



A Savage Worlds adaptation and guidebook

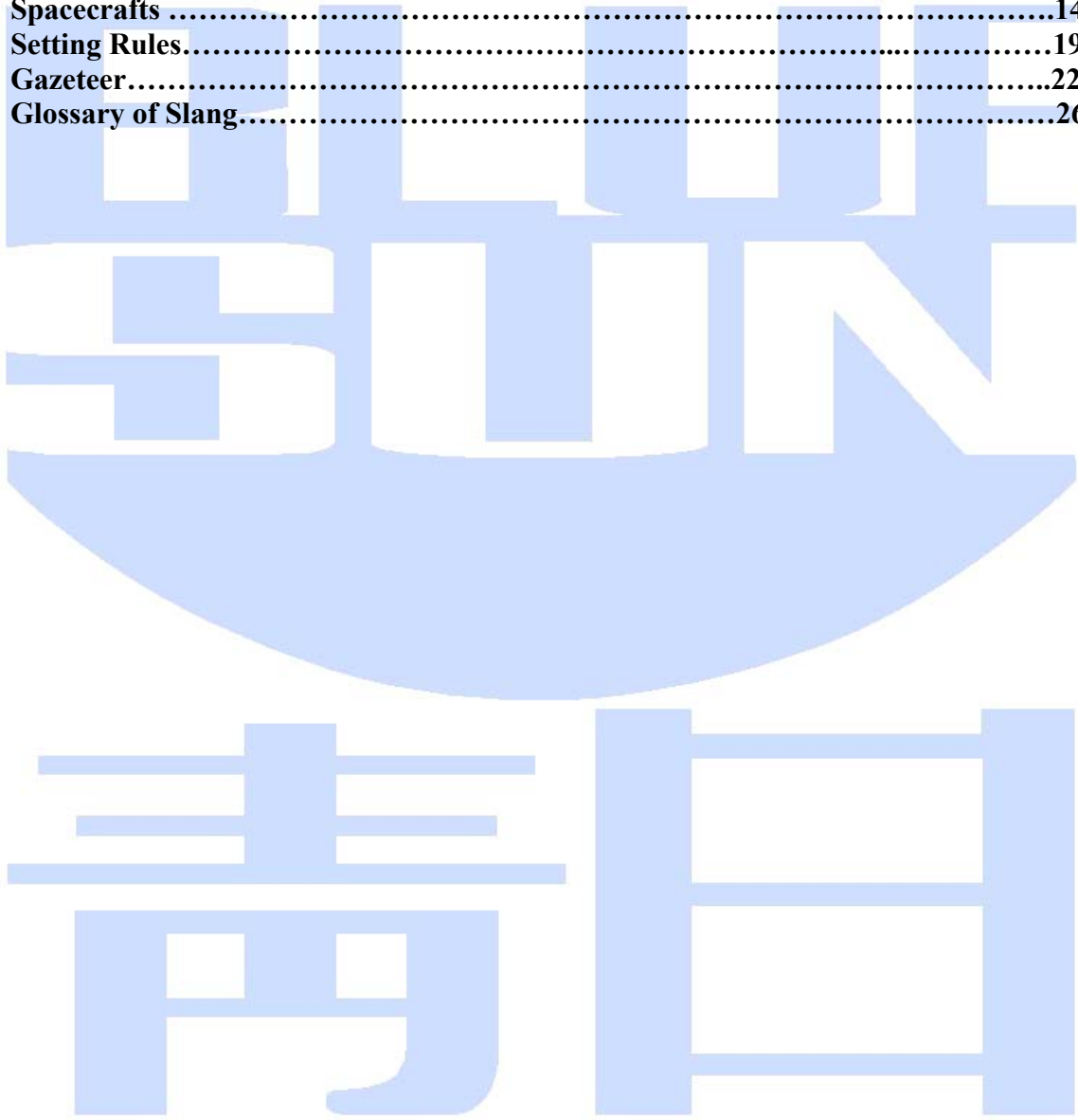
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Introduction

“No power in the verse can stop me!”- Kaylee

It is 500 years in our future, The Earth as we know it is “used up” ecologically and resource wise the Earth is now gone. Humanity is now spread over 70 some worlds, terraformed. Some of these worlds were lush and vibrant offering humanity a haven the likes of which haven’t seen since the forgotten Earth. Other planets not so much. The core worlds began to form a powerful alliance, while the independent worlds intended to stay independent. And soon the league of independent worlds found themselves in a war with the better equipped and more numerous Alliance forces.

History

It was on the planet Hera that the Alliance finally delivered a crushing blow to the exhausted League forces. The surrender took place at the battle of Serenity Hill. The League’s Browncoats fought valiantly but were outgunned and outnumbered. Since then the galaxy as we know it has been under the rule of the Alliance. Since this time, the alliance and its silent partner the Blue Sun corporation has had almost complete control of the Galaxy as we know it. Some folk however fall through the cracks of an Alliance that concerns itself with the welfare of a small percentage yet has dominion over 70 planets.

The Browncoats-

The war for unification may be over but that does not mean all is forgiven. Many of the disgruntled independents firmly believe that the League will rise again. Many have been part of terrorist cells or revolutionary groups that have normally ended in defeat at the hands of a technologically superior and better organized force. Others have tried to assimilate, trying to fit in to a society who still thinks of them as traitors. Still a few live on the outskirts trying to eke out a living away from their oppressors.

The Frontier

Not all planets have the Luxuries of the core worlds of the Alliance. Terraforming is a risky science at best. Many of these “new Earths” can support life but just barely. Some retain hostilities unforeseen to their would be inhabitants making life on these planets a hellish existence. Whether it be a disease or syndrome that the inhabitants get from the environment or the planet’s inability to bear fruits from its soil Frontier life is hard. It is a nearly lawless existence out on the edge, but it can also be a place of untold opportunity.

The Core Worlds

In stark contrast, the core worlds are a place of untold luxury and security. A playground of the rich and powerful. Ariel For example boasts some of the best Restaurants and museums system wide. It is the Ivory tower that is the seat of the Alliance. A citizen of the core worlds can expect the best in culture and urban living. This however comes at an often-overlooked price. The Alliance’s presence on these planets is almost totalitarian in its nature. Robbing its citizens of their freedoms slowly while pretending to work under a banner of freedom and unity. Much like the corporate

mentality that tells us that tells us we can have any color just as long as it's black, the key watch words of the alliance seem to be peace through conformity.

