

Aces & Eights (spaceship).....	28, 71, 115, 116, 167	arbitrary gear (optional rule).....	73
Aces & Eights crew.....	189-94	architecture Specialty.....	58
acting Specialty.....	62	Ares.....	213
action as Initiative.....	151	Ariel.....	210
Action Difficulty (chart).....	141	armor.....	81, 153
actions.....	142-54	armor, of ship.....	113, 114
actions, complex.....	143-44	armory.....	77
spending Plot Points.....	147	arrows.....	80
actions, improving.....	147	artificial gravity.....	97, 98
actions, opposed.....	143	artillery Specialty.....	59
actions, skilled.....	142-43	Artistry (Skill).....	56
addiction, see Hooked		ASREV, see Alliance Short Range Enforcement Vessel	
administration Specialty.....	59	assault rifle.....	79, 81
Advancement (chart).....	37	assault rifles Specialty.....	59
Advancement Points.....	32, 37, 48	Assets, character.....	30, 31-32, 41-48, 170
adventure; see also story.....	5, 171, 173	chart.....	67
aerial navigation Specialty.....	63	Assets, creating new.....	170
Agility (ship Attribute).....	106	Assets, of ship.....	109-10
Agility (character Attribute).....	30, 32, 33	Assets, using Plot Points.....	148
Agility, spaceship scale (chart).....	106	assistance, direct.....	144
AgriCultivator robot.....	90	assistance, indirect.....	144
aiding others.....	144	astrogation Specialty.....	63
aiming.....	153	astronomy Specialty.....	63
air travel.....	129	astrophysics Specialty.....	63
aircraft Specialties.....	63	Athens.....	199, 215-16
Alertness (character Attribute).....	30, 32, 33	Athlete (character Asset).....	42
Alertness (ship Attribute).....	107	Athletics (character Skill).....	57
Alertness, spaceship scale (chart).....	107	Athletics (ship Skill).....	111
algae, as food.....	100	atmosphere, planetary.....	98
aliens.....	163	atmosphere, shipboard.....	100
all-cargo Firefly.....	124	attack of stupidity, spending Plot Points.....	149
Allergy (Complication).....	48	Attribute Die Costs (chart).....	32
Alleyne, Zoe.....	9, 10-11, 13	Attribute Points.....	40
Alliance.....	4, 5, 6, 7, 9, 11, 23, 69, 73, 82, 172, 197, 199	Attribute rolls.....	142
Alliance agents.....	167	Attributes, character.....	6, 29, 30, 32-34
Alliance cruiser.....	128	Attributes, of ship, increasing.....	114
Alliance grunt (NPC).....	179-80	auto-cannon.....	82
Alliance hospital personnel (NPCs).....	183	autofire weapons.....	154
Alliance IdentCard.....	21	Automatic Secretary robot.....	90
Alliance officer, disillusioned veteran (NPC).....	179	automatic weapons.....	154
Alliance officer, gung-ho (NPC).....	179	axes, throwing Specialty.....	64
Alliance officer, young and green (NPC).....	179	back story (character development).....	35
Alliance patrol boat.....	125, 126, 127	Ballistic Mesh.....	76
Alliance planets.....	209	bar floozy, female (NPC).....	181
Alliance Short Range Enforcement Vessel (ASREV),		barfly (NPC).....	181
statistics.....	118	barrier field.....	84, 85
Allied Postal Service.....	93	bartender and owner (NPC).....	180
all-out attack.....	153	bartender, hired help (NPC).....	180
all-out defense.....	152	barter.....	70, 71
Allure (character Asset).....	41-42, 170	barter Specialty.....	59
Allure (ship Asset).....	109	basic damage.....	156
Ambassador, see Inara		basic tool kit.....	89
ammunition.....	78	Bathgate Abbey.....	21
Amorous (Complication).....	48	batons.....	78-79
Amputee (Complication).....	49	Battle of Serenity.....	199
angel of mercy (NPC).....	184	Battle of Sturges.....	199
Anglo-Sino Alliance; see also Alliance.....	200-01	beacon, distress.....	84, 85
Animal Handling (Skill).....	56-57	beacon, navigation.....	100
animal training.....	56	Beaumonde.....	112-13, 121, 186
antibiotic course.....	93, 94	Bellerophon.....	213
appraisal.....	56	beneficial traits, see Assets	
appraisal Specialty.....	60	Bernadette.....	210-11

Beylix	216	cargo capacity, of ship	109
Bible	21	cargo liner, statistics	128
