

firefly

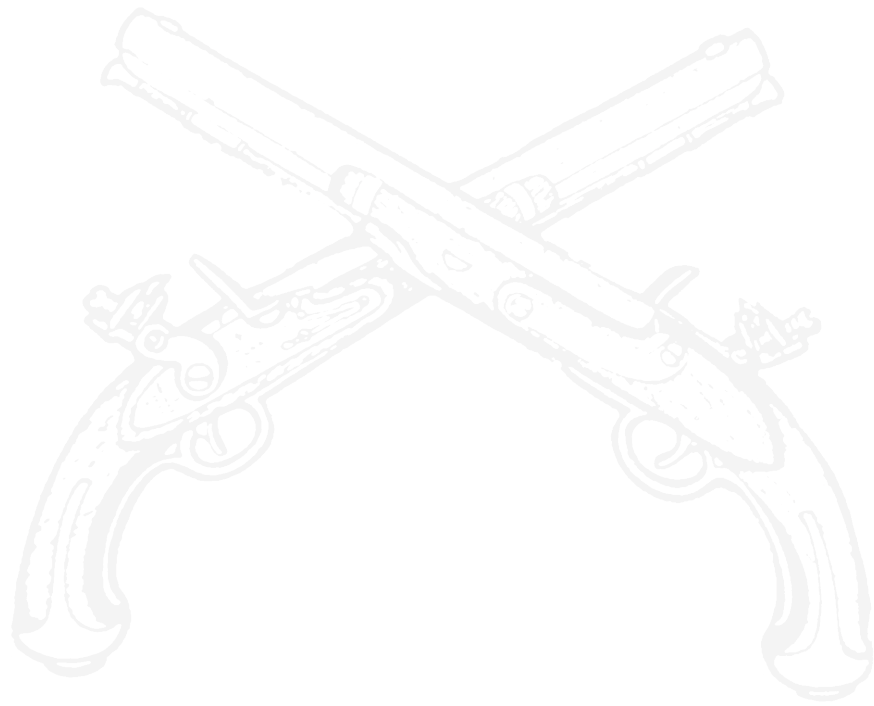
RESURGENCE

By Alysa Bradbury, Laura Miller, Kimberly Huang,
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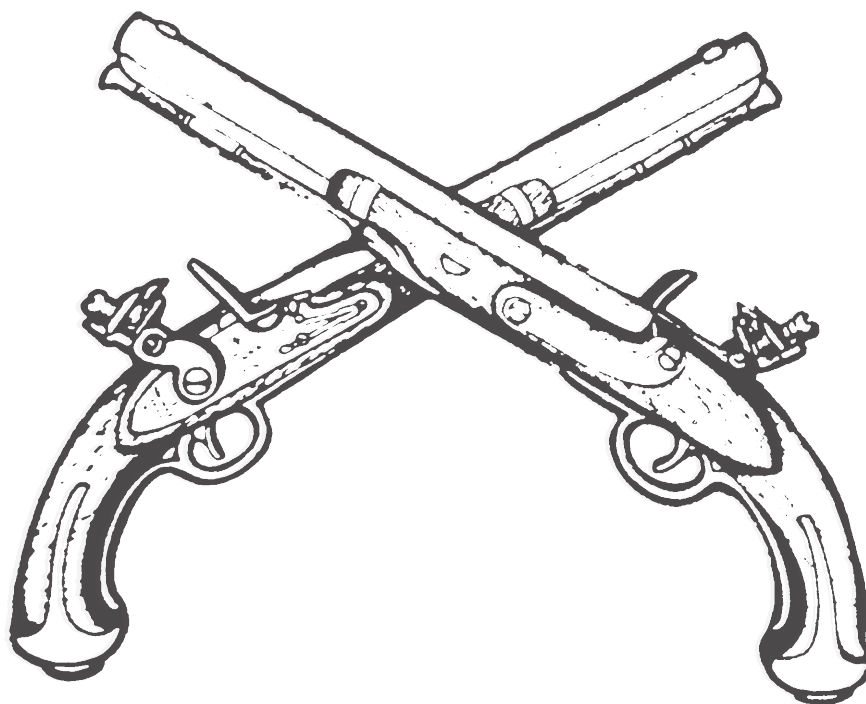


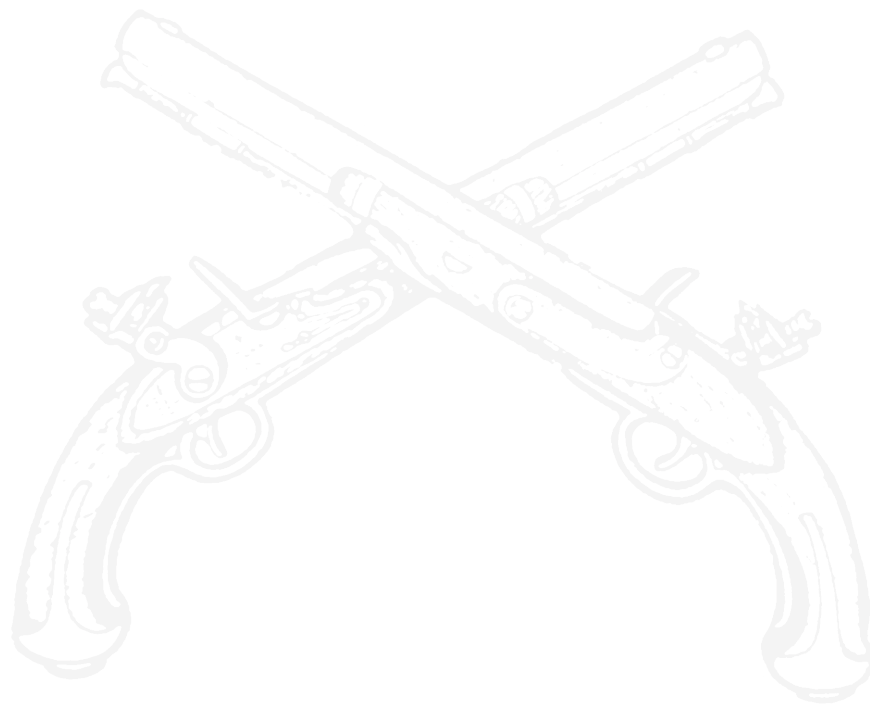
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ONE PAGE TREATMENT





“Resurgence”

One-Page Treatment

Theme - Personal morality should not be compromised for loyalty to a cause.

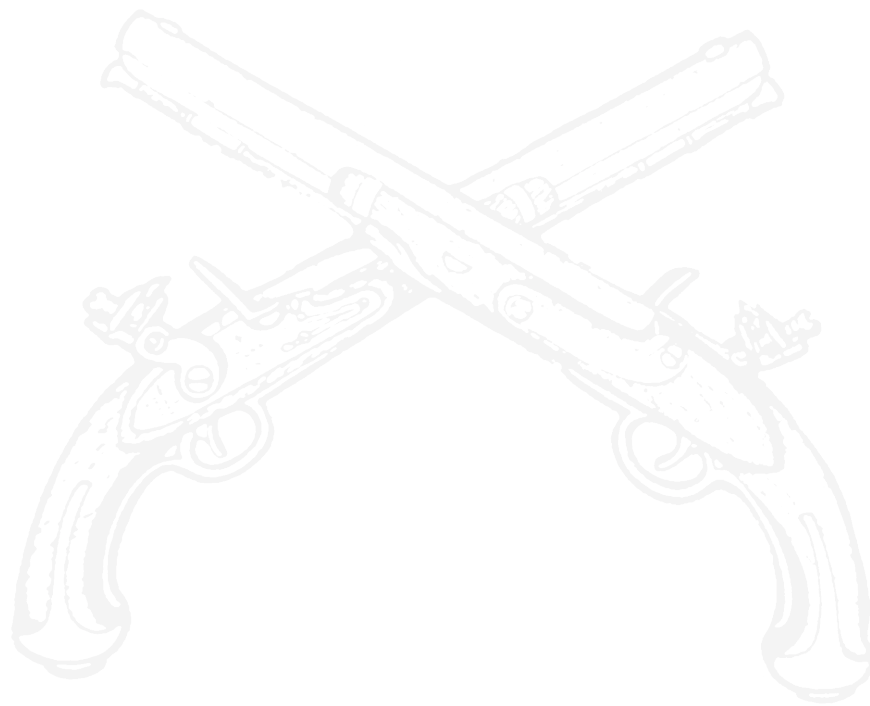
Act I - While docked on Pandora, a mysterious stranger approaches the Firefly Crew and offers them a simple delivery job with a massive paycheck, but the job is not as simple as it seems. A series of explosions, a serious injury to their captain, and an Alliance run-in are their first clues that the crew has taken on more than they bargained for. When they finally reach their destination, the desolate planet they come across does not prepare them for the thriving rebellion they find under the surface, nor Colonel Harvey Wrightwell, believed long dead, who serves as its head. This rebellion, called the Resurgence, is the revival of the Independence movement. The Firefly crew decides to join the fight.

Act II - After joining the Resurgence, it's time for a test of loyalty. The crew is given a tour of the facilities and are tasked with their first mission as true members of the Resurgence to see if they can be trusted. However, when the Alliance shows up, they're forced to fight to save both their skins and the cargo they were supposed to deliver. When they return, the Resurgence's head researcher William Noi raises suspicions when he informs Wrightwell that their ship sent a transmission to the Alliance. The crew must work to clear their name.

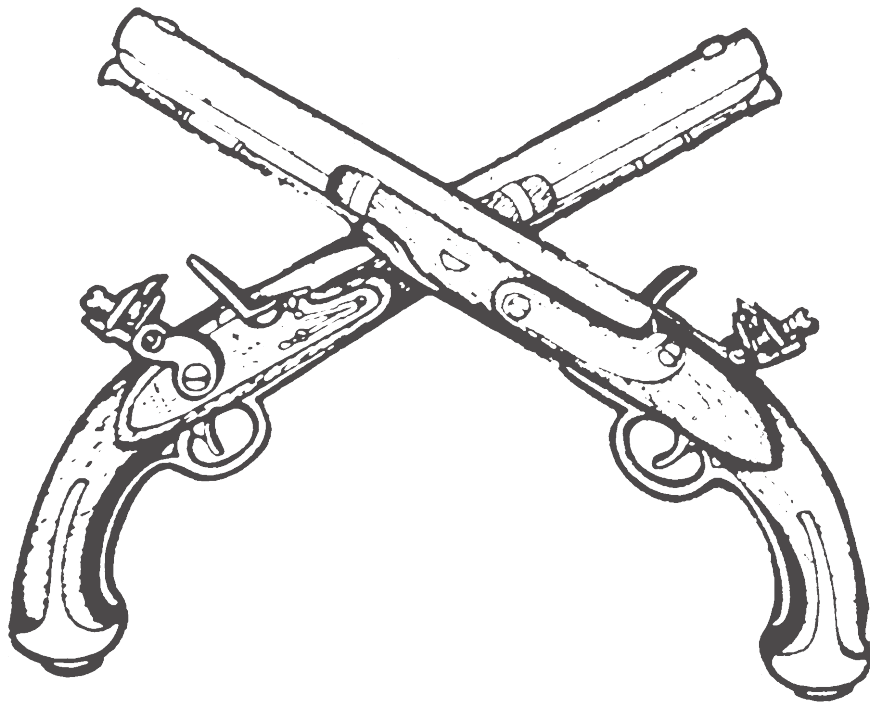
Act III - Faced with false accusations, the crew must find the real source of the leak. Signs point to Noi, who denies everything. A search of his secret lab shows that not only did he falsify the transmission sent from Serenity, but that he has also been doing some side experimentation on “missing” Resurgence members. Armed with this new information, the crew goes to Wrightwell to clear their name. Exposed, Noi tries to escape on a ship. Wrightwell establishes that there is no room for betrayal in the Resurgence, and shoots down his ship.

Act IV - In light of Noi's betrayal it is discovered that a signal containing information about the Resurgence was sent to a nearby Alliance station. Wrightwell invites the crew to join the Resurgence on a mission to stop the leaked info. After retrieving the leaked info, the Alliance station blows up in their wake. Meanwhile, Simon wants to further investigate Noi's work, he recruits Kaylee and the two of them sneak into Noi's office. Once inside, they discover something far worse than just experimentation - plans for a bomb that will destroy an entire city. Both parties reconvene, and with the info at hand, they decide to confront Wrightwell. Wrightwell reveals that the bomb was his idea and Serenity is going to transport the bomb. The crew quickly hotwire a ship and take off in hot pursuit.

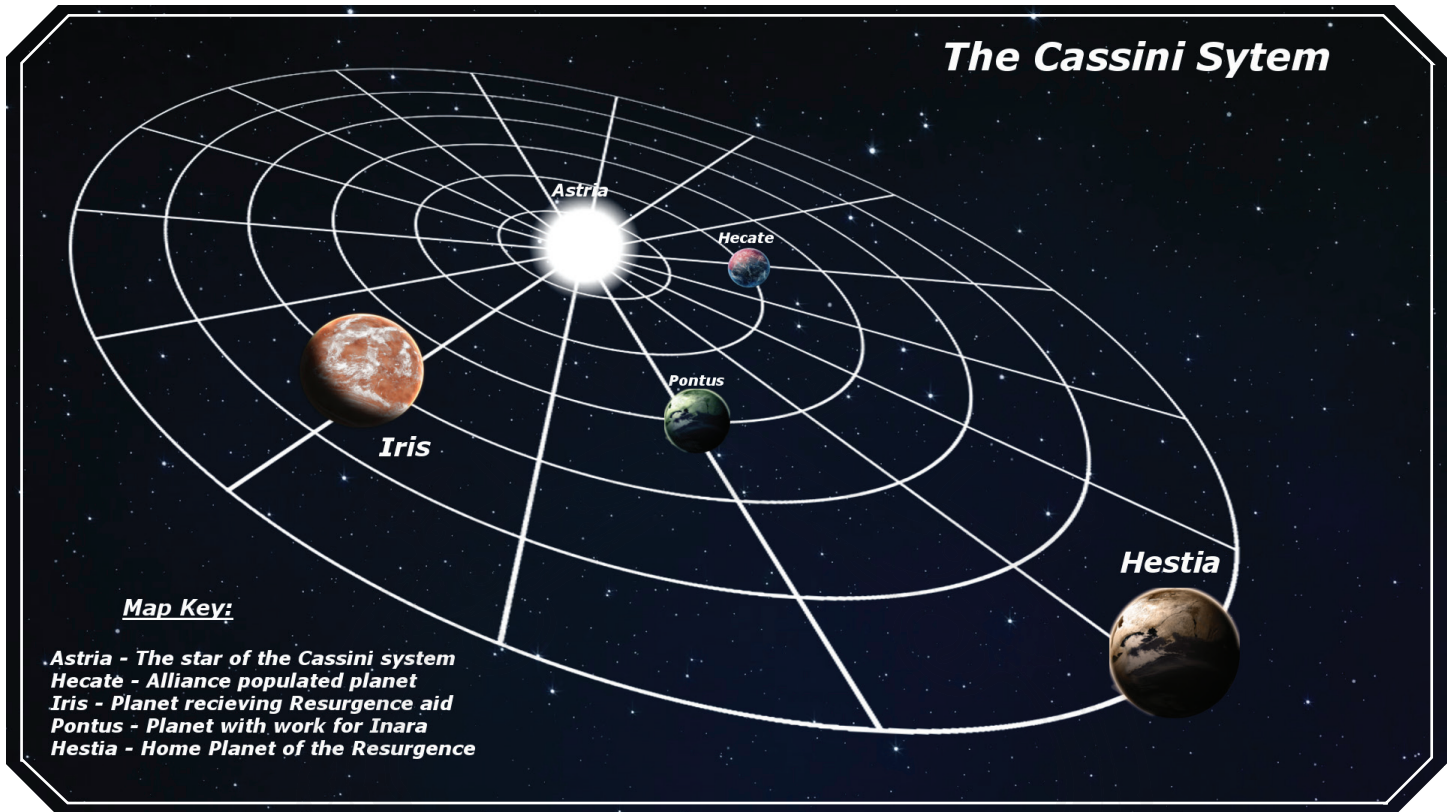
Act V - During the chase, the crew encounters Resurgence fighters. The hijacked ship's engines are damaged, so the crew devises a desperate fix to catch up to Serenity and stop Wrightwell. Once caught, Wrightwell sacrifices himself to activate the bomb strapped to Serenity. With little time remaining, the crew must sacrifice Serenity in order to save everyone. In the safety of the black, Serenity explodes. The crew find another ship and leave the Resurgence for good.



MAPS



Firefly: Resurgence takes place after the Firefly TV episode series and before the events of the movie *Serenity*. The year is 2518 and the Serenity crew looks for what they always look for... another job.

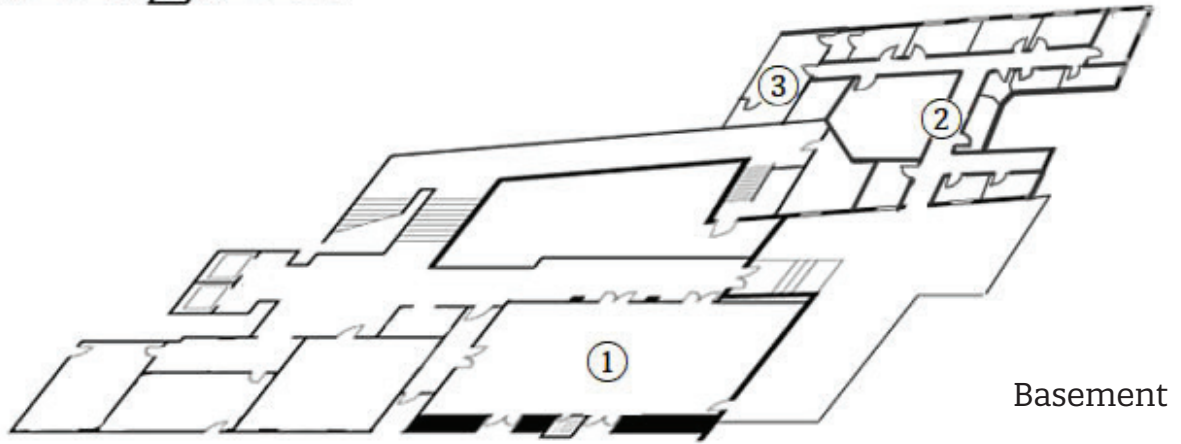
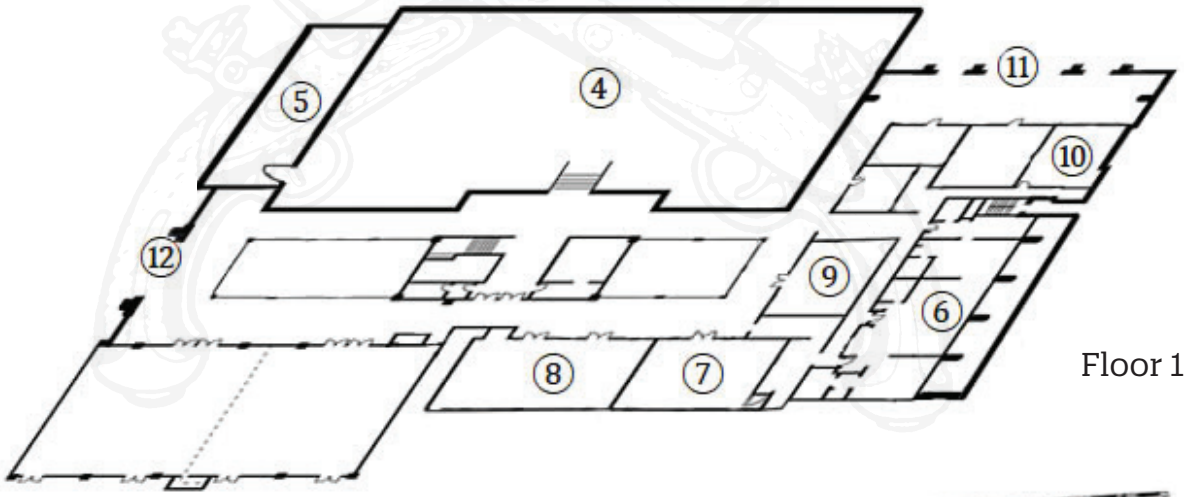
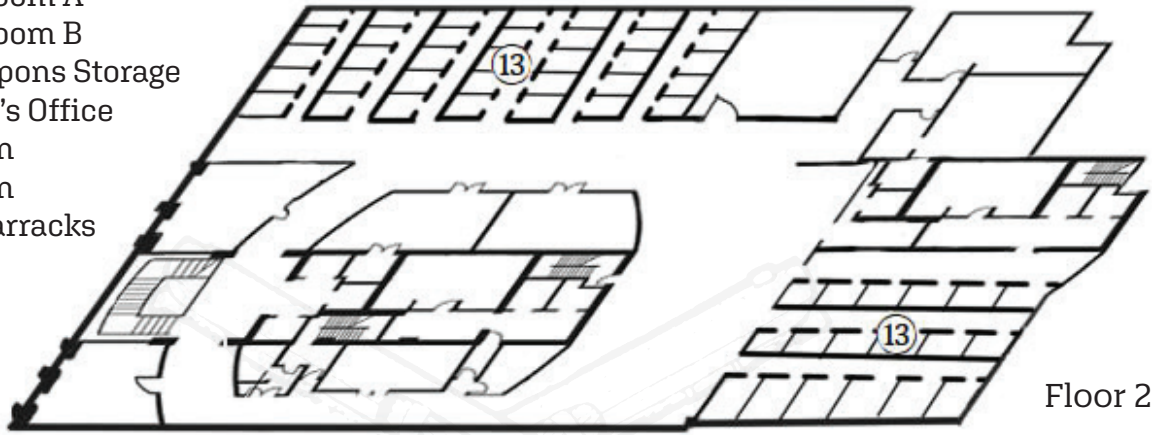


The Cassini System is a small one, just on the edge of the Rim of the Verse. So small is the Cassini System that you'd be hard pressed to find it on any of the current Verse maps, despite the location of a single Alliance populated city on one of the planets: Hecate. It is for this reason that Harvey Wrightwell elected to make the largest and most desolate of the Cassini planets, Hestia, the base of his rebellion. Out of sight, out of mind as is so often said.

The eccentric cartographer who named Cassini, like their system, is unnamed in history books. But it is said that they named it for an ancient satellite that, upon completing its mission, threw itself into the atmosphere of the planet it was orbiting.

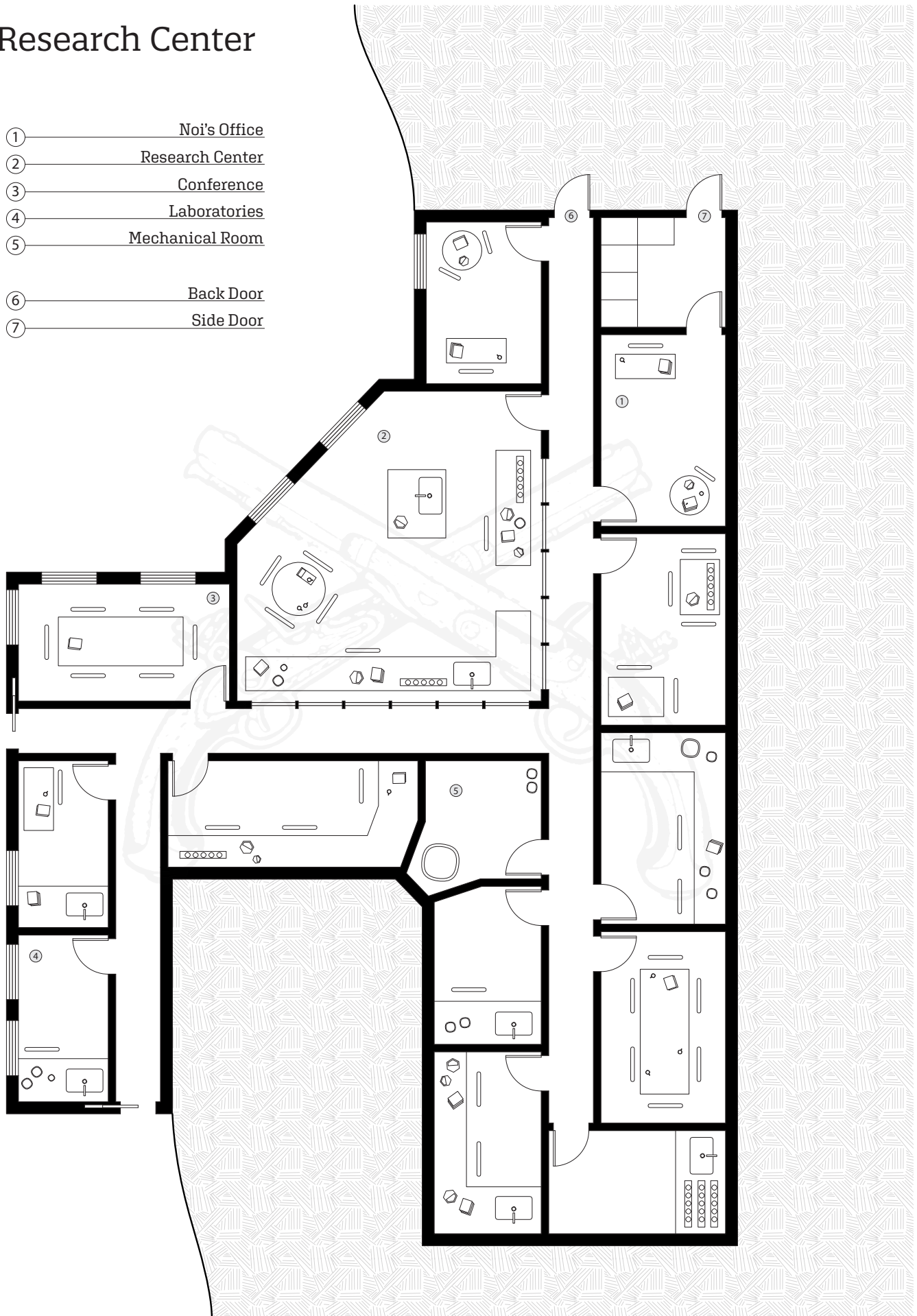
The Resurgence Base

- ① Cafeteria
- ② Research Facility
- ③ Noi's Secret Lab
- ④ Hanger
- ⑤ Large Weapons Storage
- ⑥ Gun Range
- ⑦ Training Room A
- ⑧ Training Room B
- ⑨ Small Weapons Storage
- ⑩ Wrightwell's Office
- ⑪ Gun Station
- ⑫ Gun Station
- ⑬ Member Barracks

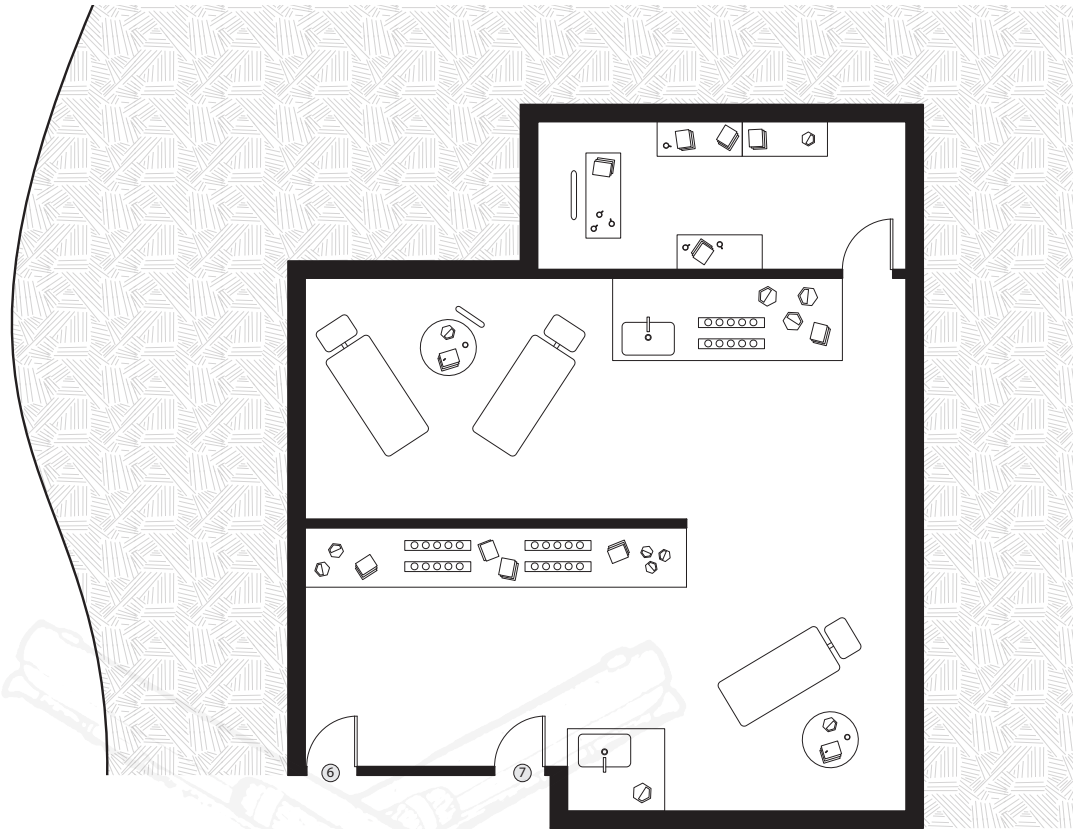


The Research Center

- ① Noi's Office
- ② Research Center
- ③ Conference
- ④ Laboratories
- ⑤ Mechanical Room
- ⑥ Back Door
- ⑦ Side Door



William Noi's Private Lab



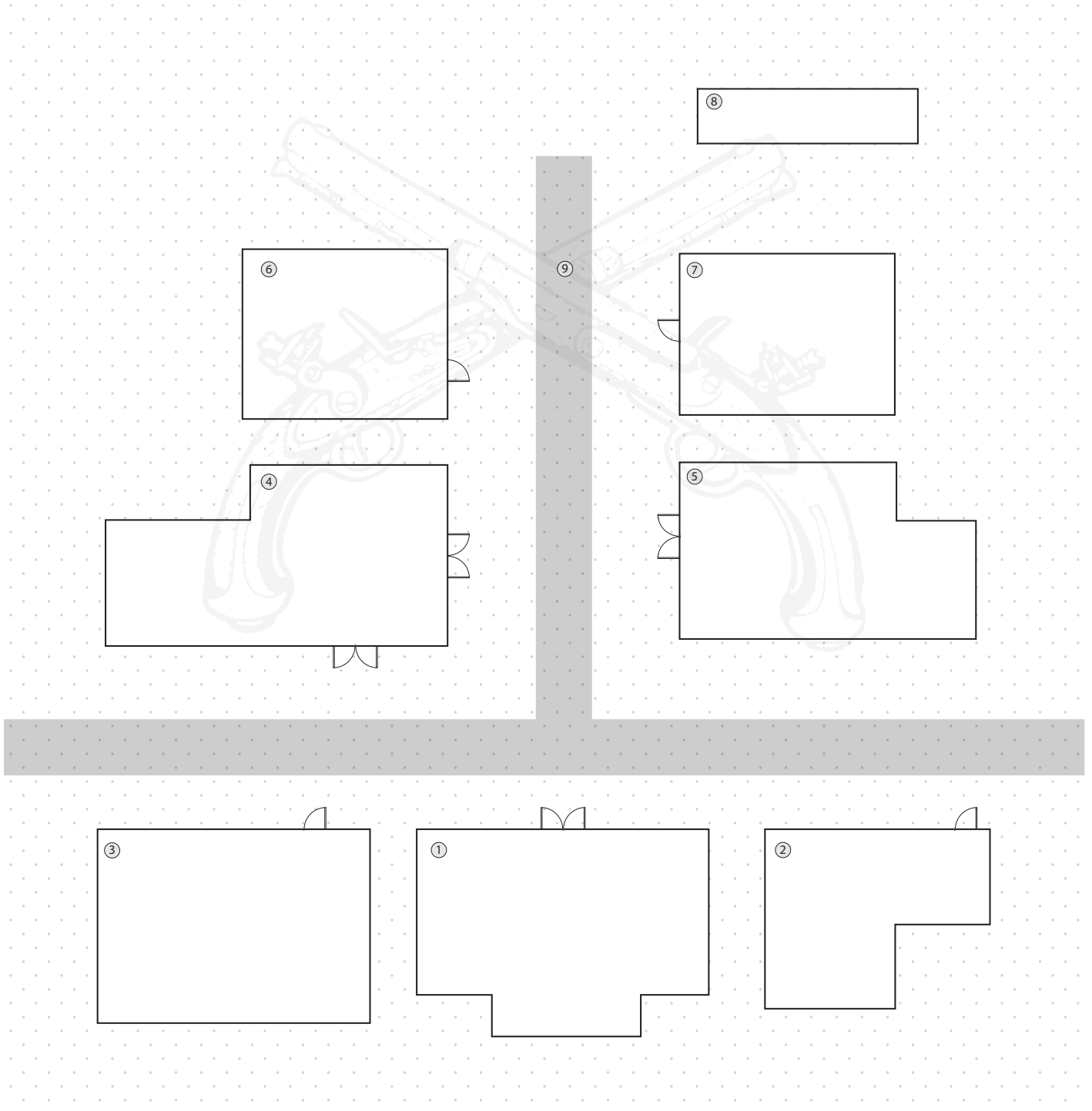
The Research Center is, like the name suggests, where the Resurgence does all of their research. Headed by William Noi, his team looks into medical safety, food preservation, new shelter options, basically anything the Resurgence can do to better the lives of the people living on the outer planets.

Unknown to everybody, William Noi had been conducting mind control research in secret, in a small lab located behind his office. He's been kidnapping Resurgence grunt and conducting unethical test on them to try and gain Alliance favor.

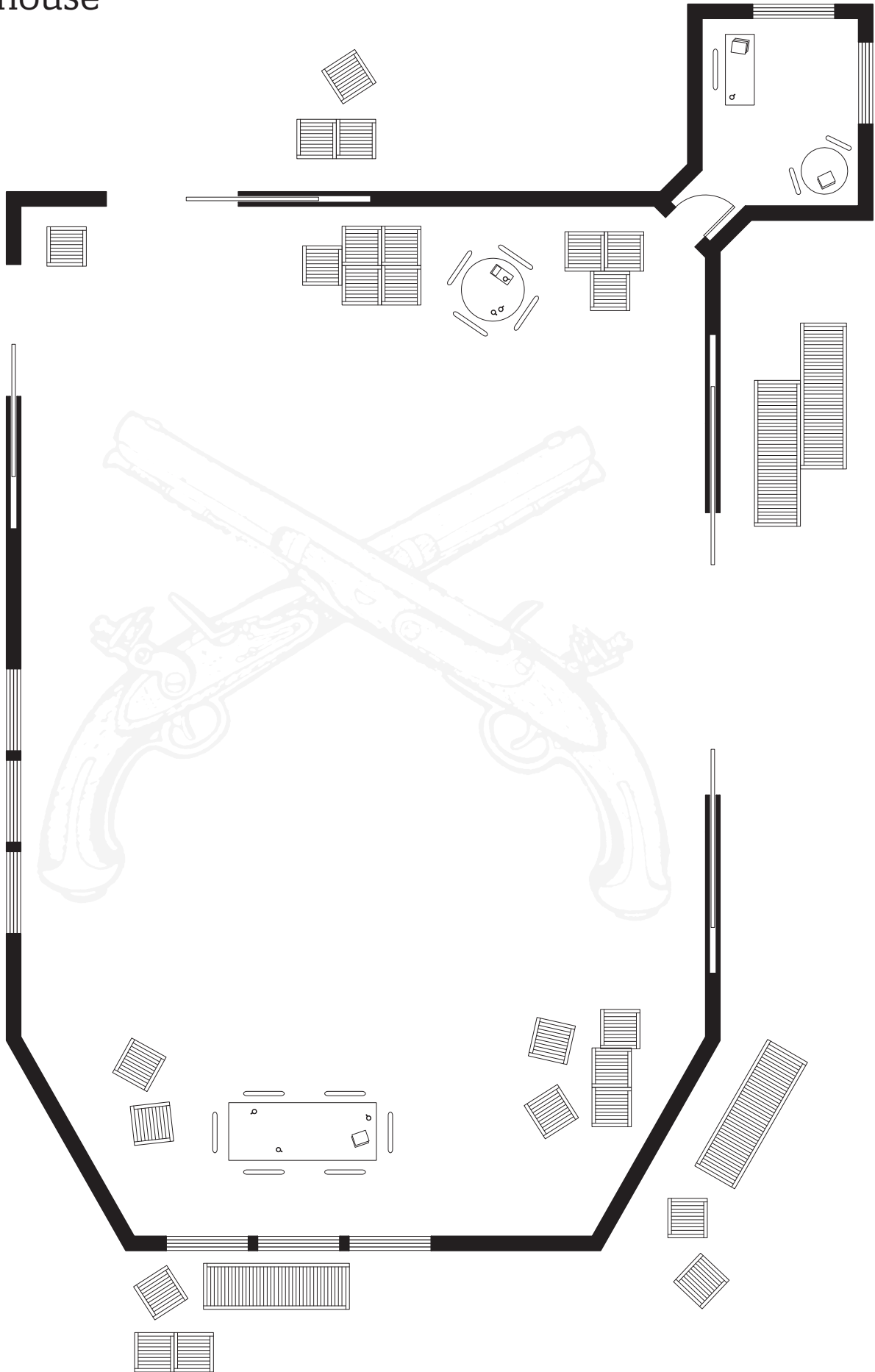
The Town of Westray

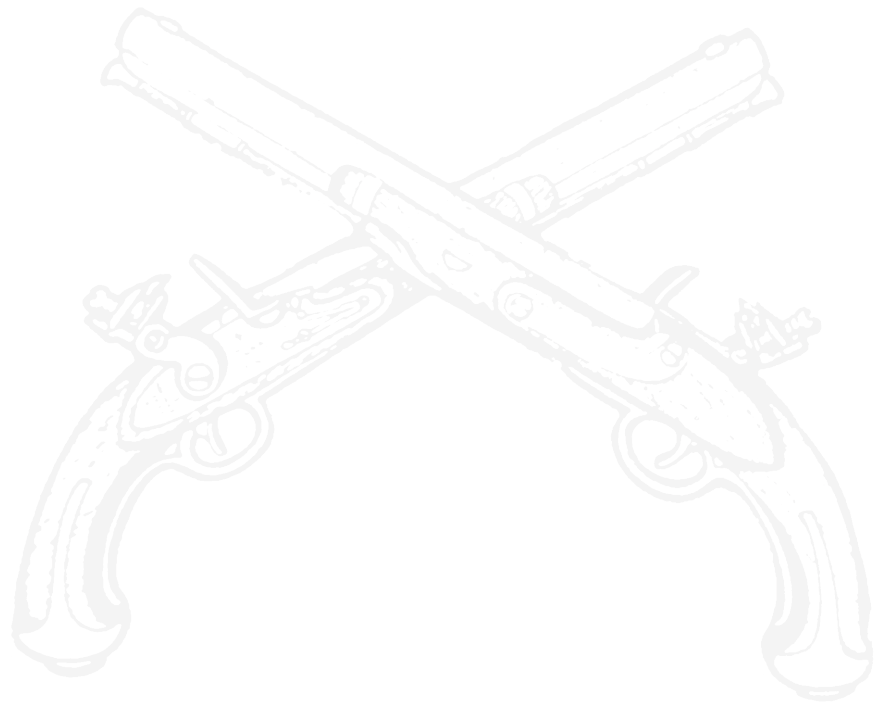
Westray is a poor, sleepy mining town on the outer planet Iris. Its far proximity from the inner planets make it easy for the Alliance to ignore, so they often do, causing shortages of food and supplies. This dusty planet is incapable of growing much other than tumbleweeds, further causing problems for its inhabitants. Despite this, the people that live here do their best to work hard and keep a positive attitude.