The Alliance

The governing body of the alliance looks at first like a capitalist democracy however it is really a tangled web of lobbyists and corporate controllers using the democratic system to hide a banner of tyranny. One of its major players is the Blue Sun Corporation. A megacorporation in the truest sense of the word, Blue Sun sells the citizens of the galaxy everything from toilet paper to weapons of mass destruction yet they're still looking to expand their power. Rumors of the Blue Sun having its own secret police are not entirely unfounded. Rumors of mysterious operatives traveling in pairs with "hands of blue" making choice assassinations or even killing alliance citizens are normally hushed up which makes them feel all the more true. The Blue Sun is not officially connected to the Alliance government, but it is a major puppeteer that rules with a power that rivals the Alliance as we know it.

This is the Galaxy that you are entering. A galaxy of guts and glory, A galaxy that has possible fortunes on any one of 70 Earths, and if a fellow ain't afraid of gettin' his hands dirty (or ain't afraid of the Alliance) can stand to make a name for himself if not a small fortune (or at least enough to keep you flyin').

Author's Notice

For the most part this is Firefly as you know it and love it, however with only 14 episodes and the occasional unpublished script, much of the information here is meant to "fill in the blanks" as it were. I do not claim to be canon, and while future projects (such as the upcoming film *Serenity*) may prove much of this to be Apocryphal or flat out wrong. Sometimes one has to make guesses to fill in the gaps left open. Even professional game companies with access to the licenses have done this (Just compare the original FASA Star Trek RPG to the more modern Decipher Edition. Both of which worked off Paramount canon but have different names for some races as well as completely differing timelines) In short this is not canon I don't know what Joss Whedon had planned for these things so I'm makin' em' up as I go along. You don't like the way I developed the Shepards, or the Companions, Fine, Change them. You think That Perephone is closer to Ariel, more power to ya. I wrote these notes down as a resource use them or ignore them as you see fit.

Keep em' Flyin'

J.L. Herbert

Characters

"We are not alone!" Carnival Barker,



Creating a Firefly character for Savage worlds is pretty simple (especially if you already know how the game works) Players have only one choice of race (human) and just like in the Savage world's core rulebook (page 20) Humans gain one free edge, and you have the exact same amount of starting stat and skill points. A few new edges and Hindrances have been added to reflect the firefly world. But the big question is what are you going to do to make your way in the 'verse. The following are a few examples.

Soldiers

Even though the war is over, there is still a need for men and women who know their way around weaponry. Let's face it it's a big verse and some people need killin' Whether you are hired muscle on a ship (like Jayne) or mercs working for a small government or crime lord, there no shortage of jobs for a warrior in the black.

Criminals

Not everyone agrees with the alliance's policies of transporting, and to be honest there is always need to move some illicit cargo from one part of the black to the other. Be it a head of cattle or a rare artifact from the Earth that was, A smuggler or petty thief can make a lot of cash if he knows what he's doing.

Middlemen

90 percent of humanity is middlemen and most of them don't like bein' squeezed out of work. These are the dealmakers. Who have the contacts to link customers who would rather not be known to services that no one wants to advertise. Of course for doin' this they normally get a percent, but that's just good business.

Pilots

How else do you expect to get through the galaxy, hitchhike? A good pilot can mean the difference from getting there in one piece, or being the target of another reaver attack. Totin' a big cannon on your ship may help but not more than havin' an ace in the pilot's seat.

Bounty Hunters

The alliance can't be everywhere at once and sometimes a criminal needs to be tracked down. That's where bounty hunters come in. Whether hunting down enemies of the Alliance or just a couple of cattle rustlers in a firefly class transport, there is always someone trying to evade the law, that's where you come in.

Companions

Akin to the Geisha of ancient Japan from the Earth that was, companions are not "Whores" but rather a social conveyance a studied order that is meant to be the perfect social companion for the nobility of the core worlds. Companions are cultured and artistic. And almost every civilized corner of the verse can use a good companion.

Hackers

Not all theft is petty. With a massive cortex sending information galaxy wide the electronic frontier can be every bit as exciting as the physical one. The alliance can be just as fearful of information theft as they can of hard cold theft. While not as useful on the Frontier most Hackers know enough about the Cortex to make their way in the verse.

Shepards

In a galaxy as big as this someone still has to wonder what it's all about Shepards (and other clergy) spread faith throughout the black. While there are many denominations of thought (from Christianity to Taoism) sometimes faith alone can be a gift to those in need which makes the Shepard a valuable commodity in the galaxy.

Medics

Where there's people, there's a chance of harm, someone's got to put them back together. This is where the doctor comes in. from the highly paid practitioner on Ariel to the country Doc on Shadow, Medicine is a always useful trade in the galaxy.

Techies

Someone's gotta keep all them crates up in the black. A good techie can make a good living in the verse, fixin' the thousands of half repaired ships that barely fly. It's their knowhow that keeps all of us flyin' god help us all.

Character Creation Options

"My days of not taking you seriously are definitely coming to a middle"

-Malcolm Reynolds

As stated before character creation is exactly the same as it is in the Savage Worlds core rulebook. You start with the same point ratios listed on page 17 of the core book, and all of the skills listed in the core book are considered available. However there are new edges and hindrances to contend with in the Firefly universe. The following is a list of the Edges and Hindrances that are unique to the firefly setting.

New Hindrances

Browncoat (Major)

The war between the Alliance and the Independents may be over, but the wounds are far from being healed. Since the winners get to write history, those who fought for the Independents have become the pariahs of “civilized” society. As a result, characters with this Hindrance get a -2 modifier to Charisma rolls when you are dealing with an Alliance citizen where their previous allegiance the Independents is known and/or visible. For instance, you might not want to go for a friendly drink at a pro-Alliance bar on Unification Day wearing your old uniform coat.



Tinhorn (Major)

Life on the Central Planets is comfortable and safe. Those who grow up with in such a sheltered life find themselves ill prepared when they find themselves in The Black. Characters with this Hindrance have a -2 to their Common Knowledge rolls when they are off of a Core Planet. This Hindrance can be bought off when the character levels up. The hero makes a smarts roll at -2. If the roll is successful, they drops the penalty by 1 (i.e. goes from -2 to -1).

Debt (Minor/ Major): You owe somebody, whether it is a company, or a crimelord, this isn't just a few credit's it's a large enough amount that they intend to collect one way or another, the good news is you start game with 5 times the starting cash however, you owe ten times that amount if it is a minor debt, the party you owe is still giving you time, or may be willing to over look it in favor of loyalty, or some major boon or favor. Major debts however are long past the point of simply paying them back or making other arrangements. There is a good chance that several bounty Hunters are on your tail, to make sure that they get the money, from your hide!

New Edges

Most of the Edges from the rulebook are available with the exception of any Arcane Backgrounds. Since the nature of psionics is rather muddled at this time (we'll see what happens in the movie), the GM can use those powers at their discretion.