Big Damn Hero	30	cargo rates (chart)	72
biotechnology	92	carpentry Specialty	58
Black Box Cortex Terminal	83	cash equivalents (chart)	70
black market	69, 73, 77-78	cash, starting (chart)	70
black, the	6, 157	catapults Specialty	59
blacksmithing Specialty	58	Catholicism	206
Blastomere Organs	86	Central Planets, see also Core planets	198, 210-12
Bleeder (Complication)	49	Chameleon Suit	76
Blind (Complication)	49	change of circumstance	144
blinded	155	Character Concept	30-31, 32
blockade runner Firefly	124, 125	character creation	5, 163
blocking defense	152	character development	35
blowguns Specialty	64	character improvement	37
Blue Sun Corporation	73, 172, 202, 211-12	character relationships	163, 166, 169, 170
boat, see ships		character-initiated Complication	146
bombs, shipboard	102	charter of a ship	105
Bonus Die (chart)	147	ChemPlast	80, 81
Book, Shepherd	20-21	Chinese language	164, 198
Border planets	7, 69, 199, 201, 212-15	Chinese phrases	220-223
Born Behind the Wheel (character Asset)	42	Chip on the Shoulder (Complication)	49
Boros	213	Christianity	46, 206
botching	47, 143, 144	climbing Specialty	57
bounty hunter, border planet (NPC)	180	clubs	61, 78-79
bounty hunter, high tech (NPC)	180	Cobb, Jayne	13, 14-15, 21
bounty hunters	167	coins	69, 70, 71
bow	79, 80	collision damage, vehicles and spaceships	136
bows Specialty	64	combat	149-56
boxing Specialty	66	combat, spaceship-vehicle	135-36
Branded (Complication of ship)	109	combat, unarmed	155
Branded (Complication)	49, 170	combat knife	78-79
brass knuckles	78-79	Combat Paralysis (Complication)	50
brawling Specialty	66	combat sword	78-79
breaking stuff	154	compact	84, 85
Browncoat ally (NPC)	180	communications, shipboard	100, 101
Browncoats; see also Independent Faction	4, 9	communications equipment (chart)	84
Buddhism	21, 46, 206	communications lag (chart)	105
Buddhist monk, male (NPC)	182	Companion; see also Inara	4, 93
bulk carrier Firefly	124	Companion Client Registry	19, 46, 205
bully boy, male (NPC)	185	Companion Training House	19
Bumblebee Class transport	119-21	Companions' Guild	46, 93, 172, 204-05
bureaucracy Specialty	59	Complex Actions	141, 143-44
Burnham quadrant	207	complexity, of ship (chart)	112
burns	157	Complications, character	30, 37, 48-55, 145-46, 170
burst of strength, die roll	142	Complications, creating new	170
burst weapons	154	Complications, of ship	109-10
CAD board	89	Complications, removing	37
called shot	153	computers (chart)	83
camouflage Specialty	57	con artist (NPC)	186
campaign	5, 28, 163, 167	concentration Specialty	58
can't hire good help, spending Plot Points	149	concussion grenade	80, 81
canister warhead	102	conflict, story element	172
canned food	75	container Firefly	124
cannon	82	contortion Specialty	57
cannon, land vehicle-scale (chart)	132	conversation Specialty	59
cannons, shipboard	102	cooking	56, 58
Canton	217	Core	83, 163, 199, 201
Capital City, capital of Osiris	211	Core cities	165
captain	29, 103	Core planets	6, 7, 40, 69, 73, 163, 197, 210-12
Captain of <i>Serenity</i> ; see also Reynolds, Malcolm	8	Core speech	219
cargo	93, 94, 105	Core-tech	163

Corone Mining Consortium	203	demolitions Specialty	59
corporations	200, 202-03	deputy, frontier (NPC)	185
Cortex	7, 82-85	Derived Attributes, character	33-34
Cortex Profile Protection Utility	85	Derived Attributes, of ship	112
Cortex Specter (character Asset)	42	Dermal Mender	86-87
Cortex Specter (ship Asset)	109	derringer	79, 80
Cortex Terminal	83	desire, story element	171-72
Cortez, Ramona	193	detectors	101
costuming Specialty	62	Devil (Ramona Cortez)	193
counseling Specialty	59	dice	6, 140
cover, taking	152	dice rolls	139-49
chart	152	Dice Steps (chart)	144
covering action	154	die roll, spending Plot Points	147
Covert (character Skill)	57	Difficulty Chart	140, 141
Covert (ship Skill)	57, 111	Difficulty roll	144
covert ops gear	87-88	Difficulty Threshold (chart)	144