- Town Hall _____ ①
- Sheriff's Office _____ ②
- General Store _____ ③
- Church _____ ④
- Corner Saloon _____ ⑤
- Brothel _____ ⑥
- Bank _____ ⑦
- Stables _____ ⑧
- Welcome Sign _____ ⑨

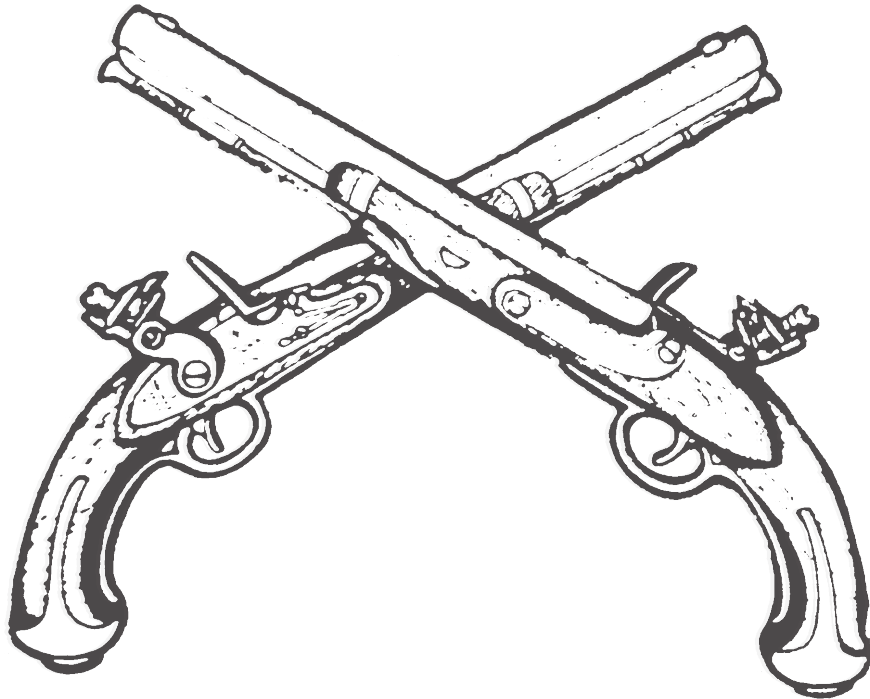


The Warehouse





PLAYER CHARACTERS



Zoe Alleyne Washburne



Assets:

Fierce Loyalty– Having fought alongside Mal since the Unification War, Zoë has remained loyal to those above her whom she has fought alongside.

Level Head– Zoë is a logical thinker that will make decisions only after careful deliberation. She will approach a conflict with logic first, emotions second, leaving no room for rash decision-making.

Sharpshooter– Talented with a gun, Zoë can make the shots she needs to, regardless of the amount of pressure she's under.

Flaws:

Relationships– If one wants to get to Zoë or make her resolve waver, all they need to do is hurt and threaten Mal or Wash, or both.

Loyal Heart– While she is generally levelheaded, if someone disrespects those she cares about, she will have no patience for them and think with her heart.

Wants:

First Mate Duties– In the absence of Mal, Zoë wants to run Serenity the same way that he does– keeping the best interest of the crew in mind. She wants to be the best first mate to Serenity she can be.

Eternal Vows– Personally, Zoë wants to protect Wash and will do whatever she can to do so, even if it seems like her commitment to the crew outweighs her commitment to him.

Personality:

As the quiet first mate of Serenity, Zoë is there to back up Mal whenever he needs it. If he has to be taken out of action, she will take all decision making for the crew into her own hands and run the ship like he does. While she may put her own life on the line for Mal, she will only make decisions that she agrees with when it comes to the crew.

While Zoë is not as outspoken as some of the other crew members, she is careful of when she speaks and what she says. For the most part, she will be silent until she has come up with a plan. When she does speak, she tends to bring an important perspective to the table that is both logical and deliberate.

As a career military, Zoë was taught to always follow orders and fight for what her superiors wanted. However, if she does not think that decisions being made are the best for them, she will interject and suggest other courses of action, even if that superior is Mal or Wrightwell.

Thoughts on the Resurgence:

Having also fought by Colonel Wrightwell's side in the Unification War, Zoë sympathizes with the Resurgence. At the very least, her fond memory of Wrightwell makes her believe in the cause that the Resurgence represents. However, she is also sensible enough to realize that the Unification War is over and lost. While she will follow the Colonel's decisions and orders, she will also speak up if she believes that staying with the Resurgence becomes a liability for Serenity and the crew.

While Zoë holds a lot of contempt for the Alliance, she cannot follow a cause whose members only think with their hearts. With her emotions more in control than the time when she was a Dust Devil, Zoë sees Wrightwell as a practical leader who leads with his head and not his heart. The structure of the Resurgence reminds her of her military upbringing, also making her feel more comfortable in the organization.

Beliefs:

With her history in the military, Zoë was always taught to never let her loyalty waver, even if the cause is not just. However, in recent days, she has become more hesitant with this ideology, being less willing to fight for a cause that does not align with her personal morals.

Attributes

Mental	8	Physical	10	Social	6
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Skills

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

Distinctions

First Mate D8

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Got Your Back, Sir: If your captain fails a die roll in your presence, step up or double your Attribute on your next die roll.
- Right Here, Sir: Spend 1 PP to join a scene involving the captain that you weren't already in.

Highlighted Skills: Fight, Influence, Notice

Steady D8

- Gain 1 Plot Point when you roll a D4 instead of D8
- Got It in One: Spend 1 PP to roll your Focus and add it to your total.
- Sea of Calm: Spend 1 PP to use a Complication as an Asset for one Action; step up the Complication afterward.

Highlighted Skills: Focus, Notice, Sneak

Veteran of the Unification War D8

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Fightin' Type: Spend 1 PP to step up or double your Shoot or Fight when you're outnumbered.
- War Stories: When you create an Asset or take a Complication related to a wartime, flashback, step it up.

Highlighted Skills: Fight, Shoot, Survive

Signature Assests

Mare's Leg D8:

This is a shortened lever-action carbine with extensive refit and an attachable sight. Zoe can also club people in the head with the stock.

Stock Strike: When you club someone with Mare's Leg, spend 1 Plot Point and add an extra D8 to your roll for that Action

Street Sweeper: Once per scene, when you gun down someone running away from you, double Shoot for the Action. Take a Cold as Ice D8 Complication after the roll.

Hoban “Wash” Washburne



Strengths:

Pilot - Wash knows how to fly. He's extremely good at that.

PeaceMaker - He's also a peacemaker for the crew. He wants everyone to get along.

Flaws:

Benchwarmer - When it comes to fightin', it's best to have Wash as a benchwarmer.

Wants:

A ship needs a good pilot to fly her, and there ain't none better or more experienced than Hoban Washburne. Wash may not look like much, but don't let his appearance fool you when it comes to flying.

Wash is a bit jealous of Zoe's relationship with Mal. He doesn't "get" why his wife will put her job over their marriage. He doesn't like conflict and he makes that known. When the crew starts fighting, Wash'll swoop in and calm things down. Of course, it should be said this pilot is a touch peculiar, too, for he does fly with a few plastic dinosaurs sitting at the helm.

Personality:

Wash's an easy-going kind of a guy who's been known to panic on occasion. But, for whatever reason, this quirky pilot manages to keep his cool, even when a ship full of terrifying Reavers comes bearing down on Serenity. When he's not at the helm, monitoring the skies or the latest incoming wave, Wash spends his time with his wife, Zoe. You can also find him in the mess hall every day at the same time eating protein bars with the rest of the crew or, if he's been real good, wife soup.

History:

Wash's role in the War is speculative at best because he never talks about it. One thing for sure, he has no love for the Alliance.

Role in the Resurgence:

The Resurgence is always lookin for a good pilot, and Wash fits the bill, but it will take some major coaxing from the wife, Zoe, before he'll fly a Resurgence mission. To Wash, the opportunities they offer are too good to be true, and he doubts that there is as pretty a future as his wife believes.

Beliefs:

Let's all get along. He believes things can be solved civilly without fists.



Attributes

Mental 8 Physical 8 Social 8

Skills

Craft	4	Influence	6	Perform	4		
Drive	6	Know	6	Navigation	Shoot	4	
Fight	4	Labor	4	Sneak	4		
Fix	6	Vehicle	Move	4	Survive	6	
		Customization	Notice	6	Throw	4	
Fly	12	Transports	Operate	8	Shipboard	Treat	6
Focus	6			Computers	Trick	6	Distractions

Distinctions

A Little Nervous D8

“Oh God, oh God, we’re all gonna die.”

- Gain one Plot Point when you roll a D4 instead of a D8.
- On Edge: Step up or double your Focus for one Action. After the roll, create or step up the Complication On Edge.
- Captain Obvious: Gain 1 PP when you point out how dangerous, stupid, or illegal the Crew’s plan will be when they execute it.

Highlighted Skills: Focus, Know, Survive

Hitched D8

You ever been with a warrior woman?

- Gain 1 Plot Point when you roll a D4 instead of a D8
- In Sickness and in Health: When you create an Asset or take a Complication related to your relationship with your spouse, step it up.
- For Richer or Poorer: When you share a scene with your spouse, you may share Plot Points with one another.

Highlighted Skills: Influence, Treat, Trick

Ship’s Pilot 8

The list of folk wanting to hire you is longer than your arm. You’re just that good.

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Born Behind the Wheel: Spend 1 PP to step up or double your ship’s Engines Attribute for your next roll.
- I’ve Never Tried That Before: If you replace your Fly or Operate Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skills normal die rating if your roll is successful.

Highlighted Skills: Fly, Notice, Operate

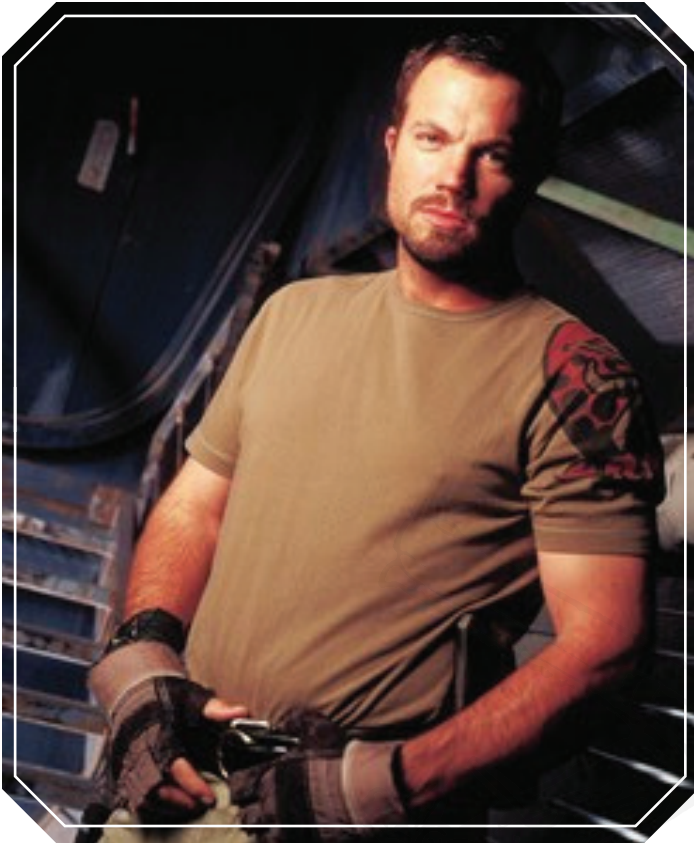
Signature Assests

Serenity: D6

It’s not his ship, but Wash knows how to coax all kinds of fancy maneuvers out of this Series 3 Firefly class mid-bulk transport.

- One With the Ship:** When you engage in evasive maneuvers, spend 1 PP to step back a Complication related to Serenity’s engine or systems.

Jayne Cobb



Strengths:

All Brawn - This is the man you call in for a fight. That's what Mal hired him for, and what he's best at.

Deadeye - Jayne with a gun, particularly his beloved Vera, is a devastating combination in any violent situation.

Flaws:

No Brain - Subtlety and diplomacy have never been strong suits for Jayne.

Hot Head - Keeping calm was never a strong suit of Jayne's either. He'll be the first to be provoked.

Miser - Jayne's mind goes where the biggest lump sum does. He'll follow the money, even if he's following it away from the crew.

Wants:

Paycheck - Pay the man, and you'll more or less have his support.

Personality:

Jayne's rough around the edges, and his attitude and bad mouth get him in no small amount of trouble. He doesn't exactly have the mind for subtlety, and he'll tell things how he sees em' even if that's not the smartest thing to do in a situation. He butts heads with Mal often, as his desire for payment is often overridden by his annoyance at being told what to do.

History:

Jayne is a mercenary that Mal picked up a while back for protection detail. While he isn't the most amicable with River and Simon, and his relationship with Mal revolves almost entirely on being kept in check by him, he at times demonstrates flickers of affection for his fellow crew mates. He has a heart after all, if you look past his greed and you dig deep enough.

Thoughts on the Resurgence:

All of Jayne's doubts about being recruited into an underground rebellion were swiftly assuaged if not by the pay check, by the number of arms readily available for him to practice with and use. His ideology of shoot first, ask questions later, is given even more freedom among the Resurgence fighters. He also finds among them many like minds, and many weight lifting partners. His mercenary status doesn't put him in a bad light here, as long as he doesn't reveal he's not fully loyal to the Resurgence. He cannot deny that the passion every rebel seems to share for defending their cause doesn't weird him out a little, but he at least has the sense not to say that to anyone who isn't from the Serenity crew. The only other thing that gives him pause is the idea of fighting for a cause rather than just fighting for a single job, but he can shrug it off if he just looks at his new roles as several jobs strung quickly together. The allegiance switch to different higher ups is no problem to him. In fact he may begin to rub up against Mal even more now that the power dynamics have shifted. He's not by any means going to just lay down for Resurgence leadership either though.

Beliefs:

Jayne's morals may be twisted, but he would never sacrifice them for loyalty to any cause.

Attributes

Mental	6	Physical	10	Social	8
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Skills

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

Distinctions

Crude D8

- Gain 1 Plot Point when you roll a d4 instead of a d8
- Rough Talk : Double Influence when you're trying to intimidate or scare. After your roll, set up or create a social Complication on another Crewmember.
- Obnoxious: Gain 1 PP when you choose to disrupt, upset, or challenge the social order when you have the option to be polite.

Highlighted Skills: Fight, Labor, Move

Family Ties D8

- Gain 1 Plot Point when you roll a d4 instead of a d8
- Family Gifts: When you create an asset or take a complication related to your family, step it up.
- Thicker than Water: Spend 1 PP and invoke a family member's name to reroll your dice.

Highlighted Skills: Influence, Perform, Trick

Mercenary D8

- Gain 1 Plot Point when you roll a d4 instead of a d8
- Highest Bidder: Gain 1PP when you try to get a better deal from the side you're not currently fighting for.
- Time for some thrillin' heroics: Spend 1 PP to go first in any combat or battle scene. On your first action you may reroll any dice that come up 1 instead of accepting a plot point.

Highlighted Skills: Move, Shoot, Fight

Signature Assests

Vera D8

Jayne's very favorite gun, capable of handling multiple types of ammunition.

- Armor Piercing:** When firing on a vehicle or someone under cover, spend a plot point to step up or double Shoot for the Action.
- Finest Gun Made by Man:** When you Take Out a GMC while outnumbered, take a Running out of Ammo d8 Complication to Take Out another GMC nearby. Step Up the Complication to a d10 to Take Out a third GMC in range.

Kaywinnet “Kaylee” Frye



Strengths:

Skilled mechanic– Even though she hasn’t had formal training, ships speak to Kaylee. She can figure out any ship inside-out just by knowing the make and model.

Cheerful demeanor– Always optimistic, Kaylee sees hope in any situation, even when there seems to be no hope left. If the rest of the crew is feeling down, Kaylee is there to bring them up.

Flaws:

Trustworthiness– Always looking for the best in people, Kaylee will trust them until they hurt her.

Truthfulness– Even when it benefits her to lie, Kaylee will always tell the truth and expect the same from those she is speaking to.

Wants:

Safety– Kaylee wants the crew and Serenity to stay safe. Willing to put the ship above all else, she will defend it to her dying breath. She will also do whatever it takes to keep the crew together.

A Fancy Life– Part of Kaylee wants a glamorous lifestyle where she relax, can go to parties and dress up.

World Peace– Kaylee wishes for a world where everyone can get the care that they deserve.

Personality:

Born with a gift for engineering, Kaylee takes care of the heart of Serenity, in more ways than one. When Serenity is in any mechanical need, she knows when and where to make repairs. Her knowledge of the ship is paired with her love for it and she will put it above any other person, even herself. Together with Wash, they have a wealth of knowledge between them that can overcome any ship-related engineering problem.

As a crew member, she uses her sweet personality to glue the team together. She is a mediator who tries to see the best in everyone, doing her best to fix any disagreements between members when they arise. She sees Serenity’s crew as a second family and does her best to make sure everyone gets along, even with their different opinions. While she is usually against violence, she is also fiercely loyal to Mal; she will participate in dangerous jobs if he asks her to.

Thoughts on the Resurgence:

Kaylee is sympathetic to the cause of the Resurgence. Although she was just a child during the War for Independence, she has heard the stories about the deterioration of the Outer Planets during and in the aftermath of the war. She hopes that those in the Outer Planets can one day enjoy the same luxuries that those in the Inner Planet currently has. The Resurgence promises to do just that, making her hopeful that Serenity’s crew can help make a difference for the cause.

As someone who dislikes violence and wishes to always address issues peacefully, she is grateful to the Resurgence’s missions to deliver food and aid to those who need it. However, were they to toe the line with using violence to achieve their goals, Kaylee would not stand for it.

Beliefs:

While Kaylee would give her all for a cause she believes in, if that cause violates her personal morals, she will not stand for it and turn her back to the cause.

Attributes

Mental	8	Physical	8	Social	8
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Skills

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

Distinctions

Everything's Shiny D8

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Lightweight Gain 1 PP when you choose to get knocked out, drunk, or otherwise
- Lighthearted: Spend 1 PP to make light of a situation and step back a Crewmember's Complication on account of your positive outlook.

Highlighted Skills: Focus, Know, Survive

Ship's Mechanic D8

- Gain 1 Plot Point when you roll a D4 instead if a D8
- Zen & the Art of Engine Maintenance: Spend 1 PP at the beginning of a Timed Action involving ship repair or upgrades. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die.
- Miracle Worker: If you replace your Fix Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful.

Highlighted Skills: Fix, Know, Operate

Sweet and Cheerful D8

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Good-Natured: Spend 1 PP to set up or double your Social die when you're using your friendly manner to resolve a tense situation.
- Straight-Shooter: Gain 1 PP when you openly tell the truth even though it might be to your greater benefit to lie or conceal it.

Highlighted Skills: Influence, Treat, Trick

Signature Assests

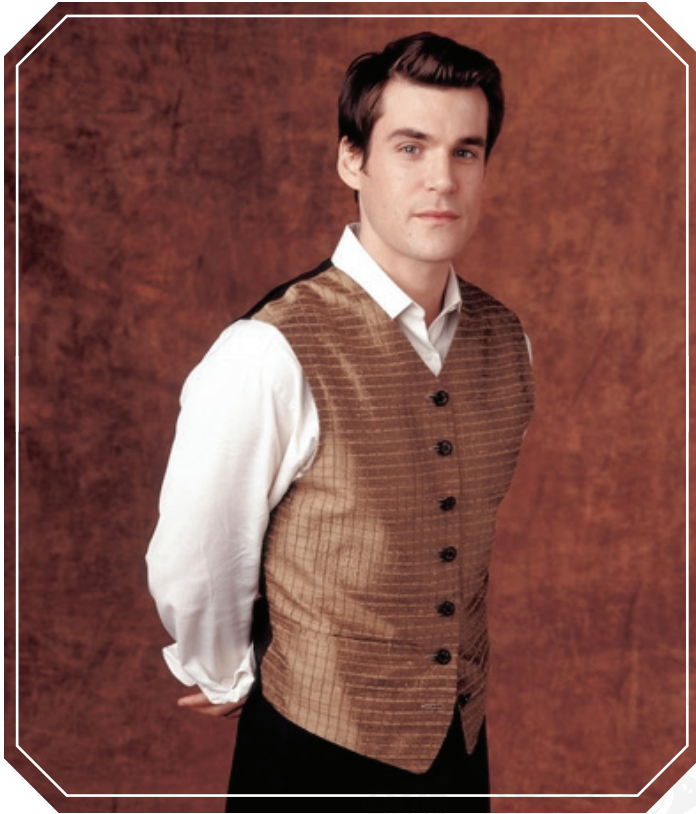
Serenity D8

Kaylee has a deep affection and connection to this Firefly class mid-bulk transport; despite its constant need for parts and labor, she wouldn't want to live anywhere else.

- Realigned Her Systems Myself:** When you are trying to recover a Complication relating to Serenity's Systems, spend 1 Plot Point to double Operate for the action.

She Talks to Me, Captain: Gain 1 Plot Point when you defend Serenity's reputation or quality. Step back Focus for your next scene.

Simon Tam



Strengths:

Trained Doctor - Simon can stitch you right up with his medical knowledge, his medical knowledge is second to none.

Quick Wits - Simon can talk himself out of most situations, his past keeps him on his toes and his smarts keeps him outta trouble.

Flaws:

Core Planet Upbringing - Simon grew up in an affluent family, he has not faced much hardship. He doesn't have the battle experience Zoe or Jayne has, and folks on the outer planets are less likely to trust him

On the Run - Simon and his sister are on the run from the Alliance. They have a bounty on their head and cannot be seen in public.

Wants:

Safety - Simon has vowed to keep his sister, River, safe and is willing to do anything for her.

Personality:

Simon is a tightlaced, formal guy. He like to make a plan and stick to it. Though he may seem like a pushover initially he is quite firm in his beliefs and will fight to protect what he holds dear - River is his top concern. His upbringing distances him from the rest of the Firefly crew, but since his arrival, he has slowly become an integral part of the group. Simon is calculating and relies on facts over gut feelings. He is often a moral compass to the group, he has high regard for human life.

Backstory:

Simon grew up on the Core Planets and thus under the rule of the Alliance. He supported the Unification, but since he was only a child at the time, his opinions might have been swayed by his family. He was a highly regarded surgeon on Osiris, but rebelled against both his parents and the Alliance to save River from a shady organization. He has since renounced the Alliance and is now on the run from both the Alliance and the mysterious group that experimented on River. Because of this, Simon is a known criminal, and cannot be seen within Alliance territory.

Thoughts on the Resurgence:

Simon is suspicious of the Resurgence, though they welcomed the crew with open arms, they seem to be hiding something.

Simon is worried about what joining forces with the Resurgence means for River. They could start a new life away from Alliance eyes here, but ever since their arrival, River has been jumpy and unsettled. Simon is grateful for the stability the Resurgence provides, but will still keep a watchful eye out, looking for anything amiss.

Simon acts as an opposing view point to Jayne, Simon thinks before he takes actions and doesn't care about money or the job. His goal is safety and stability.

Beliefs:

Simon believes in helping out, so long as it doesn't hurt others. He has high morals, but is also loyal to the Firefly crew. These two beliefs sometimes oppose each other.

Attributes

Mental	10	Physical	6	Social	8
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Skills

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

Distinctions

Family Ties D8

Everyboy is somebody's son, daughter, brother, or sister. You maintain a connection to your family that is as important to you as it is dysfunctional

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Family Gifts: When you create an Asset or take a Complication related to your relationship with your family, step it up
- Thicker than Water: Spend 1 PP and invoke a family member's name to reroll your dice

Highlighted Skills: Influence, Perform, Trick

On the Run D8

Someone's after you - Alliance, the Triads, the Guilds, maybe all three. You're a fugitive and you're in trouble.

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Hide in Plain Sight: Spend 1 PP to reroll a die when you're being pursued. On your next roll, both 1s and 2s count for Complications

Guilt by Association: Gain 1 PP each time your actions cause your fellow crew members to become targets for whoever it is that's chasing you.

Highlighted Skills: Move, Notice, Sneak

Ship's Doctor D8

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Experimental Procedure: If you replace your Operate or Treat Skill with a D4 for your next roll, gain a Big Damn Hero Die equal to that Skill's normal die rating if your roll is successful
- Natural Healer: Spend 1 PP to step back another character's medical or injury-based Complication.

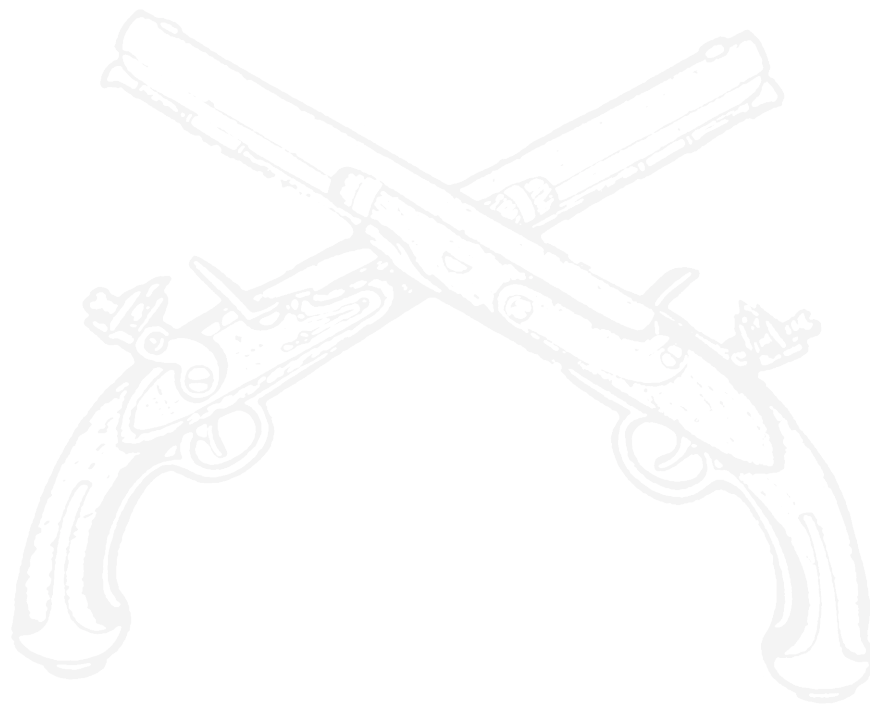
Highlighted Skills: Know, Operate, Treat

Signature Assests

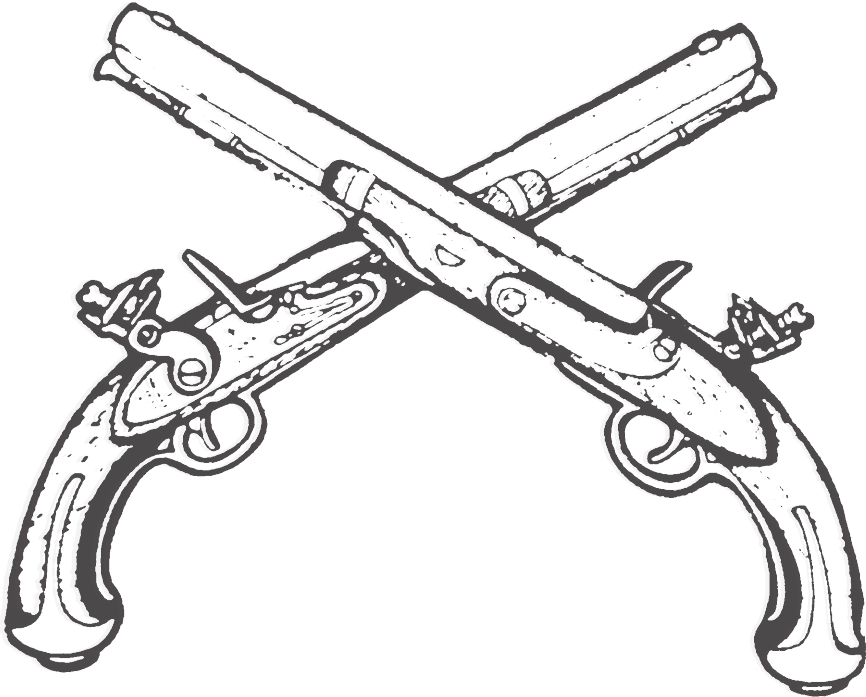
Medical Bag D8

Filled with surgical tools and whatever small supply of medicine Simon was carrying when he fled the Core, Simon's medical bag is his last link to his old life and the first place he turns when someone is hurt or injured on board Serenity

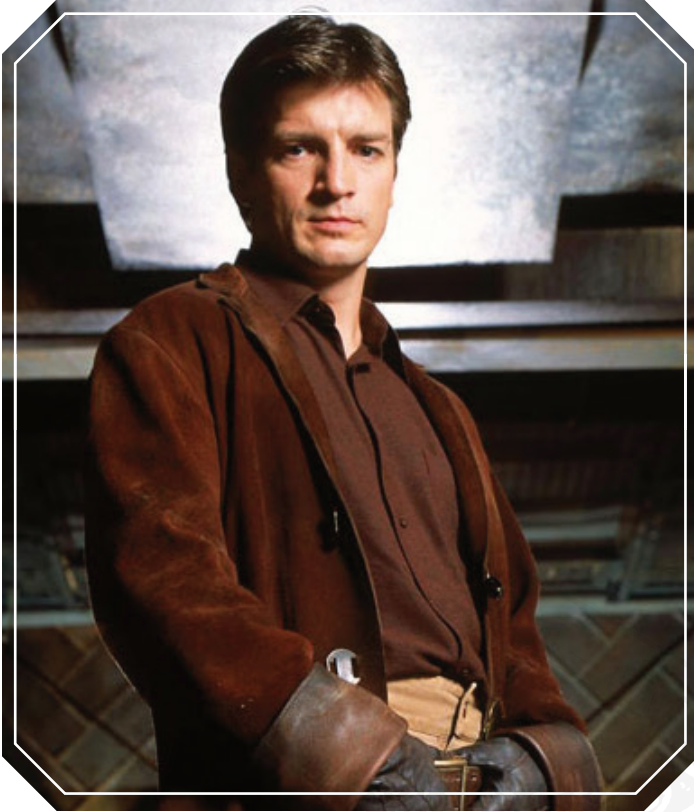
- Long Term Care:** When you successfully treat a Crewmember with a D10 or higher injury Complication, spend 1 PP to gain a Big Damn Hero Die equal to the injury on board Serenity
- Trust me, I'm a Doctor:** When relying on your status as a physician to gain someone's trust or to get access to somewhere you aren't allowed, spend 1 PP to step up or double Influence or Trick for the action.



IMPACT CHARACTERS



Malcom Reynolds



Strengths:

Selective Trust - If you have Mal's trust, you are in good hands. He's trustworthy and he'll get the job done.

Quick Wits - Mal acts, he doesn't wait. Instinctively he'll take charge to solve the problem.

Flaws:

Narrow Minded - Don't expect Mal to believe in anything other than himself and his crew. Unless, a Resurgence led by a close friend just so happens to come a-callin'

Wants:

Three Things - The list of what Mal likes and dislikes is pretty short. Mal cares about getting paid, the safety of his crew, and his boat. Mess with any one of those three, and he'll get a bit testy. When he does, you can be sure a snappy comeback and a gun ain't far behind.

Personality:

The War destroyed a lot of Mal's illusions, it left him bitter and cynical. He was a man of God, but now Mal puts his faith in his crew. He bought his ship, named her Serenity after the battle that changed his life, and headed out into the black to make his fortune. His luck ain't all that great, but he has managed to stay alive, and that's not nothin'.

History:

It takes a special kind of man to stake his life on a cause, and that man is Malcolm Reynolds. He could've stayed on Shadow and become a prosperous rancher like his folks. But he didn't. The Alliance came and Mal just didn't like what they were up to. So, he signed up for the big War. Mal eventually earned the rank of sergeant and led the final charge against the Alliance during the Battle of Serenity along with his second-in-command, Zoe. To this day, Mal is convinced he fought on the right side — though not the winning side.

Role in the Resurgence:

Mal had a stroke of bad luck when first encountering the Resurgence. After a terrible injury due to an explosion he was in and out of consciousness when his crew joined. Even though the War destroyed a lot of Mal's beliefs seeing Colonel Wrightwell back from the dead reawakened a hope in Mal that maybe there is still a path worth fightin' for. Mal and Colonel Wrightwell go way back. They fought in the war together and no other leader of the Independence was so passionate and determined as was Harvey Wrightwell. Maybe, just maybe, Mal can fight for the cause he once believed in.

Beliefs:

Mal will fight, sacrifice, and do immoral things for the sake of his crew. However, if he knows he's doing anything that harms innocent lives he will oppose any such actions.

Attributes

Mental	8	Physical	8	Social	8
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Skills

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

Distinctions

Ship's Captain D8

A natural leader, you're responsible for the Crew and the ship you all fly in.

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

Protect the Crew: When a Crewmember in the same scene as you acquires a Complication, spend 1 PP to take it away and step it back.

Lead the Crew: When one of your crew directly follows one of your orders, spend 1 PP and give that Crewmember an Asset equal to your Influence die rating.

Highlighted Skills: Fly, Focus, Influence

Things Don't Go Smooth D8

Life sure seems to be a string of mishaps, mistakes, and misappropriations. But you're still here, ain't you?

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

Tough as Nails: When you take a Complication representing an injury or physical harm, spend 1 PP to step it back or rename it as a mental or social Complication.

Trouble Magnet: Step up one of your Complications to reroll a die. On your next roll, both 1s and 2s count for Complications.

Highlighted Skills: Move, Notice, Survive

Veteran of the Unification War D8

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

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

Fightin' Type: Spend 1 PP to step up or double your Shoot or Fight when you're outnumbered.

War Stories: When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: Fight, Shoot, Survive

Signature Assests

Serenity D8:

Mal has a close connection to his ship, a Series 3 Firefly class mid-bulk transport, and won't allow just anybody to fly or fix her.

Keep Flyin': When negotiating a job for your Crew, spend 1 Plot Point to step back a social Complication.

Peace in the Black: When you offer wisdom or philosophize with a Crewmember on Serenity as part of a recovery Action, step up or double Treat.

Liberty Hammer D6:

This is Mal's Moses Brothers Self-Defense Engine Frontier Model B handgun, the standard issue officer's sidearm during the Unification War. He's since modified it to suit his needs.

Pointed Emphasis: When you threaten someone with your sidearm or conduct negotiations at gunpoint, spend 1 Plot Point to double influence for the Action.

Colonel Harvey Wrightwell



Strengths:

Natural Leader - Wrightwell was a Colonel during the Unification War and his status still holds water long after the war's end.

Down to Earth - Wrightwell fits in with the common folk, he knows their troubles and can relate to them. He is welcomed at any inn, bar, or other small shop

Flaws:

Battle Scars - Wrightwell lost an arm in the war, his left arm is now a metal prosthetic. See Signature Assets for more information

Older, but not Wiser - Wrightwell hold the same beliefs as he did in the war, there is no power in the 'Verse that can change his mind.

Wants:

Justice - After the Independents lost the Unification War, Wrightwell feels personally wronged. He will do whatever it take to make the Alliance pay.

Personality:

Wrightwell is a assertive, but respectful man. He leads with honor and isn't afraid to take risks, even if it means losing his life. His troops look up to him and his comrades find him trustworthy and sometimes he is even known to crack a joke or two. Mostly, he is stubborn, once he sets his mind on something, no one can change it.

History:

Wrightwell served as a Colonel for the Independence Faction during the Unification War. He during his time serving he worked closely with Mal and Zoe. Towards the end of the Unification war, during the Battle of Sturges, Wrightwell was thought to have died in an explosion. Unknown to his battalion, Wrightwell survived the explosion. After learning of the Independence's loss, Wrightwell immediately began rallying allies to form what is now known as the Resurgence, which has been growing ever since.

It is common knowledge that Wrightwell's wife, Melody, and son, Tucker, died during the Unification War. They were sleeping in Independence barracks when an airstrike hit the building they were staying in and killed them. Wrightwell tried to save his dying family but was unable to get to them in time.

Unknown to his battalion, Wrightwell actually sacrificed his family to save mission plans for the Battle of Serenity. During the airstrike, Wrightwell rushed into the building, however he was not only trying to save his family, but also crucial battle plans for an upcoming Independence battle. He found both, but as Wrightwell and his family ran to exit the building, a beam fell on top of his son. Melody shouted for Wrightwell's help, but he knew stopping would put papers he held at risk. Ultimately, Wrightwell decided to escape with the plans and leave his son and wife behind. The plans were for the Battle of Serenity, which ultimately failed. He has had to live with the decision ever since.

Thoughts about the crew:

Wrightwell has fought besides Mal and Zoe and considers them his family. He doesn't care deeply about the rest of the firefly team but he accepts that they are part of Mal and Zoe's life and can't be separated.

Beliefs:

Wrightwell believes in loyalty to his cause should never falter, the well being of the greater populace is more important than his, or any other individual's well being

Attributes

Mental	8	Physical	8	Social	8
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Skills

Craft	6	Know	8	Culteres of the 'Verse	Shoot	10	Pistols
Drive	6				Sneak	4	
Fight	8	Labor	4		Survive	8	
Fix	4	Move	6		Throw	4	
Fly	4	Notice	8		Treat	6	
Focus	6	Operate	4		Trick	4	
Influence	10	Leadership	Perform	4			

Distinctions

Friends in Low Places D8

Those of us on the Rim don't have much, but we stick together. There's a power in that.