Professional Edges:

Companion Training

Requirements: Novice, Attractive, Smarts D6+, Spirit D8+

To be a companion you need to know more than just how to do the horizontal rumba. Companions spend years learning art, history, music, dance, on top of persuasion and seduction in order to please their clients. Characters with Companion Training get a +2 Charisma and a +2 to their Common Knowledge rolls.

Shepherd

Requirements: Novice, Spirit D8+

On many worlds, a man of God commands respect. The character gets a +2 on Charisma roll and/or Persuasion rolls.

Hacker

Requirements: Smarts D8+. Knowledge (Computers) D8+

Hackers gain a +2 to all Investigation and knowledge rolls (including common Knowledge rolls) while using a computer, also Hackers gain a +2 to any repair rolls when fixing or modifying a computer.

Bounty Hunter

Requirements: Rank-Seasoned, Smarts D6+, Tracking D8+,

Bounty Hunters gain a +2 to all Tracking, and Knowledge rolls (including common Knowledge rolls) regarding the target of their current hunt.

With the vastness of space, and the strife between the Alliance and the browncoats many criminals have slipped through the cracks. This is where the Bounty hunter comes in.

Hunting people for money is a common practice

Alliance Connections

Requirements: Novice,

It's a well-known fact that the alliance protects its own some people are simply "more Alliance" than others. Be you from an influential family or maybe an important exec of the Blue Sun or simply an alliance War Hero or Bureaucrat of note. You gain a +2 to any common knowledge roll when dealing with the alliance, as well as a+1 Charisma when dealing with the Alliance. You cannot take the hindrance Browncoat with this Edge.

Equipment and Gear

"She has a name, I call her Vera!"-Jayne

Players in the Firefly universe start the game with 1000 Platinum (or 400 Credits) and the clothes on their backs. The alliance tends to prefer to deal with credits in electronic form via S.I.N. cards (Social Identification Number). In fact, in many corporate megaplexes in the Core, paper funding is practically unheard of. Paper credits spend just like electronic for the most part, however, on the frontier, due to a lack of electronic "extravagances" electronic funds may be about as good to you as an I.O.U. Platinum has become the new galactic standard and one pressed credit is worth roughly 2.5 platinum.

Getting' Paid

Often times a crew of freelancers gets paid in a share of the loot and an average crewman hauling freight on the frontier can stand to make about 200-500 platinum or more on a trip. However, one must also consider the high costs of doing business. Legal handling fees imposed by the Alliance, processing fees, and more are just some of the headaches a merchant may have to contend with. This, of course, makes dealing without the Alliance as a middleman a desirable way for merchants and customers to get a better deal. However, the Alliance has done much to keep illicit trade (and outright piracy) to a minimum. Major corporations have resorted to molecular imprints on their merchandise to validate cargo (such cargo may be very hard to sell on the open market and merchants caught with imprinted goods can face heavy fines, not to mention jail time!)

Standard Equipment

Item	Cost (Platinum)
All Temperature Cloak.....	250
Satcom.....	50
Electronics Kit.....	100
Filter Mask.....	40
Flashlight.....	20
Horse.....	200
Hydrozopan (bottle).....	200
Isoprobiline (bottle).....	20
Liquor (glass).....	3
Liquor (bottle).....	30
Mudder's Milk (cup).....	1
Mudder's Milk (Bottle).....	10
Propoxyn (bottle).....	80
Portable Scanners.....	450
Source Box (Off the shelf).....	500
Source Box (high end).....	2000
Data Cylinder (each).....	20
Ration Pack (Protein).....	5
Ration Brick.....	1000
Rope (10").....	25
Tool Kit (pocket).....	30
Tool Kit (Universal).....	350
Vacc Suit (Used).....	1000
Vacc Suit (New).....	1500
Wobbly Headed Doll.....	4



Ranged Weapons*

Weapon	Range	Rof	Damage	Wt.	Shots	Cost
Winchester M1894	12/24/48	1	1-3d6	4	8	400
Lightfoot 42 Handgun	12/24/48	1	2d6	2	7	250

Calahan Fullbore	30/60/90	3	3d8+1 (ap2)	12	20	1800
Alliance Sonic Rifle	12/24/48	1	Special	8	40	Military
Energy Crossbow	24/48/96	1	2d10	6	15	800
Compressed air gun	48/96/172	1	3d6	10	20	1200
Grizwolds (Grenade)	3/6/9	1	2d8 #	0	1	800
Alliance Rifle	24/48/96	3	2d8 (Ap2)	8	25	650
Browncoat Rifle	24/48/96	3	2d8+1 (ap1)	10	25	500

#=Small Burst template

Exotics*

Weapon	Range	Rof	Damage	Wt.	Shots	Cost
Laser pistol	15/30/90	special	4d6	2	10	10,000
Lassiter	12/24/28	Special	2d10	3	8	Priceless
Hands of Blue rod	2/4/6	1	Special	0	*	Blue Sun only

Armor

Type	Armor	Weight	Cost	Coverage
Armored duster	+2	6	150	A,L,T,
Alliance Battledress	+4	12	Military	H,L,T

* = These weapons are unique to the firefly universe, however players can buy any modern weapons from the Savage Worlds core rulebooks as many weapons shown in the series were either the unchanged or modified from these weapons

Equipment Definitions:

All Temperature Cloak: a high tech variant of the all weather poncho with a series of cooling bladders and a thermal layer designed to allow you to survive harsh climates giving you a +2 to all heat/cold based fatigue rolls.

Satcom: A portable satellite based communicator that takes advantage of local communications satellites to allow you to get a message almost anywhere planet side. The device is about the size of a cell phone, and can come with an optional hands free headset.

Electronics Kit: This portable kit includes a diagnostic scanner as well as soldering iron, Programmable IRC chips, logic board assemblies and a collection of tools that will allow you to work on a myriad of high tech devices (from ship instrument panels to source boxes. and everything in between. Heroes who try to repair an electronic item without this kit incurs a -2 penalty.

Filter Mask: A protective garment that protects the wearer from noxious or toxic fumes. Wearers of this item will not have to make vigor checks from gaseous poison attacks or airborne toxins, however this does not offer an independent air supply and will not aid against asphyxiation.

Flashlight: A high impact metal all weather light source, there is little that has changed in the last 500 years with this handy tool. Except perhaps the power source, which can last up to 1 month before replacing.

Horse: again little has changed with the horse in 500 years, except perhaps that they are now found on many more planets.

Hydrozopan: A painkiller with the effectiveness of morphine with a lot lower risk. Injecting ones self with Hydrozopan a person can ignore wound penalties (but will still have wounds and take the same critical hit effects after he takes over 3 wounds).