chart	88	Difficulty Threshold, of complex actions	143-44
Coward (Complication)	50	dim light	155
CP-HE (ChemPlast explosive)	81	direct assistance	144
Craft (Skill)	57-58	disable devices Specialty	57
credits (currency)	35, 71	disarming	153
Credo (Complication)	49, 171	Discipline (Skill)	58
crew, definition	163	disguise kit	87, 88
crew, forming	26-37, 168	dissension in the ranks, spending Plot Points	149
crew goal, reward	146	distress beacon	84, 85
crew of <i>Serenity</i>	5, 8-25, 35	dock worker cost	104
crew quarters	108-09	doctor, see also medic, medical; Tam, Simon	40
crew size	103	doctor, frontier (NPC)	185
criminal elements	172	doctor, see also Dr. Mathias	
crop supplements	74-75	doctor's bag	86, 87
crossbow	79, 80	dodge Specialty	57
Crude (Complication)	50	dodging defense	152
cruise liners	128-29	doors, breaking	155
Cryo Chamber	86	Dr. Mathias (NPC)	188
cultures Specialty	60	dreams, in plot	174
currency, see also coins, credits	69, 70	drink	75
currency (chart)	70	drugs	157
cutting torch	89	dry dock costs	104
Cyanol poison	88	Dull Sense (character Complication)	50
cybernetics	92	Dull Sense (Complication of ship)	109
Damage	34	dung heap, king of the (NPC)	185
damage, optional	81	dying	157
damage, taking, determining	156	Earth-That-Was	197-98
dance hall girl (NPC)	181	Easy Mark (Complication)	23, 50-51
dancing Specialty	62	Eavesdown Docks	21, 214
danger, in plot	176	eavesdrops	88
darkness, pitch-black	155	economics	69-70
darts Specialty	64	Ego Signature (Complication)	51
Data Disc	83, 84	<i>El Dorado</i> luxury liner	93, 130, 131, 132
databank, see Cortex		<i>El Dorado</i> , statistics	128
DataBook	83, 84	electronic lock picks	88
data-library	83, 84	electronic tools	89
dead, reviving	159	emergency gear (chart)	76
Dead Broke (Complication)	50	emergency medical supplies	86, 87
Deadly Enemy (Complication)	50	emergency signal ring	84, 85
Deaf (Complication)	50	empathy Specialty	62
debugger	87, 88	encyclopedia	83, 84
deception, spending Plot Points	149	endurance, die roll	142
decoy warhead	103	energy weapons Specialty	59
Dedicated sourcebox	83, 84	engineer's supplies (chart)	89
deduction Specialty	62	English language	198
defense actions	150, 151-52	environmental hazards	157

Escape Pod, statistics	117-18	Game Master, instructions	160-94
Everybody Has One (Complication of ship)	109, 110	Game Master, playing parts	176-77
Excavator robot	90, 91	game rules	139-59
experience, see Advancement Points		garbage	203
explosive warhead	102	garden bunk	74
explosives	81-82, 102-03, 155	gas grenade	80, 81
explosives (chart)	80	Gas Guzzler (Complication of ship)	109, 110
Extraordinary Success (chart)	141	gear, character	6, 35, 68-94
Extraordinary Success and Damage	141	gear, of ship	112
eyetap computer	92	General Skills	34, 55
Ezra	216	chart	67
fake IDentCard	88	general store	73-74
falling	157-58	gentleman, high-falutin' (NPC)	184
fallout of damage	156-57	gentleman's sword	78-79
Fanty and Mingo (twins) (NPCs)	186	get out of harm's way, die roll	142
Fast Throttle (ship Asset)	109, 110	g-fields	97
Fate, see Plot Points		Gilgamesh shot-rifle	92
Fedband Scanner	84, 85	GM, definition, see also Game Master	163
Federal Marshals	5, 202	GM-initiated Complication	146
Feds, see Federal Marshals		goals, of characters	173
feinting	153	gold	70
fellow travelers, in plot	179	good fortune, spending Plot Points	149
Fightin' Type (character Asset)	42	Good Name (character Asset)	41, 43, 49, 171
Filcher (Complication)	51	Good Name (ship Asset)	109
fines	104	Gorram Chinese	219-23
fire jelly	74	governments	200
Firefly, statistics	121	Governors	201
Firefly Class	4, 72, 106, 117, 121	grapple, in combat	153
Firefly class variants	124-29	gravcart	89
firing into a crowd	155	gravity control	97-98
first aid	159	Greedy (Complication)	51
First aid conditions (chart)	159	green-eyed monster, spending Plot Points	149