- Gain 1 Plot Point when you roll a D4 instead of a D8
- I Know a Guy: Spend 1 PP to creat a D8 Asset when you call in a shady friend with the skills you need.
- Rumor Mill: When you try to get infromation from you contacts, make a Social + Know roll. If successful, create a D6 Asset about the information. Take a Half the Story D8 Complication to step up the new Asset

Highlighted Skills: Craft, Labor, Throw

Veteran of the Unification War D8

It don't matter which side you fight on, war leaves a mark on your heart n' soul.

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Fightin' Type: Spend 1 PP to step up or double your Shoot or Fight when you're outnumbered.
- War Stories: When you create an Asset or take a Complication related to a wartime flashback, step it up.

Highlighted Skills: Fight, Shoot, Survive

Signature Assests

Melody D8

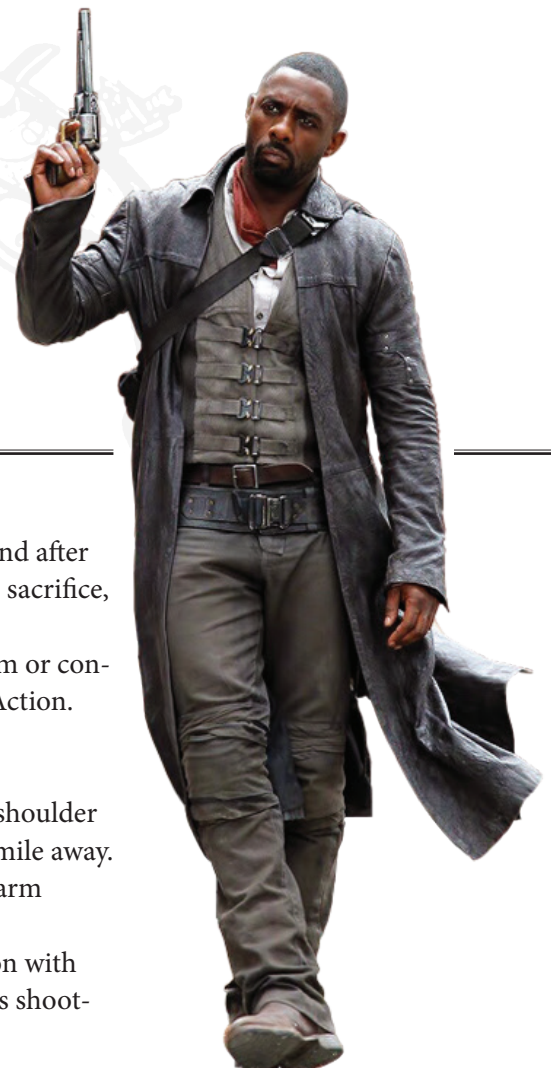
Named after his late wife, Melody is Wrightwell's six-chambered revolver. Found after the war, Wrightwell named his gun after his wife as a constant reminder of his sacrifice, it keeps him steady in times of struggle.

- Pointed Emphasis:** When you threaten someone with your sidearm or conduct negotiations at gunpoint, spend 1 Plot Point to double influence for the Action.

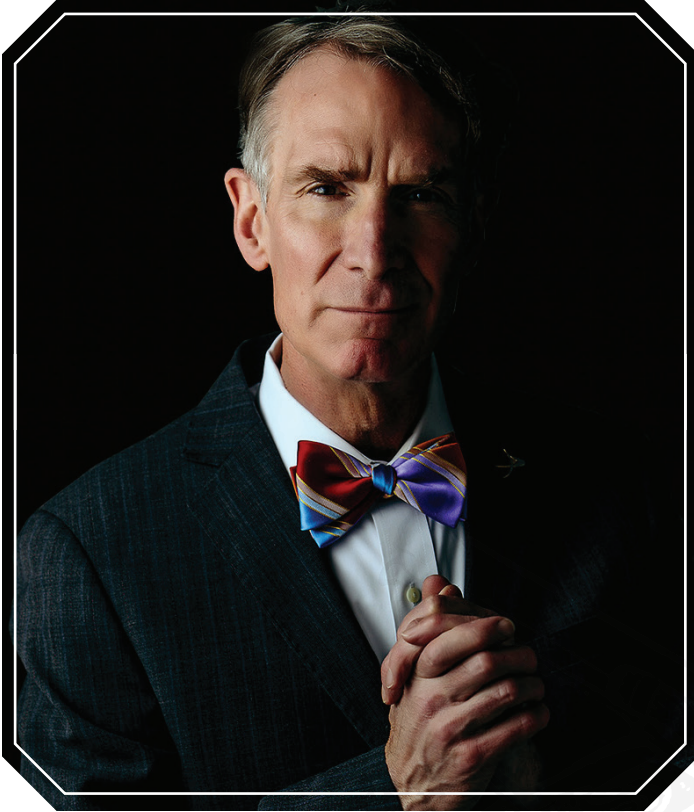
Battle Scars D6

After the war, Wrightwell jerry rigged himself a new left arm. Metal from the shoulder down and pieced together with scraps, Wrightwell's arm can be heard from a mile away.

- Intimidation:** During negotiations, the presence of his giant metal arm sways most into giving Wrightwell the information he needs
- All Right:** Not the most graceful prosthetic, Wrightwell's coordination with his left arm is poor at best. He can still hit a mole rat from a mile away with his shooting arm, however.



William Noi



Strengths:

Social grace - on the surface he seems collected and kind, and it is very difficult to shake his constitution. He is a master manipulator and is capable of using people's emotions against them without their knowledge.

Intelligence - he also has a Ph.D. in both chemistry and neuroscience.

Flaws:

Selfishness - he only thinks of achieving his own wants, even if that means conducting immoral experiments on people.

Ego - he considers himself to be above other people, so he often feels the need to brag about his accomplishments.

Wants:

Revenge - the Blue Sun Corp. rejected his research proposal. With nowhere else to turn for funding, he must show them the error of their ways so they'll come crawling back.

Power for himself - other people are only either tools or obstacles. If someone becomes an obstacle, he will try to get rid of them one way or another.

Personality:

William mostly keeps to himself as he prefers spending his time in his lab doing research. When he does get out of the lab, he spends his time using his social skills to make sure his plan is going smoothly.

History:

As a child, he was extremely intelligent but socially awkward (earning the attention of bullies and the apathy of other children). Though he received social lessons from therapists from a young age, he wasn't able to master any form of social grace until college. As a result of his childhood, he always resented people, so he uses his skills to manipulate them.

He was accepted into the prestigious Blue Sun Corp. immediately after earning his degrees. It was here, with access to human test subjects, that he realized that he could go even further than social manipulation - he could control minds with technology. He drafted a proposal, but it was rejected in favor of another proposal - psychic warfare. When he learned of some small-scale uprisings by the Resurgence, he knew he could right this slight against him. He would show the Blue Sun Corp. that had his mind control proposal been accepted, they could have stopped the Resurgence from the beginning by controlling the minds of anyone against the Alliance.

Role in the Resurgence:

Because of his degrees, he is the head scientist in charge of R&D for anything the Resurgence may need (e.g. food preservation, medical supplies, and bomb technology). He also serves as Wrightwell's second in command, so he holds Wrightwell's trust and the power that comes with it, despite holding no real respect for Wrightwell.

Thoughts about the crew:

Due to being in the Blue Sun Corp., he recognizes River. He is wary of her exposing his true intentions to Wrightwell, possibly ruining his plans. He wants to get rid of the crew to resolve this threat.

Beliefs:

William believes only in himself. He would never compromise his wants for loyalty to a cause.

Attributes

Mental	10	Physical	4	Social	10
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Skills

Craft	6	Know	10	Chemistry	Perform	4
Drive	4			Neuroscience	Shoot	6
Fight	4	Labor	4		Sneak	6
Fix	6	Move	4		Survive	8
Fly	4	Notice	8		Throw	4
Focus	8	Operate	8	Medical	Treat	4
Influence	10	Manipulation		Instruments	Trick	8

Distinctions

Steady

It takes a lot to break through your well-crafted facade.

- Gain one Plot Point when you roll a D4 instead of a D8.
- Got It In One: Spend one PP to roll your Trick and add it to your total.
- Sea of Calm: Spend one PP to use a Complication as an Asset for one Action; step up the Complication afterward.

Highlighted Skills: Influence, Perform, Trick

Mysterious Past

You weren't born to the life you're living now.

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Cortex Spector: Whenever anyone uses an information-based Asset against you, spend one PP to turn it into a No Data Found Complication of the same die rating.
- Ghosts of Yesterday: Create a D8 Complication relating to your history to step up your Know, Sneak, or Trick for a Scene. This Complication cannot be stepped back by spending PPs to activate Opportunities.

Highlighted Skills: Know, Sneak, Trick

Signature Assests

Mind Control Research D8

All of Noi's research pertaining to his rejected proposal is in one neat filing cabinet in a back room in the research facilities. He has continued his research on his own, experimenting on "missing" Resurgence members. Nobody else knows about this, and he aims to keep it that way.

- Protective:** When someone questions you about the back room, your past, or your research, spend 1 PP to double your Influence for the action.

Buddy



Strengths:

Jack of All Trades - Buddy has received basic, comprehensive, training in nearly all departments in the Resurgence.

Crafty - He received training under William Noi on how to handle the chemical components he's often in charge of retrieving, as well as how to build explosives on a smaller level.

Flaws:

Overeager - Buddy takes going above and beyond the call of duty to levels that are at times more dangerous and detrimental than they are admirable.

Wants:

Acknowledgement - Buddy craves to be seen as the hero that he sees in the Resurgence. He needs a pat on the back, perhaps a hug.

Personality:

Buddy outwardly presents himself as nervous, fidgety, and naive. However, he is more cunning than he appears. He knows that his age and appearance already lead most of his superiors to see him as a child. He uses this to his advantage in order to gain sympathy. He also knows it allows any opponents he may have to underestimate him. This is the facade he first presents to the Firefly Crew. However, he is also somewhat boastful, and if he allows a little of his true self to show, he will want to show the rest of himself off quickly.

History:

Buddy was recruited off of one of the outer planets after his family received aid from a Resurgence emergency supplies drop. His was just one of the many families on one of the many planets left destitute and neglected after the war, and when he and his siblings were starving the Resurgence gave them food. Buddy sees the Resurgence as his savior, and being taken under their wing as one of the many blessings they've bestowed upon him. His pay from Resurgence work goes back to his family along with the letters he writes to check up on them. Buddy's little brother wishes to join him at the Resurgence should it stick around long enough for him to reach fighting form (and fighting age).

Role in the Resurgence:

He handles delivery missions much like the one that introduces him initially to the Firefly crew, and can handle himself OK on the battlefield. He is extensively loyal to the Resurgence, William Noi, and to Harvey Wrightwell. His loyalty makes him easily manipulable to those within the Resurgence. A model Resurgence rebel.

Thoughts about the crew:

Buddy is initially wary about the crew and was surprised when Colonel Wrightwell invited them into the Resurgence after the delivery mission. He is also understandably intimidated by most of the members, excluding Book, Kayley, and Simon. However, upon learning that Zoe and Mal were close to Wrightwell in the past, he begins to admire them also.

Beliefs:

Buddy will do anything for the Resurgence. For Buddy there is no distinction between loyalty to the Resurgence and loyalty to his personal morality.

Attributes

Mental	8	Physical	6	Social	6
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Skills

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

Distinctions

Nervous Wreck D8

- Gain 1 Plot Point when you roll a d4 instead of a d8
- Sneaky Little Punk : Gain a Plot Point if you attempt to accomplish something behind someone else's back.
- Poor Kid: Reroll on Influence if you act purposefully meek in a situation.

Highlighted Skills: Craft, Sneak, Influence

Loyal as They Come D8

- Gain 1 Plot Point when you roll a d4 instead of a d8
- Praise: Gain a plot point for following orders exactly.
- Above and Beyond: Spend 1 PP to throw yourself into danger for the sake of your cause and create a Complication against the opposite side.

Highlighted Skills: Survive, Perform, Focus

Signature Assests

Chemical Components D8

Neat and packaged in silvery foil.

- Detonate:** Stick these to an object you would like to have forcefully deconstructed.



Zarha Roux



Assets:

Army training - as an old member of the Independence, Zahra is skilled in weaponry (specifically guns). She can pick up any gun and use it expertly.

Physical prowess - she trains daily to maintain both strength and endurance.

Tough skin - Zahra keeps her cool under most situations, and it's hard to say something to her that would hurt her. She uses sarcasm as an emotional shield.

Flaws:

Stubbornness - she doesn't like compromise. Once she picks a side, it's hard to get her to change her mind, even if she's wrong.

Wants:

Respect - she gives respect where it is due, and she expects the same from others.

Companionship - she has trouble getting close to people, but she craves real relationships.

Personality:

Zahra respects people who can hold their own. She doesn't take crap from anyone, but she can take a joke and often partakes in dry sarcasm. Those that don't know her may take a while to warm up to her sense of humor.

History:

Zahra was born the daughter of two army parents. As a result, she grew up learning how to handle weapons, how to fight, and how to survive. Her parents often took her hunting on the outer planets.

When the war broke out between the Alliance and the Independence, she had just turned 18. Her parents joined the Independence and she followed suit, all serving under Colonel Wrightwell. The Battle of Serenity not only spelled the end of the war for the Independence, but also the end of her parents' lives in an explosion. Grief stricken about two losses in one day, she lived a solitary life as a weapons smuggler on the outer planets until Wrightwell contacted her about the Resurgence.

Role in the Resurgence:

She served under Wrightwell in the Independence, so she was a natural fit for the Resurgence. She has been serving as the weapons expert since the beginning and has been working tirelessly to build an impressive armory.

Thoughts about the crew:

She likes the Mal and Zoe due to their association with Wrightwell and the Independence. She's unsure about the rest of the crew, but respects Wrightwell's decision to keep them around. She has a fondness for Jayne, but she'd never admit it.

Beliefs:

Loyalty to the Resurgence trumps her personal morality because it means protecting the ideals her parents died for.

Attributes

Mental	8	Physical	10	Social	6
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Skills

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

Distinctions

Family Ties (Resurgence) D8

- Gain 1 Plot Point when you roll a d4 instead of a d8
- Family Gifts: When you create an asset or take a complication related to the Resurgence, step it up.
- Thicker than Water: Spend 1 PP and invoke a Resurgence member's name to reroll your dice.

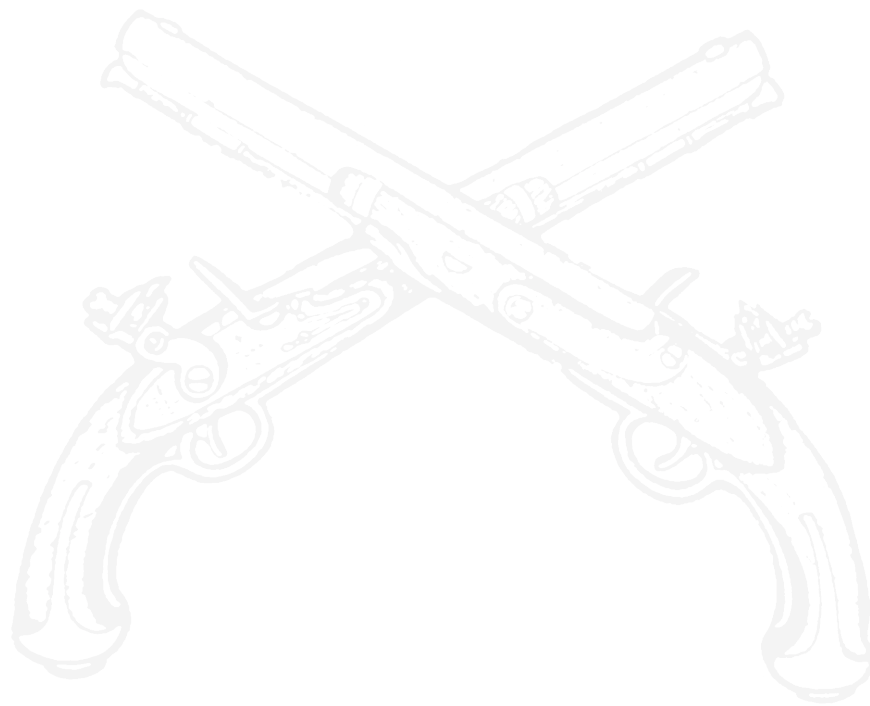
Highlighted Skills: Influence, Perform, Trick

Deadpan D8

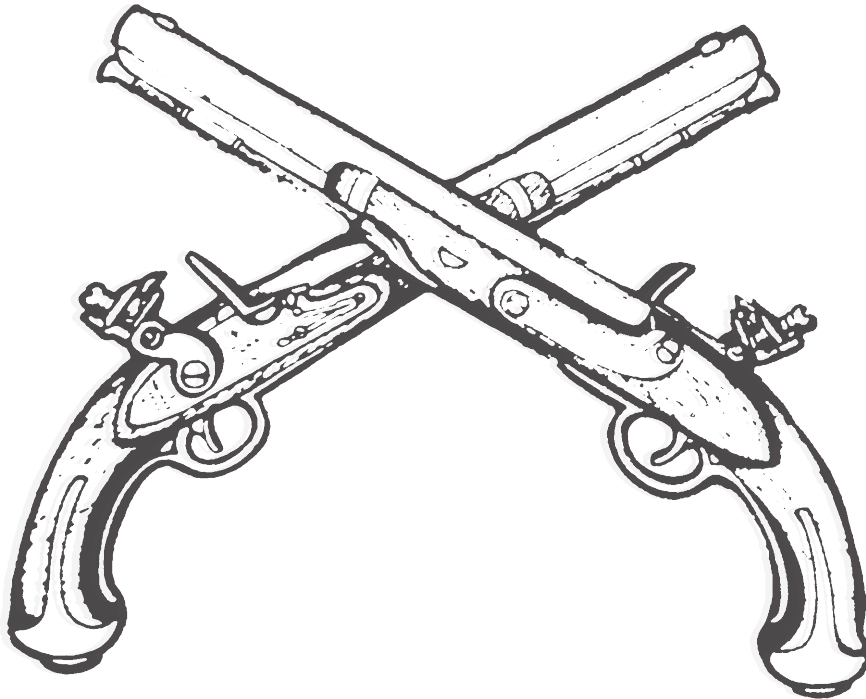
- Gain 1 Plot Point when you roll a d4 instead of a d8
- Sarcasm: Double Perform when you're trying to be funny around new people. After your roll, set up or create a social Complication on another person.
- Obnoxious: Gain 1 PP when you choose to disrupt, upset, or challenge the social order when you have the option to be polite.

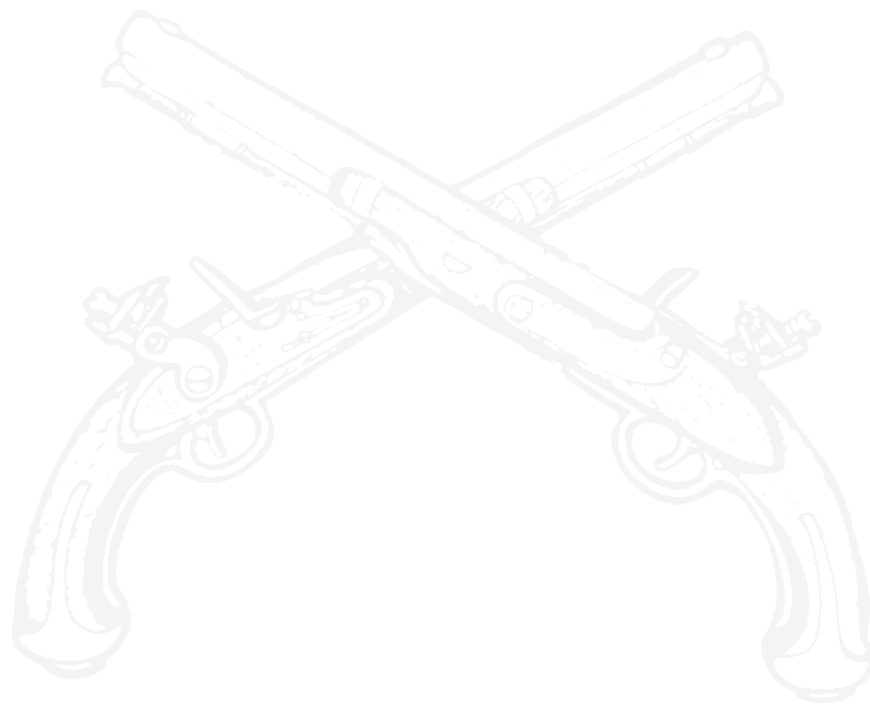
Highlighted Skills: Perform, Influence, Trick





MINOR CHARACTERS





Character Name

Inara Serra *

Description

As a registered Companion, Inara rents out one of the shuttles on Serenity. She helps the crew by using her Companion position to give the crew's actions an air of legitimacy when working on the Border Planets. A strict Buddhist with a strong will and keen intelligence, Inara is a force to be reckoned with when making decisions for the crew. She cares for every crew member, but is also a staunch believer in the Alliance and agrees with their mission. She cares deeply about Mal, but has not revealed that to him yet.



Attributes

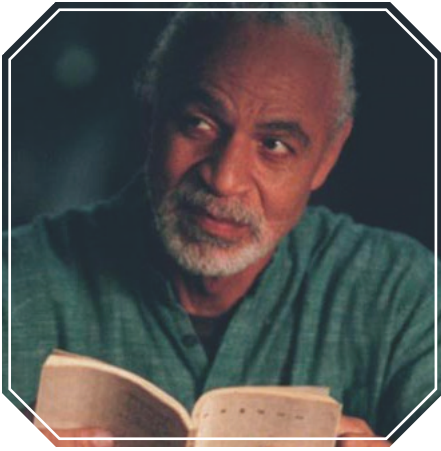
Mental	8	Physical	6	Social	10
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Skills

Craft	6	Ritual	Know	6	Diplomacy	Sneak	4
Drive	4		Labor	4		Survive	4
Fight	4		Move	4		Throw	4
Fix	4		Notice	6	Psychology	Treat	6
Fly	6	Shuttle	Operatate	6		Trick	6
Focus	6	Willpower	Perform	10			
Influence	10	Seduction	Shoot	4			



*see Firefly Role-Playing Game: Core Book for more information



Character Name

Shepherd Derrial Book *

Description

Shepherd Book is the moral compass for the crew, whether they want it or not. He's a peacemaker, wise and strong-willed and not the least judgmental. He's not afraid to stand up for what he believes in. Book is a mystery, he claims to hail from Southdown Abbey, on the planet Persephone, however he holds a mysterious influence over the Alliance. Don't let his calm demeanor fool ya, Book's quite handy with a gun and can more than hold his own in a fire fight.

Attributes

Mental	8	Physical	8	Social	8
--------	---	----------	---	--------	---

Skills

Craft	4	Know	8	Cultures of the 'Verse	Shoot	8	
Drive	4	Labor	4		Sneak	8	
Fight	10	Move	4		Survive	4	
Fix	4	Notice	4		Throw	4	
Fly	4	Operatate	4		Treat	8	Counseling
Focus	10	Perform	4		Trick	4	
Influence	8	Alliance					

Character Name

River Tam *

Description

River grew up alongside Simon on Osiris. While her older brother was smart, she was smarter. Her parents enrolled her in an elite Alliance-run Academy. Once there, River was isolated from her family and by the time Simon recovered River, the damage had been done. They had operated on her brain and even she's not fully aware of what was done to her. Her behavior is erratic and unpredictable. Thanks to Simon, the longer River stays with the crew the more time she has to heal.



Attributes

Mental	10	Physical	8	Social	6
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Skills

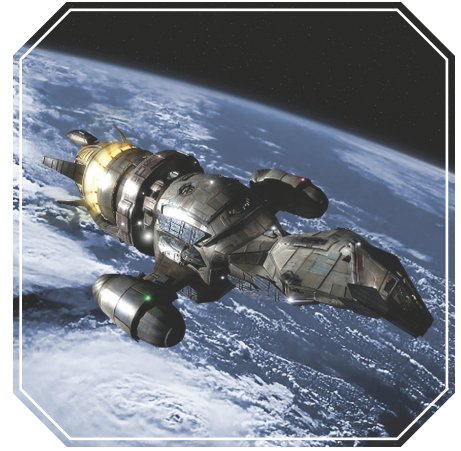
Craft	4	Know	10	Science	Sneak	8	Hiding
Drive	4	Labor	4		Survive	4	
Fight	4	Move	6		Throw	4	
Fix	6	Notice	12	Intuition	Treat	4	
Fly	4	Operatate	10		Trick	4	
Focus	6	Perform	6	Dance			
Influence	6	Shoot	4				

Character Name

Serenity *

Description

Firefly Class Transport D8 - Designed as a multi-purpose boat, this mid-bulk ship is extremely versatile and can be used as a salvager out in deep space or to haul passengers from one town to another. Though variations exist, all Firefly ships have the capacity to take off and land vertically and are engineered with certain fixed compartments: cargo hold, engine room, quarters, and bridge.

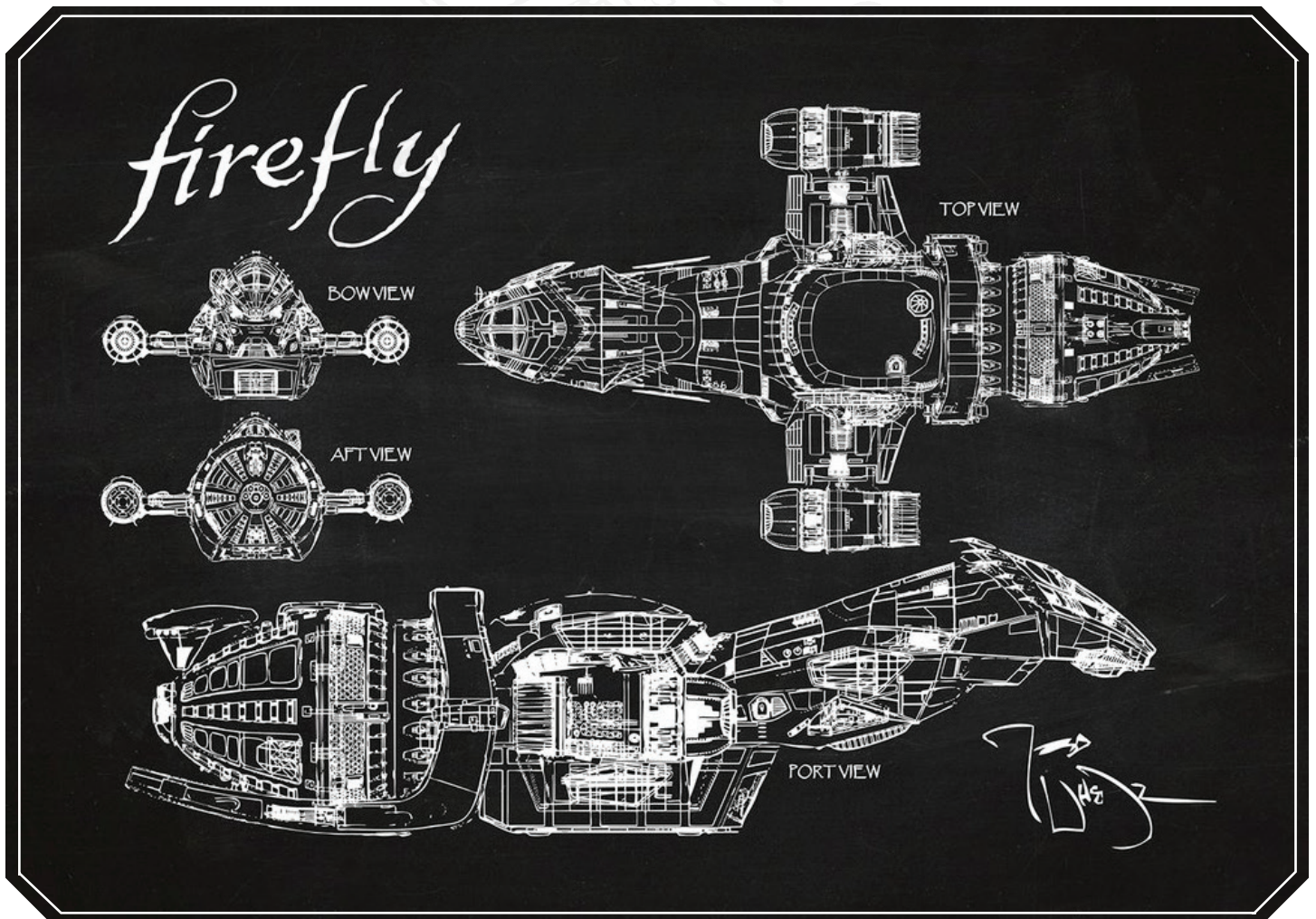


Attributes

Engine	8	Hull	8	Systems	6
--------	---	------	---	---------	---

Distinctions

- Gain 1 Plot Point when you roll a D4 instead of a D8
- Connected Operations:** When rolling to fix a ship's Complication, you may step up the difficulty die to fix two Complications at once. Step up any Complication that results from this roll.
- Everybody Has One:** When you create an Asset or take a Complication related to everybody knowing your kind of ship, step it up.



*see Firefly Role-Playing Game: Core Book for more information

Character Name

The Stranger

Description

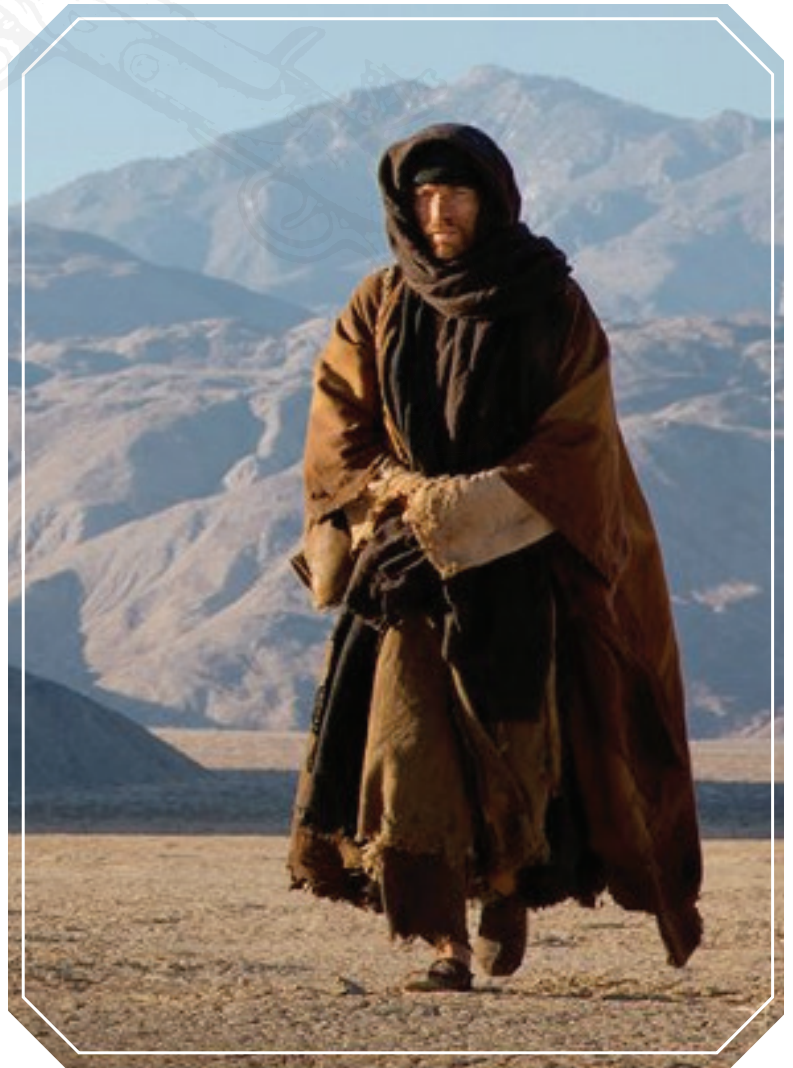
Cloaked in mystery and an abundance of cloth, and wrapped with a belt of silent bells, all we know is that the Resurgence uses him as a messenger of sorts. Even they're not really sure how he came to be in their employ.

Attributes

Mental	10	Physical	4	Social	6
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Skills

Craft	4	Know	8	Wisdom	Sneak	4
Drive	4	Labor	4		Survive	4
Fight	4	Move	4		Throw	4
Fix	6	Notice	8	Seeker	Treat	4
Fly	4	Operatate	6		Trick	4
Focus	8	Perform	4			
Influence	8	Mystery	Shoot	4		





Character Name

Alliance Captain

Description

Someone who left the idea of family and friends behind long ago. The Alliance has a hold of them, body and soul. Most of their focus, when it isn't on smoking out rebels and thieves, is on climbing up the ladder to power. They are ruthless in their pursuits, and don't pay much heed to kindness.

Attributes

Mental	8	Physical	10	Social	8
--------	---	----------	----	--------	---

Skills

Craft	4	Know	6	Sneak	6	
Drive	4	Labor	4	Survive	8	War
Fight	8	Move	4			Experience
Fix	4	Notice	8	Search	4	
Fly	4	Operatate	4	Throw	4	
Focus	8	Perform	4	Treat	4	
Influence	8	Shoot	8	Trick	4	

Alliance Members

Character Name

Alliance Soldier

Description

The worker ants of the Alliance. Most keen on shooting rebels and scavengers.



Attributes

Mental	8	Physical	8	Social	8
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Skills

Craft	4	Know	4	Sneak	6
Drive	4	Labor	4	Survive	6
Fight	6	Move	6	Throw	4
Fix	4	Notice	6	Search	4
Fly	4	Operatate	4	Treat	4
Focus	4	Perform	6	Trick	4
Influence	6	Shoot	8	Rifles	



Character Name

Resurgence Officer

Description

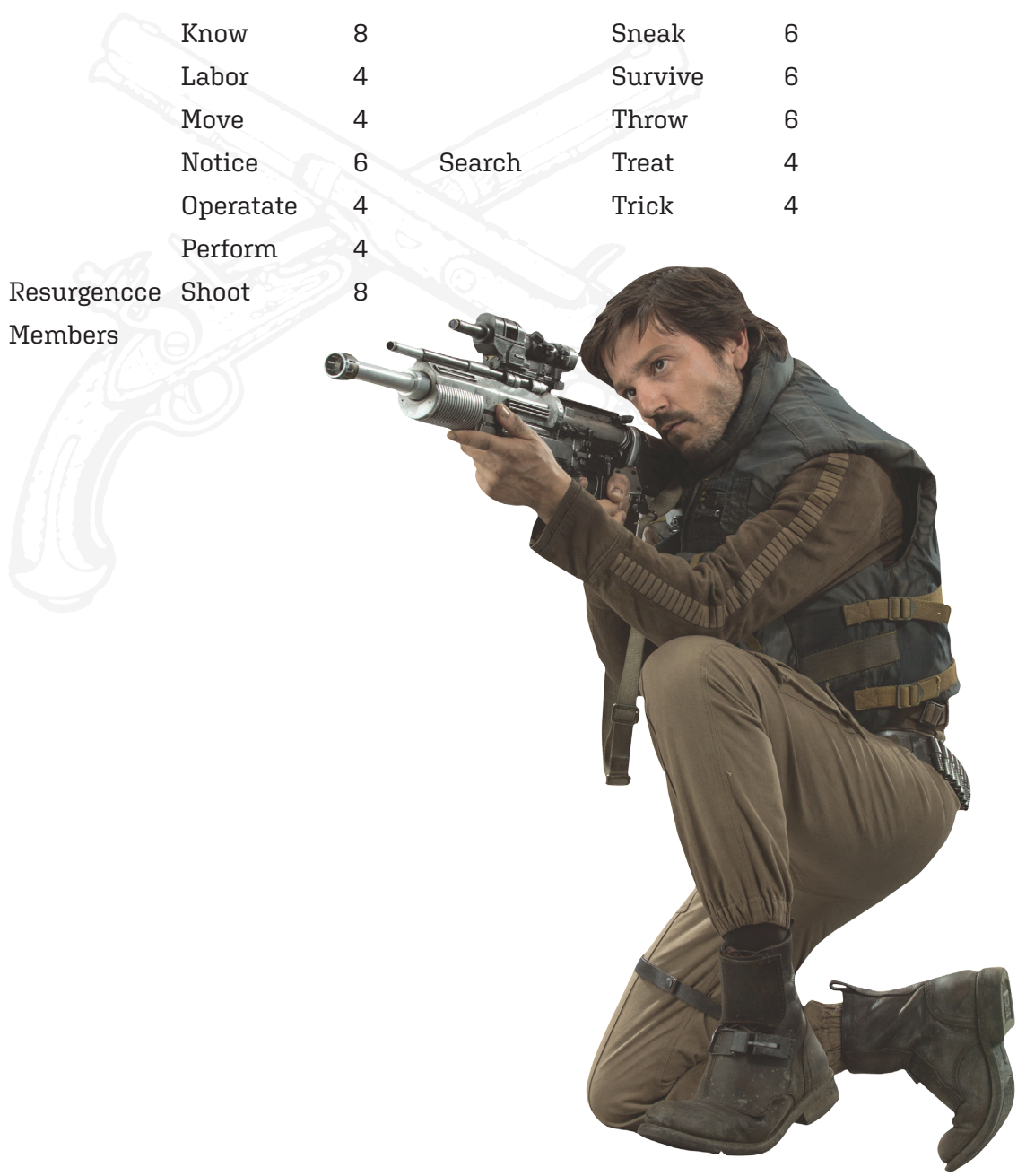
Resurgence Officers run a small squad of Resurgence Goons. As a commanding officer, they have influence over the simple soldier. Most officers are extremely loyal to the Resurgence and Wrightwell tries to know each one personally. Their highest priority is the cause.

Attributes

Mental	8	Physical	6	Social	8
--------	---	----------	---	--------	---

Skills

Craft	4	Know	8	Sneak	6
Drive	4	Labor	4	Survive	6
Fight	6	Move	4	Throw	6
Fix	4	Notice	6	Search	4
Fly	4	Operatate	4	Trick	4
Focus	8	Perform	4		
Influence	10	Resurgencce Members	Shoot		8



Character Name

Resurgence Engineer

Description

Resurgence engineers are the driving force behind giving the Resurgence the ships the cause needs. Doing everything from fixing up old ships to equipping ships with weapon capabilities, there isn't a part of the Resurgence fleet that the engineers have not had their hands in. Most understand the basics of any ship that comes in. As long as these engineers are given ships to work on and an engine room to stay in, they will do whatever is necessary for the Resurgence cause.