Isoproiline: an immunity booster that gives a +2 vigor roll against infections when a patient is dosed with this drug.

Mudder's Milk: a noxious mix of proteins, vitamins and 15% pure alcohol a hearty if not cheap way to get both nutrients and sloshed. A very popular drink on Higgin's moon.

Propoxin: An effective little sedative that is often used by triage units to stabilize people in shock. Players injected with this drug must make a vigor roll -2 not to fall unconscious for 1d4 hours.

Portable Scanner: a handheld device that can give readings on local weather patterns as well as global positioning data. On more civilized worlds the portable scanner can also access local news and information linkages from the cortex.

Source Box: A device used to access and send/receive data over the cortex network. In many ways a source box is a souped up personal computer that has been developed for network browsing and data processing while having been subsequently more standardized as a whole. It is a kind of hybrid of the console game systems and personal computers of today sacrificing the ability to modify components in favor of ease of use and universal connectivity. A high end source box also offers a +2 to any general knowledge rolls while accessing information over the cortex.

Data Cylinder: a thin (5mm wide) polymer rod that employs molecular storage, to offer about 10 Terrabytes of storage in a medium slightly larger than a toothpick.

Ration pack: a vacuum sealed parcel that contains one meal. Made mostly of single celled organic proteins and flavored to give the diner the feel of real food, nowhere near as satisfying but nutritious none the less.

Ration Brick: a clever way to store more bang in a smaller package. A ingot sized brick packed with nutrients and vitamins enough to feed a family of four for a month. This is a popular supply for terraformers or colonists.

Tool Kit (Pocket): A small kit useful for carrying into the field for mechanical repairs. Heroes using this kit do not suffer a negative penalty for having the proper tools for most small repairs.

Tool Kit: (Universal): This is your master set of tools complete with hot torch, diagnostic computer, and an assortment of tools all in a handy 4'by 2' cabinet (often stored in the engine room of most small ships) Heroes using this kit will not incur any negative penalties for not having proper tools for any mechanical repair.

Vacc Suit: A protective suit that is designed to protect the wearer from the ravages of the black. The harsh vacuum of space will kill a man instantly and while a few inches of polymers between you and certain death may seem a bit frightening but sometimes using a vacc suit is a necessity. New suits are checked and guaranteed to be free of flaws, used suits however will experience a suit failure on a roll of a 1 on any activity roll while in a vacc suit in the black.

Wobbly headed doll: Hey what can I say people love these things. Despite their inherent cheesiness.

Weapon Descriptions:

Winchester M1894: a small bore shotgun side arm which is as portable as it is powerful. Like all shotguns in Savage worlds damage is based on range (see page 50 of the savage worlds core book for more info)

Lightfoot 42: resembling an old colt peacemaker, the lightfoot is a simple to use and maintain hand gun and is quite popular throughout the frontier. A special favorite of ex Browncoats being that it was an officer's side arm during the war.

Callahan fullbore: a high powered assault rifle that can take on the role of a sniper's rifle in a pinch. Gas powered this rifle can cut through a 1/4 inch of composite steel. While not enough to get through a ship's hull, it's amazing what it can do to human flesh!

Alliance Sonic Rifle: A common tool of suppression for alliance military and law enforcement, the sonic rifle emits a high powered sonic pulse that knocks out the target's equilibrium. If hit by this device a player must make a raise on a vigor check or fall unconscious for 1d6 hours.

Energy Crossbow: A crossbow capable of over 200 Psi that shoots carbon steel bolts with amazing accuracy and can do quite a bit of damage. (Later models are capable of up to 300 Psi. (+2Ap for 400 Credits extra)

Compressed Air Gun: an unorthodox weapon that the manufacturers claim can "split a roach at 100 yards" the compressed air gun fires small darts at superhigh velocity and is not a common sight on the battlefield.

Grizwolds: a small grenade about the size of a small watch battery that packs a high amount of explosives. Used by the alliance to boobytrap foodstuffs during the war. Uses a small burst template when used.

Allinace Rifle: The common ballistic rifle of the war of unification, resembles the French Fn Fal, and has a bullpup configuration.

Browncoat Rifle: a relatively cheap and effective assault rifle, it is common to see these rifles on the frontier and in the hands of former Independents.

Laser Pistols: Laser pistols are still something of a rarity even in the core. While they can be exceedingly deadly they are simply not as cheap or easy to maintain as a ballistic rifle. Lasers can fire in a line of 2" (game scale) rolling to hit anything within that path. Any non-movable objects within this 2" path also will take damage regardless.

Lassiter: The prototype of the modern laser and a much sought after relic of the Earth that Was. While only 2 are known to exist (neither of which are in working order) they are included for the sake of completeness.

Hands of Blue Rod: A rumored weapon held by a mysterious arm of the Blue Sun Corporation. This device only works when in the hands of a person with the arcane background Psionics. By focusing their energy and spending 2 power points the wielder of this weapon forces the every player within a large burst template to make a vigor roll or suffer 1 wound, and each round that the weapon stays in use, players must continue to make this roll (incurring a -2 each round the effect lasts) the user must pay a 1 power point upkeep to continue using the weapon. The attacker can also select to "exempt" targets from this effect if he so chooses.

Armor:

Armored Duster: Standard issue for the independents, this heavy brown coat is the reason for people calling them browncoats. It offers decent protection without hindering movement as much as many more ornate forms of amors.

Alliance Battledress: The infamous "purplebelly" armor this suit includes a Kevlar plated chest piece, helmet and armored leggings. In service during the war and still used by the alliance today.

Spacecrafts:



“Hey Kaylie, think we can pull a Crazy Ivan?” –Wash

While technically part of the equipment section, spacecrafts represent more than just equipment they represent freedom. Freedom from the Alliance, freedom from corporations the freedom to be yourself to many this is their only way to gain such freedom. The GM may start a party off with a ship (a small freighter such as a firefly or Phoenix class) or may have the party start playing the crew of an NPC captain’s ship either way, Players will have to deal with Starcrafts one way or another. The following is a list of ships and their price. Prices for ships (unlike equipment) is rated in credits meaning to figure it’s platinum cost would cost 2.5 times that amount in platinum.

Fighter (alliance): A fast attack craft with aerospace capability and no jump engines built for planetary defense or rapid ship/base type deployment. The Alliance employs such ships in their larger craft to attack a target in many different ways.