first-aid kid	86,, 87	Greenhorn	29, 32
flashbacks, in plot	175	Greenleaf	216
flashbang grenade	80, 81	grenade launcher	79, 80
fog	155	grenade launchers Specialty	59
food (chart)	75	grenade Specialty	64
food, shipboard	100	grenades	80, 81
Foreigner Corporation	90	guilds	203, 204-06, 212
forgery (NPC)	186	gun case	74
forgery	56, 57	gun shops	77-78
Forked Tongue (Complication)	51	gun-cleaning kit	74
forward observer Specialty	59	guns	77-81
fragmentation grenade	80, 81	Guns (Skill)	58-59
free actions	150	Gunscanner	84, 85
freedom, as theme	168	gunsmithing Specialty	59
freight	93, 105	gymnastics Specialty	57
fresh food	75	gypsy planet, see Paquin	
Friends in High Places (character Asset)	41, 42-43	hacking Specialty	65
Friends in High Places (chart)	43	handcuffs, breaking	155
Friends in Low Places (character Asset)	43	hand-to-hand weapons	78-79
Friends in Low Places (chart)	43	chart	78
frontier planets	199	hard coin	69
frontier speech	219	hatchet	78-79
fuel capacity (chart)	108	hatred, spending Plot Points	149
fuel cells	72, 98	Haven	82, 217
fuel costs	104	healing difficulty (chart)	159
Fuel Efficient (ship Asset)	109, 110	Healthy as a Horse (character Asset)	43
fusion power	98	Healthy as a Horse (ship Asset)	109
gambling Specialty	62	Hearing (character Asset)	46
game designing	56	hearing Specialty	62
Game Master	4, 5, 29, 40, 41, 139, 163	HeartLine Health Suit	76, 77

Heavy Tolerance (character Asset)	43	intuition Specialty	62
heavy weapons	82	investigation Specialty	62
Healthy as a Horse (character Asset)	43	Iskellian Technology Solutions	203, 213
Healthy as a Horse (ship Asset)	43	it broke!, spending Plot Points	149
helmets	76-77	Jabberwocky Signal blocker	84, 86
Henderson, Joe, see Time Bomb		jammer warhead	102-03
Hera	4, 6, 199, 213	javelin Specialty	64
Hero Worship (Complication)	51, 171	Jayne, see Cobb, Jayne	
heroes	167	Jiangyin (moon)	199, 217
heroic levels	29-30	judo Specialty	66
Higgins' Moon	217	juggling Specialty	57
High Court	211	jumping Specialty	57
High Priestess	19	karate Specialty	66
Highly Educated (character Asset)	43-44, 171	Kaylee	16-17, 21
hired gun (NPC)	186	kinetic warhead	102
history Specialty	60	knives	78-79
holographic imaging	82	knives Specialty	61
Holo-Image Development Suite	83, 84	knives, throwing Specialty	64
Homestead transport	119, 120	Knowledge (character Skill)	60
Hooked (character Complication)	51-52	Knowledge (ship Skill)	111
Hooked (Complication of ship)	109	Kortine poison	88
hospital administrator (NPC)	183	kung fu Specialty	66
Hotaru, sample ship	106-110	land vehicles	129-136
Hotaru, statistics	117	language	164, 219-23
Household Assistant robot	90, 91	language Specialties	60
hover mule	133	laser pistol	79, 80
hovercraft	133	Laserlight Mist	88
hustle, movement speed	151	Law	202
Hwa Ling	190	law Specialty	60
IdentCard, fake	88	Law, long arm of the	176
illness	158	Leadership	171
immunization packet	86, 87	Leadership (character Asset)	44
impersonation Specialty	62	leadership Specialty	58, 59
improvised weapons	155	Leaky Brainpan (Complication)	52
Inara	18-19, 21	leatherworking Specialty	58
income	104-05	Leland, Jack	189
Independent blockade runner	125	lethal poison	88
Independent Faction	4, 199, 201	lies, telling, by NPCs	176
Independents	6	Life Points (Vitality + Willpower)	30, 34
indirect assistance	144	life support	99-100
inertia	97	Lightnin' Reflexes (character Asset)	44
inertia reduction	98, 99	Lightweight (character Complication)	52
Infantry Helmet	76-77	Lightweight (Complication of ship)	109
infiltration Specialty	57	Lilac	5, 217
Influence (Skill)	35, 41, 59-60	limb damage	153
Initiative (Agility + Alertness)	30, 33	Linguist (Skill)	60
Initiative, die roll	142	literature Specialty	60
Initiative, in combat	150	Little Person (Complication)	52
Initiative, optional rule	151	locations, in plot	173
innate defense	152	lock picks	88
insurance	104	Londinum	69, 87, 92, 197, 198, 200, 211
