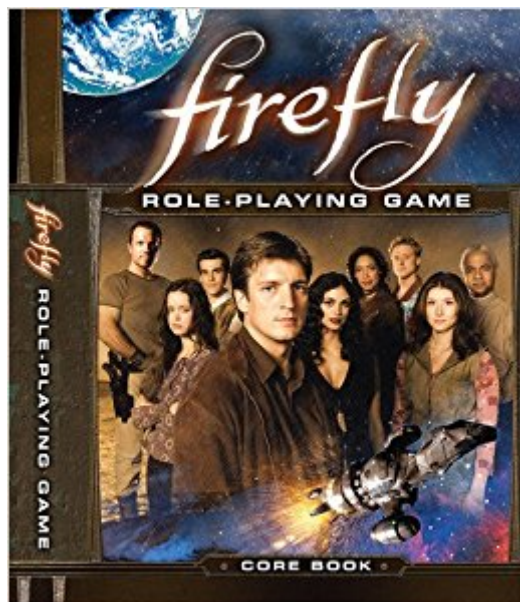


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Firefly RPG *OP



Synopsis

Keep Flyin'! Prepare for thrilling, new adventures in the 'Verse with the Firefly Roleplaying Game! Set six years after the Unification War, the Firefly Roleplaying Game faithfully branches story elements from the popular FOX television series, while simultaneously expanding on the Firefly setting. Powered by the Cortex Plus system, which emphasizes character interaction and story development, this core rulebook features everything you need to venture into the black, including character archetypes, ship stats and creation rules, locations and planetary systems, a detailed Episode guide, story hooks, and more.

Book Information

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Customer Reviews

This game was excellent! I have always wanted to get into table top RPGs and I found this system pretty easy to understand for someone who has no prior D&D experience. The book is high quality and looks great. The layout was a little confusing at times but it wasn't a big deal. I like that it includes character sheets for the crew of the Serenity in case you don't want to make your own characters or if you are just starting out. I highly recommend this to anyone who is a fan of Firefly or RPGs.

The book is well put together and filled with info and art. The system is well made, and the game is fun. It is not the best system in the industry, but it is easy to learn and use and allows players to shine individually.

Wasn't sure about the new system until I got a chance to play it. Its definitely different to the

Serenity system but for the folks who wants to play them episodes like in the series its absolutly awesome.

Love this RPG. It is fast and loose and once everyone is comfortable with the rules runs faster than almost every other RPG I have played. If having stats for everything is important to you this game is probably not for you as it is fairly abstract when it comes to things like weapons, and ships, etc.

Includes pre-made character sheets for the crew of the Serenity and many other characters that we love and loath. Gameplay seems geared more towards oneshots with a very simple system that everyone should be able to enjoy.

A little more complicated than strictly necessary, but the Episode Guide is fantastic.

It was a gift. I got nuthin' to say except the receiver really enjoys it.

Margaret Weis and Co. (MWP) has done a great job capturing the feel for the Firefly universe while not bogging down the system with a lot of unnecessary rules. The system has an old school feel to it. The system is based on the Cortex rules framework that MWP have used in their games for several years now. There are a number of things to commend the system. First, the players actively tell the story in the game by choosing reasonable combinations of attributes and skills to determine which dice are rolled. Second, good, in-character role-playing is encouraged through the use of plot points. (The GM can assign plot points to players for a variety of reasons from preventing an untimely death to encouraging role-playing actions. The plot point can get called in as a way of having the GM add complexity and richness to the challenges facing the players' crew.) Third, the dice rolls can produce both extraordinarily good results and very bad results depending on what is rolled, and the rules cover both great rolls and subsequent adds as well as the less desirable results of poor rolls. So, players know that any time they pick up the dice, they are taking a risk. Finally, the rules encourage social interaction and information gathering as much as they promote combat and causing harm and mayhem. All in all, joining the Browncoats ... er, buy this game!

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