Acceleration: 8 **Top Speed:** 16
Crew: 1 **Toughness:** 14 (2)
Jump Rating: 0 **Cargo:** 0
Handling: +1 **Cost:** Military Only
Weapons Systems: Light Missiles (6)
Notes: Aerospace capable

Fighter (Surplus): Many petty dictators or independent factions have built their own versions of fighters normally these are browncoat surplus, or older model Alliance models, However old does not necessarily mean useless and any fighters can be an effective tool of raiding parties or local planetary defense corps who do not have the luxuries of alliance connections:

Acceleration: 6 **Top Speed:** 14
Crew: 2 **Toughness:** 14 (4)
Jump Rating: 0 **Cargo:** 0

Handling: +1 **Cost:** 12,000
Weapons Systems: Light Missiles (6)
Notes: Aerospace capable

Shuttle: Often used Aerospace capable craft without jump capability, shuttles are often carried aboard larger ships (such as freighters) Shuttles are often used as lifeboats in case of a system crash aboard ship or as planetary landers for ships that do not have the ability to enter a planet's atmosphere (those that are not aerospace capable)

Acceleration: 6 **Top Speed:** 14
Crew: 1+4 **Toughness:** 16 (4)
Jump Rating: 0 **Cargo:** 1
Handling: 0 **Cost:** 18,000
Weapons Systems: None
Notes: Aerospace capable

Freighter (Firefly Class): An old but very sturdy design the Firefly class transport has been around since before the unification war and is named for the odd placement of the jump engine which resembles a luminous insect from Earth that was. A favorite vessel of pirate and illicit merchant crews due to its ease of maintenance and various nooks and crannies. Perfect for smuggling just about anything.

Acceleration: 5 **Top Speed:** 16
Crew: 1+8 **Toughness:** 18 (4)
Jump Rating: 3 **Cargo:** 15
Handling: 0 **Cost:** 150,000
Weapons Systems: None
Notes: Aerospace capable, equipped with 2 shuttles

Freighter (Phoenix Class): Almost as old as the Firefly class the Phoenix is a much faster craft than the firefly but is not nearly as tough. Engineers have often complained about the somewhat awkward design of the phoenix class's drive system which does cause some issues with shorting out near high levels of cosmic radiation, however this cheap and quick craft is still rather plentiful in the 'verse.

Acceleration: 6 **Top Speed:** 20
Crew: 1+6 **Toughness:** 17 (4)
Jump Rating: 4 **Cargo:** 10
Handling: +1 **Cost:** 175,000
Weapons Systems: 2 medium missiles
Notes: Aerospace capable, equipped with 1 shuttle

Freighter (Atlas Class): A much more bulky freighter this ship is a favorite of asteroid miners being armed with a cutting laser (originally designed to deal with objects in space) this cutting laser has however has often been modified into a weapon through the employment of a targeting system and improved batteries. Slower than most freighters, this ship is often converted into a pirate vessel by crews looking to make money through commerce raiding.

Acceleration: 5 **Top Speed:** 16
Crew: 1+8 **Toughness:** 22 (4)
Jump Rating: 2 **Cargo:** 12
Handling: -1 **Cost:** 210,000

Weapons Systems: light missiles (4) Cutting laser

Notes: Aerospace capable, equipped with 2 shuttles, -4 to use lasers as weapons unless converted for an additional cost of 20,000 credits.

Tug (Whedon Class): Often used in colonial expeditions it is in essence a simple drive system and cargo pod (which colonist ships convert into living space) at a rate of 2 spaces of cargo for each additional person. Each Whedon class can “push” 2 cargo pods each holding 20 cargo spaces).

Acceleration: 4 **Top Speed:** 18
Crew: 1+2 **Toughness:** 18 (4) Pods have a toughness of 18 (4)
Jump Rating: 3 **Cargo:** 2 Pods have a cargo rating of 20
Handling: -1 **Cost:** 150,000

Weapons Systems: None

Notes: Aerospace capable, equipped with 1 shuttle can carry 2 cargo pods

Battle Cruiser: this is a combat ship often used as a lander during the war of unification. These ships are much more heavily armed and armored, and designed to deploy troops into combat situations. While originally used on either side the Alliance is the only known source of them today (all independent battle cruisers were decommissioned and scrapped as part of the attrition, however rumor has it that some reavers still have ships of this nature.

Acceleration: 5 **Top Speed:** 16
Crew: 3+20 **Toughness:** 22 (6)
Jump Rating: 3 **Cargo:** 10
Handling: -1 **Cost:** Military Only
Weapons Systems: Light Missiles (6), Autocannon (2) Medium Missiles (2)

Notes: Aerospace capable, equipped with 2 fighters

Frigate: The main gun ships of the war, Alliance frigates were deployed as planetary blockade units as well as general assault ships in the war. Too big to go into the atmosphere, these ships could be used for heavy fighting in the black. Again most of their Browncoat equivalents have been decommissioned.

Acceleration: 3 **Top Speed:** 12
Crew: 4+30 **Toughness:** 30 (6)
Jump Rating: 3 **Cargo:** 14
Handling: -2 **Cost:** Military Only
Weapons Systems: Medium Missiles (6), Light missiles (24) Laser battery (2)

Notes:, equipped with 2 shuttles, and 8 fighters

Battleship: Resembling a city in space these battleships are the flagships of the Alliance. Massive patrol ships that are pretty much the biggest fish in the black. They are more like orbital platforms with jump capability than true spacecrafts however as they are too big

and unwieldy to chase an opposing ship down and will often rely on fighters and weapon batteries to do the work.

Acceleration: 1 **Top Speed:** 6
Crew: 6+120 **Toughness:** 40 (10)
Jump Rating: 3 **Cargo:** 50
Handling: -4 **Cost:** Military Only

Weapons Systems: Laser batteries (6) Light missiles (40) Medium Missiles (20) Large Missiles (4)

Notes:, equipped with 8 shuttles, 16 Fighters, full medical facilities., Large target (+4 to hit)

Spacecraft Weapons:

Weapons aboard spacecraft are rarely (if ever) used as anti personal weapons, and thus they are located in a different part of the book.

Weapon	Range	Damage	AP	Notes
Light Missile	30/60/90	3d10	2	
Medium Missile	50/100/150	4d8+2	3	
Large Missile	90/180/360	5d10	4	
Autocannon	60/120/240	3d8	3	cannot be used in space
Cutting Laser	30/60/90	2d10+2	2	-4 to use without upgrade
Laser Battery	100/200/400	4d12+2	4	

Upgrades:

Ships are more than just vehicles they can also be expressions of a crew's individuality. The following is a list of possible upgrades and their costs in Credits. Larger upgrades may also require cargo space room (known henceforth as spaces) to accommodate them into the ship

Cry Baby (3000 Credits): a somewhat cheap but effective way of stealth, the crybaby simply puts out a false warning signal to baffle oncoming ships especially effective on law enforcement or alliance ships (who might put a distress signal above dealing with your sorry butt!)