Intelligence (character Attribute)	30, 32, 33	long haul, die roll	142
Intelligence (ship Attribute)	107	Long Range Commpack	84, 85
Intelligence, spaceship scale (chart)	107	longbow	80
interludes, in plot	175	love is in the air, spending Plot Points	149
interplanetary freight	93	LoveBot robot	90, 187
Interplanetary Police, see Interpol		Loved (ship Asset)	109, 110
Interpol	202	Loyal (Complication)	52
interrogation Specialty	58	Loyalty	171
interrogation Specialty	59	Lu'Weng, capital of Sihnon	212
Intimidating Manner (character Asset)	44	machete	78-79
intimidation Specialty	58, 59	machine guns Specialty	59

Macintosh, Ross, see Rawhide	
mag charge	88
Magistrate	201
magnetic warhead	102
maintenance, of ship	112-13, 114
Major Assets	30
Major Complication	37
Major Traits	31
Mal, see Reynolds, Malcolm	
marketing Specialty	59
Math Whiz (character Asset)	44, 171
Mean Left Hook (character Asset)	41, 45
mechanic	16, 28
mechanic's tools	89
Mechanical Empathy (character Asset)	41, 45
chart	45
Mechanical Engineering (character Skill)	60-61
Mechanical Engineering (ship Skill)	111
mechanical engineering Specialties	61
MedAcad doctor's bag	86, 87
MedComp	86, 87
medic	28; see also doctor
Medical Academies	23, 87
medical care	93, 94
medical equipment	86-87
chart	86
Medical Expertise (Skill)	61
medical Specialties	61
medical supplies	86, 87
medicine	158
medship Firefly	124
melee weaponsmithing Specialty	61
Melee Weapon Combat (Skill)	61-62
Memorable (character Complication)	52
Memorable (Complication of ship)	109
memorable characteristics, of NPCs	177
memorize, die roll	142
Mental Attributes	32
mental resistance Specialty	58
mercenaries; see also Cobb, Jayne	167
metalworking Specialty	58
micro transmitter	84, 85
microphones	88
military, Alliance	201-02
Military Rank (character Asset)	45
mimicry Specialty	62
Miners' Guild	203, 206
Mingo, see Fany and Mingo	
mining	203
mining charge	80, 82
miniscule target damage	153
Minor Assets	30
Minor Complications	37
Minor Traits	31
Miranda	208, 218
misfits	168
missiles, on ship	102
chart	113
Mjolnir Mk II Cannon	82
Modular Operating Theatre	86, 87
money	69-70
Moneyed Individual (character Asset)	41, 45
chart	45
monthly maintenance, of ship (chart)	112
morale Specialty	58
motion sensor array	84, 85
motivation	168, 171
mounted guns Specialty	59
movement (chart)	151
Mr. Universe (NPC)	187
Mudders	217
mules, mechanical	132-33
multiband	74
multiple actions	150
Munroe Wagon, layout	120
musical instruments Specialty	62
Mute (Complication)	52
natural healing	158
Natural Linguist (character Asset)	45
Nature Lover (character Asset)	45
navigation	100-101
NBC (nuclear, biological, and chemical) Mask	76, 77, 81
NBC Body Suit	76, 77
New Dunsmuir, capital of Beaumonde	213
New Paris, capital of Bernadette	210
Newhall	214
Newtech	77, 82, 85, 86, 91-93
Non-Fightin' Type (Complication)	52
Non-Player Character (NPC)	5, 163, 174-78
Nose for Trouble (character Asset)	46
NPC, see Non-Player Character	
NPC, stock characters	179-88
nuclear warhead	103
nuclear, biological, and chemical hazards, see NBC	
nunchaku Specialty	61
nutrient bars	75
obscured vision	155
Old West	165, 175
open locks Specialty	57
operating theatre	86, 87
Operative of the Parliament (NPC)	188
Operative, The	5
opposed actions	143
optical bomb	88
optional damage (chart)	81
oratory Specialty	62
Order of Shepherds	206-07
organized crime	205
origin events	169-70
Osiris	23, 87, 198, 211-12
outcasts	168
outer planets, see Rim	
outer space, see black, the	
outfitters	86
Overconfident (Complication)	52
overly cautious, spending Plot Points	149
painkillers	159
painting Specialty	56
Paquin	214
parachuting Specialty	57
Paralyzed (Complication)	53
paramedics (NPCs)	183
parasailing Specialty	57
Parliament	43, 199, 201

Parliament Operative (NPC)	188	protective gear, for defense	152
passenger capacity, of ship	109	protein paste	75