Attributes

Mental	10	Physical	8	Social	6
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Skills

Craft	8	Know	6	Perform	4		
Drive	8	Labor	4	Shoot	4		
Fight	4	Move	4	Sneak	4		
Fix	8	Engines	Notice	6	Ship	Survive	4
Fly	8				Malfuctions	Throw	6
Focus	6	Operatate	6	Ship	Treat	4	
Influence	4			Technology	Trick	4	

Character Name

Resurgence Pilot

Description

Most Resurgence pilots come from humble beginnings. They believe that all someone needed was a belief in something and honest hard work. They're good pilots, not the best, but good, and they follows orders. They fully believe in the Resurgence cause. They seeks change and believe wholeheartedly in Wrightwell's vision of freedom and independence.



Attributes

Mental	8	Physical	10	Social	8
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Skills

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



Character Name

Resurgence Scientist

Description

Resurgence Scientist are a vital part of the Resurgence operation. They help inventing new ways of preservation as well as research diseases and cures. William Noi is the head Resurgence scientist, he oversees all research, however these scientists are unaware of his dark and mysterious ways. [See William Noi Character Sheet for more information]

Attributes

Mental	8	Physical	4	Social	6
--------	---	----------	---	--------	---

Skills

Craft	8	Know	8	Chemistry	Shoot	4
Drive	4	Labor	4		Sneak	4
Fight	4	Move	4		Survive	4
Fix	6	Notice	8	Data	Throw	4
Fly	4			Collection	Treat	8
Focus	8	Operatate	6		Trick	4
Influence	6	Perform	4			

Character Name

Resurgence Grunt

Description

Resurgence Grunts are the standard footsoldiers of the Resurgence. As low-ranking soldiers, they are only told what is needed to complete a mission and are unlikely to have any information on the planning stages of any mission. The average member is extremely loyal to the Resurgence and will not waiver, no matter the circumstances. They will lay their lives down for the greater good and the Resurgence's cause.



Attributes

Mental	6	Physical	10	Social	6
--------	---	----------	----	--------	---

Skills

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

Character Name

Mayor Summer Day

Description

Summer is the Mayor of the town of Westray on Iris, so she prefers to be called Mayor Day. She's an empathetic person who truly cares about the people she was elected to represent, but she ain't stupid - she knows the Alliance lacks respect for her sleepy little town so far in the outer ring of planets. She is amiable, straightforward, and sharp-witted, as a leader should be in her book.



Attributes

Mental	8	Physical	6	Social	10
--------	---	----------	---	--------	----

Skills

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





Character Name

Iris Townfolk

Description

The townfolk here are simple, but honest and accommodating. Their speech is twangy but sweet, and it's obvious they don't have much book learnin', but they know a bit about life on this planet in particular. They're used to doing things themselves and don't complain about doing physical labor, like helping to unload the food that the Firefly crew has brought them.

Attributes

Mental	6	Physical	8	Social	8
--------	---	----------	---	--------	---

Skills

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

Character Name

Iris Miners

Description

The Miners on Iris are well respected by the rest of the townfolk. They do a hard job, working 10 to 14 hour days to make sure the town has enough to trade with nearby planets. Mining the only way this small planet survives. Miners are often dirty and tired, but are often still accommodating despite this.



Attributes

Mental	6	Physical	10	Social	6
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Skills

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

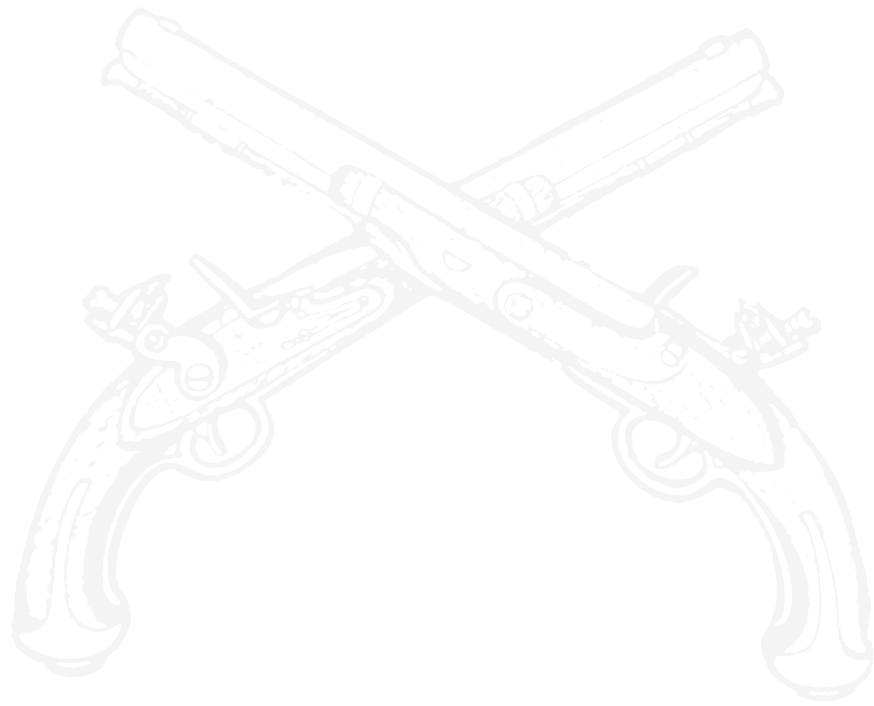
Character Name Generator

Resurgence Member

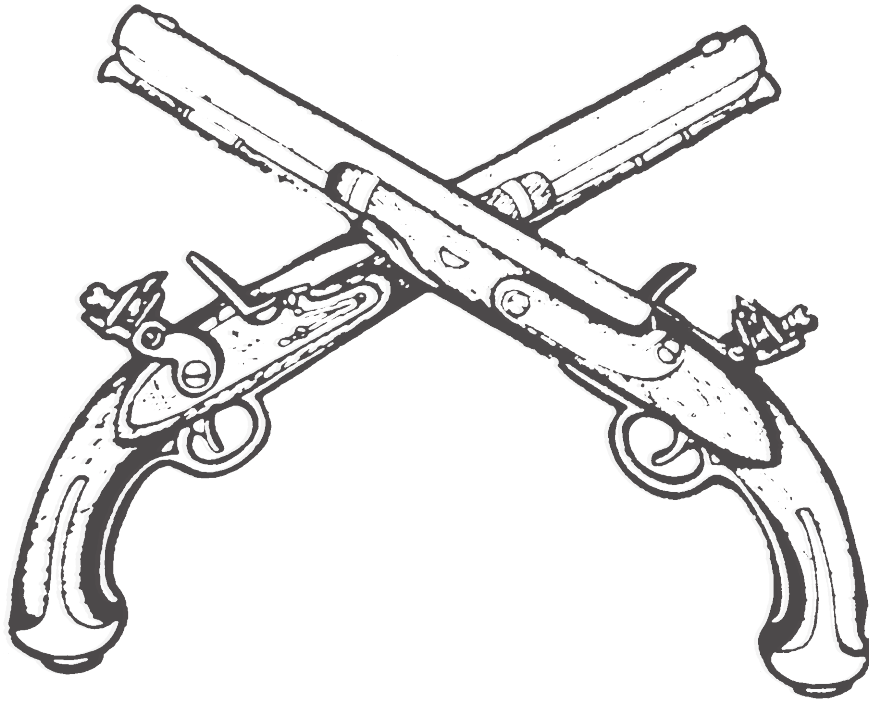
	Male	Female	Family Name
1	Sherman	Chow	Sullivan
2	Russel	Chun	Skinner
3	Seymour	Fung	Richards
4	Ambrose	Hua	Puckett
5	Billy	Jun	Nicholson
6	Cole	Lee	Mucklebreed
7	Cassidy	Lian	Michaels
8	Clarence	Mei	McCoy
9	Elijah	Shun	McGee
10	Gus	Ting	McDonnell
11	Hank	Wen	Lewis
12	Jesse	Yan	Kaine
13	Luke	Yu	Smith
14	Owen	Abigail	Brown
15	Sam	Ada	Lee
16	Travis	Charlotte	Wilson
17	Zeke	Daisy	Taylor
18	Bai	Ellie	Davis
19	Chang	Hannah	Lee
20	Chao	Hattie	Harris
21	Chen	Judith	Clark
22	Hai	Maybelle	Young
23	Han	Nelly	Adams
24	Tony	Charlise	Miller

Iris Townfolk

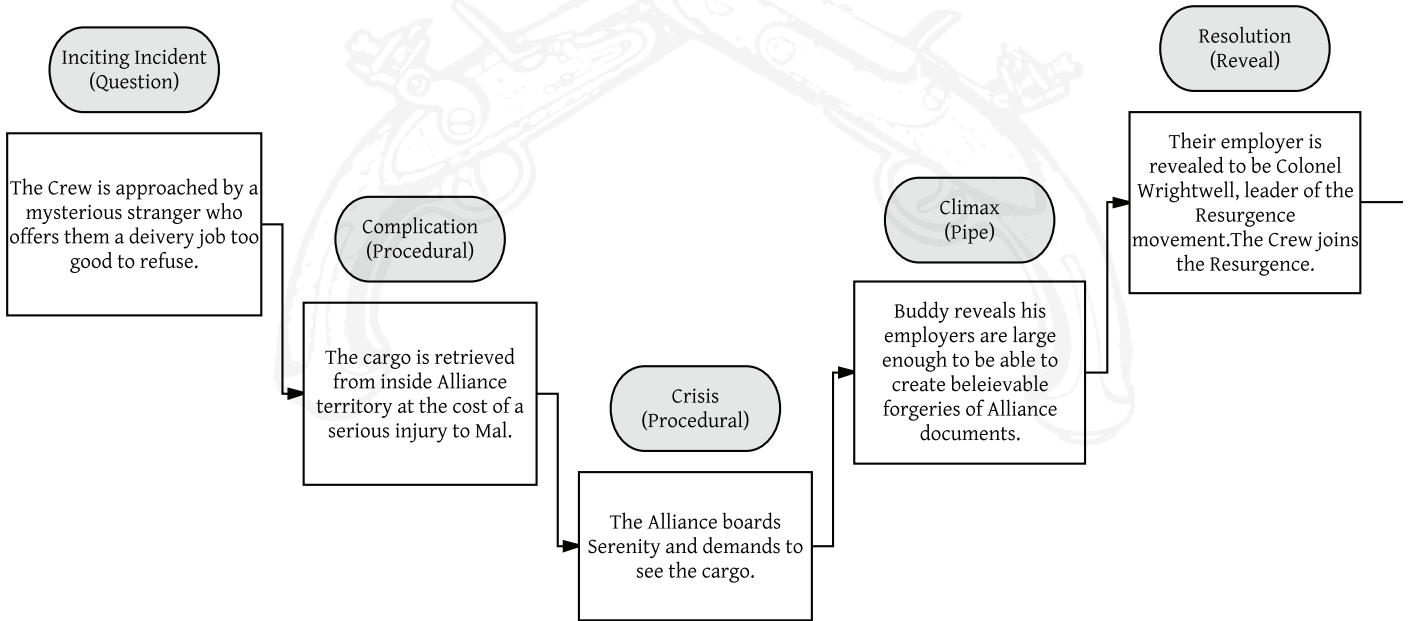
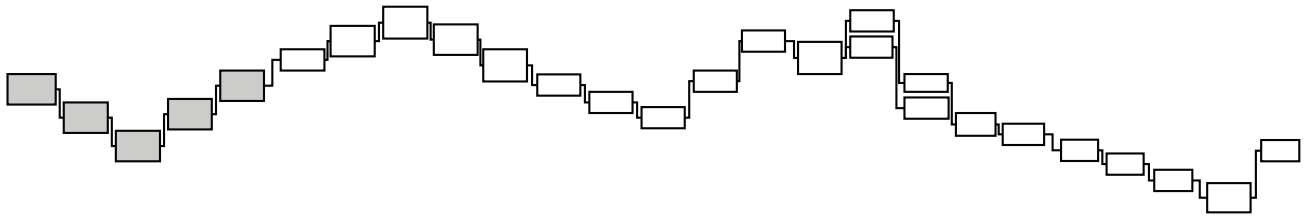
	Male	Female	Family Name
1	Earnest	Chastity	Oakley
2	Felix	Charity	Masterson
3	Lucky	Clemency	Starr
4	Clem	Mercy	Courtright
5	Mick	Temperance	Doolin
6	Sully	Constance	Picket
7	Cal	Hope	Bart
8	Judd	Grace	Ketchum
9	Ned	Faith	Dalton
10	Theo	Honor	Ford
11	Charlie	Cornelia	Cody
12	Gus	Sissy	Cannary
13	Jeb	Maggie	Madsen
14	Ray	Abby	Allison
15	Hal	Frankie	Young
16	Nat	Poppy	Douglas
17	Ty	Penny	Borne
18	Will	Tessie	Horner
19	Sam	Nellie	McJunkin
20	Kit	Tillie	Clanton
21	Jack	Sadie	Ware
22	Andy	Lulu	Hardin
23	Chet	Aggie	Greene
24	Blair	Ruby	Auburne



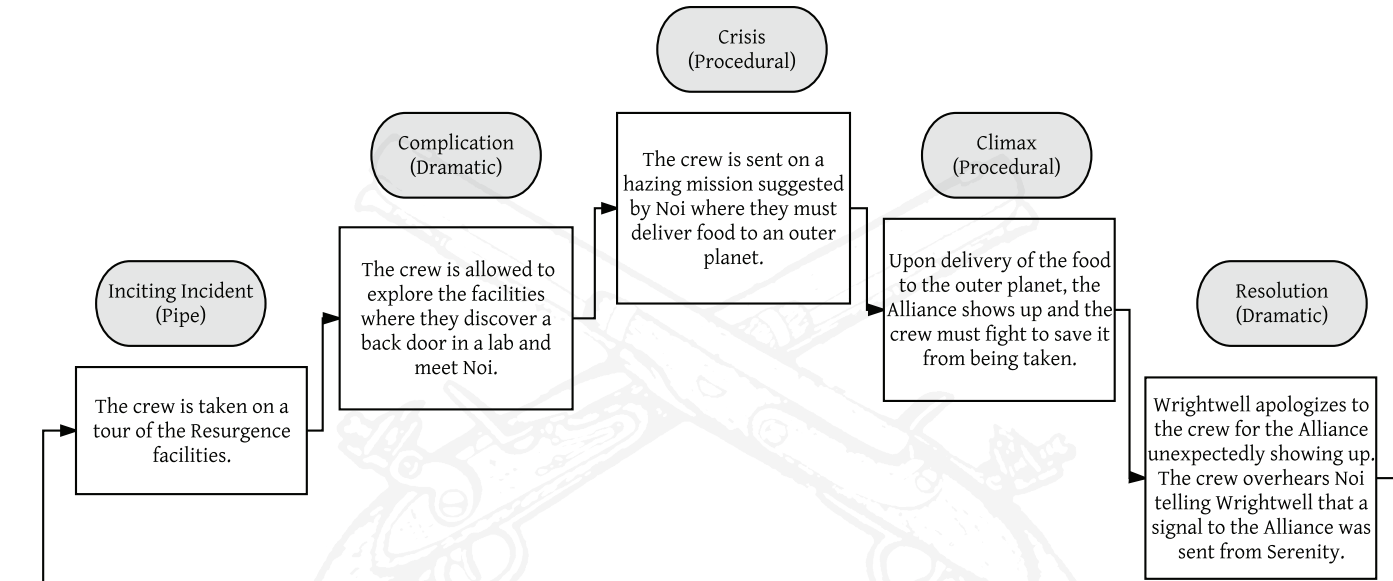
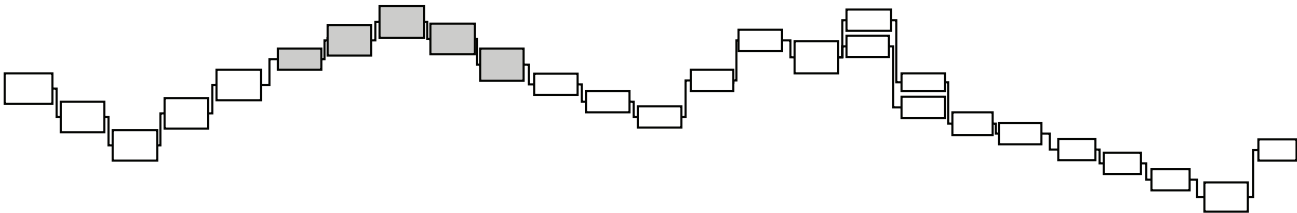
STEP OUTLINE



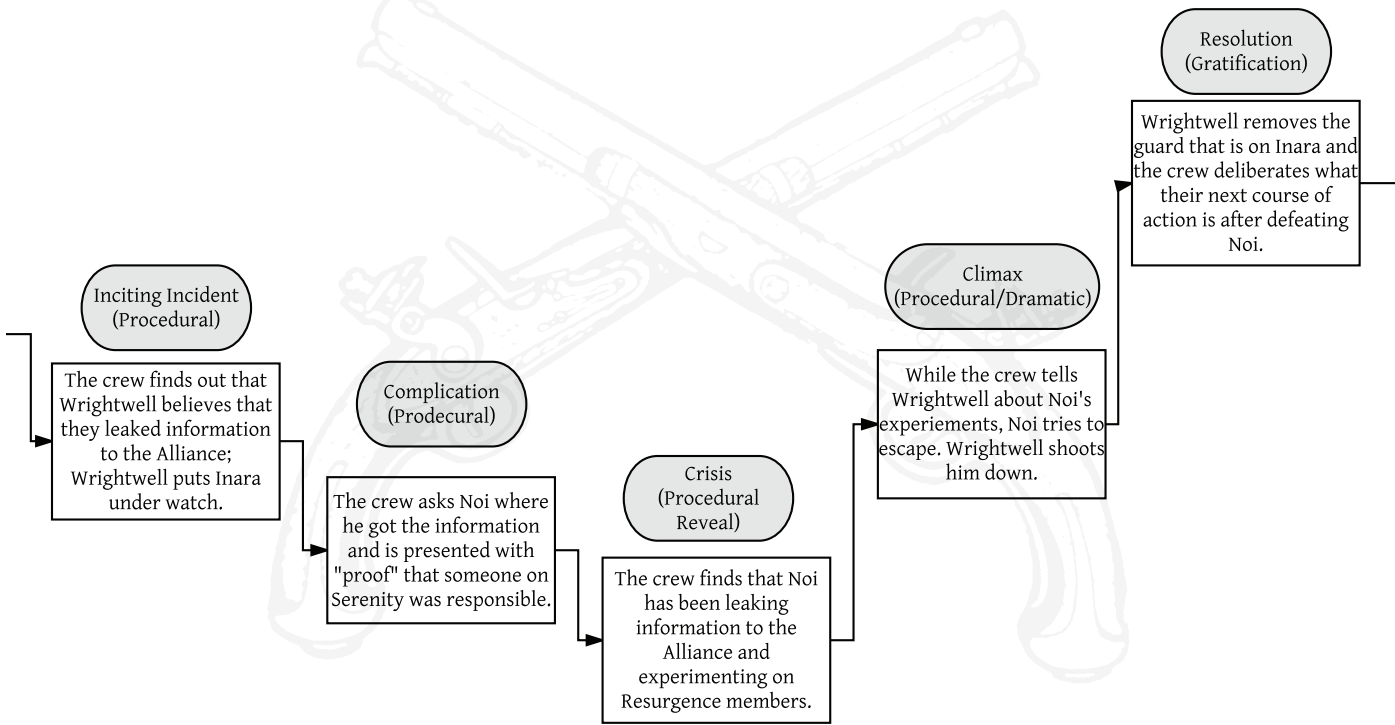
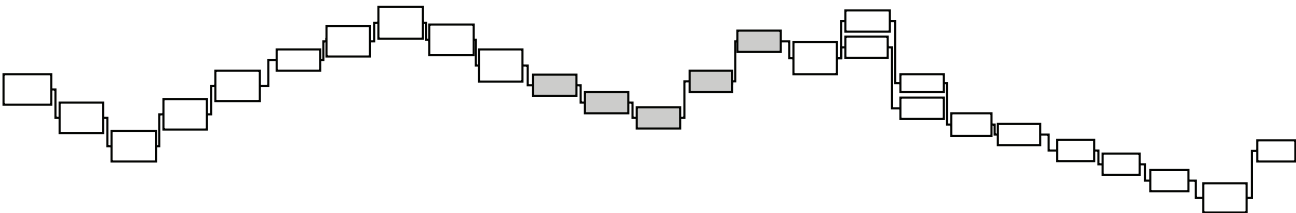
ACT I
An Offer too Shiny to Refuse



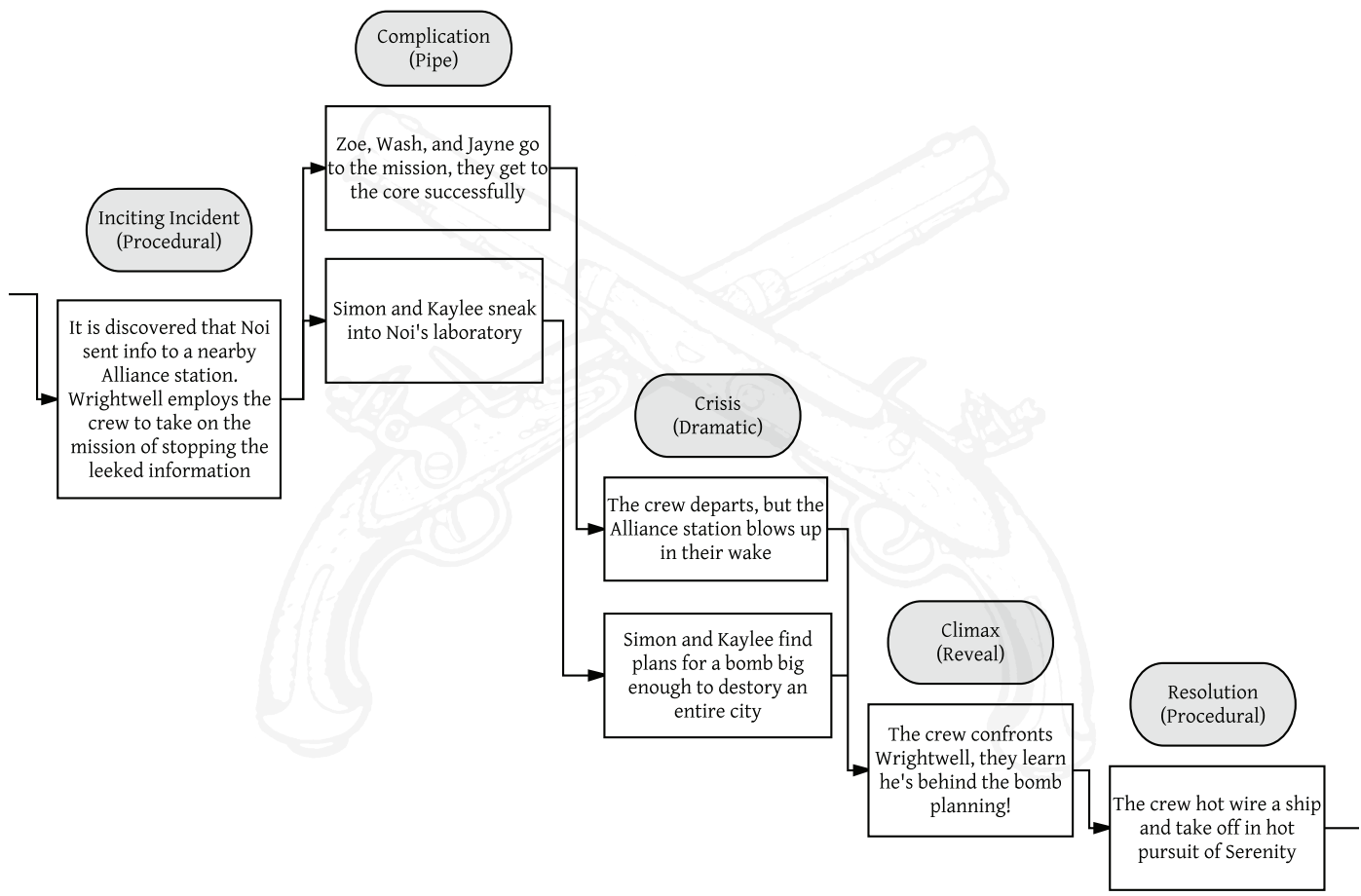
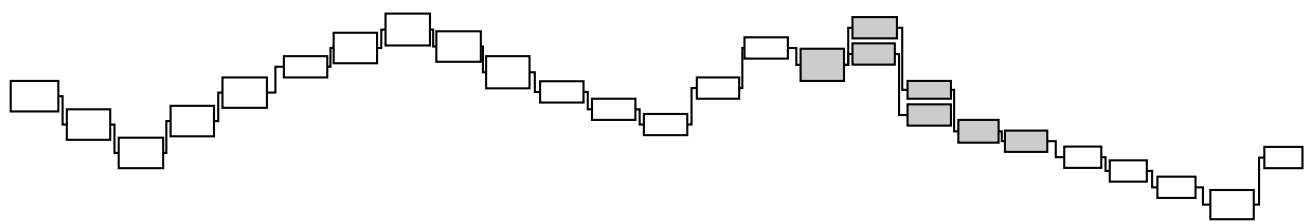
ACT II
Independence Reborn



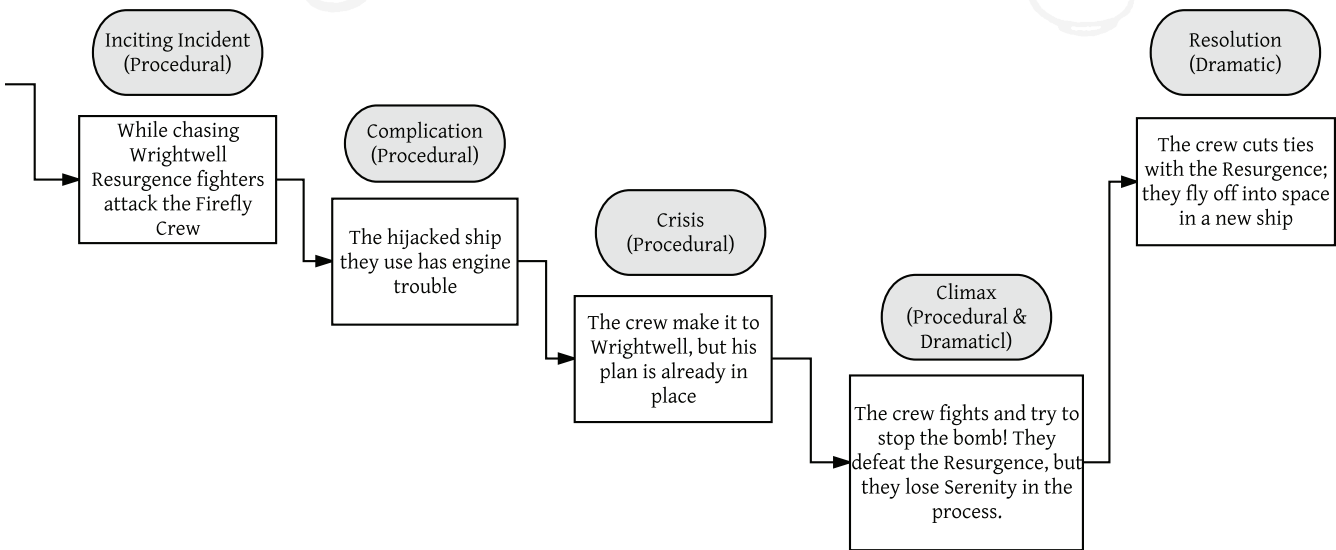
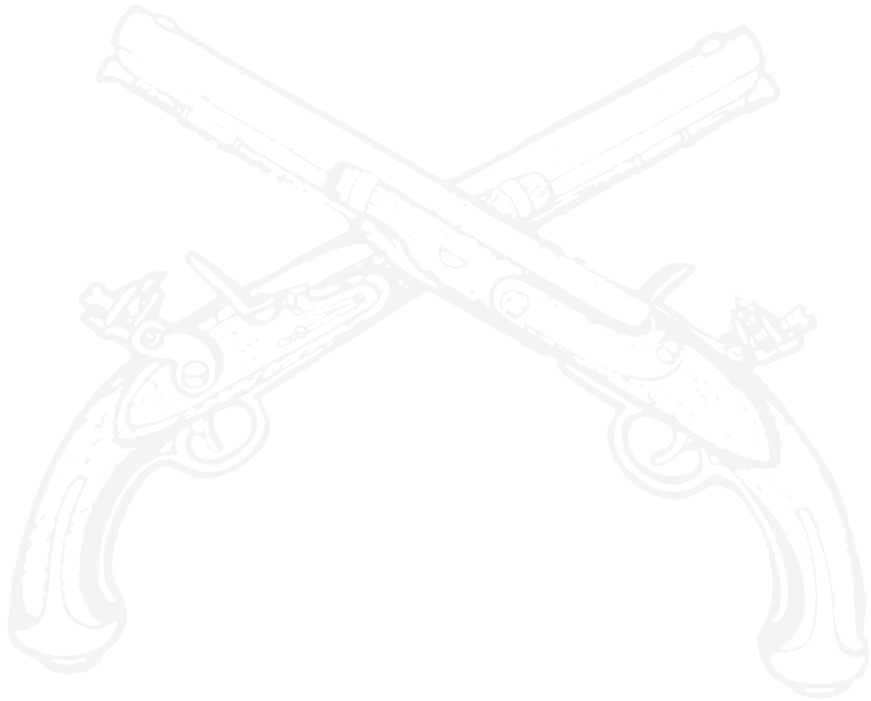
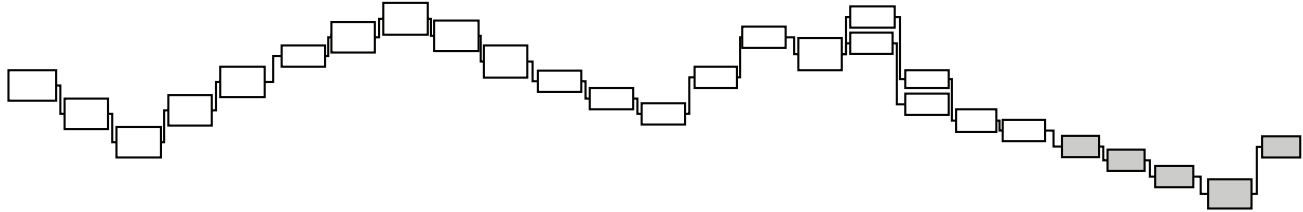
ACT III
Hidden Truths



ACT IV
Out with a Bang



ACT V
Serenity



Step Outline

Act I - An Offer too Shiney to Refuse

Find the job

- While docked at Persephone, a mysterious person approaches the player characters and Mal with a delivery/escort job.
- The stranger offers them a ridiculous amount of money for the completion of the job and tosses in half the coin up front.
- The PC's and Mal ultimately agree to do the job, they get the instructions from the mystery man and take off.

Do the job

- The crew arrives on a planet just on the edge of Alliance power. They need to locate Buddy to retrieve him and the cargo and take off as soon as possible.
- Buddy appears at the rendezvous point. Unfortunately, he does not arrive with the cargo.
- Jayne, Mal, Simon, and Zoe head in with Buddy to retrieve the cargo from within the city, where he hid it.
- Buddy takes them through a series of alleyways to a warehouse. There he uncovers a surprisingly small box and hands it over to Jayne.
- As they move to make their way back, they encounter and repel a troop of Alliance soldiers.
- Buddy is lost in the confusion of the battle.
- The players and Mal elect to continue on and hope the boy manages to find his way back on his own.
- Lucky Surprise! Buddy rushes to meet them at the end of an adjacent alley, apologizing as he panicked and ran without thinking.
- Unlucky Surprise! An explosion erupts from the alley Buddy emerged from just as Buddy finishes explaining himself.
- Mal is injured by the blast.
- The crew runs back to Serenity in a race against a series of explosions.
- They make it back to Serenity. Serenity flies off unhindered.

On the ship

- The cargo is stowed out in the open as Buddy insists, rather than in the hidden compartment on board.
- Simon sees to Mal's wound, which is more serious than first thought.
- The PC's interrogate Buddy, who gets defensive and reveals nothing.
- Wash picks up a blip on his map - an Alliance ship is hailing them to board without explanation.
- The Crew prepares to receive the Alliance on board, and Buddy refuses to hide.
- Buddy deters the Alliance members with forgeries of legal documentation.
- After the Alliance leaves, Buddy reveals that his employers are very influential.
- Buddy confesses to being responsible for the explosion that hurt Mal and apologizes.
- Mal's condition worsens.

Meet Colonel Wrightwell

- The crew lands just before a mountain range. A figure advances forward.
- As the figure comes into view, Mal faints as Zoe catches him. Both get a flashback.
- The flashback reveals that the identity of the figure and their employer is Colonel Wrightwell, former Independence General and old friend to Mal and Zoe.
- Wrightwell insists that the crew follow him in order to get Mal medical treatment..
- Wrightwell reveals that he's leading a rebellion called the Resurgence, and that their base is hidden within the mountain in front of them.
- The crew follows Wrightwell and joins the Resurgence.

Act II - Independence Reborn

Introduction to the Resurgence

- The crew is taken on a tour of the Resurgence facilities. They are shown a small aircraft hangar (where Serenity has since been moved) filled with some small fighter and cargo ships, a cafeteria, their bunk rooms, the weapons hanger, a training facility, and the research center and infirmary.
- The tour comes to an end, and Wrightwell pays the crew for a job well done. More will be coming once they start doing more jobs for the Resurgence. Most of the crew is excited by this prospect.
- Inara tells to Zoe that she's not excited about being part of the Resurgence. She wasn't part of the old Independence (in fact, she supported the Alliance). Not to mention, how will she get work? Inara agrees to stay only if she can still stay in her shuttle on the ship.

What is the Resurgence?

- The party splits to explore the facilities.
 - Punish Buddy - they find Buddy on desk duty in the training facility because he messed up with the explosions.
 - Jayne has a field day in the armory and makes a new friend, Zahra. She mentions a few crew members going missing on missions lately.
 - Zoe and the Colonel get drinks/catch up/bond. They discuss Mal's situation.
 - Wash and Kaylee check out the ships in the hangar and help to repair Serenity.
 - Inara can be found by Mal's side in the infirmary if players choose to look there. She was just stopping by quickly to check on his condition and leaves.
 - Simon and River go to the research facility. At the research center they discover a back door and meet William Noi.
 - Even if the splits don't happen this way, the only thing that will move the plot forward is investigating the research facility. If River is not present, William Noi will ask a question about her offhandedly.

The Hazing Mission

- After their first night staying at the Resurgence base, Colonel Wrightwell approaches the crew about their first job as members of the Resurgence (a test to see if they're trustworthy). The crew will be delivering food stolen from the Alliance to Iris, newly preserved using Noi's preservation methods. The crew accepts the job, which will happen tomorrow.

- The crew helps to pack the ship with the food. Zarha helps. Zoe agrees to a small deviation in the path to Iris to accommodate work that Inara has lined up on a nearby planet. William Noi goes onto the ship for one last check of the cargo.
- Mal wakes up before the crew leaves, and they have a chance to apprise him of the Resurgence and the mission. He seems excited by the recent happenings. Colonel Wrightwell is there to say hello. Mal again drops out of consciousness.

Surprise, the Alliance!

- The next morning, the crew takes off in Serenity. As was planned, part way there Inara flies off on her shuttle. The rest of the way to Iris is smooth sailing.
- Just as the crew is about to finish their delivery to Iris and leave, an Alliance ship is spotted on the horizon. The crew can choose to flee or stay and fight the Alliance once they land. If they leave, only about 5% of the food will be salvaged; otherwise, 20% will be salvaged. If the crew chose to stay and fight, the inhabitants will thank the players and their reward will be higher.
- On the way back Inara will rejoin the crew as planned. They players will have a chance to role-play about their decisions.
- The Seeds of Disloyalty
- When the crew returns, Colonel Wrightwell greets them. He apologizes about the run-in with the Alliance - he had no idea they had known about their mission. If the crew decided to stay and fight he commends them. He gives them their payment. Noi appears and Colonel Wrightwell walks off with him. Any suspicious crew members can stealthily follow them.
- Inside Colonel Wrightwell's office, Noi shows him evidence from Serenity's logs that a transmission was sent to the Alliance before their arrival at the planet, proving their intent to double-cross the Resurgence. The transmission came from Inara's shuttle, but he thinks the whole crew was complicit.

Act III - Hidden Truths

Who Betrayed the Resurgence?

- The members of the Firefly crew talk about the allegations against them, partly with confusion. They come to the conclusion that there was a mistake and that no one on the crew sent this transmission that Noi was telling Wrightwell of.
- While they are discussing the situation, Wrightwell comes in and tells them that Inara must be put under watch, since he was given information that she may have betrayed them.
- The Proof is in the Papers
- The crew members go to the research facility to ask Noi how he got the information about the transmission. They see Noi coming in and out of the back door. Upon hearing them, he slams the back door closed with what seems like haste/guilt. He turns around and asks what's going on.
- The players ask Noi how he got the information and Noi plays it cool. He give the crew paper "proof" of Inara's message.
- Optional: Players can go back and speak to Inara again after the confrontation with Noi. If they ask her, she will insist that she was not the one who sent the transmission. The players find found the doctor's explanation in the research facility to be strange, so they go back and confirm if there really was a transmission from Serenity.

Exploring the Secret Lab

- The players go back to the research facility to find some answers. Noi is nowhere to be seen, so they proceed to check out the back door lab. The crew discovers a door puzzle on the door to the back lab and have to figure out how to unlock it.
- Once the door is open, the crew enters and starts looking for an explanation. On one side of the room, they find a desk covered in papers detailing things that Noi has done for the Resurgence, including:
 - Findings pertaining to his original mind control research, technology that was also used by Blue Sun Corp. at the Academy.
 - A notebook logging current research that Noi is doing, showing experimentation on MIA Resurgence member that were really taken by Noi to continue his research.
 - Transmissions that have been sent to the Alliance, leaking information about the Resurgence. At the same time, they find the transmission sent from Serenity, but find that it was sent at a time when no one was on board.
- Having seen all this evidence that makes Noi a not-so-loyal Resurgence member, the crew takes the papers and decides to bring the evidence to Wrightwell to figure out what is happening.

