believe in the curse, but that very day, he was kicked by a horse and got robbed. He wants nothing more to do with this necklace. It's not just bad luck, it's cursed. He gives the necklace back to Mal, saying Mal still owes him, but he has to find another way to pay. Badger, on account of him being a nice guy, will refer Mal to his competitor on Persephone.

Mal thinks Badger's gone off the rails until the next time they try to fence the prize jewels. When they do, they're ambushed by Tong thugs, who demand the necklace, claiming it belongs to them.

Turns out that Templeton Steele won the necklace from a Tong overlord in a game of faro. The Tong lord wants it back. Steele wants it back, as well, claimin' Mal stole it.

HOCUS POCUS

Mal eventually finds another buyer, Patience, who isn't superstitious and doesn't believe in curses. She's not willing to leave her backwater moon, and forces the crew to come to her—no doubt there's a bullet or two waitin' for them.

On the way to Whitefall, however, *Serenity* starts to break down. Their connection to the Cortex is humped. The targeting system has stopped working. Whatever their trouble, Kaylee's skill and Wash's piloting are the only two things saving the boat from sinkin' in the black. Either one of them might fix the problem, only to find a note lying nearby with a cat's paw and a message which reads: "Bad luck will end when the lost is found."

RUN FOR YOUR LIFE

Mal and his Crew'll eventually discover the true owners of the sapphire—monks in a remote temple on Sihnon. Maybe River spouts a prayer when they least expect it. Maybe Inara managed to contact someone in her House. Rumored to be centuries old, the long-lost monks are the true owners of the original collar—which, as it turns out, is priceless for it's a Buddhist relic from Earth-That-Was.

The only way to end the crew's streak of bad luck is to return the sapphire to the monks. But Mal and his Crew have to find a way to make it back to the Core. They've got curses a-plenty and they're a ways away from Sihnon. Will they make it to the temple before the Tong or Templeton Steele catches up with them? Or will *Serenity* finally take her last flight....

MASTERIN' THE GAME

ALL THAT GLITTERS...

How bad can a pretty little thing be? Whoever has the necklace in their possession is treated as if they have the **ROTTEN LUCK D8** Complication.

Here's an example of what the Crew'll find out when they try to sell the necklace to Badger.

After Mal gets rid of the necklace, Badger comes banging on *Serenity's* hatch in the middle of the night. He's bleeding from a head wound and limping. Badger tells Mal that the necklace is cursed, it nearly got him killed. The first night he had the necklace, he slipped going down the stairs to his office and knocked himself out cold. When he woke up, he found a note lying on his chest. The note marked with a cat's paw and the message: "Bad luck will end when the lost is found."

He brushed it off until he tried to sell the necklace. The moment buyers heard it described, they said it's cursed, brings bad luck to those who own it. Seems one of the sapphires was stolen centuries ago from the collar of one of the Siamese cats that was a guardian of a long-lost temple. The monks cursed the thief, saying that bad luck would follow him and any who came into possession of the sapphire.