passenger rates (chart)	72	provisions	72, 104
passenger service	93, 94, 105	psychic, see Tam, River	
passing out	156	Public Access Cortex Terminal	83
patch tape	74	pulse drives	98, 99
pawn broker/fence (NPC)	186-87	purification crystals	74
PC, definition	163	Purple Bellies	199
Perception/Read Lips (character Skill)	50, 62	purveyor of stolen goods (NPC)	186
Perception (ship Skill)	111	quirks, of ships	109, 124
Performance (Skill)	62-63	race	31
Persephone	21, 23, 40, 73, 197, 199, 214	radiation	158
Personal Access Cortex Terminal	83	range (chart)	153
personal edge, die roll	145	range defense	152
personality	35, 41	Ranged Weapons (Skill)	64
personality traits of characters	170	ranged weapons (chart)	79
personnel carrier Firefly	124	ranged weaponsmithing Specialty	64
persuasion Specialty	59	Rawhide	194
philosophy Specialty	60	reaction rolls	150
Phobia (Complication)	53	reaction thrusters	98
photography	56	read lips Specialty	62
Physical Attributes	32-33	Reader (character Asset)	46
physical exam, full	93, 94	Reader (chart)	46
pilot	12, 28, 100	Reaver (NPC)	187-88
Pilot (character Skill)	63	Reaver skiff	135, 136
Pilot (ship Skill)	111	Reavers	5, 207, 210
pistol	79, 80	recall, die roll	142
pistols Specialty	59	recovery roll	158
Planetary Vehicles (Skill)	63-64	Regina	218
planets, Border	212-15	Registered Companion (character Asset); see also Inara	46
planets, Core	209, 210-212	Registered Companion, female (NPC)	181
planets, Rim	215-18	Registered Companion, male (NPC)	181
plasma	98	Registered Companion, school mistress (NPC)	182
platinum	70	religion Specialty	60
player character, definition	163	religions	21, 206-07
playing the game	137-59	Religiosity (character Asset)	41, 46
plot	173-75	reloading	78
Plot Points	36, 41, 145-49	remember me?, spending Plot Points	149
chart	36-37	rental costs	104
Plot Points, spending	146-49	repair heavy weapons Specialty	59
Plot Points and Story Impact (chart)	148	repair, technical Specialty	65
Plot Points and the Bonus Die (chart)	147	resistance, die roll	142
pod	98	resolution of combat	150
poetry Specialty	56	resolution of story	172
poison	88, 157	rest, for recovery	158
Polaris Class cargo liner	128	revivalist, itinerant frontier (NPC)	184
pole arms Specialty	61	rewards	146-49
pole vaulting Specialty	57	Reynolds, Malcolm	4, 5, 8-9
politics Specialty	59	riding	56, 57
port fees	104	rifle	79, 81, 92
Portly (Complication)	53	rifles Specialty	59
pottery Specialty	58	Rim	163, 165, 197, 199
powered crossbow	79, 80	Rim planets	7, 73, 215-18
preacher man (NPC)	184	Rim shop keeper (NPC)	185-86
Prejudice (Complication)	53	rising action	172
price, of ship	114	River, see Tam, River	
prices	71-72	robots	89-91
Progression Points	145-46	chart	90
prone, combat	155	rocket engines	98-99
propulsion	98-99	rocket launchers Specialty	59
prostitution	204	role playing	4
protective gear (chart)	76	roles of characters	168

rope, breaking.....	155	ship-linked handset.....	84, 85
rules, serve the story; see game rules.....	163	ships.....	97-136
running.....	151	ship's cannons Specialty.....	59
running Specialty.....	57	ships, samples.....	115-29
sabotage Specialty.....	57	Shock Points.....	34, 157
Sadistic (Complication).....	53	Short Range (Complication of ship).....	110
salaries of crew.....	104	Short Range Commpack.....	84, 85
saloon piano player (NPC).....	183	short-range shuttle, statistics.....	118
salvage.....	203	shotgun.....	79, 81
Santo.....	214-15	shotguns Specialty.....	59
savate Specialty.....	66	siege weapons Specialty.....	59
scales, mixing in combat.....	136	Sight (character Asset).....	46
scanners.....	84, 85, 101	sight Specialty.....	62
school teacher (NPC).....	183-84	signal blocker.....	86
sciences Specialty.....	64	Sihnon.....	19, 69, 87, 92, 198, 200, 212
Scientific Expertise (Skill).....	64-65	silver.....	70
Scout Drone robot.....	90, 91	Simon, see Tam, Simon.....	