Wrightwell vs. Noi

- Having obtained information on Noi, the crew delivers it to Wrightwell, who is surprised and angry at what they find.
- Meanwhile, Noi goes back to his lab to find out that he's been had and determines that this is the best time to make his escape. He gathers his research and sneaks into the hangar and onto a ship.
- Wrightwell gets in contact with Noi over the comm system, demanding an explanation for his actions while he is trying to escape. Noi stalls for time by monologuing about why he did what he did. Perceptive players can hear that Noi is a little bit out of breath when he is doing this.
- Wrightwell hears the sound of the hangar door being opened while Noi is talking. Enraged and feeling betrayed, Wrightwell rushes out and, manning the stationary guns on the base, shoots down the ship.

Good Job, Team

- Wrightwell brushes off the killing maybe a little too easily. Afterwards, he asks the crew to bring him to the back door lab. If the players object, Wrightwell will order them to bring him there since "the safety of everyone in the Resurgence is at risk."
- Wrightwell thanks them and tells them to stay put at the base until he can figure out what is happening. He's visibly upset at Noi's betrayal and says he will be in touch after he finds out how much the Resurgence is compromised.
- Wrightwell also apologizes to the crew for suspecting Inara and calls off the guards that have been watching her.
- The crew is glad that the Noi issue is resolved, but Simon in particular still feels like something is wrong and wants to go back to the lab and look around more.

Act IV - Out with a Bang

Departure and Intrigue

- Wrightwell approaches the Firefly crew, he needs the crew's help on the mission, but there are only three seats available. Zoe, Wash, and Jayne decide to go. Simon and Kaylee stay behind. The party will be split for the next few sequences, the action will be cut between both groups, similarly to a commercial break on a TV show.
- Wrightwell briefs Zoe, Wash, and Jayne on the mission.
- Meanwhile, Simon and Kaylee try to somehow get into Noi's quarters.
- Simon and Kaylee continue to the lab, where there are two guards standing outside the locked door. Kaylee creates a minor mechanical failure and the guard leaves to investigate. Kaylee and Simon enter Noi's lab as the action cuts.

Learning Curve

- Zoe, Wash, and Jayne are en route to the Alliance space station. They land shortly and the crew departs alongside the Resurgence troops.
- Simon and Kaylee hear footsteps as two people approach the room they're in. The guards opens the door, unlocks a drawer and withdraws a bottle of aged whisky. They close the door and leave Simon and Kaylee alone again. The investigation continues.
- Meanwhile, the retrieval crew successfully get the info they need. The facility is blown up, which leaves the crew uneasy, they speculate on what just happened, and decide to ask Wrightwell about it once they arrive back on base.
- Simon and Kaylee discover plans for a bomb. They're shocked and decide to go to Wrightwell with the information they found.

The Bomb

- The Firefly crew reconvenes and the information accumulated between the two groups is finally shared. They come to the conclusion that they assisted in the delivering explosive materials, and unknowingly aided in the creating of a city destroying bomb
- The crew immediately head out, in search for Wrightwell.
- They find Wrightwell in his private quarters, he explains the situation. The Resurgence is going to bomb a large Alliance city to send a message to the Alliance once and for all.
- Players can evaluate the effectiveness of Wrightwell words. If they aren't propelled into stopping the bomb, it is revealed that it is strapped to Serenity, giving the players no choice but to go after Wrightwell.

Follow that Ship

- The players rush out of Wrightwell's office to see Serenity flying away. Looking around, they spot a Resurgence ship, it's fueled up and ready for flight.
- The crew fight some Resurgence goons and hot wire the ship
- The crew hop on the ship and fly off.
- However, the Resurgence is ready for them, Wash has to pull some tricky maneuvers to avoid being shot.

Act V - Serenity

Serenity comes into view.

- Mal and the crew fight resurgence fighters as they chase after Serenity.
- The crew have to get used to flying this unfamiliar ship.
- Wash maneuvers while Mal, Zoe, and Jayne shoot at the attacking fighters.
- They destroy the fighters. Jayne's resurgence friend is killed.
- Kaylee works the engine of the new ship thrusting forward toward Serenity.
- They almost catch up when the engine stops working.

The Engines stop working

- Kaylee assesses the damage. They're stuck.
- The crew feel lost.
- Kaylee finds a solution to work the engine.
- Kaylee, Wash, and the crew prepare for a jerry-rigged solution.
- Using their combined skills, the process works and they continue on their way to Serenity and the Resurgence operation.

Is it Too Late? The Warehouse

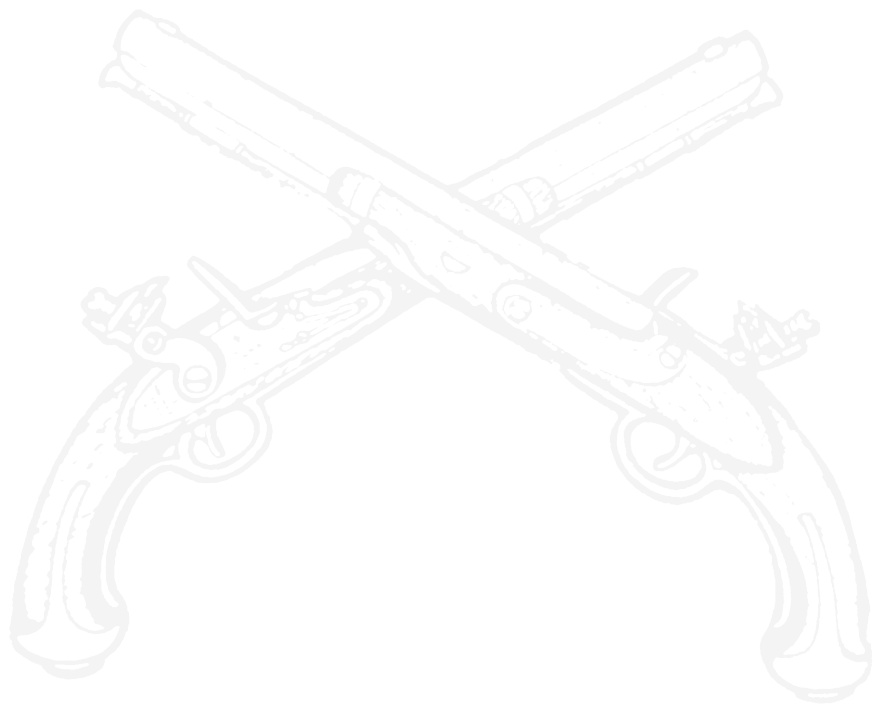
- The crew make it to the Alliance world.
- They find that Wrightwell has already begun the operation.
- Mal and crew have the element of surprise since Wrightwell didn't believe they could ever make it on time with the damage done to their ship.
- The crew needs to get past Wrightwell's tight security, and they try to. Mal goes after Wrightwell. The rest of the crew try to get Serenity out.
- The Big Shoot Out. Mal fights Wrightwell while the crew fight the soldiers on Serenity.
- PC's have to decide to save a crew member or save Serenity.

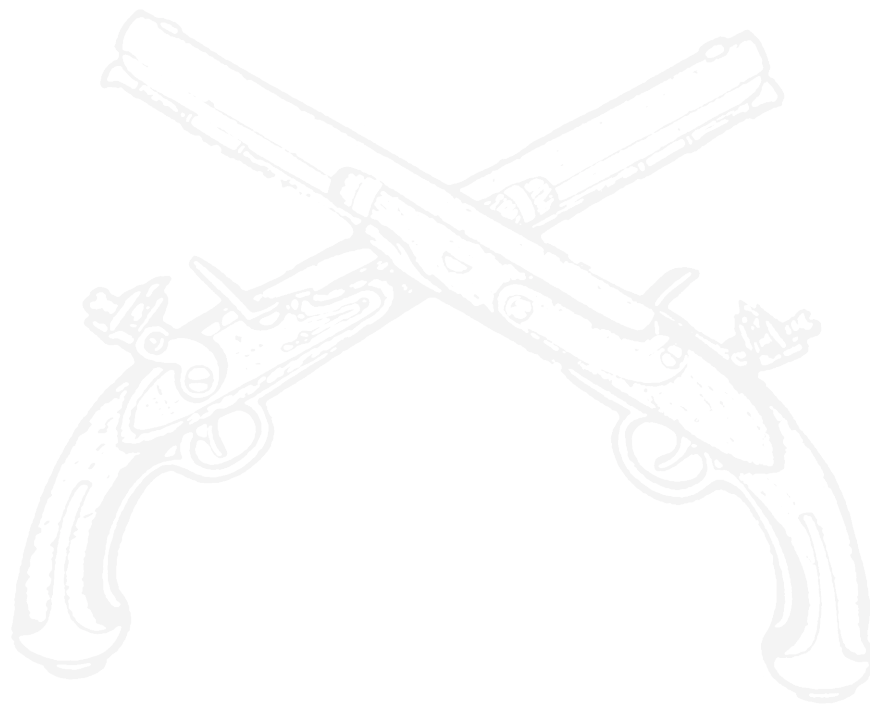
Tough Goodbye

- Twist, the crew realize the bomb is part of Serenity and it's actually connected to her core.
- The crew realize there is not time to stop the countdown. Serenity's core will blow.
- Wash autopilots Serenity off planet and it explodes.
- Due to all the commotion, an Alliance Cruiser is alerted and is on approach.

New Ship

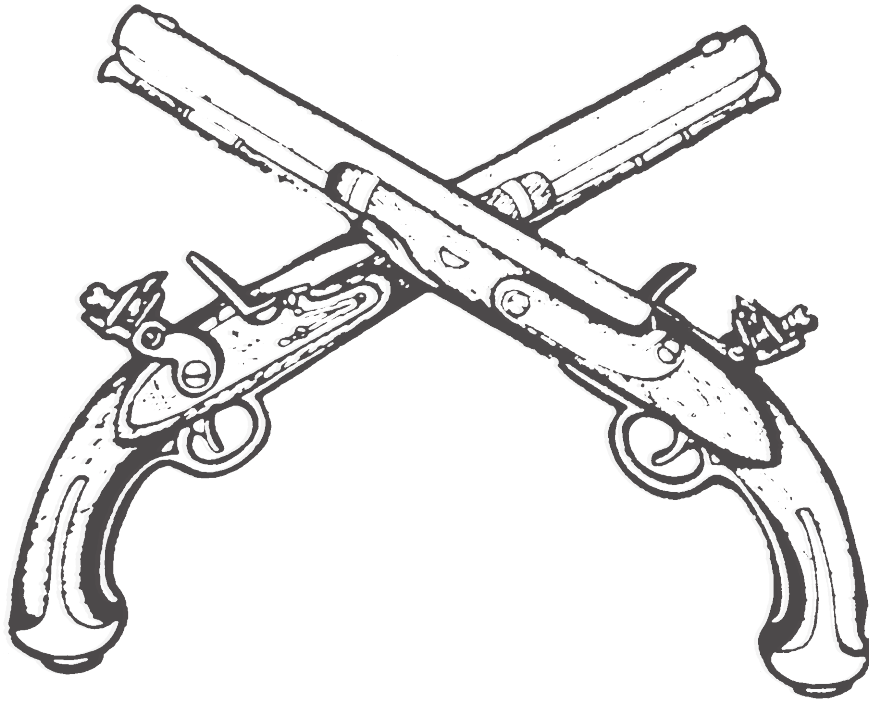
- The crew find a new ship, one of Wrightwell's.
- Under time constraints the crew barely make it past the Alliance cruiser without detection.
- The crew bond, and realize this new ship is not Serenity, but it might now be their new home.





ACT I:

An Offer too Shiny to Refuse





In the case of our story, the players are preparing to ship out for a small delivery job from Badger that they had already accepted, but will not be paid for until it is successfully carried out.

The Stranger himself is not actively attempting to **Sneak** up on the players. While it is at the liberty of the GM to decide how high of a roll the players need to successfully **Notice** him, it should be fairly low.

Inciting Incident: The Offer

Our players (Zoe, Wash, Kaylee, Simon, and Jayne) find themselves docked at Persephone, a planet orbiting the Protostar Lux in the White Sun System. Those players familiar with Firefly will know that Persephone, while technically under Alliance rule, is still home to a large slum population. One can find themselves amidst high society or a den of thieves just as easy on Persephone, making it a tantalizing place for finding jobs and getting paid for 'em. It's up to the GM to decide which of these categories our players fit into, as what matters is they're just finishing up whatever it was they were doing when a hunched figure begins to approach them. [Neutral]

He is covered head to toe in layers of dusty cloth, and only his eyes are visible. Tied around his waist is a string of bells that have no chime. They sway silently around his belt. The players can roll to **Notice** if they catch this fella giving them eye, or if he takes them by surprise. Depending on the outcome, players can take all manner of unfriendly stances on the man, but in the case of our story they decide with their numbers that any threat the stranger poses is minimal. They wait on him until he stands right in their circle, before he pulls down the cloth covering his face and announces that he heard this crew is a

trustworthy one for transporting people and cargo. He wants to offer our players a job. And he's willing to pay every member their weight in platinum if they agree. The job itself is simple, pick up the cargo and its caretaker on one of the planets just within Alliance territory (like Persephone), take the cargo and its caretaker to a planet in the Outer Ring, drop the cargo and the caretaker. Profit. If players are suspicious of a deal too good to be true (as they should be), the stranger will offer to pay half up front, with the rest to be given on delivery by the waiting party. It is an offer far too shiny to refuse. (Up)

Upon accepting the man's offer, he gives them the coordinates of the pickup and drop points, the name of the man they'll be picking up (Buddy), and half the platinum as promised. It is enough money already to make heads spin. As soon as the deal is done, the stranger disappears without a trace into the bustling crowd. The crew packs up and ships off. (Up)

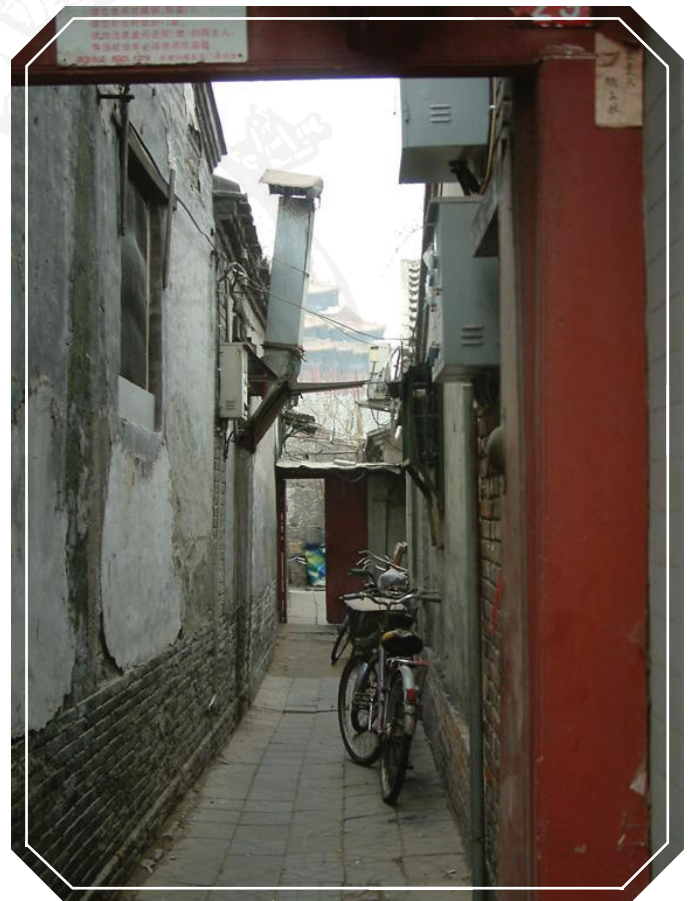
Complication: The Pick Up

Upon landing, the Serenity Crew meets Buddy at the Rendezvous point. He looks as though a stiff breeze could bowl his scrawny figure over, and he can't seem to stop fiddling with his hands. Nowhere near, around, or on him looks to be anything resembling cargo. That's because he doesn't have the cargo with him, he will explain. But he hid it in a safe place just within the city. He will require some assistance in moving it. This means of course, that whoever goes to retrieve the cargo will need to be wary of the Alliance forces on patrol. Though weak and short staffed, they still pose a threat. Mal, annoyed with what appears to be an astonishing lack of foresight on Buddy's part, questions him as to why or how he could have thought storing his contraband within city limits was a smart thing to do. Buddy has no answer. (Down)

Jayne proposes taking off with their half of the platinum and leaving Buddy and their strange benefactor to fend for themselves, which Mal deflects out of principle. They're criminals, not crooks. The crew doesn't accept payment for a job and then not follow through. Plus, Kaylee would really like the job to go on so she can save up to buy new parts for Serenity. Buddy does his best to assure everyone that retrieving the cargo will not be nearly as problematic as they think.

Those players who are initially against taking the job will need to roll **Influence** against the **Focus** of those players who aren't. After the Stranger offers half the payment, the GM should have Mal use his **Influence/Leadership** to make an executive decision.

If some players see fit to ask about the job they've now elected to drop in favor of this one, Mal will snarkily say something along the lines that jilting Badger is the morally correct thing to do. And besides, the old crook was likely to stiff them anyway. They leave the original cargo sitting sadly in the dust behind them.



Jayne rolls **Influence** against Kaylee's **Focus**. If he wins Mal rolls **Leadership** against Jayne's **Focus**.

Players will only encounter an Alliance soldier if they roll a 1 or lower on **Sneak**. Additionally, some players will just want to charge in and not bother with sneaking around. Buddy will strongly encourage that they don't do this, but if players are obstinate, feel free to throw a few Alliance soldiers at them along the way, and up the ante for **Complications**.

Eventually, Mal, Jayne, Simon, Wash, and Kayley agree to follow Buddy to pick up the cargo. (Up)

Buddy will lead the crew initially through a series of winding back alleys. Players will need to **Sneak** around in anticipation for at least one encounter with Alliance soldiers. Should they make it through unmolested, they will find themselves in an abandoned warehouse not too far from the edge of town. It is a relief that Buddy did not think to hide the cargo further in. (Up)



The boy strides in and lifts the corner of a small tarp. To everyone's surprise, he lifts it not to reveal the crate underneath, but a suitcase on top of it. He handles it easily, and hands it off to Simon. Why on earth did Buddy need help moving something so small? Did he just want protection? That's what he'll use as his excuse in any case. The kid is jittery from what the party has observed thus far, so it isn't hard to believe. Mal and Zoe are seriously contemplating the cost/benefit of having to look after such a character

on the job. Regardless, they have what they came here for. [Up]

The party members take back to the alleys, only to be unfortunately faced with a larger crowd of Alliance soldiers than they had encountered previously. The once empty alleys are beginning to swarm with activity. Conflict is unavoidable, and depending on how well the players roll the number of Alliance on the team that intercepts them can range from five to ten. The Alliance officers seem worn and nervous enough to be trigger happy. If the players comply at the command to halt, a sudden movement on Buddy's part causes a hysteric Alliance soldier to draw his gun and start the firefight. If the players attempt to run, the result is more or less the same. In the chaos of the fight, the players lose track of Buddy. [Down]

The players can choose to go back and search for him, but in this route Mal and Jayne have grown sufficiently annoyed with this interloper, and the rest are content to continue forward in the hopes that Buddy may catch up to them later. The kid seemed to know his way around, and they'd probably just get lost looking for him. [Down]

In a surprisingly lucky turn of events, Buddy rushes to meet them from an adjacent alleyway as the party nears the edge of the city once more. His mouth is running a mile a minute, apologizing, saying he panicked at seeing the Alliance and ran without direction. Players here could look at Buddy and see if they Notice anything off. In the case of our tale, with fairly ok rolls, he looks out of breath and jittery as usual. What our players don't know is he just planted explosives around some Alliance sentry stations. Buddy was not lost. Perhaps with higher rolls players would have noticed dark dustings on his fingertips, or a smudge on his face that wasn't there before. [Up]

Mal has never regretted picking up a passenger more, except for maybe the initial stages of harboring Simon and River. He will perhaps regret it even more as an explosion surges out from the alleyway that Buddy emerged from moments before. Players will need to **Move** to escape the blast, as Buddy is able to finesse a dive to the side. Regardless of how anyone else did, Mal was not quick enough to avoid the blast that launches him into the opposite wall nor the shrapnel that scrapes out a good portion of his side.

Players roll **Sneak** once more to see how well they evade the majority of Alliance troops. The GM can take the average of the rolls, taking into account the maximum roll for each player's die. The lower the score, the more Alliance attention they attract.

If players choose to go back and search for Buddy, they will need to roll to **Notice** any clues about his whereabouts. Rolls that are too low are unsuccessful and will amount to a waste of time, as well as another chance to encounter more Alliance soldiers. If they roll really well they can find Buddy hurriedly closing what looks like a small toolkit, a couple alleyways back the way they came. Average rolls should give players a chance to find him, like they hear a noise coming down one alleyway but it could just be a stray cat. The wrong decision amounts to the same consequence as the failed roll in this scenario.



Complications can be something along the lines of another player getting caught in the blast and breaking a limb, or someone's weapon getting damaged.

He is unconscious, and Buddy is frantic. He says they have to get out of there before that blast draws any Alliance troops in their direction. Wash and Jayne hurriedly scoop up their fallen captain as the rest of the crew members make a break for Serenity. Players need to roll **Move** here to run away quickly. Success means an unmolested getaway, failure will mean some **Complications** down the line. [Down]

They make it the rest of the way to Serenity without further obstacles, and Mal is rushed to the infirmary by Jayne and Simon, who does his best to tend to Mal's wounds. Meanwhile Zoe and Wash talk briefly about whether or not flying out without Alliance detection or detainment will be of any trouble. As it happens, right as the crew is about to take off, a series of small explosions erupt behind them in the city. A glance in Buddy's direction will award a player with an expression of relief etched deeply on his face. Alliance attention will be conveniently held away from them now. Serenity takes off with everyone and the cargo on board and more or less intact.[Up]

Crisis: Prepare to be Boarded

On board the ship, Buddy insists that the cargo need not be hidden. In fact, he seems reluctant to part with it after re-acquiring it from Simon. He holds the suitcase close to his person, cradling it like a child. Zoe, swiftly losing her patience and weighing whether or not this cowardly loose cannon is actually worth the risk to transport, begins pressing Buddy for more information about what exactly the crew is transporting. The injury of Mal was a complication no one was suspecting, and the circumstances surrounding the events that led up to that injury are incredibly suspicious. So though Buddy remains tight lipped, the other crew members join in the interrogation. But Buddy is getting defensive. [Down]

However before things can get too heated, Wash receives a ping on one of the monitors. They are being hailed by an Alliance ship, and it is requesting to board. It does not specify why. Mal emerges from the infirmary with an anxious Simon hovering behind him, unhappy that his patient should be up and about even in a crisis situation. The players are only given 3 story beats to decide how they wish to proceed. In our case, Simon and River are hurriedly hidden in their

Players will be rolling **Influence** against Buddy's **Focus** here, but as Buddy is particularly tight lipped at this current point in time, if players succeed Buddy can in turn use his **Poor Kid Distinction** in order to **Influence** the players to leave him alone.

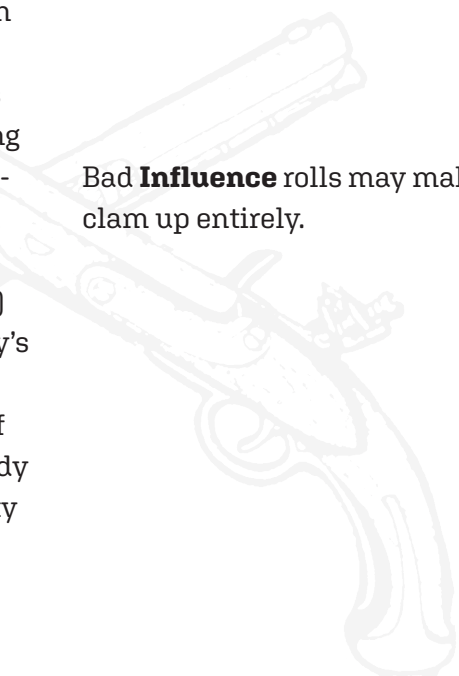
This is a **Timed Sequence** in which the entire crew is only allotted 3 actions. The story beats are spent as follows: 1. Hiding Simon and River 2. Taking up defensive positions 3. Attempting to convince Buddy to hide the cargo.

bunks, Jayne and Zoe take position in case of a fire-fight. Kaylee, Wash, and Book, take up positions near the exit of the cargo hold. Mal stands front and center, ever the “accommodating” captain (though he sways a little unsteadily on his feet). They are going to bet that they were not flagged, and that they were not targeted in particular. They are betting that this is some sort of random search. However, despite the urging of Kaylee and Jayne’s **Intimidation**, Buddy refuses to move from the cargo hold and stands right next to Mal. He still refuses to hide the cargo. In a furious whisper argument, he insists that he knows what he’s doing. The cargo doors open before anyone can make an attempt to force him to move. A group of ten Alliance soldiers march in, headed by one commander. The commander orders her troops to disperse and search the cargo hold, informing the players, when pushed, that the Alliance is conducting mandatory searches of every cargo ship passing through the area. Pushing further, and pushing their luck with **Influence**, players are able to get her to reveal that the searches are due to sparks of organized anti-Alliance activity, as well as the theft of valuable chemical goods. [Down]

Inevitably, they demand to look inside Buddy’s suitcase. He complies almost too willingly. Inside are small square packages in foil wrapping, on top of which are a stack of official looking paperwork. Buddy hands this to the commander with an air of authority that coming off of him is nearly comedic. The commander reads through these papers, returns them with a sneer, and commands her troops to return to the ship. [Up]

Buddy is elated, and more vulnerable to **Influence** with his inflated ego. He reveals that the people he works for are large enough to have easy access to some very convincing forgeries (in reference to the documents). Everyone is relieved, but also unnerved, by the encounter. Zoe and Jayne, Mal now included, are still not satisfied with the answers Buddy gave them and continue to interrogate him and cut his ego back down to size. Finally, Kayley interjects, and with surprising insight (a good **Know** roll) asks Buddy whether or not he was the one responsible for all of those explosions in the city. [Up]

While Buddy tries to dodge the question at first, he is inevitably worn down. He admits that yes,



Bad **Influence** rolls may make the commander clam up entirely.

Buddy will no longer be focused on pretending to be meek, so he can no longer use **Poor Kid**.



*Messenger bag in this column

in an effort to ensure their easy escape and distract Alliance attention, Buddy slipped off in the midst of their escape to plant, small, altogether harmless explosives around the city limits in order to distract Alliance attention. The one that went off and injured Mal was the last one he'd planted, and was supposed to be the last one to go off. He isn't sure what went wrong, but it was never his intention to harm Mal or anyone else on the crew. Why would he try to harm the people that are supposed to lift him off the planet? He also insists that he did this on his own, without orders from his superiors. He admits that he wanted to go above and beyond the original plan to truly prove himself to his employers, but he messed up. He doesn't want the Firefly Crew to think badly of his boss. Simon asks Buddy if he had considered what would happen to any civilians that may have gotten caught up in the explosions. Buddy falters, and admits that he was only really thinking about the success of the mission without regard to collateral damage. The Firefly Crew are more uneasy than ever about this mission, but they are curious to find what's next. After all, the only thing left to do is drop off the pain-in-the-neck and the cargo before they get their massive paycheck. While everyone goes their separate ways to settle in for the journey, Simon ushers Mal back to the infirmary and insists he lie down. [Down]

Climax: The Surprise Guest

The coordinates lead to a seemingly empty, desolate planet on the Outer Ring. It looks like a giant dirt clod floating in space, incapable of supporting any life. The planet, Hestia, was a failed colonization attempt, and remnants of half-terraformed buildings and equipment remain scattered here and there. Buddy directs them to a scrap of land just before a range of craggy mountains. [Neutral]

Yet upon arrival, as the cargo doors open and stir up a cloud of dust, figures begin to materialize in the haze. Buddy rushes out to greet them, and hands off the suitcase to one of the figures, who vanishes swiftly into the dust storm once again. Still another figure approaches the players as Buddy stands at attention. The heat and the dust beat at the players faces and bodies, and unfortunately our dashing captain is looking deathly pale, even as he works to fix his

face into the bartering mask he composes conducting deals. Zoe can roll to see if she **Knows** the face in the fog, but if she doesn't Mal will, just before he passes out and we go into a **Flashback**.(Up)

We see a battlefield being choked in smoke. The sand is layered in rust colored patches and littered with the bodies of Brown Coats. The noise is indescribable and overwhelming. The whole world looks as though it is on fire. In the midst of it all stands (as much as they are able) a small group of soldiers, and among them, we see the faces of Zoe and Mal. The soldiers face a singular silhouette cutting against the chaos. His eyes burn with the same intensity as the flames that lick at the terrain. As these eyes fix onto the faces Zoe and Mal, the man they belong to speaks only three words. "Stand your ground."(Up)

After Zoe rolls to **Know** if she recognizes the face in the fog, regardless of success, the GM informs her that she has the opportunity to create a **Knowledge Asset** and spend that asset on a **Flashback**, which is exactly what occurs in our story.



It's Colonel Wrightwell, once one of the most respected leaders in the Independence. Whom Zoe and Mal just so happened to serve under in the war and greatly respect. Who was also thought to be dead. Unlike in the flashback, he has only one eye, the other socket occupied with a fixed patch. He also has a prosthetic in the place of his left arm. As he emerges like a mirage from the storm, he rushes forward to help Zoe support the collapsing Mal's weight, and insists

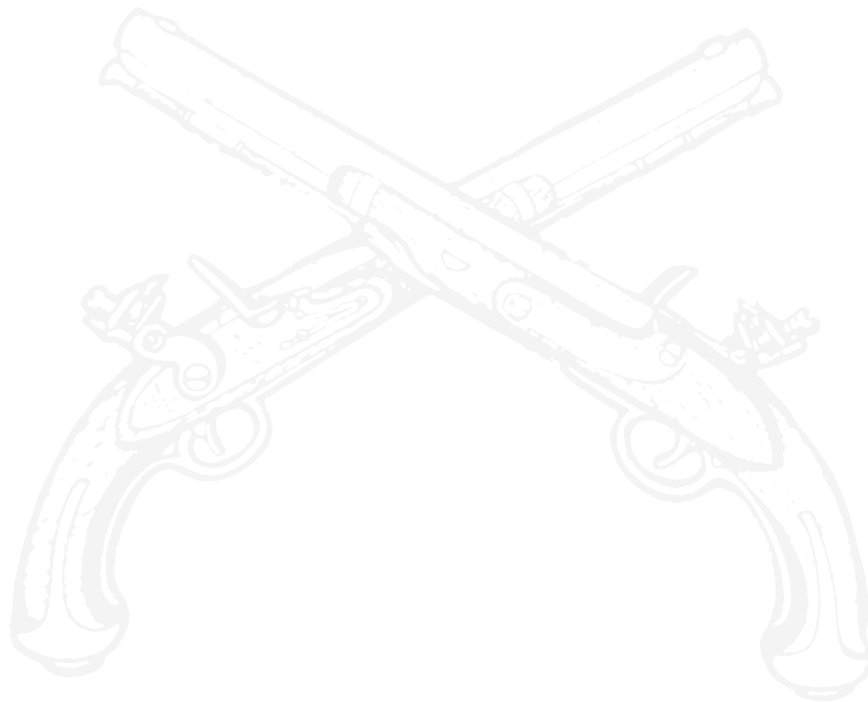
that the rest of the players and crew follow him. They have a medical facility inside that's more sufficiently stocked than one can be on a cargo ship. As this occurs Zoe hurriedly tries to explain how she knows the man to the rest of the crew, all the while more people pour out of the dust and begin climbing up the ramp of the cargo hold into Serenity. (Down)

Kaylee and Wash try to stop the interlopers before they can reach the hold, and Wrightwell finally hands Mal off to a group of three people in medical gear. Wrightwell turns to address the group. He first calls out to Kaylee and Wash, saying that his friends only wish to move Serenity into the cargo bay within their base. Zoe asks what he means by "base", and with a knowing smile Wrightwell explains that he has spent years planning and building for something that will ultimately take down the Alliance once and for all. A resurgence of the Independence movement. The Resurgence. As the smoke of Serenity's landing finally begins to clear, the mountains the crew landed in front of come more clearly into view. The figures previously shrouded in dust can now be seen making their way to the base of one mountain and disappearing through an unseen opening. (Up)



Resolution: The First Big Choice

The final leg of the Act has the Colonel, long thought dead, plead with the party for help. He tells them that he has spent years planning and building for something that will ultimately take down the Alliance once and for all, and he wants their help to do it. He will gesture toward the mountain. He wants to show the players (especially Mal and Zoe) all the work he has done, and he wants Mal to be given the medical attention he needs. But he cannot show them unless he has their word that they will help. The players decide, out of a sense of duty (Zoe), curiosity (everyone else), as well as the need to get their captain back on his feet, to follow the Colonel down and join the Resurgence. [Up]



LET'S MAKE A DEAL

THE SURFACE OF PANDORA, MIDDAY

The market square is packed to the brim with people. The usual lot hawk their wares in the middle of the street. Lines of ships take up the perimeter, surrounded by bustling repairmen and crew members loading cargo. JAYNE and KAYLEE are doing just that. KAYLEE with her parasol, checking over the contents of their recently acquired shipment, crates seemingly filled with straw. JAYNE charging in and out of the hold of SERENITY, grunting under the weight of every crate he picks up. As he bends over to pick up the last of 'em, his eyes meet with a suspicious figure across the square. They do not break the gaze, and neither does Jayne as he slowly moves away from the crate and towards his crew mate.

JAYNE

Is it just me or do we have an uninvited spectator gawking at us over there?

KAYLEE eyes the stranger, parasol twirling in her hands. The stranger is, oddly enough, still holding eye contact with the both of them now.

KAYLEE

Huh.

JAYNE

"Huh" is all you got for me when you look at this weirdo? What the hell is he even wearing?

Pause.

JAYNE (CONT'D)

And why won't he stop looking at me?

KAYLEE

I think his clothes are nice.

JAYNE

You would.

KAYLEE

Maybe he saw me making the rounds earlier and wants to ask us to do a job for him.

JAYNE scoffs, and finally turns away from the stranger to look back at KAYLEE. As he speaks he makes his way back

toward the crate he left behind and picks it up, ready to bring it into the hold.

JAYNE

Then he better gawk elsewhere,
seein' as how we already got one.

JAYNE saunters into SERENITY. KAYLEE continues to peer at the stranger curiously, still twirling her parasol. She waves at him. Suddenly, MAL and ZOE approach from the left. With a nod from MAL, ZOE also disappears into SERENITY's interior.

MAL

Everything loaded up and ready to go
Kaylee?

KAYLEE

Yes sir, captain.

Mal takes a moment to scrutinize KAYLEE's serene expression, which is noticeably not turned towards him. He takes the time to look towards the stranger.

MAL

Who's that?

KAYLEE

No idea, he's been starin' at us for
a while though. Made Jayne mighty
uncomfortable. He went inside to go
hide.

MAL scoffs.

MAL

Well then. If all he's gonna do is
stare we may as well be on our way.
After you, ma'am.

KAYLEE

But captain, he's makin' his way
over now.

MAL turns back around, hand resting on the holster of his hip.

MAL

That he is.

KAYLEE

Why do you suppose the bells on his
hip don't chime none?

MAL

No idea.

Mal whistles sharply. In an instant, JAYNE and ZOE are back outside.

ZOE

Who's that?

MAL

Apparently that's the question that's been getting asked all afternoon.

STRANGER

I'm terribly sorry to intrude.

MAL

Well now, aren't you bashful. You were standin' all shy over there a minute ago. Gotta confession you need to make? I happen to have a fine preacher.

STRANGER

I had an offer to discuss. I wanted the captain to be present.

MAL

I'm present.

STRANGER

I've heard tell that you people are the ones to go to if I need cargo transported.

MAL

Usually we are, but we already got a job all lined up. You'll have to take your business elsewhere.

STRANGER

Even if the payment for my job is every crew member's weight in platinum?

JAYNE

Come again?

STRANGER

You do this job for me, none of you may ever have to work again.

The STRANGER eyes SERENITY from under his cloak.

STRANGER
Or just scrape by neither.

MAL
Promising as this sounds what kind of terrible deeds are you trying to get us to commit. We're not assassin's, you understand?

STRANGER
You ship cargo. I want cargo shipped. I'll just need you to both pick up and deliver is all. It's currently planted on Ariel. Figured you'd require a little extra if I didn't have it on my person.

MAL
You're saying this is just a delivery job? And you'd be willing to pay us how much?

STRANGER
That depends, how many are on your crew?

MAL
Why?

STRANGER
I'll give you 800 platinum a head now, the other half of the payment will be given to you by my partners at the delivery point.

JAYNE looks as though someone has deliberately and with great force punched him in the stomach.

MAL
For a delivery mission?

STRANGER
It's important cargo. And you'll need to provide transportation for the handler as well.

MAL
There's the caveat then.

In the background, you can see JAYNE mouthing the words "800 platinum" to KAYLEE.

STRANGER
I can promise you the man won't be

trouble for you. He's merely there to ensure that the goods are handled properly.

MAL

You're dangling something so sweet in front of me I'm afraid I'll get a toothache. Or get my teeth kicked out.

JAYNE

Mal, 800 platinum *each*.

STRANGER

I understand your concerns. I can assure you my payment is legitimate. We simply require expediency. We are willing to offer no small amount in order to ensure the safe travel of these goods.

MAL

It's not the payment I'm so concerned about. I'm not sure I buy this is just simple delivery.

STRANGER

What you have in your hold right now will barely tide your crew over for the week. And an employer wouldn't possibly spend this much to send a team on a suicide mission. I've heard strong recommendations of your crew from my sources. We want this mission to succeed. Believe me. And my boss wants you to carry it out.

MAL

Who's your boss?

STRANGER

I cannot say.

MAL looks towards the sky, chewing on the inside of his cheek.

MAL

Lemme see this payment.

The STRANGER surreptitiously extracts a suitcase from his cloak and pops it open as the others crowd around. JAYNE and KAYLEE's jaws have dropped open.

ZOE

Dear god...