Enhanced Drive System (12,000 Credits, 2 spaces): This enhancement is highly useful for getting across the black faster offering you a +1 to your jump rating

Hull Plating (19,000 Credits, 1 Space): Adding to your ship's ability to with stand damage. Your ship gains +2 armor to it's toughness rating.

Missile System (Light Missile 10,000 Credits +4 spaces for 3 missiles, Medium Missiles 40,000 4 spaces for 2 missiles): Let's face it it's a dangerous galaxy there is always someone trying to do you, rip you off. The best defense may be a good offense. The ability to threaten to blow a hole in their tiny moon can get you a little gorram respect.

Cutting Laser(25,000 Credits) A useful device often used for blasting small asteroids or ship based mining operations. The laser retains the -4 penalty unless a guidance system is added to this device for an additional 20,000 credits.

Mine Dropper (30,000 Credits, +2 Spaces): an illegal conversion that drops mines behind your ship an excellent way to mess up who ever is chasing you each mine (if hit (piloting roll to avoid if chasing a mine dropper)) does 3d8 and has a medium bust template.

Electronic Warfare suite (40,000 Credits): A crafty attempt to make your ship harder to detect. It is a sort of stealth tech that affects an opponent's sensors (making you harder to hit). When engaged, your ship is at a -2 to be hit.

Thruster upgrade (33,000 Credits): The thruster upgrade helps a craft with Aerospace capability only and will add 1 to your ship's handling.

Used Ships:

In a pinch you can buy a ship with a little "character" In hopes of saving a few creds. In such cases where a used ship is purchased the cost of the ship is cut in half but the player draws a card and consults the following chard:

2-5: (Quirk) – This is a minor annoyance such as the captain's chair does not swivel, or the ship smells like several cattle died in the hold. Nothing unbearable but be creative.

6-10: (Nav System Issues)- This ship's nav system has got a bit of bad wiring and this affects the jump engine's ability to focus in on a jump. This a +2 to all jump lenghts (see page 20 for details)

Jack: (junkier)- The steering linkage is shot and it incurs a -1 to the ship's handling and acceleration.

Queen: (Soft hull)- This ship has been hit a few times and probably not repaired the way it should have been the ship loses 2 points of toughness (Not Armor).

King: (Cargo Space lost)- who was the hwoon dahn who rerouted the drive system to through the cargo bay? This ship has 3 less cargo spaces available to it thanks to clever rebuilding of the Drive system.

Ace: (Faulty Jump Drive)- If anyone of the thousands of delicate parts is damaged the drive system may not function, until repaired (100,000 Credits) Your ship's drives does not work if the pilot rolls a "1" on either die used to make a jump roll.

Joker: (Hull Puncture)- Your ship has a hole in the main deck, leaking out atmo and worse. It is a pinhole breach (see page XX for rules on hull breaches) and you can't recycle the air in the ship (giving you about 12 hours of livable air.) Good luck.

Setting Rules

"Are you familiar with the works of Suan Hiu?" Sheppard Book

The following section includes special rules that are specifically designed for this genre. The firefly universe is one of realistic sci fi with no aliens and robots or strange powers. Players cannot take any arcane backgrounds. The only exception to this rule is that characters with a proper story may have access to the Arcane Background psionics with the GM's approval. This should be exceedingly rare if allowed at all. And should be balanced by some severe issues. There isn't a bunch of River Tams running around the verse after all.

Asphyxiation:

The void of Space is not a place that most sentients can survive without some form of pressurized suit and atmosphere generator. This section deals with what should happen to your character if your character runs out of atmosphere. For every round your character is deprived of air, he must make a vigor check every minute, for every failure, gives the subject a level of fatigue, stopping all activity, will improve a player's chance on the vigor roll by a +1, however if your character gains 4 levels of fatigue he will die. If your character ends up back inside a breathable atmosphere he will recover fatigue at the rate of 1 level for every 5 minutes of rest within a breathable atmosphere.

Hull Breaches:

One of the greatest dangers to a the crew of a space faring craft is the chance that their craft's living quarters could become exposed to the cold vacuum of space. Even a hole the size of a man's thumb can suck out the area's atmosphere in a matter of minutes, and even pull people out in to space in pieces if necessary! To simulate this kind of horror in Savage worlds, the GM should first determine the size of the breach, to simplify this there are three classes, punctures, rips, and gaping holes. Players in a room that has been breached, will be pulled toward the breach as will any object that have not been bolted securely to the room's structure. . Place a burst template down based on the size of the breach. Punctures use the small burst template, Rips use the medium burst template and gaping holes use the large burst template. For every turn that the breach is not closed the players must roll a Strength check not to be pulled towards the epicenter of the breach. Raises give the player a chance to move 1/2 his pace (round down) away from the breach. If they fail this roll they are pulled 1 inch closer to the center of the template. Once the figure touches the template, things get hairy. The player must make a Strength roll -4 to stay where he is. If he should fail he is pulled 2 inches toward the center of the template. One he reaches the center of the template, he is pulled through the hole, and thrown into space. If the hole is a hole is a puncture or a rip, the player caught in the hole is killed by being forced out a smaller hole, and the remaining occupants of the room can in initiative order try to scramble for safety without penalty. If it is a gaping hole the player pulled to the center is thrown outside the vessel instantaneously, and unless protected by a vacc suit or other personal environment system, will begin to asphyxiate (see rules above)

Please note that many fighter bays on large capital ships employ force fields to keep atmosphere inside of a ship (this is especially true in fighter bays) should these fields be shut off this would be considered a gaping hole sized hull breach!

Trade, Commerce and Gettin' around the 'Verse

Space is fluid unlike terra firma, and getting around it is much less straightforward than moving from point A to point B. This in conjunction with the sheer space of travel (a galaxy with over 70 Earths) makes travel a bit more than simply going north and turning east after 20 miles. When traveling from system to system, pilots must make a jump from one system to another. Which requires a successful Knowledge (astrogation) roll followed by a piloting roll. The astrogation roll is also used to determine the length of the journey. To simplify this process (and due to the lack of quick maps) players choose a destination based on which area of space they are heading to. There are three major sectors of space, the core, the periphery and the frontier. The core is the smallest section of space and has the best communications and navigational junctions. This makes travel between core worlds relatively easy, fast and safe. The Periphery represents the “buffer” between the core and the frontier. An area of space that is much more advanced than the frontier, but not as controlled as the core (making it a haven for those who would prefer not deal with the alliance). Then there is the frontier. The Frontier is best known as a lawless area on the furthest reaches of man’s domain in space. This is a area of colonies too far from the Alliance to matter and too far from the Alliance to afford the luxuries of the core. Depending on your location and where you intend to go the following formulae will be used to determine the length of the journey: **Please note:** the die rolls on these formulae can “ace” just as any die in Savage worlds.