Scrapper's Gel.....	89	singing Specialty.....	62
scrapware.....	89	single-shot weapons.....	154
Scrawny (Complication).....	53	situational Complication.....	146
screening field.....	97	skiff, armored hovercraft.....	134
scuba diving Specialty.....	63	Skill Costs (chart).....	34
sculpting.....	56	Skill Levels (chart).....	56
searching Specialty.....	62	Skill Points.....	30
second wind.....	158	Skill Rolls.....	35
secondary actions, optional rule.....	151	skilled actions.....	142-43
secrets.....	35-36, 167	Skills, character.....	6, 55-67, 168
security, crew member.....	29	Skills, General (chart).....	67
security baton.....	78	Skills, of ship.....	111-112
security equipment (chart).....	84	skyplexes.....	197
security guard (NPC).....	183	slang.....	164, 219-23
seduction Specialty.....	59	slavery.....	200
Seeker missile.....	80, 82	sleight of hand Specialty.....	57
Seen Better Days (Complication of ship).....	110	slings Specialty.....	64
sensors, shipboard.....	100, 101	Slow Learner (Complication).....	53
<i>Serenity</i> (starship).....	4, 9, 11, 17, 19, 71, 72, 122, 123, 124, 163, 167	Slow Throttle (complication of ship).....	110
<i>Serenity</i> crew.....	8-25	small transport, statistics.....	118
<i>Serenity</i> Valley.....	4, 6, 9, 11, 199, 213	Smell (character Asset).....	46
<i>Serenity</i> Valley, Battle of.....	9	smell Specialty.....	62
services (chart).....	93	smoke grenade.....	80, 81
session.....	5	smoke.....	155
settler family (NPCs).....	182-83	sneak attack.....	154
sewing Specialty.....	58	sniper rifle.....	79, 81
Shadow.....	9, 199, 218	socialite.....	29
Sharp Sense (character Asset).....	41, 46	society belle (NPC).....	184
Shepherd; see Book.....	4	Soft (Complication).....	53
Shepherds, Order of.....	206-07	software (chart).....	83
sheriff, frontier (NPC).....	185	sonic rifle.....	79, 81
Sheydra, mistress of Registered Companion school (NPC).....	182	sourcebox.....	83, 84
ship, as a character.....	106-29	space, see black, the.....	
ship, owning.....	70-71	space mines, shipboard.....	102
ship attributes.....	106-07	space stations.....	197
ship dimensions.....	108	space survival Specialty.....	63, 64
ship maintenance.....	112-13	spacecraft missiles (chart).....	113
ship operating costs.....	104	spacecraft Specialties.....	63
ship repair.....	93, 94	spacecraft, see ships.....	
ship Skills (chart).....	111	spacecraft-scale cannon (chart).....	113
ship specifications.....	108-09	spacecraft-scale warheads (chart).....	113
ship Traits.....	109-11	spacefaring slang.....	220
chart.....	109	spaceship, as home.....	166
shipboard life.....	103-06	spaceship-scale ranges (chart).....	136
		spaceship-vehicle combat.....	135-36

spacesuits, see Vacuum Suit	
Special Alliance Support	211
Specialty Skills	34, 55
speech	219-23
speed class	108
spices	75
sports Specialty	57, 60
squad helmet	76, 77
Squadkiller explosive	80, 82
St. Albans	218
staying alive, spending Plot Points	147-48
Steady Calm (character Asset)	47
stealth Specialty	57
Sticky Scrapper's Gel	89
Stingy (Complication)	53-54
stock characters	177, 179-88
story, see also adventure	
story action, rising	172
story climax	172
story impact, spending Plot Points (chart)	148
story manipulation, spending Plot Points	148
story resolution	173
Straight Shooter (Complication)	54
streetwise Specialty	57, 59
Strength (character Attribute)	30, 32, 33
Strength (ship Attribute)	106
Strength, land vehicle-scale (chart)	132
Strength, spaceship scale (chart)	106
stun baton	78-79
Stun Damage	34, 141, 156
Stun recovery	158
Sturges, Battle of	199
SubKelvin	83, 84
submachine gun	79, 81
suffocation	158
suits	76, 77
Superstitious (Complication)	54
supplies (chart)	75
surface travel	129
surgery	93, 94, 159
surveillance Specialty	57
survey Firefly	125
surveyor's box	84, 85
Survival (Skill)	65