STRANGER

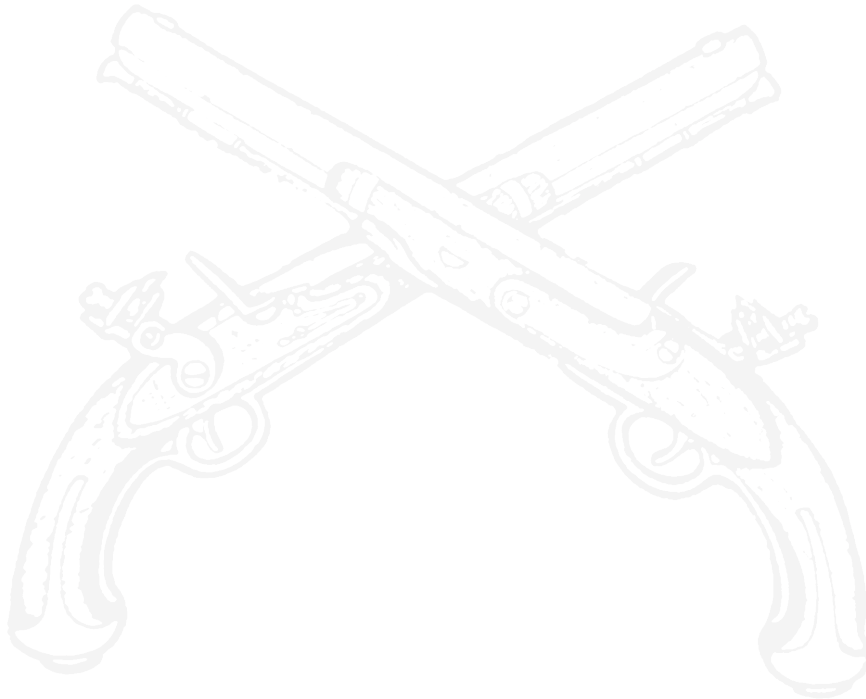
Will you take the job then?

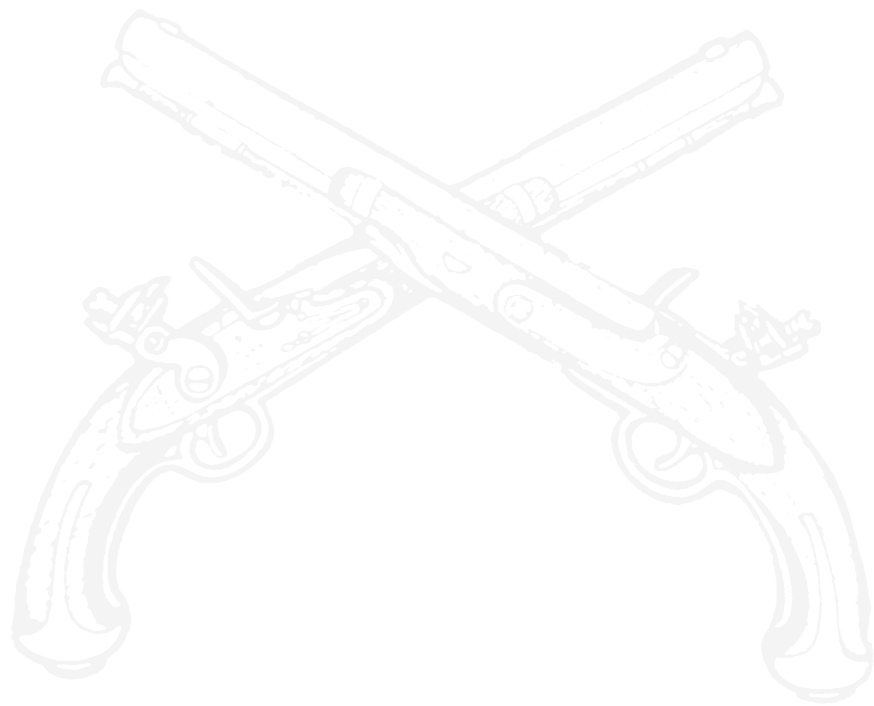
MAL looks up from the suitcase.

MAL

Yeah I think you've sold me.

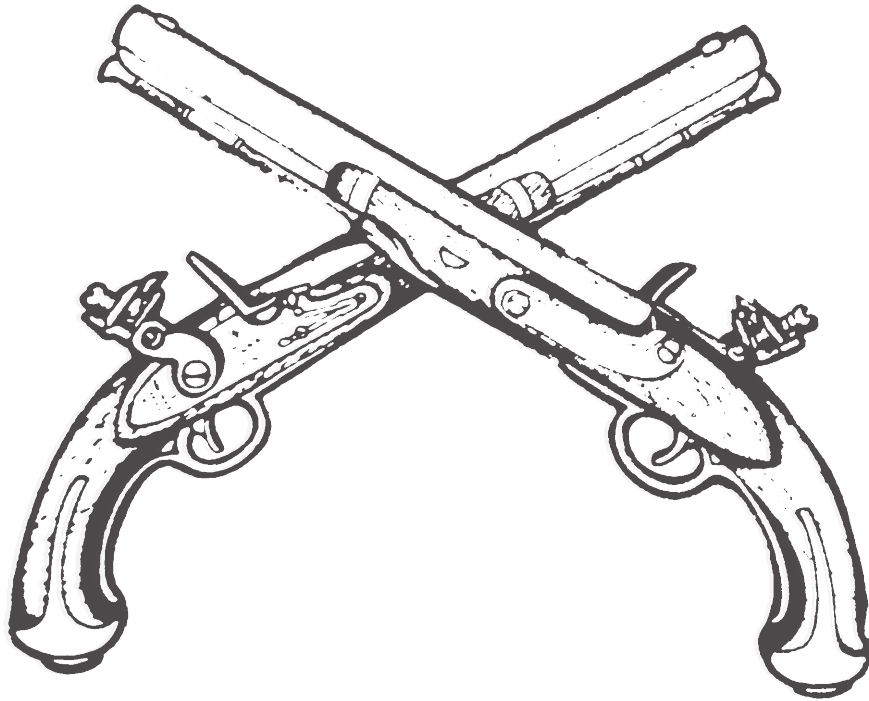
END SCENE





ACT II:

Independence Reborn



On a failed **Notice**, players won't see what anyone is wearing.

If Wrightwell's **Influence** wins out against Kaylee's **Know**, she may take this as an insult to Serenity. She may try to use her **She Talks to Me, Captain Signature Asset** to defend Serenity if she has it available, but Zoe will know that Wrightwell didn't mean it that way. Wrightwell will apologize for any misunderstanding.

See the Resurgence Base Map for more information

If Wrightwell's **Influence** wins out against the player's **Notice**, they may attempt to confront him. If they do, he will explain that he's sure his head scientist, William Noi, would like to hear about the food preservatives they delivered since he's been expecting them for a while.

Inciting Incident - Introduction to the Resurgence

Upon entering the base, the crew finds themselves in a hangar filled with small fighter and cargo ships. It goes on much farther than it ought to, seeming almost surreal. They can see groups of people busy at work; some moving cargo, some walking about with clipboards, some conducting mechanical work on a few of the ships. Players can roll **Notice** to see that most of these people are wearing brown coats reminiscent of the independence. Colonel Wrightwell will declare authoritatively: "Here is where we'll be keeping your ship as well. She's a bit bigger than most of the ships we have here, but our mechanics should be able to fix her up nicely." Kaylee may take offense to this since she's the ship's mechanic. Is he implying that Serenity needs fixin'? Kaylee can roll **Know** against Wrightwell's **Influence** to see if he's insulting Serenity. Kaylee's **Know** wins out and she can tell that he's not. Either way, the Colonel assures her that Serenity is in great shape now, but here they can give her some shiny new parts to make her even better. He'll put his top mechanics on it, and Kaylee can help if she wants. Kaylee (maybe begrudgingly) will have to agree to allow this to happen; after all, it'll be like a nice spa day for Serenity. [Up]

They continue the tour past a cafeteria, bunk rooms, a weapons hanger, a training facility, an infirmary (where Mal has been moved to), and a research center. All of the facilities look well-built, clean, and modern in sharp contrast to what one would expect from seeing the dusty ol' planet they're built into.

Colonel Wrightwell keeps the tour brief and only takes the crew in the door of each of the facilities enough for them to get a glimpse and explain a bit about each. He has business to attend to. Players can roll **Notice** against Wrightwell's **Influence** to see if he's lying. On a successful roll, they can tell that he's not. The Colonel walks them to the cafeteria so they can get a nice meal after their hard work. He tells them that they're welcome to explore the facilities, but be aware that until they can fully prove their trustworthiness, some areas may be restricted as a safety precaution. If asked about how to prove their trustworthiness, he tells them he's not sure yet, but not to worry about it, there is always plenty that needs to be done here. Jayne (or another PC) may question

him about payment for the job they already completed. If they don't, the Colonel will begin to walk away and stop after a few steps, remembering about the payment. The Colonel obliges and pays them their agreed upon amount (the second half of the platinum), plus a small bonus since they agreed to join the Resurgence. "And don't worry, there will be much more where that came from." He leaves. (Up)

The crew gets food at the cafeteria. While it's not the fanciest food, it's a hardy and complete meal. They sit down at a vacant table to eat and talk. River looks about at all of the people, seeming somewhat sad. "They all work towards a common goal because they've all been hurt. There isn't one person here that doesn't know pain." She's then quiet for the rest of the meal, even if the crew attempts to talk to her. When they've finished their meal and begin to leave the cafeteria, Inara stops Zoe and pulls her aside. She mentions that she's not comfortable being part of the Resurgence, being that she wasn't part of the Independence during the war. She's also worried that being stuck here will interfere with her work. Zoe assures her that she'll be the first to know where their missions will take them so she can plan her work, but that she'll have to wait until Mal is better to discuss her problems with the Resurgence with him. Inara agrees to this, but she has one condition - she will only stay here if she can stay in her quarters on the shuttle in Serenity, not in the bunk rooms. Zoe agrees to talk to Wrightwell to arrange this. (Down)

Loyalty - depending on Zoe's choice for Inara's condition, it will show her loyalty either to her crew or to the Resurgence. If she allows Inara to stay in her shuttle, Colonel Wrightwell will be disappointed and need an explanation if he is told about this at all. If she doesn't allow it, Inara will be angry and will still visit the shuttle from time to time.

Complication - What is the Resurgence?

During this segment, the crew will be allowed to split up and explore the facilities as they wish. It's an opportunity for them to get to know the Resurgence better, but none of these scenes are mandatory to further the story except the exploration of the research facility to discover the backdoor. The players should be encouraged to split up as written, but scenes can be adjusted to other characters if need be.

Jayne goes to explore the armory. Inside are walls and walls of guns! Jayne simply stands in the entrance, entranced. A woman inside laughs and says, "do you need somethin', or are you just gonna stand there with your mouth open?" She introduces herself as Zahra, the Resurgence's weapons expert. Jayne is

now entranced not only by the walls of guns but also by her. He stammers out his name and asks how such a beautiful lady got a job like this. She says, "My parents taught me my way around fighting and shooting. Breaking the Alliance is the cause they died for, so as long as the Colonel is working for that, I'm for the Colonel." Jayne tries to put the moves on her while admiring the collection of guns around him, but she resists his advances while still managing to have a decent conversation about some of the guns in the room and the Resurgence (strewn with innuendos, of course). Jayne can roll **Influence** against Zahra's **Focus** to see how well she resists his advances. On a successful roll Zahra's not entirely entranced, but she will find Jayne more alluring, giving him the asset **Zahra's Affection**. She mentions at one point that a few Resurgence members have gone missing lately during missions (and some of her guns with them), but doesn't know any more than that. After a while she manages to get him out of the room and get back to what she was doing. Jayne struts out, thinking his encounter with her was much more successful than it was. [Up]

Influence Roll - possible asset gain of **Zahra's Affection**. If Zahra's **Focus** wins out against Jayne's **Influence**, he will not gain the asset.



Inara can be found by Mal's side in the infirmary if player(s) choose to look there. If questioned, she says she was just stopping by quickly to check on his condition and leaves. A player can roll **Notice** here. On a high enough roll, they can see her looking back at Mal as she leaves, revealing that she may care more for him than she lets on. (Down)

Player(s) can go to the training facility, where they'll find Buddy on desk duty. He's being punished for setting off the explosions during their last mission. Wrightwell wanted a distraction, but he didn't want something so big or easily traceable - what if someone found the bomb parts and went after their suppliers? If questioned about what the bomb parts and suppliers have to do with each other, Buddy assures the players that their suppliers don't give them bombs, just that he has some training and knows how to put components together to make bombs. He's quite distraught about what he's done and wants to "serve his time" to regain Wrightwell's trust. Beyond the front desk, the training facility consists of locker rooms and a small gym where they can see people working out. (Down)

Zoe is walking around and sees Wrightwell walking towards her. He expresses how sorry he is about Mal, but that his doctors are working hard at making him better. He wishes they could all catch up together, but he's glad he's here with her right now. He's finished his business with Noi, so he invites her to drink some whisky he's been saving with him in his office to catch up. If other players are with Zoe, he politely requests alone time with her. If the other person happens to be Wash, he assures him it's purely platonic, but if Wash insists on staying, he will extend the invite to him as well (although begrudgingly). They discuss Mal's situation and reminisce about the Independence days. During their conversation he says, "I don't care what it takes Zoe, we'll free the the system from the Alliance, you'll see." Wrightwell laughs at the fact that Zoe is married now, and he wishes her well with Wash (if Wash is present, he wishes him well with Zoe as well). (Up)

Wash and Kaylee check out the ships in the hangar. They talk with a few people about the work they're doing and the kinds of parts they have. They're particularly interested in the repairs being done to

A player's **Notice** will inform them how much Inara cares for Mal, despite her attempts to hide it.

Loyalty - It's obvious from this desk duty that Buddy betrayed orders, but it also put into question his loyalty to the cause. Improvisation is frowned upon when it could compromise the mission statement of the Resurgence.

Loyalty - Zoe can tell Wrightwell about Inara's request to stay on the shuttle. Her choice will demonstrate how she feels about her crew and the Resurgence. If she tells Wrightwell, he will be happy with her loyalty, but will not be happy about Inara's lack of it. If she doesn't tell Wrightwell, she'll have to explain why later (Complication - Disappointment D8).



If Kaylee fails to **Notice Malfunctions** about ships, parts, or repairs, then she won't notice anything out of the ordinary.

Serenity. A few mechanics are working on her. Kaylee joins in in the engine room while Wash goes to the bridge. Kaylee and Wash can roll **Know** to see how much they know about the ships, parts, and repairs they see. Kaylee has **Notice Malfunctions**, which she can use to further investigate ship workings. On a high enough roll for Kaylee, she can see that the mechanics are doing something strange to the engine, which they say will boost power efficiency. They're right, but it seems a strange way to go about it. [Up]



If Noi's **Trick** wins out against Simon's **Notice**, he will sense nothing.

River is intrigued by the work being done in the research facility, and she pulls Simon's arm to try to get him to go with her. Simon decides to go with River to investigate because he doesn't want to leave her alone in this new place. Inside they see a few people working at various science stations filled with research equipment and folders. River walks to the back of the lab suddenly, and Simon chases after her to find her staring at a door. If he tries to get her attention, she won't budge. If he tries to enter the back room, he'll find it locked. Before more investigation can be done, a man appears and introduces himself as William Noi, the head of R&D in the Resurgence. He thanks Simon for being part of the crew that brought the materials he needed. Simon can roll **Notice** here or anywhere in this scene against Noi's **Trick**. On a high roll he will get a vague sense that something seems off about Noi, but

nothing specific. Noi explains that the materials they brought for him are conducive to food preservation, something desperately needed on the desolate outer planets. If questioned about the back door, he dismisses it saying it's for research and doesn't give them any more info. River then turns around and stares at Noi silently. Noi will ask Simon nonchalantly what she's doing. Simon apologizes for River's behavior and the two leave the research facility. If Simon's Notice roll was high enough, he can see that Noi is continuing to stare at River as they leave. [Down]

Crisis - The Hazing Mission

The next day, Wrightwell summons the crew to his office and brings up the matter of trustworthiness in the Resurgence. While he wants to trust them (and he does trust Zoe and Mal), they need to prove that they're loyal to the Resurgence, so he has a mission for them - a test of sorts. This will be their first mission as members of the Resurgence, and if all goes well, they'll be compensated for their efforts and will be allowed to go on bigger missions and earn more money. They're to deliver food stolen from the Alliance to an outer planet called Iris, newly preserved to last for years instead of months. Iris can't grow their own food due to soil acidity and is in desperate need for food, but of course the Alliance isn't supplying it. If asked, Wrightwell will tell the crew that William Noi helpfully suggested this mission. The crew accepts the job, which will happen tomorrow. [Up]

Later that day, the crew helps to pack the ship with the food. Zahra also helps, and while doing so, strikes up a conversation with Jayne. She thinks he's pretty brave to be smuggling Alliance-marked food, despite the lack of Alliance presence in the area. Jayne is confident they can do it since they've done it before. Jayne can roll **Influence** against Zahra's **Focus** to impress her and will have another chance to gain **Zahra's Affection** if he didn't before. She tells him she hopes he sticks around and doesn't go missing like her other friends. [Up]

During packing the ship with food, Inara tells Zoe and Wash that she has lined up work on a nearby planet. She says they'll only need to make a small deviation in the flight plans, and it won't delay their mission at all. She asks them not to tell anyone, since



Influence Roll - possible asset gain of Zahra's Affection. If Zahra's Focus wins out against Jayne's Influence, he will not gain the asset.

Loyalty - do Zoe and Wash tell Wrightwell about the deviation or about Inara being an Alliance-registered companion? If they don't, Wrightwell will find out later and be disappointed in Zoe and mad at Wash (**Complication - Disappointment D8** - but cannot get two if this was gained before), and they'll have to defend Inara. If they do, Wrightwell will be glad he was informed - he won't like it, but because of his respect for Zoe, he'll begrudgingly allow it to happen as long as the mission stays on track.

being an Alliance-registered companion may alarm the Resurgence. Zoe agrees to this and Wash updates their flight plans.

Just as they've finished packing the ship, William Noi goes onto the ship for one last check of the cargo. If someone tries to go with him, he gently insists he can do it himself. Regardless, Wrightwell will call all of the crew over to him tell them that Mal has woken up. The crew decides to leave Noi to his work and visit Mal. (Neutral)

Mal is still woozy, but awake. The crew gathers around his bed excitedly. Suddenly, Mal remembers Wrightwell. Is he really here? What's going on? Wrightwell comes forward and Mal insists on a hug, despite his condition, and he notices Wrightwell's robotic arm and missing eye. He smiles at Zoe. "See? I told you this guy couldn't die. How's the arm treatin' ya?" Wrightwell says he'll explain that later - now he just explains the Resurgence. Mal will listen intently to any description he gives of the Resurgence. The crew will have a chance to reprise him of recent events during this sequence if they choose. Mal will not only be excited that they're part of a movement fighting the Alliance again, but also that they have steady work and a steady income. At some point, a sudden, pained expression can be seen on his face and he becomes unresponsive. A Resurgence nurse will rush over and inject something into his line, causing him to again drop out of consciousness. (Up & Down)

Climax - Surprise, the Alliance!

The next morning, the crew takes off in Serenity. Inara thanks Zoe for going out of her way to make sure she can still work. It means a lot to her. As was planned, part way there Inara flies off on her shuttle. (Up)

Book tells Zoe that he's glad the Resurgence is helping people, but he's still a bit unsure about the whole thing. "Don't worry preacher. I know it seems strange now, but Wrightwell is a good man, and he wouldn't make us do anything wrong." (Up)

Simon watches as Kaylee and River play a game of cards. He and Kaylee discuss working for the Resurgence - Kaylee thinks it's great to have steady work for once and loves what they've done for Serenity (though she could have done it herself given the

resources], while Simon expresses concern about the Resurgence keeping things from them, like Noi's backdoor (River should mention this at some point during the card game). Kaylee is sure that they'll be trusted after this mission and tells Simon not to worry. (Down)



Upon arrival to Iris, things seem to be going smoothly. The crew flies down to the surface and parks Serenity on the outskirts of Westray, a small mining town. The town resembles a dusty old west town, not a wealthy town. They're greeted by the town's mayor, Summer Day, who is dressed dapperly. Players can roll **Notice** here. If the roll is high, it's obvious from the looks of things that not much grows here or anywhere on this planet, just as they were told. It's also obvious from a high roll that Mayor Day's clothes have visible wear. She thanks them for their help and a few people from town eagerly help unload the food, which they place in the main office of the town hall to be distributed later. If the players want to explore the town, she says they're free to after they finish unloading the food. However, just as they finish, an Alliance ship is spotted on the horizon, sparking panic. The townspeople all run inside except the mayor. She begs the crew to stay and help. This town has no real way of defending itself, and the Alliance will surely take all of the much needed food! (Down)

The crew has a choice here - to stay and fight the Alliance once they land or flee. If they stay, Zoe, Jayne, and Book are the only capable fighters on Se-

See Westray Town Map for more information

If the players' **Notice** is low, they'll still be able to see that the town isn't wealthy, but they may not see the signs of stress around the image the Mayor is trying to put forth for her town. She's proud and wants it to look like they're doing okay, despite their situation.



Loyalty- will the crew help those in need? If they do stay to help, this action is rewarded as trying to keep the mission on track and fight those dirty Alliance soldiers. 20% of the food will be saved. If they don't, they'll be reprimanded by Wrightwell and only 5% of the food will be saved.

If the fighters take cover, they will gain a +1 to their **Shoot** and **Survive** rolls.



renity, so they give guns to a few townsfolk (including the mayor) and instruct the rest of the crew to stay on Serenity in case a quick getaway is needed. The fighters can choose to take cover in the town hall or stay outside, but there isn't enough time to hide the food. A firefight ensues, but there are too many Alliance troops. The Alliance storms into the town hall and is able to take about 80% of the food before leaving and flying away, leaving 20% of it. Some of it is strewn on the ground from the confusion of the fire fight, but is easily picked up. [Down]

All of the crew will join in to help the townspeople distribute the food. The mayor thanks the players. She has nothing to give them for helping, but she assures them that even 20% of the food will help immensely. She says she'll contact Wrightwell personally to tell him about this and will make sure they're rewarded for their efforts. "The Resurgence fights for the right. You guys be sure you keep doing good by them." [Up]

On the way back Inara will rejoin the crew as planned. She is surprised by what happened, but is glad they're all safe. [Up]

Resolution - The Seeds of Disloyalty

When the crew returns, Colonel Wrightwell greets them. He has gotten a transmission from the mayor about their mission on Iris. He apologizes about the run-in with the Alliance - he had no idea they had known about their mission. He commends them for their extra effort and bravery and adds more to their payment. The players have a chance here to tell Wrightwell about the details of what happened. Noi appears and asks Colonel Wrightwell if he has a moment to talk. Players can roll **Notice** here. Even on a mediocre roll, they can see Noi looking agitated and giving the crew a pointed look. Colonel Wrightwell thanks the crew and walks off with Noi. Simon (and any other suspicious crew members), his suspicions raised, excuses himself and stealthily follows them. Simon (and any other crew members) can roll **Sneak** to follow Wrightwell and Noi. (Up)

Inside Colonel Wrightwell's office, Noi tells him that he found evidence in Serenity's logs that a transmission was sent to the Alliance before their arrival at the planet, so he thinks they planned to sell the cargo to the Alliance and con the Resurgence. He says that he suspects Inara sent the message, but he thinks the whole crew was complicit. Wrightwell is saddened by this, but he decides to blame Inara exclusively because he can't believe that Zoe would do this to him! However, he has his doubts about the whole crew now. They discuss what this means for the Resurgence and for the crew, after which he dismisses Noi. Simon overhears this conversation, and he can roll **Sneak** against Noi's **Focus** to hide as Noi leaves the room. He sees Noi walking away down the hallway, whistling jovially to himself. (Down)

Loyalty - Wrightwell rewards the players for helping on Iris and reprimands them if they didn't.

On a failed **Notice**, players will still get a "suspicious feeling" about Noi.

Only if they critically fail **Sneak** will they not be able to successfully follow and hear the ensuing conversation in Wrightwell's office. Either way, they will know that something suspicious is going on with Noi.

If the **Sneak** roll is unsuccessful or if Simon fails to try to hide at all, he can also roll Trick against Noi's Focus to convince him that he didn't hear anything.



WILLIAM NOI CREATES SUSPICION

INT. COLONEL WRIGHTWELL'S OFFICE -- EVENING

COLONEL WRIGHTWELL and WILLIAM NOI have just entered the office. WILLIAM NOI, who is holding a manila folder under one arm, closes the door behind them. The office is messy with papers strewn about and stacked up in piles along the walls. This is in sharp contrast to the desk in the middle of the room, which is surprisingly empty with only a single handgun displayed prominently. Outside, SIMON sidles up beside the closed door, gently placing his ear on it. The rest of the hallway outside of the door is empty. Inside, COLONEL WRIGHTWELL sits in a large chair behind a desk and motions for WILLIAM NOI to sit in a smaller chair in front of it.

WILLIAM NOI

No thank you sir. I don't want to delay what I brought you in here for: I have some news about the new crew you've recruited.

COLONEL WRIGHTWELL

Oh, yes! They did an excellent job on their first mission for us, despite the interference from the (insert Chinese expletive here) Alliance.

WILLIAM NOI places the manila folder on the desk. COLONEL WRIGHTWELL pulls the folder across the desk towards himself and opens it.

COLONEL WRIGHTWELL

What is this?

WILLIAM NOI

I don't think the Alliance showing up was an accident.

COLONEL WRIGHTWELL

What? I don't understand.

WILLIAM NOI

Well sir - this should have been an easy drop of supplies. There hasn't been any Alliance activity in that area for the past year, and we certainly didn't give them any reason to start scrutinizing it now. When we got the transmission from Iris about their interference, I had a suspicion.

WILLIAM NOI moves toward the desk and motions to the folder.

WILLIAM NOI (CON'T)

I decided to go over the logs from Serenity and I found evidence of a transmission from one of Serenity's shuttles on an Alliance frequency.

COLONEL WRIGHTWELL

But that doesn't make any sense. Why would they send a signal to the Alliance just to have them show up and attack them?

WILLIAM NOI

They're smugglers. They could get good money for turning over supplies to the Alliance. They send them a ping, exchange the cargo for money, and leave. But the Alliance never pays out if they don't have to, so before they know it, they're stuck in a fire fight trying to save as much as they can so they can keep their reputation with us. They come out looking like heroes and we're none the wiser.

COLONEL WRIGHTWELL turns around in his chair and examines the papers in the folder. He sighs and closes the folder, turning back around.

COLONEL WRIGHTWELL

What you're saying makes a certain amount of sense, Will, and these logs confirm that. What I don't understand is why the shuttle would undock before sending the signal and then redock after the job.

WILLIAM NOI

I was curious about that too. I did some research into Inara, who rents that shuttle, and I found that she's a companion registered with the Alliance.

COLONEL WRIGHTWELL

A companion? Zoe never told me about that.

WILLIAM NOI

I think the evidence is pretty damning. They planned this.

COLONEL WRIGHTWELL
Yeah, it's clear that something happened that we weren't supposed to know about.

WILLIAM NOI
Then the question now is what we do about this. The Resurgence doesn't have room for betrayal.

COLONEL WRIGHTWELL
Well hold on a minute, there has to be a good explanation for this. I have to believe that Zoe is better than this.

WILLIAM NOI pauses for a second, then sits down in the chair and puts his hands on the desk.

WILLIAM NOI
Harvey, I know this is hard for you, but -

COLONEL WRIGHTWELL stands up.

COLONEL WRIGHTWELL
No, you listen to me. Zoe and Mal, they're both good people, and I have to believe that they would try to surround themselves with people just as good as they are. It's obvious that this Inara girl isn't as trustworthy as they thought she was. She wanted her Alliance friends to swoop in and save her when she knew her days of whoring on the fancy inner planets was over!

WILLIAM NOI
Yes sir, I suppose that could be the case...

After a moment to calm down, COLONEL WRIGHTWELL sits back in his chair.

COLONEL WRIGHTWELL
It has to be the case, Will. I know you were looking out for the Resurgence's best interests, but you don't know Zoe and Mal like I do. Next time you find something like this, don't draw conclusions until you talk to me first.

WILLIAM NOI

Yes sir.

WILLIAM NOI stands up and walks towards the door, putting his hand on the handle. On the outside of the door, SIMON is aghast. He hears WILLIAM NOI's hand being placed on the handle and runs off, hiding behind a nearby corner to avoid being caught.

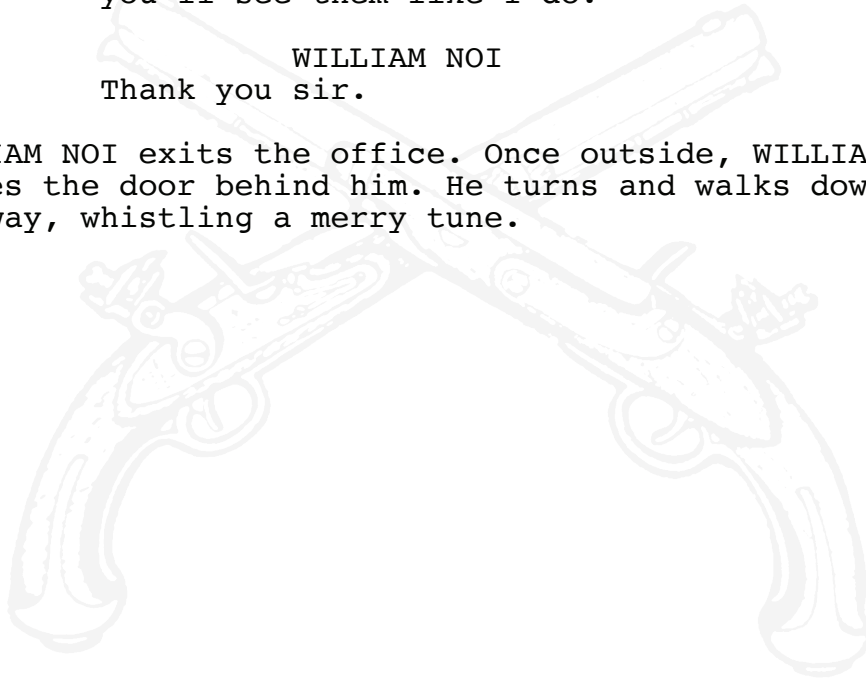
COLONEL WRIGHTWELL

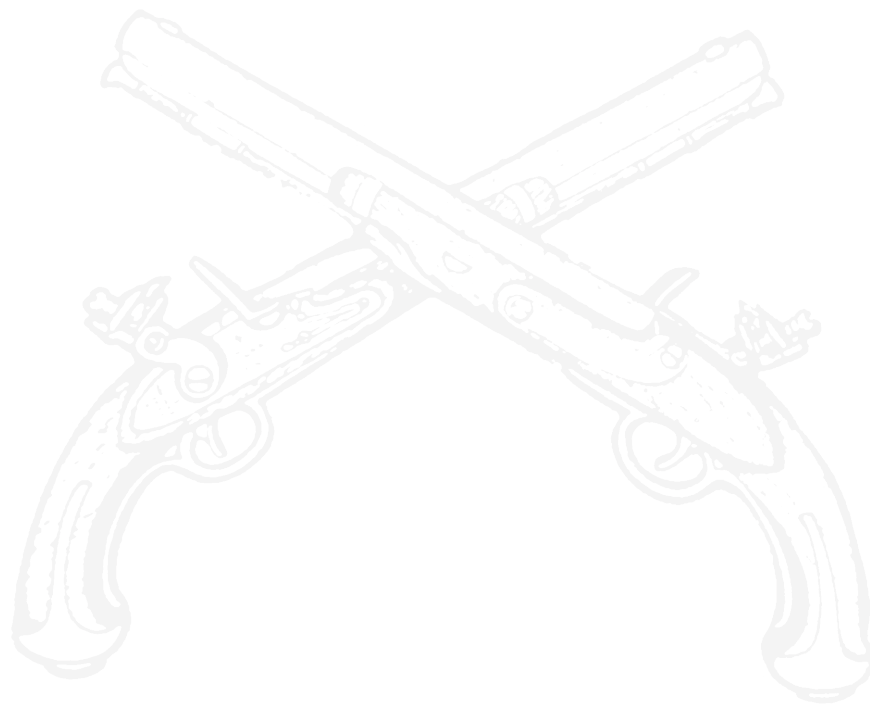
Hold on Will, yelling at you was unfair. This does make the crew look mighty suspicious, but we're going to handle it my way. I'll put Inara under watch for now, and we'll keep the rest of the crew grounded until I can think of another suitable low-risk mission for us to test them without her around. I think then you'll see them like I do.

WILLIAM NOI

Thank you sir.

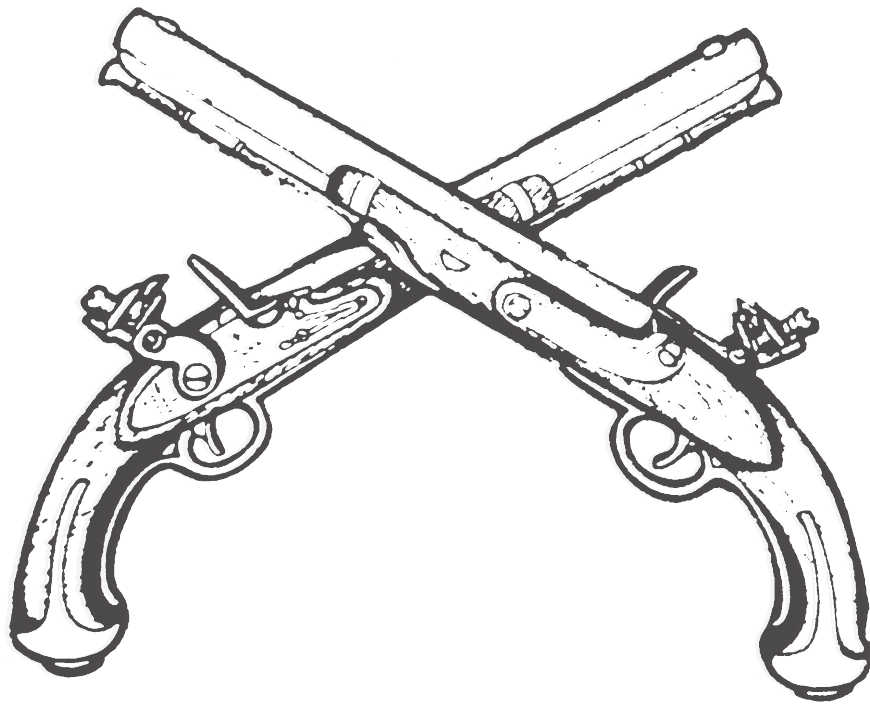
WILLIAM NOI exits the office. Once outside, WILLIAM NOI closes the door behind him. He turns and walks down the hallway, whistling a merry tune.





ACT III:

Hidden Truths





Inciting Incident – Crew Under Fire

Having overheard Wrightwell and Noi's conversation at the door, Simon goes back to the rest of the crew with his findings when William Noi is safely out of sight. Inara has also returned from her job and is with the rest of the crew on Serenity. Simon walks back onto the ship, a grim look on his face. River, having recognized something is wrong, whispers to him that he should tell the crew what he's thinking. Agreeing, Simon gathers everyone in the dining room of Serenity and reveals what he has heard in the conversation between Noi and Wrightwell. He cautions that the crew may now be in trouble because Wrightwell believed Noi. He also mentions that he finds it odd that Noi looked so gleeful after the talk and iterates again that he suspects that something is amiss with Noi's attitude. (down)

Having heard Simon's story, the crew looks to Inara for an explanation. Jayne is immediately suspicious and accuses her of sending a transmission

since she was not with the rest of the crew during the mission. He claims that in doing her job, she accidentally sent something traceable to the Alliance when she was talking to her client and blames her for being careless. Kaylee jumps in and defends Inara, pointing out that they should not be jumping to conclusions and going against each other, especially since they've been together for so long. Besides, the Alliance has never caught onto the crew, no matter how many jobs Inara has taken in the past. Quieting the two, Zoe asks Inara for an explanation, ordering her to give a detailed account of her job. Inara explains that she did not send a transmission from the ship and that what Noi said was false. However, she cannot give more information about her job because it breaches her contract as a Companion. Instead, the crew has to trust her with the information she can currently give. Player characters can choose whether or not to believe her, but the rest of the crew believes that there has been a mistake in the information that Wrightwell received. (down)

As the crew discusses how to proceed, Wrightwell comes in and tells the crew that there is reasonable suspicion that Inara sent a transmission to Alliance, leading to the failure of their mission. While he is proud of the crew for saving some of the transported goods and completing the mission to the best of their ability, he emphasizes again that the mission was to determine their trustworthiness and they failed in that regard. As it stands, he cannot trust them, at least not completely. Inara in particular, who was not on the mission, is suspicious. He tells Zoe, "You should not have allowed this to happen. We are fighting for a larger cause here, and allowing someone to risk the mission for their own personal income is unacceptable." He states that Inara must be put under watch for the time being. Simon and Book protest, the latter making a comment about how it's unethical to put a lady under constant surveillance. Wrightwell states that the source of information is reliable and he does not have a choice in the matter. Even if the crew contains some of his old friends, insubordination is a serious issue and he needs to keep her under watch until the information is thoroughly investigated. Wrightwell calls two guards to the ship to accompany Inara (both women, to the relief of some) and leaves. (down)

Players can roll a **Notice** against Inara's **Focus** roll here and if it is high enough, they can see that Inara is being completely truthful.

Loyalty- If the crew objects heavily to Inara's guard or tries to defend her, Wrightwell reprimands the crew for putting their personal feelings above the procedures that need to be followed.

Players roll a **Sneak** roll versus Noi's **Notice** roll. If the players are particularly successful, they can see into the back door of the facility, which Noi has left open believing himself to be alone. A low roll results in Noi noticing the crew as soon as he opens the door.

Players roll a **Notice** roll against Noi's **Trick** roll here to see if anything is amiss with Noi's explanation. An extremely successful roll will show that Noi is unusually tense while he is speaking and seems to be covering up the truth.