Starting point	Destination	Length of trip (In days)
Core	Core	8+1d4 - Astrogation Roll (minimum less than one day)
Core	Periphery	9+1d6 - Astrogation Roll (minimum one day)
Core	Frontier	12+1d8 - Astrogation Roll (minimum two days)
Periphery	Core	9+1d6 - Astrogation Roll (minimum one day)
Periphery	Periphery	8+1d6 - Astrogation Roll (minimum less than one day)
Periphery	Frontier	12+1d6 -Astrogation Roll (minimum one day)
Frontier	Core	12+1d8 - Astrogation Roll (minimum two days)
Frontier	Periphery	12+1d6 -Astrogation Roll (minimum one day)
Frontier	Frontier	12+1d8 – Asrogation Roll (Minimum less than one day)

The Piloting roll will determine how well you were able to position your ship to make the jump within the optimal time. Success Will get you there in the exact amount of time listed each raise can shave off an extra day (the minimum travel time must still be observed) If you fail the number you fail by (using the standard success rate of 4) adds one day of travel time by each number you fail by. (I.E. a roll of 3 =1 extra days travel, a roll of 2 would add 2 days to the journey and a roll of 1 will add 3 days to the journey).

Life aboard ship

Life aboard a ship is a tedious one and even with the myriad of entertainment technologies that may be available players cooped up in a ship for over 30 days are automatically fatigued and further more must make a spirit roll every 10 days not to begin to take negative modifiers for fatigue. At the so days point however things get worse. Recycled air, confined spaces and worse make people go a bit more than stir

crazy. If a player is in space for more than 30 days he must make a spirit check (-1 per each day he stays in space beyond the 30) if he should fail these roles, The character undergoes a form of psychological regression, letting his or her baser elements out. He or she might begin to regress into childhood, or worse, into something not quite human. This is what is believed to be the source of the Reavers as we know them.

Trading Table:

The following is a listing of major locations of the galaxy as we know them and The relative costs of certain common cargo. Players can use this as a rough guide to tell how much they can make hauling goods from one part of the black to the other. Please remember in the core, legal trade does require alliance validation and fees (15% of the total haul). All prices are in credits.

MASTER TRADING TABLE

LOCATION	Alloys	Tech	Livestock	Food	Weapons	Medicine
Ariel *	600	300	800	400	700	200
Athens+	500	600	400	800	500	400
Beaumonde#	300	200	700	300	400	600
Bellapheron*	1000	800	200	500	500	600
Bernadette#	400	600	400	300	800	700
Boros*	700	500	300	400	1000	200
Dyton Colony+	500	600	NA	500	500	400
Ezra#	400	600	300	200	800	800
Greenleaf#	500	400	200	300	500	200
Hera#	500	200	600	300	600	400
Higgin's Moon+	300	100	100	400	600	500
Ita+	600	200	400	600	500	400
Jiangyin+	200	300	300	500	900	500
Newhall#	500	500	200	300	600	600
New Melbourne#	400	300	500	400	400	300
Osiris*	600	400	600	300	900	400
Paquin +	500	400	600	500	500	700
Paradisio+	200	400	500	700	300	900
Hancock+	400	600	700	500	600	800
Persephone#	500	400	600	300	500	700
Santho+	400	700	500	400	800	600
Shadow#	600	300	400	500	700	400
Silverhold Colonies#	400	300	NA	800	300	600
St. Albans#	500	800	300	400	500	500
Shinon*	400	600	700	600	500	700
Three Hills+	500	300	400	500	300	800

Triumph+	700	300	200	800	300	600
Verbena+	500	400	500	700	600	800

*=Core World, #= Periphery World, +=Frontier World

Gazeteer of The Black

“We gotta go to the crappy town where I’m a hero!”-Wash

This section includes a listing of all of the major locations of the Firefly Universe to give you, the player a good chance to see what kind of worlds exist in the black.

Ariel

Core World: The planet of Ariel is known as one of the jewels of the core. Some of the finest restaurants and museums in the core. It also boasts a beautiful bioluminescent pool. Ariel City also has a wonderful medical facility known as St. Lucy’s. Like most core worlds it is high security and high priced.

Athens

Frontier World: a small backwater world that harbors four moons one of which is inhabited. The Moon (Known as Whitefall) is a small colony run by a woman named Patience. Patience is a known criminal who has worked her way into planetary management through threats and blackmail. It is a lawless moon run by a criminal. Athens itself is little better. It is a livable yet somewhat lawless world as well.

Beaumonde

Periphery World: A farm world dealing mostly in livestock. If you are looking to work and work hard you can find a living here in one of many Ranches or few factories on planet. It’s a good Earthy kind of place but the locals don’t take kindly to tinhorns or Strangers.

Bellapheron

Core World: a beautiful oceanic world that is a main part of the Alliance. A playground of the rich and home to several hundred floating cities. “Castles in the sky” as many call them. They are some of the highest security estates in the core and home to many an Alliance general and noble. It is also rumored to be the resting place of one of the last known lassiters in existence.

Bernadette

Periphery World: A heavy industrial world, Bernadette is known as a massive mining operation. This planet has been known for its pollution and general grime.

Boros:

Core World: As with most core worlds Boros is heavily connected to the alliance. Known for it’s tech industries and academies. The Military Academy Known as the Sinclair Academy is one of the Alliance’s best known Officer schools turning out a number of heroes of the battle of Serenity valley.

Dyton Colony

Frontier Station: a “Drifter colony” built from the hulks of older ships. It is a privately owned outpost working within the laws of the Alliance. Due to its sheer size it does not follow the rules of extended space travel despite not being a planet. It is a home a way from home for many travelers in the black.

Ezra

Periphery World: Ezra itself is not much to look at, it is a small world with not much on it a small ranch here or there but very little else. The main attraction is a skyplex above the planet run by Adale Niska a known mobster and criminal cartel owner. Niska is known for his incredible cruelty and sadistic obsession. You’d do best not to cross him.

Greenleaf

Periphery World: one of the bigger independent worlds. It is known for excellent medical facilities, as well as being one of the few civilized zones still left in the periphery. While nowhere near the same kind of civilization found in the core, it is still an impressive sight to the frontier folk.

Hera

Periphery World: The sight of the final battle of the war for unification, Hera was the governmental head of the independents. The once powerful planetary senate was torn down by the Alliance in an attempt to unite the galaxy under one banner. Few Independents visit Hera, there are simply too many bad memories.