survival Specialties	65
swai (smooth-talker)	29
Sweet and Cheerful (character Asset)	41, 47
swimming Specialty	57
swords	78-79
swords Specialty	61
Syndicate, organized crime	205
Tactical Suit	76, 77
tactics Specialty	62
tailor	76
Talented (character Asset)	47
Tam, River	23, 24-25
Tam, Simon	17, 22-23, 25
tanker Firefly	125
Taste (character Asset)	46
taste Specialty	62
Technical Engineering (Skill)	65
technical slang	220
technobabble (chart)	164
techshop	82-83
Telofonix	83
terraforming	74, 97, 197, 198
terrain, unstable	155-56
That was cool! reward	146
Things Don't Go Smooth (Complication)	54
Things Go Smooth (character Asset)	47
threatening	154
thrown weapon attack	154
thrust	98
Time Bomb (Joe Henderson)	192
Tohoku Class cruiser	128
Tong leader (NPC)	185
tongs	205-06
tonnage	108
tool kit	89
tools (chart)	74
Total Recall (character Asset)	47
Touch (character Asset)	46
Tough as Nails (character Asset)	41, 47
town leader (NPC)	187
tracking Specialty	62, 65
trade associations	200
Traders' Guild	206
Traits; see also Assets, Complications	31, 38-67, 170
Traits (chart)	41
Traits, creating new	170
Traits, of ships	109-11
Traits & Skills (general table)	67
tramp freighter, general expenses	72
Transmission Station	84, 85
trapping Specialty	65
trash incinerator	74
trauma nurse (NPC)	183
trauma surgeon (NPC)	183
Traumatic Flashes (Complication)	54-55
travel times (chart)	105
Triumph	218
Trustworthy Gut (character Asset)	47
twinge of conscience, spending Plot Points	149
Twitchy (Complication)	55
Two-Fisted (character Asset)	47
Ugly as Sin (character Complication)	55
Ugly as Sin (Complication of ship)	109
Unarmed Combat (Skill)	66, 155
underworld slang	220
unexpected, spending Plot Points	149
Unification War	4, 6, 9, 199
Unification war vet (NPC)	180
Unified Reclamation	203, 216
universe, see 'Verse	
unprepared, spending Plot Points	149
unskilled actions	35
unskilled crew	143
utility knife	78-79
vacuum exposure	157
Vacuum Suit	76, 77
vehicle scale	135
vehicle Specialties	63
vehicles, on land	129-36
vehicle-scale ranges (chart)	135

vehicle-scale tables.....	132
Vera (Jayne's Callahan full-bore autolock).....	15
Verbena.....	215
Verse.....	163
'Verse.....	4, 5, 6-7
'Verse, guide to the.....	195-218
Veteran.....	29
veterinary Specialty.....	56
Victoria, Alliance flagship.....	211
villains, in plot.....	176, 178-79
violence, inflicting.....	153-54
vision, obscured.....	155
vital area damage.....	153
Vitality(character Attribute).....	30, 32, 33
Vitality (ship Attribute).....	107
Vitality, spaceship-scale (chart).....	107
walk, movement speed.....	151
walkie-talkie.....	85
Walking Timepiece (character Asset).....	47
War for Unification.....	199
Warheads, land vehicle-scale (chart).....	132
warheads, shipboard.....	102-03
Warheads, spacecraft-scale (chart).....	113
Washburne, Hoban "Wash".....	11, 12-13
waste management, shipboard.....	100
water.....	74, 100
Weak Stomach (Complication).....	55
weapon damage.....	156
weapon damage, simplified (optional rule).....	81
weapons.....	77, 203
weapons, improvised.....	155
weapons, shipboard.....	102-03, 113
Wears a Badge (character Asset).....	48
weight lifting Specialty.....	57
whips Specialty.....	61
Whitefall (moon).....	73, 197
whore with a heart of gold, female (NPC).....	182
Williams, Maxx.....	190
Willpower (character Attribute).....	30, 32, 33
Willpower (ship Attribute).....	107
Willpower, spaceship-scale (chart).....	107
wine.....	75
Wound Damage.....	34, 142, 156
Wound penalty (chart).....	157
Wound recovery.....	158
Wren Class transport.....	118
wrestling Specialty.....	66
writing Specialty.....	56
XerO Security.....	83, 85
Yamadera, Jennifer.....	121
Zero-G Thruster Cane.....	93
zero-gravity.....	156
ZgTC, see Zero-G Thruster Cane	
Zoe, see Alleyne, Zoe	
zoology Specialty.....	56