Complication – Proving Innocence

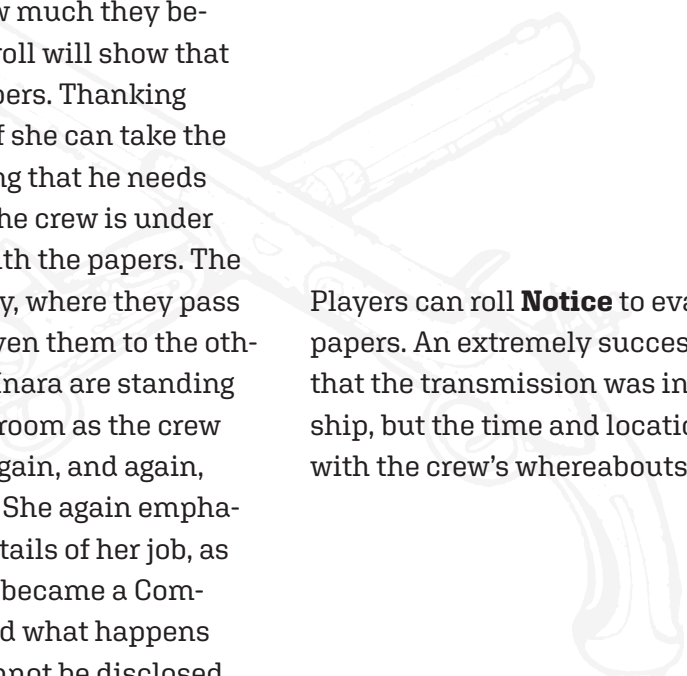
After Wrightwell leaves, Inara protests the guard that she is given. She mentions the importance of secrecy in her job and how, once again, the Resurgence is preventing her from doing her work. She cannot travel or take clients with other people always following her. Zoe reassures her that the crew will get to the root of the problem. After talking to Wrightwell, Noi has returned to his secret lab for his weekly scheduled intelligence transmission to the Alliance. He is there when the crew decides to go speak to him. Simon brings up the suggestion to speak to Noi about the transmission. The player characters decide to go see Noi to get an answer for how he obtained the information that he gave to Wrightwell. Unsure of where he is, leaving Serenity and asking any Resurgence member at the base reveals that Noi spends most of his free time in the research lab. Upon hearing that, the player characters head towards the research facility to speak to Noi. [neutral]

Walking into the research facility, Noi is nowhere to be found. The crew is about to head elsewhere to find him, believing that the information they received on him being there was wrong, when they hear a sound from the back of the facility. The back door that Simon was concerned about in their earlier trips to the lab opens and Noi walks out, seemingly distracted. He is unaware of the presence of the crew as he walks briskly back and forth between his desk in the facility and the back room. Each time he heads back to the room, he brings a few papers from his desk. The crew members wait for him to notice them, but he is too caught up in his tasks to pay attention. After about a minute, Zoe clears her throat, asking if Noi is busy. Upon hearing them, Noi gives a small jolt, slamming the door to the back room closed, almost as if he were caught doing something he was not supposed to be doing. Turning around, he asks the crew why they are there. [neutral]

While player characters can choose how to approach Noi, in this story, they ask him amicably how he found the information that he had delivered to Wrightwell. Zoe emphasizes that they are confused as to how this kind of information leak could have happened, considering it was the first time that the

crew has had a job go wrong due to information leaks, and that they just want to get all the facts straight. Listening to Zoe's words, Noi's face goes from visibly tense to more relaxed, as if he had been expecting a different question and was met with a pleasant surprise instead. He tells the crew to wait a moment and goes back into his back room. He appears a minute later, some papers in hand. He hands the papers to Zoe and explains that he had intercepted a message from Serenity to the Alliance when he was trying to help set up intelligence gathering for the Resurgence. He suggests that maybe Inara had purposely leaked the information because she did not want the crew to fit in well with the Resurgence, since it would take away current her lifestyle. (down)

The players can choose how much they believe Noi, but a successful **Notice** roll will show that something seems off about the papers. Thanking him for his explanation, Zoe asks if she can take the papers, to which Noi says no, stating that he needs them for evidence and that since the crew is under suspicion, he cannot trust them with the papers. The player characters return to Serenity, where they pass on the information that Noi had given them to the others. The guards assigned to watch Inara are standing outside the entrance to the dining room as the crew stays inside. Zoe questions Inara again, and again, Inara replies that she was on a job. She again emphasizes that she cannot reveal the details of her job, as part of the oath she took when she became a Companion. The nature of the client and what happens during her meetings with them cannot be disclosed. However, she points out that she has had a good track record with telling the crew the truth and should not be suspected now just because some people the crew just met decided that she was at fault. At this point, Simon suggests that the story Noi told is a little bit suspicious. After all, he could just make another copy of the intercepted transmission. Why did he have to keep the copy he showed the crew? He suggests that the crew return to the research facility and investigate on their own how a transmission was sent by Serenity. Book and Inara agree, and with pressure, the player characters agree to return. (up)



Players can roll **Notice** to evaluate the state of the papers. An extremely successful roll will show that the transmission was indeed sent from the ship, but the time and location are not consistent with the crew's whereabouts.

Players roll a **Sneak** roll. If they are extremely unsuccessful, they are noticed going into the facility when Noi is not there and Wrightwell is notified. This creates a **Deceitful Actions Complication** that gets in the way when the crew tries to speak to Wrightwell later.

This is a **Timed Sequence**, where each character only has two actions to find the door passwords, with the first beat being finding the book and the second being entering the password.

Players can roll a **Notice** when faced with the door problem. A successful roll brings their attention to the book on Noi's desk right away, while a less successful roll leads the players to the mess of papers on Noi's desk they saw him moving earlier.



Crisis – Noi's Secret Lab

Agreeing with Simon, the player characters head back to the research facility to look for clues regarding how a transmission was sent from Serenity. When they enter the facility, the lights are shut off and Noi is nowhere to be found. They believe that Noi is tending to business in another part of the base, since everything seems to have been shut down. Making sure that the door to the facility is closed behind them, the crew carefully heads over to the closed door leading to the back room. Jayne goes to open it, but finds that it is locked shut. Upon closer inspection, there is an electronic lock keeping the door shut. Next to the door is a keypad on which the proper password has to be entered for the door to open. The player characters have to figure out how to open the door. (down)

Opening the door is a **Timed Sequence**, where the door will automatically relock itself if there are more than three improper answers. The door requires a series of passwords to open. On a display next to the door, a series of three blanks that need to be filled. Players will have to type in the answers on the keypad to open the door. Searching around the research facility reveals a large book on Noi's desk. Titled The Art of Self-Perseverance, there are tabs in the book that the players can look through if they ask. The tabs mark sections such as "You above everything else" and "Fighting a lost cause." Flipping through the sections of the book show three highlighted phrases– autonomy, power, and mind. On the last marked tab, they find a phrase "mind – autonomy – power" written in the margins. These three words are the passwords needed to open the door. If the players type those words in order in the keypad, the door will open. (up)

When the crew gets the door open, Jayne stands guard at the door as the others step inside. The room they walk into is dimly lit. On one side, there is a medical table, worn out by what seems like scratches and impact marks. There are straps attached to the table next to where hands and feet would typically lie. Next to the medical table is a contraption that the crew does not recognize and cannot figure out the purpose of. There is a desk on the other side of the room that is covered in papers. The crew goes to investigate the papers on the desk, as that is where the transmission would most likely be. (up)

The papers that they find reveal that Noi has been secretly doing some things on the side in the Resurgence. First, they find the original research documents for Noi's mind control project. One of the successful test results came from the Blue Sun Corp., stating that the device was tested on students at the Academy. Second, they find a notebook that, upon closer inspection of the dates, seems to be a log of Noi's current research. Zoe reads off the list of unrecognizable names in the notebook in an effort to understand more. About halfway through the list, Jayne, who could hear them from the door, tells them to wait a moment. He mentions that he recognizes a few of the names on the list as teammates Zahra stated went missing in action. The results recorded in the log seem similar to the result recorded in Noi's original research papers, causing the crew to realize that Noi was continuing his research on Resurgence members, explaining the never before seen device on the other side of the room. Lastly, they do some more digging and find some records of transmissions that have been sent from the research facility to the Alliance. Each one of the transmissions included information about a Resurgence mission or the whereabouts of its members. The crew finds the transmission sent from Serenity about their mission. Looking closely at the message shows that the transmission was sent before Serenity even took off for the mission, at the time when the crew was with Mal. A successful **Notice** roll also reveals a piece of scrap paper under some other sheets that has the same exact message sent from Serenity written by hand on it. [up]

Looking at the papers that the crew has collected in their hand, they discover that not only was Noi the one who framed Inara, but that he was not as loyal a Resurgence member as he claimed to be on the surface. Beyond that, he seemed to be using Resurgence members against their will to further his own research. Simon states the obvious, pointing out that Noi does not seem to be a good person and his suspicions were correct, and even Kaylee does not have a positive thing to say about what the crew found about Noi. Taking the papers with her, Zoe says that they have found what they came for. Exiting the back room, the crew closes the door behind them and leaves the research facility. The crew has to **Sneak**

Jayne rolls to **Know** the names in the document. A highly successful roll asserts that the names are Zahra's old teammates, while a weak roll allows Jayne to recognize the names, but not recall where he heard them.

Players roll a **Focus** roll to connect the old research to the new research, with a successful roll showing that the two sets of research are of the same type.

Player can roll a **Notice** roll to find additional information. In a highly successful roll, they find a draft of Serenity's transmission to the Alliance. Finding this draft creates an **Additional Evidence Asset** that can be used in future interactions.

An unsuccessful **Sneak** roll causes the crew to be confronted by a Resurgence Grunt, who demands to know why they were in Noi's lab when he had just seen Noi on another part of the base.

If the crew runs into a suspicious Resurgence member, they must roll **Influence** against the member's **Notice** roll in order to escape the situation without additional repercussions. A poor roll results in the member telling Wrightwell the crew is stealing from the Resurgence, creating an **Intelligence Thief Complication**.

Players roll an **Influence** roll against Wrightwell's **Focus** roll to convince Wrightwell. If the roll is unsuccessful, Wrightwell will challenge the crew's findings. Additionally, if the players incur a **Deceitful Actions Complication** or a **Intelligence Thief Complication**, Wrightwell will require additional conincing.

Loyalty - If the players were seen entering the research facility, Wrightwell uses this meeting to reprimand them for doing something suspicious when their trust is already on the line.



back to Serenity with the information they have. After this encounter, the crew decides to bring the information straight to Wrightwell. If the player characters choose not to bring this information to anyone, Simon mentions that they should do something about this madman of a scientist. The crew does not believe that Wrightwell is aware of Noi's actions, so they go to speak to him so that he can address Noi's actions. (up)

Climax – Chasing Noi

The crew goes to Wrightwell's office, papers in hand, to report what they have found. They find Wrightwell sitting at his desk, deep in thought. On his desk is a large blueprint of some facility, as well as some miniatures marking groups and areas. It is clear that he is planning a large mission that requires significant strategic maneuvering. As they enter, he looks up with a smile, especially at Zoe, and folds the documents that are spread out on his desk, pushing away the miniatures. He asks them what he could do for them. Revealing the papers, Zoe states that the crew wants to report suspicious activity that Noi was engaging in and prove Inara's innocence in sending the transmission. Wrightwell patiently listens to the information that the player characters reveal. When they are finished, he asks to have a closer look at the papers. Seeing the transmission sent from Serenity and the note written in Noi's handwriting, Wrightwell raises an eyebrow. Otherwise, he keeps a straight face as he looks at the other documents. When he is done, he thanks the crew for the information. He then calls Noi to join them in his office. (up)

While this conversation is happening, Noi has returned to his back room lab to find that someone else has been in the room. There is no doubt in his mind that this is the Firefly crew meddling in places where they shouldn't be. Concerned about the papers that are now in the possession of the crew, Noi determines that now is the best time to escape from the Resurgence with the research he has left, since his actions and plans have been revealed. He starts running towards the hangar, where he plans to take a ship and fly out. On his way to the hangar, Noi gets a call from Wrightwell to join him in the office. Knowing that ignoring the call would only make the Colonel more suspicious, Noi answers, hoping to stall for time

as he runs from the research facility to the hangar, which is on the other side of the base. Wrightwell asks Noi for an explanation, mentioning that he has discovered some suspicious papers from Noi's office. Noi, stalling for time, states that he was looking into a new technology that would help the Resurgence keep track of their members. The mind control experiment was an attempt to figure out whether or not a Resurgence member was loyal and to make them loyal if they weren't. According to Noi, this technology could help keep everyone in the Resurgence truthful and loyal to Wrightwell. He also states that he leaked information to the Alliance so that the Resurgence members could face actual combat and win, giving them a morale boost. Noi keeps insisting that he only did what he did to help the Resurgence. However, a **Notice** roll can reveal to the player that Noi sounds out of breath. [down]

Wrightwell gives Noi the benefit of the doubt, hearing the end of the explanation right as Noi was reaching the hanger. Wrightwell states that regardless of whether or not Noi was doing something for the Resurgence, it is his obligation to brief the Colonel on every experiment he conducts and that Noi was extremely out of line. As Noi apologizes for being secretive earlier, he gets into a ship, prepared to fly off the base. Wrightwell says that he still wants to speak to Noi about the repercussions for his actions and while Noi is agreeing, Wrightwell hears the sound of the hanger being opened. Realizing that he had been tricked the whole time, Wrightwell stands up from his chair, which rolls back behind him. Yelling "Son of a bitch," he runs out the door. Player characters can choose to follow him or stay put, but either way, Wrightwell moved faster than the crew could process. Wrightwell runs down the hall to one of the weapons control rooms. Manning one of the guns on the side of the base, Wrightwell looks out for the ship that Noi stole. In about three seconds, he sees a ship moving away from the base from the corner of his eye. Without a second of hesitation, Wrightwell aims the guns at the ship, shooting holes in it until one bullet finds the engine, after which the ship blows up. Breathing a sigh of relief, Wrightwell stands up and returns to his office, where the crew is still waiting. [up]

Players can roll a **Notice** to try and figure out more about the situation. A successful roll reveals that Noi sounds out of breath.

Loyalty - It is clear that Wrightwell believes in Noi's loyalty to the cause, but also frowns upon actions that are done without orders, even if the actions are taken due to loyalty to the Resurgence.



Loyalty - For Wrightwell, disloyalty is something punishable by death, since lives are disposable once they are dedicated to a cause.

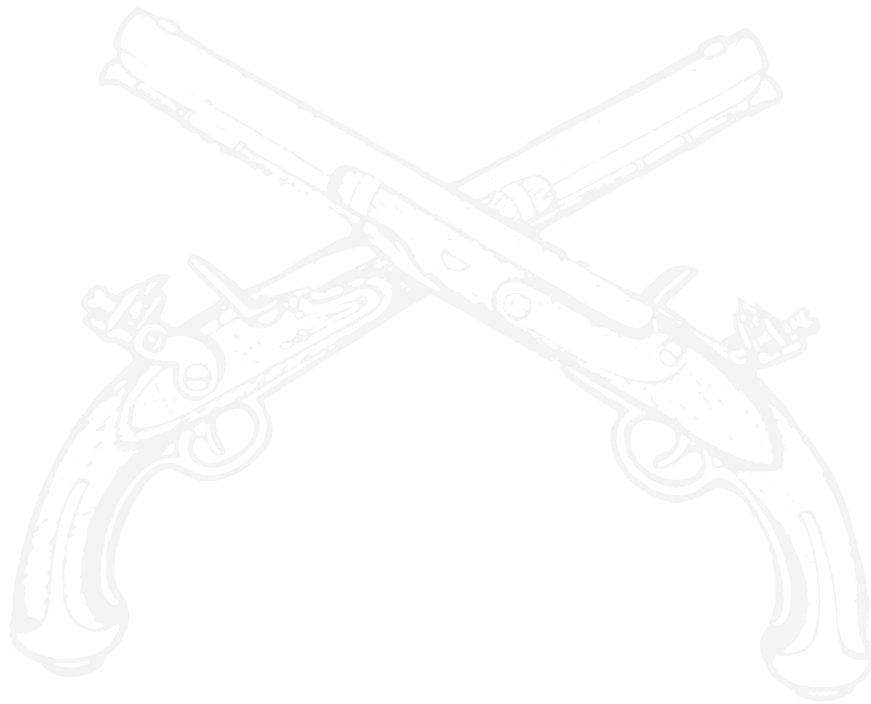
Loyalty - If the crew hesitates in giving all the information to Wrightwell, he reminds them that no matter how uncomfortable the information makes them, it is their duty to keep everyone in the Resurgence safe by telling Wrightwell what they know. If they are complicit, he will compliment their loyalty to preserving the well being to everyone in the Resurgence.

Resolution – Regaining Wrightwell's Trust

When Wrightwell returns to the crew, he calmly explains that the Noi issue has been taken care of. He does not seem to have any issue with Noi's death and seems to casually brush it off, although the tone he uses has a touch of sadness in it. He asks that the crew give him all the information they could about Noi's secret lab, including how to get in and what to look for. The crew members comply and give him the information he so desires. After hearing of the situation, Wrightwell thanks the crew again, mentioning that the crew has, this time, finally earned their spots in the Resurgence. The loyalty that the crew has shown to the cause by giving Wrightwell all the information that he needed and even seeing him unprompted certainly makes them trustworthy in Wrightwell's eyes. He emphasizes that whatever Noi has leaked to the Alliance has definitely put the Resurgence in jeopardy and the crew did well in mitigating that damage by giving Wrightwell the information. Because Noi's actions significantly impacted the Resurgence's progress, Wrightwell wanted to thoroughly investigate all that the Alliance knows. He mentions that he did not know what Noi was up to and is extremely upset and worried that the Resurgence has been compromised. (up)

Before he goes to look more carefully at Noi's lab, Wrightwell reminds the crew that loyalty and order are two important things any organization needs to keep running. He urges them to keep quiet about what Noi has done, at least until he can figure out exactly what Noi has been doing at his time in the Resurgence. He also apologizes for suspecting Inara of leaking information to the Alliance. While he reminds the crew that he was only working with the information he was given at the time, he acknowledges that there is no longer any need to keep Inara under watch. Walking with the crew back to Serenity, he dismisses the guards that are still standing outside the entrance to Inara's shuttle. Hearing a commotion, she exits her shuttle, only to be given a formal apology by Wrightwell. With everyone being forgiven, Wrightwell leaves to investigate Noi's lab and the crew stays on Serenity, waiting for their next task. When he is gone, Simon mentions that he still feels like there is something about Noi that the crew needs to figure out, mainly

what happened to the people he experimented on and suggests that the crew needs to go back and figure out the whole truth. (up)



ACT III-THE CONFRONTATION

INTERIOR, WRIGHTWELL'S OFFICE, LATE AFTERNOON

Colonel Wrightwell sits at his desk, deep in thought at the blueprints laid out in front of him. The Firefly crew enters with information regarding William Noi's secretive actions in the Resurgence. Not only has he been experimenting on Resurgence members, but he has also been leaking information to the Alliance. Zoë gives Wrightwell the papers to examine, which he looks over before addressing her.

WRIGHTWELL

Thank you for bringing this to my attention. However, given your current standing here, I would like to speak to Will myself and find out what's going on.

ZOË

Sir, it might be better if you didn't tell him we gave you this information. It would only make him want to cover up the truth.

WRIGHTWELL

(sighs)

Very well, but I believe that Will will be truthful with me regardless of the circumstances.

Wrightwell picks up a transmitter from the desk and calls for Noi.

WRIGHTWELL

Will, are you there?

There is no answer for a moment before the transmitter emits static and comes to life. The crew hears the hums of the machines in the research facility in the background as Noi speaks.

NOI

(slightly out of breath)

Yes. Is there something you need?

WRIGHTWELL

I'm in possession of a few documents that we found in your office and--

NOI

(cheerfully interjects)

Oh, are those the checkups from the other day? Sorry, I haven't had the chance to sort through them yet. If you could just leave them on my desk in the lab, that'd be great.

Wrightwell's eyebrows furrow slightly as he gives an almost inaudible sigh.

WRIGHTWELL

No, Will, this is something else entirely. There's some research and some transmission records.

There is a pause on the other side of the line, before Noi speaks again. The background noise is faint, but the sounds of the lab have disappeared, being replaced by the soft humming of the lights in the hallways of the base.

NOI

I see. What do you what to know?

WRIGHTWELL

If you can come to my office, we can discuss their contents.

NOI

(pauses for a moment)

I'm unfortunately preoccupied at the moment, but I can speak with you over this channel, if you want.

WRIGHTWELL

I would prefer to have this conversation in person.

NOI

I will not be able to get to you until tomorrow, if that's the case. Again, I do not mind us discussing this right now.

Wrightwell frowns, deliberating the options he has.

WRIGHTWELL

(begrudgingly)

Fine. Let's start with this research that I'm looking at. Why is there data marked as recently as last month? Where are you collecting this data from?

NOI

(gives a light chuckles)
Oh, that. I wanted to wait before showing you the results, but I'm doing some work to help the Resurgence in--

WRIGHTWELL

(interrupts with a stern voice)
Did I ask you to do this? I don't recall giving you free reign to use our resources as you please. Where are you even conducting this research? This is unacceptable behavior, Will.

The background noises over the transmitter change again, echoing the sounds of the training facility. Faint gunfire fades come in and out in the background as Noi answers.

NOI

(panting slightly)
Well, I wanted to see if I could use some of my old research to help the Resurgence. You know as well as I do that the morale of the group is not at its best. With all the run-ins we've had recently with the Alliance and not getting the jobs done, we need to do all we can to get spirits up. If I figure out how to synthesize loyalty, we can use everyone to their fullest potential and get more done in our missions.

At this point, Zoë interjects, unable to keep silent any longer. She raises her voice so that Noi can hear.

ZOË

(harshly, with a hint of anger)
If you care so much about the Resurgence, why is it that the people listed in book are Resurgence members? Wouldn't it be better to use others and keep the Resurgence forces large in number?

NOI

(clicks his tongue condescendingly)
Zoë, is that you? Obviously, I can only help the Resurgence if I use

NOI
subjects that relate with the
cause. They all volunteered.

WRIGHTWELL
What volunteers?

NOI
I told some soldiers about my
research and they asked to take
part. No harm has come to them and
I'm still getting results! The
amount of work I can do here is
amazing!

As Noi is speaking, Zoë signals Wrightwell to mute the feed with a wave of her hand. He gives her a confused look in return, but does as asked.

WRIGHTWELL
Yes?

ZOË
Sir, he's not being truthful.
According to the names in the log,
he has been researching on soldiers
that have gone MIA.

JAYNE
Zahra told me some of her friends
have gone missing on missions.
Their names are in that book there.
I think he nabbed 'em and used 'em
for his experiments.

WRIGHTWELL
What does he have to gain from
lying?

ZOË
Sir, it's likely that he is
stalling to avoid punishment.

WRIGHTWELL
But why would he be stalling? Fine.
We will figure out why he is
stalling and find him. I want to
bring him back here to discuss this
further. Please help me find out
where he is.

Turning the transmitter back on again, Wrightwell returns to conversing with Noi.

WRIGHTWELL

Noi, we both know that is a lie.
These soldiers have not been seen
since the dates in your research.

NOI

Alright, you got me. The people who
helped me are no longer here today,
but they sacrificed themselves for
a greater cause.

WRIGHTWELL

I don't recall giving you
permission to kill our soldiers for
your personal gain.

NOI

(clicks his tongue again)

Harvey, Harvey, my friend. Weren't
you the one that always said that
our individual lives don't matter
in the larger fight for freedom.
Don't you know that in any
organization, there are are
distrustful voices among the
people? People who spread the
message that maybe our cause isn't
just, that maybe we're just using
them and that we're delusional. My
research is for them. We can use it
to keep our members loyal, prevent
leaks from going out and ruining
our missions--

WRIGHTWELL

That is rich, considering that you
seem to have been doing a lot of
information leaking of your
own. Care to explain why you have
been in contact with the Alliance?
I want a full explanation, Noi.

Again, the background noises over the transmitter shift,
this time sounding like the hangar of the base, with ship
engines coming and in and out of the transmitter. Zoë
recognizes the sounds in the background, but cannot pinpoint
why they sound familiar, causing her to wear a confused
look.

NOI

(breathing heavily)

Why, it's all in an effort to boost
morale right? If we overcome all

NOI

the obstacles the Alliance throws at us, then everyone will feel good about the fight. There hasn't been a catastrophic run-in with them yet. And even if there is a large issue, my research can rectify it artificially. It ends up being a win-win situation, one that is pretty ingenious, if I do say so myself.

WRIGHTWELL

The risks outweigh the benefits here and now, it seems like the Alliance knows exactly who we are. How do you know that our soldiers will stay safe?

NOI

I only leak the small things, insignificant missions, occasional numbers. Of course I won't let you know what is going on. The more people that know of the plan, the less effective it is. Not to mention the scandal that it could cause--

WRIGHTWELL

Yes, a scandal that you would have set up behind my back, Noi.

In the background of the transmitter, a door can be heard being opened. In Wrightwell's office, Zoë furrows her eyebrows, still unsure where he is.

NOI

I'm doing my best to support you behind the scenes, Colonel. I hope you understand that. My loyalty to the cause is as deep as my loyalty to you. I do all this to help you.

Wrightwell pauses a moment, mulling over Noi's words. He nods his head and murmurs to himself.

WRIGHTWELL

(slowly)

Say I understand where you are coming from and I believe in your words. But it's still insubordination; it's just dressed

WRIGHTWELL
 up all pretty. There will still be
 a punishment. Please come to my
 office immediately. No excuses.

While Wrightwell is saying this, he signals towards the crew, asking silently where Noi is. Zoë responds with a small shake of her head, unable to pinpoint his location through their conversation.

NOI
 (gives a slightly maniacal
 laugh)
 I would love to do that, but I'm
 afraid I'm going to be preoccupied
 for a little while longer.

Through the transmitter, Zoë recognizes the sound of a ship starting up. Wide-eyed, finally knowing where Noi is, she waves for Wrightwell's attention.

ZOË
 (whispers urgently)
 Sir, I believe that he's on a ship
 in the in the hanger--

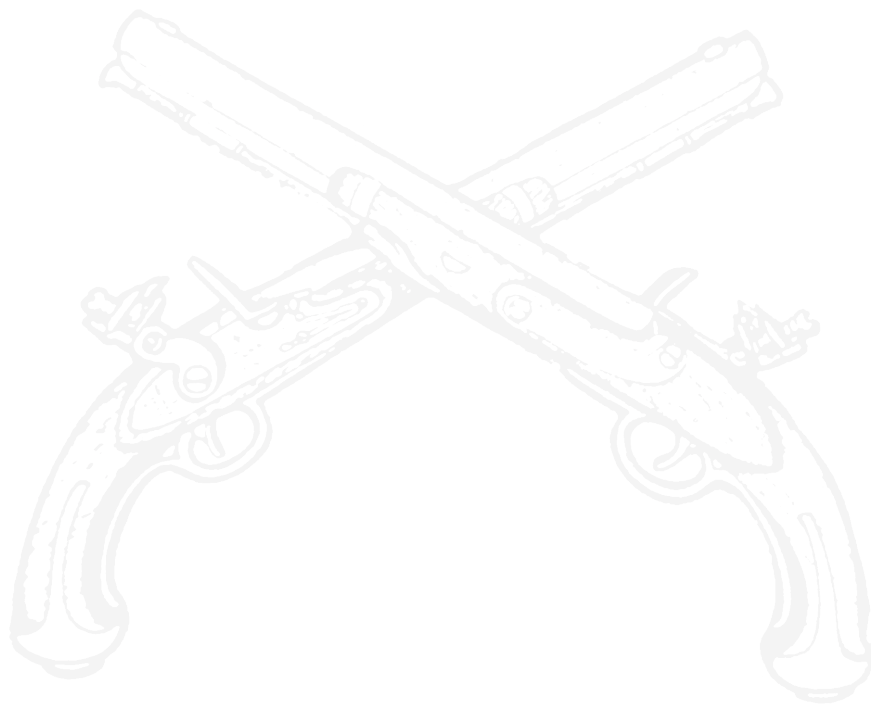
At the same time Zoë is saying this, Wrightwell hears the hanger door open over the transmitter. Struck with realization based on the sounds he hears and Zoë's statement, his face shifts from surprise to rage.

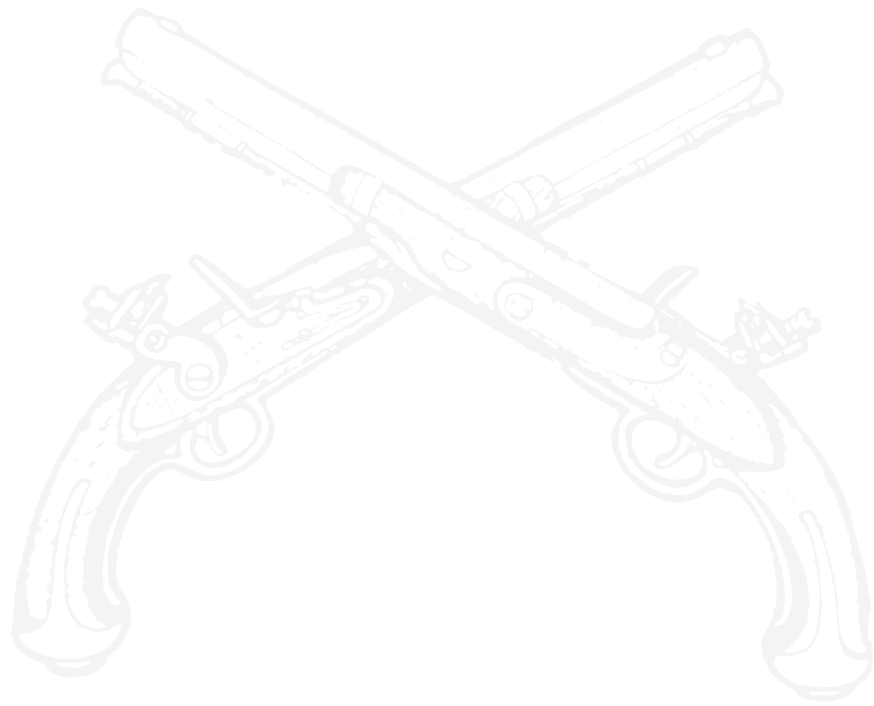
WRIGHTWELL
 (shouts)
 SON OF A BITCH!

Throwing down the transmitter in his hand, he runs out the door of his office. Crashing through the hallway, the crew, who is still in the room, hears laughter continuing from the transmitter. They no longer hear Wrightwell outside the door, but then hear Wrightwell's voice through the walls as he sits at one of the gun stations the base has.

WRIGHTWELL
 (with a hint of anger)
 You can't betray the Resurgence and
 think you can get away with it. I
 will end this now.

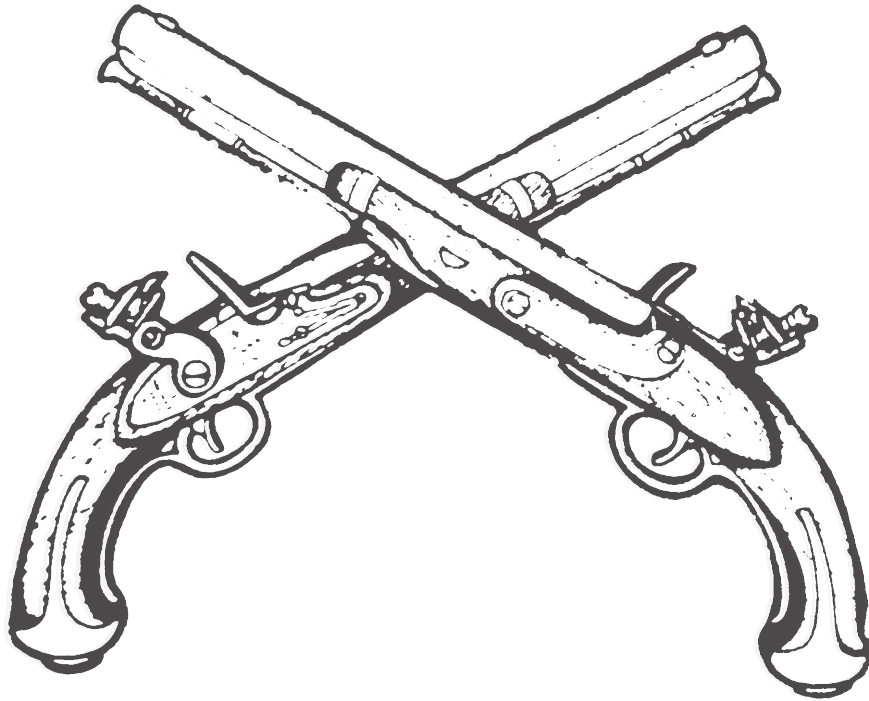
They hear the recognizable sound of a gun being fired. A 'boom' is heard from the weapons station and a subsequent 'boom' is heard over the transmitter, and then the radio goes dead. Silence hangs in the air as the crew processes what has just happened.





ACT IV:

Out with
a Bang



Simon can roll **Social** to convince Wrightwell in to giving him access to Noi's files. On a particularly high roll, Wrightwell still won't let Simon in, but will let slip the existence of a side entrance that is not guarded.



If the players roll a high enough **Notice** or **Sneak**, they can get a peek inside the boxes, which hold large quantities of guns and ammunition, and the silver packets the crew delivered on their first mission.

Loyalty - Buddy still needs to regain Wrightwell's trust to prove himself worthy of his place in the Resurgence

Inciting Incident - Noi's files

It is a few hours after Noi tried to escape, Wrightwell approaches the crew in their bunks, he looks haggard, certainly tired and stressed after learning one of his top men was a traitor. He informs the crew that while going through Noi's research, Wrightwell found an alert sent by Noi informing a nearby Alliance station of the Resurgence's existence and whereabouts. Wrightwell wants a few members of the crew to go on a recovery mission to retrieve the rouge information. There's a ship that's getting ready for takeoff and there's still three spots open for anyone that wants to join. Wrightwell tells them it should be an easy mission, in and out with the info and then back to base. Jayne immediately accepts, ready to fight anyone who stands in his way. He's getting used to working with the Resurgence, the steady pay is a nice change of pace. Wash and Zoe also agree. They move to leave, but before they can Simon stops Wrightwell, he wants to look through Noi's research, it could have valuable information about River and the Institute that took her. Wrightwell denies the request, he's still on edge about the betrayal and wants to go through all of Noi's work personally. He tells him he'll let him know about anything regarding River, but it will take some time, in the meanwhile, the rest of the crew should relax in their quarters. The party will be split for the next few sequences, the action will be cut between both groups, similar to a commercial break on a TV show. (Down)

The team leaving for the mission heads out towards the hanger. Wrightwell briefs them on the mission - they are leaving immediately to try and stop the info before every Alliance soldier and their mother knows about the Resurgence. The goal is to get to the core of the station, where the information is thought to be held, and delete any knowledge of the Resurgence. As Wrightwell is talking, we see a handful of heavily armored Resurgence soldiers board the ships with crates and prepping the ship, Zahra is one of the soldiers loading crates. Buddy sitting a few feet away from the ship, he looks sad and is clearly sulking as he's still being punished. If players talk to Buddy, tells the crew that he's still on desk duty. He wants to regain Wrightwell's trust before the next big mission. Eventually, Wrightwell wishes the crew luck

and then departs. There is not much time for action after Wrightwell leaves, but if players wish, they can inspect the boxes or talk to the Resurgence soldiers. [Neutral]

Meanwhile, Simon and Kaylee are faced with a decision, either sit idly or somehow get into Noi's quarters. Simon can't just sit around while valuable information on River is so close at hand. However Kaylee doesn't want to go, they just got on Wrightwell's good side, but Simon insists he has to, for River. Simon rolls **Influence** against Kaylee's **Focus**. Simon wins out and they head towards the laboratory. As they make their way over to the research center, they see Book filling Mal in to the previous events. Kaylee heads in to check on Mal and Simon begrudgingly follows. Inside, Book has just finished telling Mal about their previous antics. Mal looks up at all of them, and in a half daze, gives them a thumbs up, complimenting them for doing something right for once. [Up]

Simon and Kaylee continue to the lab, where there is a guard standing outside the locked door. They can try to convince the guard, cause a distraction, or fight him, players should get creative. In this case, Kaylee creates a minor mechanical failure in a nearby hallway using **Operate** and the guard leaves to investigate. Kaylee and Simon enter Noi's lab as the action cuts. [Up]

Complication – Learning Curve

Zoe, Wash, and Jayne are en route to the Alliance space station. Here they can ask the Resurgence members questions. There's not much to be said, most of the Resurgence are in shock over Noi's betrayal, and some are quite upset at the loss of their friends at his hands. Jayne chats up Zahra, but not one for small talk, he instead asks about the mission. Zahra tells him it's pretty cut and dry, standard stuff, she's been on a million like this before. The scene ends with the ship attaching to the Alliance station and getting ready to board. [Up]

Simon and Kaylee have just entered Noi's laboratory. Papers have been spread out everywhere, but in an organized, methodical way. As they snoop around, they find the same silver aluminum packages they delivered during their first mission. Upon a successful **Notice**, they hear a noise outside the

If Kaylee's **Focus** beats Simon's **Influence**, Simon can yield and the two will go to Wrightwell's office to try and convince him again. On their way there, they'll pass by Noi's lab, and a high enough Notice will show the door unlocked.

If a Kaylee wants to go with Simon, neither have to roll.



Players can talk to multiple Resurgence soldiers, it is up to the GM to choose minor characters that populate the ship [See minor character sheets]

How high the players **Notice** rolls are determine how many actions they get during the **Timed Sequence**

Kaylee or Simon can spend an **Asset** to give themselves more time. Here, Kaylee created an **Asset** called **Dancing Feet** to quickly hide behind the door.