Higgins Moon

Frontier World: The main commerce of Higgins moon is a thriving ceramics business. However the people of Canton are given probably the worst end of the stick given a people. They however do have one savior a hero who fought the law for them and almost ruined Higgins ceramics, He is the hero of Canton, the man they call Jayne.

Ita

Frontier World: This planet is known as a primary dumping station of ship parts, many hulks of Independent battlecruisers and frigates lie dormant on Ita’s desert like climate. There is an alliance outpost stationed on the planet to guard the hulks, it is often thought of as one of the worst duties an Alliance soldier can be given.

Jiangyin

Frontier World: Known as the Prairie Paradise. The planet is a typical frontier town. The planet also hosts a culture of backwaters ludites known for their superstitious and strange ways. Such people have been known to kidnap people of use to them. There are warnings to such note in the Sheriff stations on Jiangyin. A followup warning to this is that these “Backwater Amish” tend to be rather fanatical in their beliefs.

Newhall

Frontier World: a lush and somewhat vibrant world that is just undergoing colonization, The Terraforming process was completed last year and it is still in the midst of primary colonization. At the moment there are no known problems with the planet, yet.

New Melborne

Periphery World: An oceanic world known for its teeming sea life. It has a thriving It is often a well known layover point for ships traveling from the periphery to the core.

Osiris

Core World: Capital of the Alliance and home to a great many important corporations, schools and hospitals. As with most core worlds the planet Osiris has a massive defense and security network. It is also home to the head offices of the Blue Sun Corporation many of their high level operations have remained planetside on Osiris.

Paquin

Frontier World: An agricultural world that has recently hit on hard times. The Terraforming operation has left Paquin with an unpredictable weather season. Resulting in rather random weather patterns. While some of the richer farmers have begun attempts at artificial greenhouse systems. However the weather has left a lot of people without the resources to make ends meet sending them seeking employment in any way they can.

Penal Moon

Periphery World: a massive lunar complex that is home to over 12,000 of the galaxy's worst criminals and scoundrels. It is a high security planetoid where only the worst of the worst are sent. Any trade here is done by alliance military or police forces.

Perresphone

Periphery World: known as the gateway to the frontier, Persephone is a near perfect balance of core technologies and frontier mentality. It is a perfect port for petty thieves and smugglers. While there is an impressive alliance presence there is still enough gaps in the security net to make it a great base of operations for any crew not interested in dealing with the alliance.

Santho

Frontier World: A settled lunar colony Santho is a known den of a slavers community who used kidnapped people to sell them into slavery or indentured servitude on planets such as whitefall or Higgin's moon. They also have been known as a decent ranching planet.

Shadow

Periphery World: Mostly Harmless. A planet that has lost much of its cultural identity thanks to the Alliance winning the Unification war. The planet is also known as a ranching world dealing primarily in cattle and chickens. Lots of grazing land on this planet.

Shinon

Core World: Known as a place of Learned culture with a heavy asian influence it is also home of two of the biggest companion academies. It is often described as a “beautiful sea of lights”

Silverhold Colonies

Periphery Colony: Another drifter colony similar to Dyson station, the Silverhold colonies were home to a massive independent movement and has since become under the direct control of the Alliance.

St. Albans

Periphery World: an arctic world that has little to offer other than a haven from the alliance. There is a small (but struggling) mining operations on St. Albans, and there have been rumors of criminal cartels operating out of the hard to reach mountain areas which has brought an alliance lawenforcement detail to build an outpost there.

Three Hills

Frontier World: A somewhat lawless world known for it’s illustrious black market. Here it is said that anything can be found bought or sold for the right price. No real law to speak of except for frontier justice.

Triumph

Frontier World: A small backwater world with it’s own quaint customs and cultural ideals. A heavily religious culture often beset by many different kinds of bandits and rustlers. It is also home of a maiden house known for taking in unwed women until they can be bought or bartered into marriage.

Verbena

Frontier World: The alliance has recently taken an interest in turning this little backwater planet into a thriving industrial world many believe that it is a way of buying good PR by helping one little border world to make it look as if they are helping the whole damn ‘verse. The recent opening of a gearshift factory for military skiffs has been destroyed by a terrorist action thwarting the Alliance’s attempts at PR.

Glossary of Slang

The following is a list of shiny sayings that will help you sound like you belong in the black in no time, what you’d rather talk like some gorram tinhorn that’s your business you hwoon dahn. Just remember to joo ta ma ya ming!

General Expletives

The Black: Outer space beyond the atmosphere of a planet.

Browncoat: a soldier of the league of independent worlds called browncoats due to their brown leather dusters that were part of the uniform

Gorram: General Pronoun meaning annoyng or irritating

Purplebelly: a soldier of the Alliance so named for their purple chestplates of their combat armors.

Shiny: General expletive meaning good or agreeable.

Square: Slang for credit (in paper form)

The ‘Verse: shortening of the term universe, meaning the entire whole of known space

Mandarin (or How to swear in Chinese)

The following words and phrases were used in the Firefly TV series and have been translated many of them are profane, and rather insulting, you were warned.

Ta ma duh! "Fuck me blind!"

BEE-jway. "Shut up."

Shr ah. "Affirmative."

(Joo ta ma ya ming). Joo-yee. "Watch your back."

Ai ya! Hwai leh! "Shit on my head!"

Nee ta ma duh. Tyen-shia suo-yo duh run doh gai si. "Fuck everyone in the universe to death."

mei-mei "little sister"

kwong-chee duh "nuts ,"meaning crazy

Hwoon dahn! “Bastard”

Kuh-oo duh lao bao-jun: "Horrible old tyrant..."

Dong ma? “Understand?”

go tsao duh “dog-humped”

Wuh de ma "Mother of god."

Tzao gao or gos se "Crap."

yu bun duh "stupid"

Jien tah duh guay! "Like hell!"

Liou koe shway duh biao-tze huh hoe-tze duh bun ur-tze. " Stupid son of a drooling harlot and a monkey."

luh-suh "garbage"

Ma-shong! "Now!"

Da-shiong bao-jah-shing duh la-doo-tze "The explosive diarrhea of an elephant ,"

jien hwo "cheap floozy"

"Ching-wah TSAO duh liou mahng" "frog-humping sonofabitch."

"HOE-tze duh PEE-goo!" "Monkey's butt!"

"Suo-SHEE" "petty"

"Chiang-BAO HOE-tze duh" "monkey raping"

"FAHNG-sheen." "Don't worry."

"Wuo duh MA" "Mother-of-Jesus"

"gun HOE-tze bee DIO-se" "engage in a feces hurling contest with a monkey"