It is up to the players to come up with creative solutions to wiggle out of trouble.

door, it's the guard from before, he's heading back, and walking along side him is one of Noi's assistants, they remember seeing him working with Noi during the facilities tour. They have to act quickly, there's only a matter of seconds the guard and his friend arrive in the room they're in. This is a **Timed Sequence**, they only get one story beat each to solve this. Simon hides in a cabinet while Kaylee tries to put everything back in order, just as they found when they entered. They finish their respective actions right as the door opens. Kaylee manages to hide behind the door at the last second, the guard opens the door, but as the two step into the room, it becomes apparent that they aren't aware of Simon and Kaylee's presence. The scientist heads straight for a drawer, which he unlocks and withdraws a bottle of aged whisky. Laughing, the two head back outside, closing the door and leaving Simon and Kaylee alone again. The two breathe a sigh of relief as they continue on with their investigation. [Up]

Crisis - Things Get Heated

The Resurgence soldiers get to work. They are applying familiar looking silver packages to the walls. The rest of the team head into the station, gunning



down any Alliance member they come across. Here players can use a mixture of **Fight, Shoot**, and sheer **Physical** strength to fight through the Alliance troops on the station. They successfully retrieve the information and Zahra and Jayne whoop in celebration of another mission completed. As they leave the station, the facility is blown up, wait, this wasn't part of the mission, right? Jayne isn't very concerned, but Zoe pushes him to ask Zahra. Zahra tells him that this is standard protocol, why are they surprised? The less Alliance out there the better, she informs them. They're taken aback that this statement and speculate on what just happened. Eventually, they decide to ask Wrightwell about it once they arrive back on base. (Down)

Upon further investigation in Noi's lab, Simon and Kaylee come across a room with various scientific devices along with blueprints for a bomb. The bomb is going to be made using the aluminum packages. The two try to decide what they want to do with their new-found information. They decide to take it to Wrightwell, he needs to know of Noi's further deception and plans. (Down)

Climax – The Bomb

As Simon and Kaylee leave Noi's lab, they see Jayne, Zoe, and Wash's ship touch down. The party, reunited, agree to go tell the rest of the crew about what they discovered before talking to Wrightwell. They are able to come to the horrifying conclusion that not only did they assist in the delivering of explosives, but of explosive components that can be made into even bigger bombs. The crew immediately head out, in search for Wrightwell. (Down)

They find Wrightwell in one of the back rooms of the hanger. Simon brings up the evidence he found in Noi's quarters, disregarding Wrightwell's anger at his disobedience. As Simon explains the bomb situation, it becomes apparent that Wrightwell had a hand in creating these plans as well. The Resurgence is going to bomb a large Alliance city, one right at the heart, where their illusion of power will be the strongest. Therefore a blow there will be a powerful message, and a powerful statement of just how weak the Alliance truly is. Its empire is too vast to provide true protection to its citizens. This message will begin to



Wrightwell can roll his **Influence** against Zoe's **Focus**, however, she can add an extra D6 to her roll if she makes a convincing argument to the DM as to why she wouldn't side with Wrightwell

Loyalty - Players can evaluate the effectiveness of Wrightwell words. If they aren't propelled into stopping the bomb, it is revealed that it is strapped to Serenity, giving the players no choice but to go after Wrightwell.

dethrone the Alliance, and its resources can be shared with people in need. "Imagine how many people we can save". Wrightwell goes on about the lives that will be changed for the better if his plans are successful. "No." Zoe says, "no cause justifies killing innocent people." She looks at the rest of the crew, who nod in solemn agreement. Wrightwell's plan goes against any decent man's morals. Wrightwell sighs, he truly hoped they'd be on board, but this leaves him no choice. Wrightwell, having navigated towards the door of the room without the Notice of the players, quickly exits the room and locks the door behind him. (Down)

Resolution - Follow that Ship

After Wrightwell's confession, the players rush to open the doors, fruitlessly punching numbers into the keypad. Frustrated, Jayne pulls out his gun and shoots the lock. Miraculously, the doors slide open and the crew runs out. Wrightwell can be seen boarding Serenity, next to him is Buddy. As they board, Buddy spares a melancholic glance back at the crew. The crew starts running, but Serenity is already in the air. Dejected and angry, they start arguing over the best way to reclaim Serenity. During this, any player that rolls a high enough **Notice** will spot a Resurgence ship nearby. It's fueled up and ready for flight. (Up)



As the crew makes their way towards the ship, Zahra steps in front of them. She informs the crew that Wrightwell sent an alert ordering the capture of the Firefly crew, dead or alive (alive would be better, he said, but dead works just as well). She's on her way to escort the bomb, orders are orders, and as long as Wrightwell's dismantling the Alliance, her loyalty stays true. But there's nothing tying the crew down here, she says. They should just run, get on with their lives, forget about the Resurgence. Wash steps up "No, we had a hand in this, we are morally, and possibly legally, obligated to stop this." Zahra actually looks kind of sad at Wash's statement. Regardless, she won't turn them in, she says while looking at Jayne. Jayne steps up. "No." He can't leave knowing Zahra will go through with this. "How many mothers and fathers are on that gorrnam planet. They wouldn't die a noble death, no, their blood will be on your hands." Jayne stares at Zahra, and after a few seconds, she yields. She'll stay, but she'll never give up on avenging her parents, not every Alliance planet is innocent. [Up]

The crew continues towards the ship, however, per Zahra's warning, there are Resurgence goons in the way. Zoe, Jayne, and Simon step up to fight them while Wash and Kaylee make a run for the ship. Other members of the crew can be called upon to help out. Book leaves to grab Mal and they show up a few turns later. [Down]

Wash and Kaylee work together to hotwire the ship. They must make successful rolls in **Fix**, **Operate**, and **Notice** in order to take over the ship. The number of failed rolls determine how long the fight is for Jayne, Zoe, and Simon. After they succeed, the crew takes off in hot pursuit of Serenity. [Up]

However, the Resurgence is ready for them, the players can see the gunners ready to shoot. As they take off, Wash has to pull some tricky maneuvers to avoid being shot. If they are shot during their escape, future piloting rolls will be harder. [Up]

Loyalty - Players can try to convince Zahra to stay on Hestia and abandon the mission. Their success determines her fate later in the game. Jayne gets an extra D6 to his roll if he gained Zahra's Affection.

Wash needs to roll **Fly** in order to avoid being shot. A **Focus** roll can also be added if the player makes a convincing argument

INDEPENDENCE FOR ALL

INT. HANGAR BACKROOM

We follow the FIREFLY CREW as they storm into one of the hangar's backrooms. WRIGHTWELL looks surprised at the outburst, as he watches ZOE, JAYNE, KAYLEE, SIMON, and WASH pile into the room. SIMON is holding plans he and KAYLEE found in WILLIAM NOI's office. The plans are instructions on how to build a bomb and plans to detonate it in a populated metropolis area.

SIMON

Wrightwell, Kaylee and I found these in Noi's lab, we thought you might want to see them.

WRIGHTWELL takes the papers from SIMON and quickly glances over them.

WRIGHTWELL

What's the problem?

SIMON

The problem? What you have in your hands are schematics for a bomb that could level a city!

WRIGHTWELL

Which is exactly what they're supposed to do, did Noi tamper with them?

SIMON

(slowly, trying to explain)
What? No, they're plans, for a bomb.

WRIGHTWELL

Yes, we make bombs here, this isn't something new.

SIMON

But you don't get it, these are plans to demolish -

WASH cuts SIMON off.

WASH

The Alliance station - they blew up the station, that's their plan. They - he

WASH points to WRIGHTWELL

WASH

(cont.)
is planning on destroying an entire city.

ZOE
Hey now, lets not jump to conclusions.
This is not something the Colonel would
do.

However ZOE still spares a concerned glance at WRIGHTWELL.

WASH
What are you talking about? The clues
are all right there, the Alliance
station, the delivery, Mal's injury! How
were we so blind.

ZOE
No, I've fought along side the Colonel,
he'd never - never hurt one of his own.
He wouldn't do that to Mal.

Any hint of suspicion in ZOE's mind is gone now, replaced by
anger at her husband. Her arms are crossed and she is staring
down WASH.

WASH
Wouldn't do that, he's planning on
killing thousands!

ZOE
Wash!

ZOE turns to WRIGHTWELL.

ZOE
(cont.)
Excuse my husband sir, he doesn't know
what he's talking about.

WRIGHTWELL
It's alright Zoe, your husband's not far
from the truth. An Alliance city will be
destroyed, but I'm not killing hundreds,
I'm saving thousands.

This sends ZOE into stunned silence. JAYNE is the first to break
the silence.

JAYNE
Look, the man's clearly crazy, lets just
hop on Serenity and leave this gorrarn
planet. The pay was nice while it lasted
but clearly we've overstayed our
welcome.

WRIGHTWELL
No, I'm not crazy, I'm pragmatic. This
is an Alliance funded city, destroying
it would send exactly the kind of

message we need right now.

SIMON

What message? That you have the fire power to kill planets? I thought you wanted to help people.

WRIGHTWELL

(Quickly losing his composure)

I do! I do want to help. Everything I do is for us, the Resurgence. And if a few people have to die for us to survive, then so be it.

WRIGHTWELL quickly turns and looks at ZOE.

WRIGHTWELL

(cont.)

And you. You can be part of it. The revival of the Independence - freedom for the outer planets, isn't that what we've always wanted?

ZOE

Look, maybe there's another way. The Alliance needs to be stopped but a bomb ain't the answer.

WASH

What! I can't believe you're considering this for even a second!

ZOE

I'm not agreeing, I'm just saying -

WRIGHTWELL

(Talking over both of them)

She's saying she understands. You didn't fight in the war, you don't know what a win like this means. Even if it takes sacrificing lives, sacrificing ships, sacrificing cities, this needs to be done.

KAYLEE

Wait, ships? The repairs on Serenity, is that what you're planning? Using my baby to kill all those people?

ZOE

Nobody is using Serenity for anything, Wrightwell, especially not to transport a weapon of mass destruction. We've never condoned the killing of innocents.

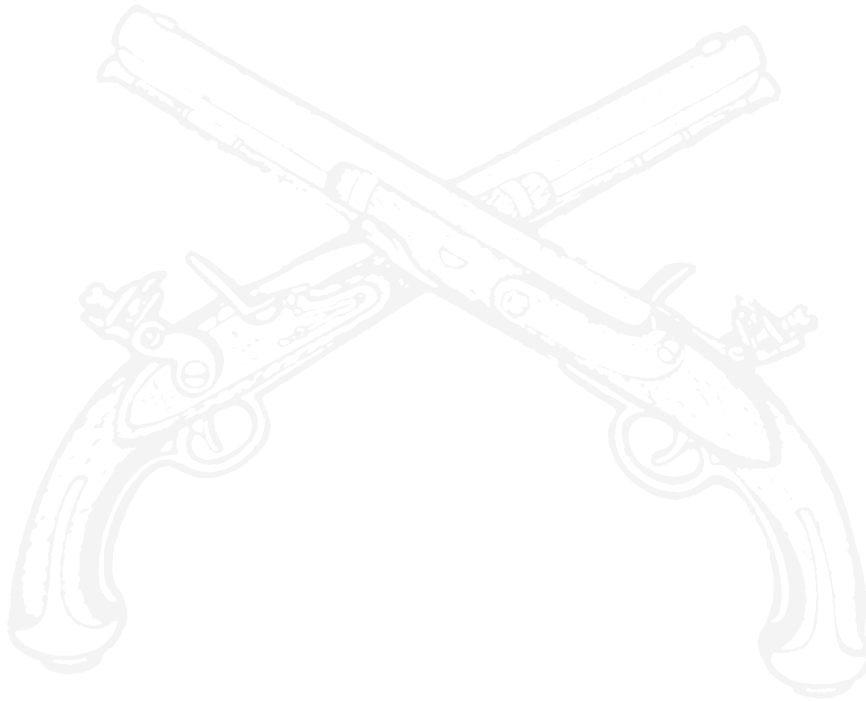
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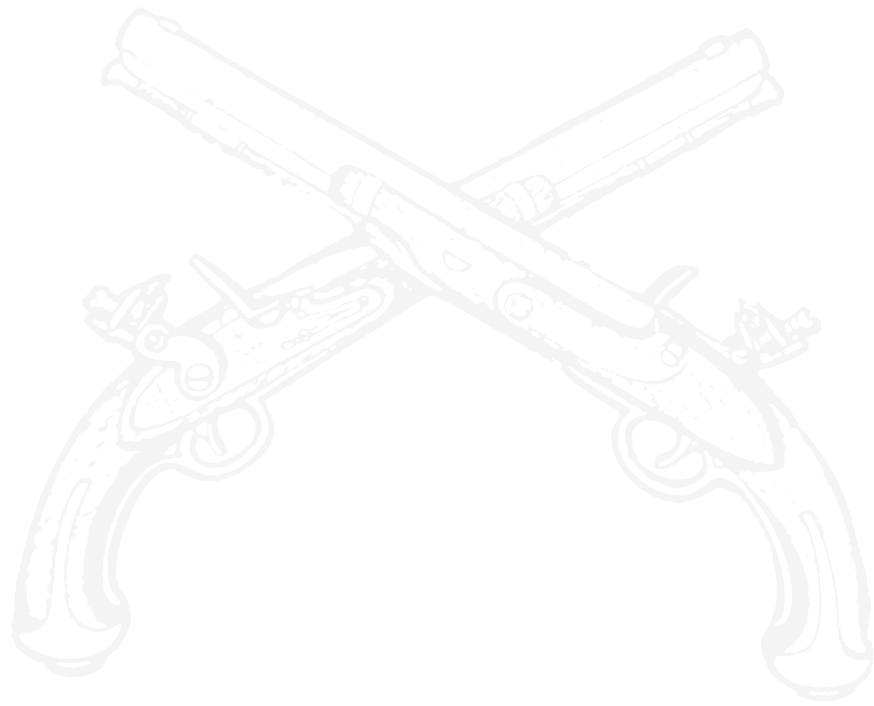
WRIGHTWELL

(sighing)

So be it. I thought we were family, but I can see you no longer care about our cause. It doesn't matter, the plans are already underway. I'm sorry to see the old bird go down, but it's for the cause, our cause.

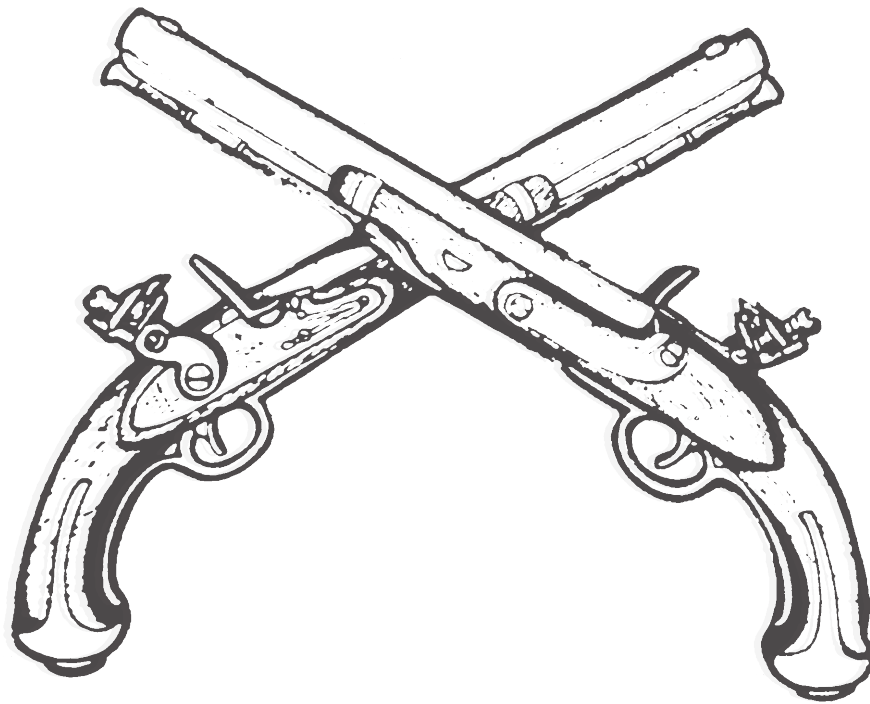
WRIGHTWELL is standing next to the door the crew came in through. He'd been inching closer to the exit during the duration of the conversation. After he speaks his last words, he quickly breezes through the door and locks it behind him.



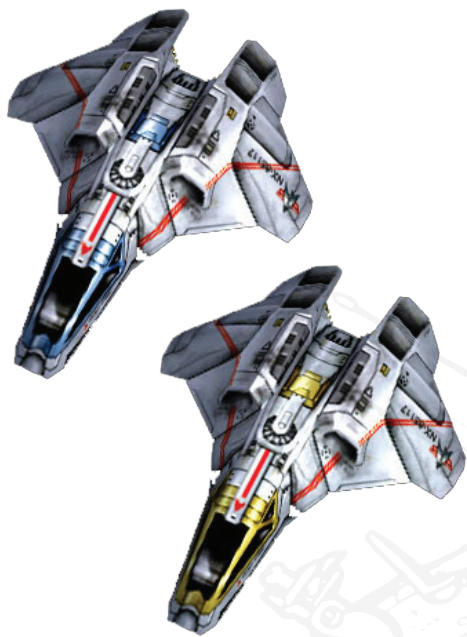


ACT V:

Serenity



Kaylee can use **Operate** to help the engine run efficiently.



Wash uses **Fly** to dodge the incoming fighters.

Mal, Zoe, and Jayne use **Shoot** against the fighters **Move**. Wash uses **Fly** to avoid their fire.

Loyalty - Due to player's choices and how they roll in Act IV when they encounter Zahra then, Zahra, may or may not be one of the fighters in this dog fight. If she is Jayne recognizes her ship, and he must shoot her down in order to save the crew and for the sake of saving Serenity. He remembers one of Zahra's sayings, "Sorry Jayne, orders are orders." It's a heartbreaking moment for Jayne.

Crew gets a **Complication** called **Engine Trouble**.

Inciting Incident - Fighters on Approach

Colonel Wrightwell orders a strike as Mal's crew approaches.

Mal and the rest of the crew need to get accustomed to this Resurgence Ship quick. [Up] Wash gets used to flying the ship. Mal and Wash follow the blip on the ship's sensor of Serenity and Colonel Wrightwell's envoy. During this time Mal mentions to Wash and members of the crew, "Once we catch up to Serenity. We leave this Resurgence thing behind us." There are mixed reactions from Mal's comment. The crew know what the Resurgence is doing and they have a desire to stop the bomb even if Mal doesn't fully understand. Kaylee learns the engine room of the new ship. It's not Serenity, and this annoys her. Still, she does her best to make the engine run efficiently so the crew can catch up to Serenity, and possibly beat them to the location. The rest of the crew sit in awkward corners of the ship and wait.

"We got a problem." Says Wash. He detects two new blips on the ship's sensors. They approach and quickly. The escort fighters meant to guard Colonel Wrightwell are on an intercept course. [The Colonel received a warning call from the Resurgence Base in regards to a stolen ship. Wrightwell knows who it is.] The fighters move into attack formation. [Down]

The ship handles pretty well, and the crew realize that the ship has weapons. [Up]. The crew prepare for the assault.

Mal, Zoe, and Jayne strap into the turret blasters and engage with the two fighters while Wash does his best to maneuver. [Up]

After some close calls Mal, Zoe, and Jayne destroy the fighters. One of the fighters is Jayne's friend Zahra from the Resurgence base. [Up and Down Beat]

Kaylee works the engine to its max while Wash, now unrestricted by the fighters, charges ahead closer and closer to Wrightwell and Serenity. [Up] [The hijacked ship they are on is fast, it's meant for hit-n-run tactics so it catches up quickly]

They almost catch up to Wrightwell when the ship stops working. Alarms start going off in Kaylee's engine room and on the bridge. Turns out the damage taken on by Wrightwell's fighters has caused some major engine problems. [Down]

Complication - The Engines are Down

Kaylee assesses the damage. Not good. The ship's dual propulsion engines for faster than light travel are down. In their current condition there is no way they'd make it in time to stop Wrightwell. (Down)

The crew feels utterly discouraged and lost. Is there anything they can do? They all turn to Kaylee hoping for a miracle. (Down)

Kaylee tries to Fix the engines, and the crew try to help. After some further assessment Kaylee finds that one of the propulsion engines is still intact and turning. She uses her welding and engineering skills, and finally, the one engine hums to life. Though the promise of a working engine lifts everyone's spirits Kaylee and Wash both know that to use an unbalanced space travel engine could kill everyone. (Up then Down.) For the sake of Serenity, Kaylee, to the crew, offers a crazy suicide approach to using the space travel engine and balancing the motion of the ship with the engine's thrusters. (Down)

Kaylee, Wash, and the crew prepare for the jerry-rigged solution of light speed travel and engine thrusters to course correct. It's a combination of working the engine and Wash's piloting skills if they are going to survive and make it to Wrightwell in time. (Up)

Kaylee uses **Fix** get the engines working.

Kaylee uses **Operate** to work the ship.
Wash uses **Fly** to help counter the off-balance engine.



Possible **Complication** called **Hull Breach**. If rolls are low the damage to the ship's hull will impact how the crew lands the ship in order to confronts Wrightwell later.

Kaylee uses her instincts to work the half-broken engine while Wash pilots. (After a push from the working light-speed engine the ship has to slow down and course correct with the use of the thrusters. This is a huge strain on the hull of the ship.) The process works, though dangerous, they are able to travel on one off-balance lightspeed engine. (Up)

Crisis: Is it too late? The Warehouse

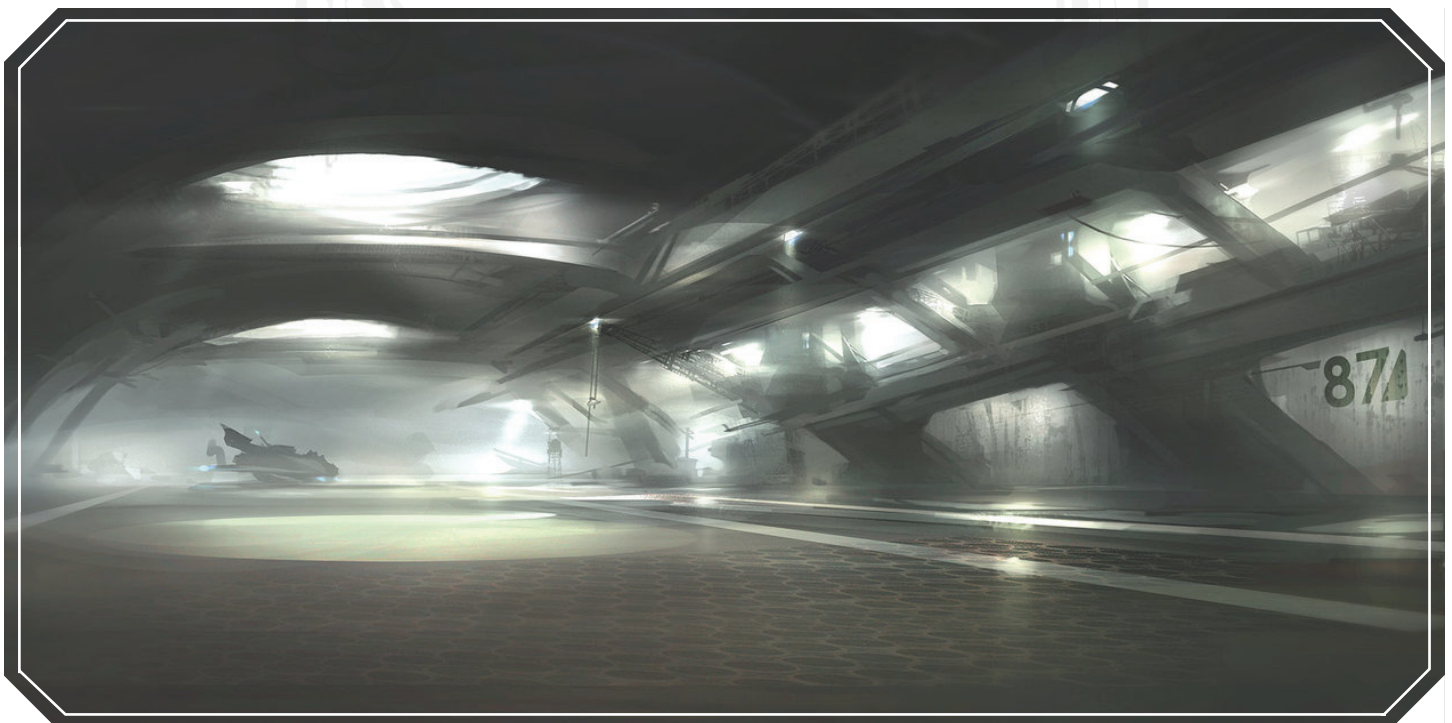
They make it to the Alliance planet, and they approach the outskirts of a rather large city which Wrightwell had picked as the target. (Up)

Landing could be a problem. The ship's hull integrity wanes due to the unbalanced push of the one propulsion engine, and due to how Wash and Kaylee handled the ship during the travel determines whether or not the crew have a smooth or difficult landing. Also, it determines how they "Crash the party." (Down)

They make it (Up), but Wrightwell has already begun the operation. On the edge of the city lies a warehouse where Wrightwell has staged his operation, and prepares his bomb. The crew must stop them or this Alliance city's millions will be killed. (Down)

The crew have the element of surprise (if they had a good and quiet landing of the hijacked ship.) since Wrightwell and his crew didn't believe Mal could catch up with such a damaged ship. (Before the last fighter died in the previous battle, he messaged to Wrightwell that he crippled the engine, "There's no

If Wash and Kaylee had terrible rolls during space travel then there is no other option but to crash into the warehouse where Wrightwell is. If however, Wash and Kaylee had good rolls during space travel then they have two options: They can crash into the warehouse guns a blazin', or if they succeeded in multiple piloting checks during the space travel they can use **Stealth** and land somewhere close to the warehouse for a surprise attack on Wrightwell.



way they'll make it. I'll have grandkids by the time they catch up.") (Up) Meanwhile, the crew discuss their plan of action and how to infiltrate the warehouse, get back Serenity, and stop Wrightwell.

Wrightwell has tight security. (Down) Even though he believes he's lost Mal and his crew, he's still cautious and is ready for anything, they are in Alliance territory after all.

As the crew **Infiltrate**, a shoot-out could begin at any moment. Wrightwell's Resurgence team finally realize that they are being attacked and sabotaged by Serenity's crew, and a massive shoot out begins. (Down) Wrightwell and his men were in the process of activating the bomb strapped to Serenity when all hell breaks loose. (A reveal about the bomb happens here. The crew realize that Serenity is the bomb. The Resurgence has strapped the detonation device to Serenity's reactor. Pipes have been drilled into her core and wires cover the ground leading to the loading dock where pallets upon pallets of a protein solution will act as the fuel for the explosion of Serenity's reactor. There is no detaching the bomb.)

With the Resurgence team cornered, Wrightwell, determined to complete his operation, jumps through enemy fire in order to fully activate the bomb. Mal mortally wounds Wrightwell with a shot to his gut, but Wrightwell, still mobile pushes the activation button for the bomb. (Down).

The crew can hear the humming sound of the reactor filling the room. As Wrightwell dies he tells the crew what he believes freedom means and how important it is to sacrifice for that freedom. He then closes his eyes for good. (Up and Down Beat)

Climax - Goodbye Serenity

Small twist - PC's think it's over, but it was actually a button Wrightwell pushed to start the countdown not detonate it. (Up)

Wrightwell still has other Resurgence soldiers onboard and when Kaylee, anxious to save Serenity, ventures into the engine room alone, the crew has to make a choice, defuse the bomb, or save Kaylee who has become a hostage and her life is now in danger. (Major Down Beat)

Before the shoot-out to get Kaylee back the crew runs into a nervous Buddy who drops his gun in a

The crew use **Sneak** against the guards **Notice** to move past Wrightwell's security.



Mal, Zoe, and Jayne use **Shoot** against the Resurgence grunts.

When Wrightwell makes a jump for the activation button PCs have a chance to shoot him to stop him. If they don't, or desire not to kill Wrightwell it is Mal who takes the shot and mortally wounds Wrightwell.

Loyalty - Wrightwell would give his life for the cause he believes in, and this is how he dies.



Complication called **Saving Kaylee**. If player characters go after the bomb first, they can save Serenity, but Kaylee dies at the hands of the Resurgence Soldiers.

Mal, Zoe, and Jayne use **Shoot** against the Resurgence soldiers Move.

Player characters can use **Notice** or **Know** here to know that there is no dismantling of the bomb.

Wash uses **Fly** when he inputs the coordinates for Serenity. If he rolls low when Serenity is autopiloted into the air she could blow closer to the city and actually cause some damage to the city.



knee jerk reaction.. At gun point he confesses, "I didn't want to hurt anyone." Mal replies, "What do you think of the bomb you helped create?" To which Buddy replies, "... Well, I didn't want to hurt anyone I knew." Players can choose to kill him or not. If they choose to let him go Mal tells him, "Get!" and Buddy runs for his life like a dog with his tail between his legs.

Guns blaze one more time when the crew move to save Kaylee. Again, saving her means there will be no more time to diffuse the bomb. (Down)

The bomb is integrated wholly into Serenity, there is no time to switch the bomb into a different ship or dismantle the bomb in any way. The only way to get rid of the bomb would be to autopilot Serenity off planet and watch her explode. There is no getting Serenity back. (Major Down Beat)

With the few moments left Mal, Wash, and Kaylee remain on the ship while the rest of the crew evacuate.

On the bridge Wash hurriedly prepares the autopilot. Meanwhile, Mal finds Kaylee in the engine room. With her wrench she pry at the pipes of the bomb which are bolted into Serenity's reactor. Both know that there is no time, and after some very gentle persuasion from Mal Kaylee finally lets go. She wipes away her tears and takes the wrench from Serenity's engine room and barely makes it out of the ship with Mal and Wash before the ship takes off. Serenity soars into the sky, and the crew watch in devastation as she explodes high above them and safely out of harm's way. (Scripted Scene) (Major Down Beat)

Due to all the commotion an Alliance cruiser was alerted and is on approach. (Down) (We are in Alliance Territory, so they are around and on their way to investigate the disturbance.)

Resolution - The New Ship

The crew find Wrightwell's getaway ship, and use it to escape. Mal's crew, having disposed of the majority of Wrightwell's Resurgence soldiers, find the ship vacant and waiting. The ship is smaller than Serenity, but it's a very good ship with an engine similar to Serenity's. While the crew take off they are rewarded with a beautiful view of the city they sacrificed so much to save. (Up)

Under a time constraint the crew barely make

it out before the Alliance Tohoku Cruiser intercepts. [Up]

The ship is actually a really good ship with a lot of hidden elements that make it very useful for flying in Alliance territory or around in the outer planets. For example, it has some hidden gun compartments. The crew realize this ship could be their new home. [Up]

Mal sits in a corner of the new ship. He studies his Independence issued gun, the same gun that Wrightwell himself modified for Mal. On the bridge Wash collapses into the pilot's seat. He reaches for the steering controls, but hesitates. He then pulls out his dinosaur toy and sets it on the dash next to the ship's controls. In the engine room Kaylee sits on the floor still holding her wrench from Serenity. She listens to the hum of the engine in her silence.

The crew is certain about a few things: They're done with the Resurgence, they'll need a job soon, but at least they're together. [Up]

Wash uses **Fly** in order to outrun the Alliance Cruiser.



ACT V - GOODBYE

INT. SERENITY - DAY

(Colonel Wrightwell was able to activate his weapon which was attached to Serenity's engine reactor. There is no detaching of the bomb. With what Wrightwell did, Serenity is the bomb, and she will explode. Still, Kaylee tries to detach the explosive device from the reactor in the engine room. Mal approaches having come from the bridge. He told Wash to prepare Serenity's autopilot. They need to leave the ship and fast so the autopilot can move Serenity out of harms way. The rest of the crew wait outside.)

WASH (O.S.)

Ah... everybody who is on this
ship... get off! ... and ah...
abandon ship!

On the bridge Wash sits in his pilot chair double checking all the readouts for Serenity. He's pushing buttons left and right, but red lights keep flashing along with an annoying beeping sound. He breathes harder than he did during their fight with the Resurgence.

AT THE DOOR TO THE ENGINE ROOM

Mal enters. A blast of hot reactor air makes him sweat almost immediately. The core hums so abnormally loud that it takes him a moment to hear Kaylee next to the reactor.

Twenty large bolts made by the Resurgence engineers penetrate into Serenity's reactor. Like a mutated spider cylindrical metal pipe legs branch out to the explosive device that has turned Serenity into a bomb.

With a heave Kaylee detaches the third of twenty bolts from the reactor. The detached pipe hisses and sprays what appears to be the chemical compound that has turned Serenity into a weapon of mass destruction.

She grabs a heavy wrench as she braces herself and pulls against the next bolt. (It has taken her about a minute per bolt.)

The explosive device towers over Kaylee. The hissing stops as the device recalibrates with a beeping sound and the hum of the reactor grows ever louder.

WASH (O.S.)

(over the intercom)

--We need to go. Weee need toooo
goooo noooooow!

(CONTINUED)

Kaylee, perspiring profusely, continues to pry at the bolt with her wrench.

Mal grabs the intercom at the door.

MAL
(on the intercom)
Is she prepped for autopilot?

Kaylee screams at that.

WASH (O.S.)
Yeah, now if we're going to get her
out of harms way. It's now!

The heat of the room is intense.

KAYLEE
(through clenched teeth)
If I can pry enough of these off,
we might... have a... chance.

Mal sighs trying to collect his thoughts as Kaylee, with intensity, focuses on the bolt at hand.

KAYLEE
Just give me five minutes... five
minutes, that's all I need.

Mal steps closer to Kaylee. He puts a hand on her shoulder.

MAL
Serenity is going to blow Kaylee.

Kaylee shrugs it off, and grunts as she pulls on the wrench yet again.

KAYLEE
I can save her!

Mal snarls with impatience.

MAL
Do you want to die?

Kaylee wipes away the sweat from her brow and keeps going.

KAYLEE
Mal, there's still time! We can--

Her grip on the wrench slips, and as the wrench clangs on the metal floor Kaylee collapses into a sob.

The reactor hums ever louder.

(CONTINUED)

KAYLEE
... Mal... she's in, pa... pain.

Mal takes a deep breath and slows down. He kneels down next to her.

KAYLEE
(whispers)
I can't leave her.

Mal leans down to grab Kaylee's wrench. He extends it to her.

Drenched in sweat Kaylee holds the wrench with a reverence.

MAL
... I'll let you decide.

Kaylee locks eyes with Mal for the first time.

MAL
It's the captain that goes down with the ship, Kaylee... but I don't think that's what Serenity wants for me or you....

A sob escapes Kaylee.

MAL
... But if you stay, I'll stay with you.

Kaylee clenches the wrench and begins to shake with indecision. She looks from the wrench, to the reactor, and finally meets Mal's eyes. She chokes on her words.

KAYLEE
Okay.

ON THE BRIDGE

Even more warning lights flash as Wash flicks a few more switches, and calls back on the intercom.

WASH
You've got less than a minute before this ship takes off and goes boom!

Wash jumps out of his chair and runs out of the door. He curses in Mandarin, runs back onto the bridge and grabs one of his dinosaur toys. Then he makes a bolt for the exit.

IN THE LOADING DOCK

(CONTINUED)

Wash slides on the stair rails using his hands, jumps to avoid the crates full of the chemicals that will cause the biggest explosion known to man, and runs off the ship and onto the dirt of the Alliance planet.

Now off the ship he stops and turns looking for Mal and Kaylee.

They're nowhere to be seen.

The ship's thrusters kick in and Serenity starts to lift slowly off the ground.

WASH
Captain! Kaylee!

The ramp makes a hissing sound, starts to fold, and finally close.

Serenity hovers above the ground for a moment, and then as if saying goodbye she pivots in the direction of its given coordinates and lurches upwards.

The dust it creates covers Wash.

Serenity's engine sounds echo and disappear with the distance. With her thrusters burning she creates a spear of smoke that extends skyward.

Then, silence.

Wash approaches his wife Zoe who stands along with Jayne and Book near some crates they have used for cover. The rest of the crew huddles behind.

Wash starts to get emotional.

WASH
... Ah guys, I am so sorry. Captain
and Kaylee! They -

Mal pops his head up from behind a crate.

MAL
What you talkin' about Wash?

Mal notices what's in his hand.

MAL
Don't tell me you went back in
there for a toy.

Wash exhales with relief.

(CONTINUED)

WASH
... Kaylee?

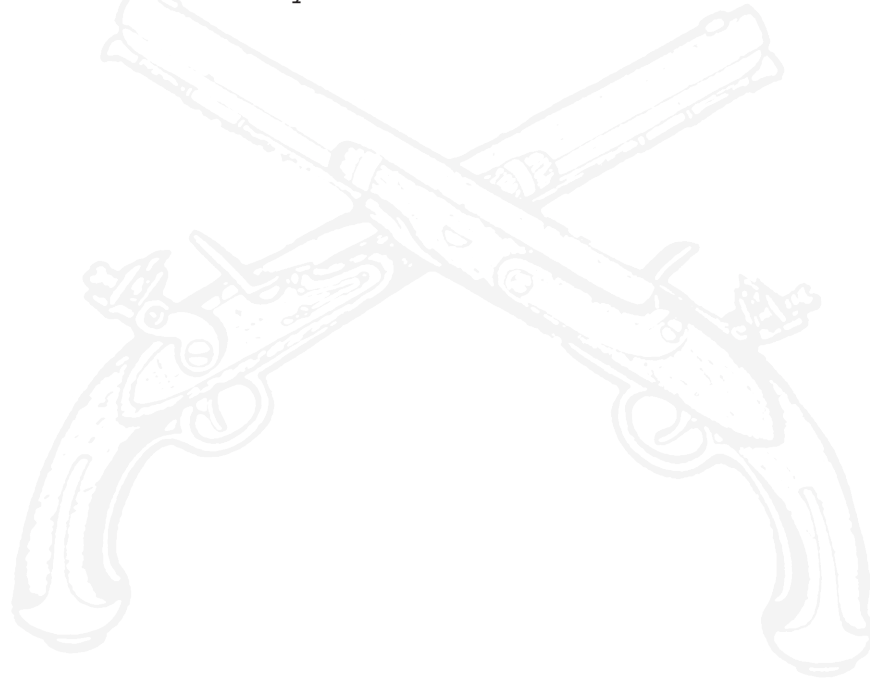
Behind the crates sits Kaylee with Inara and River hugging her.

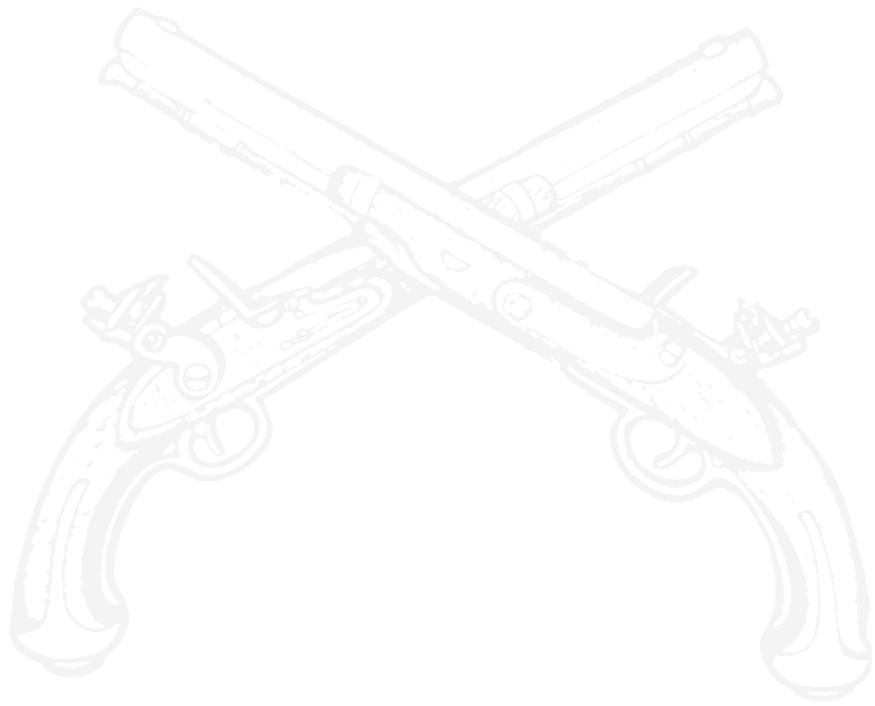
Serenity becomes a speck with the smoke trail still behind her.

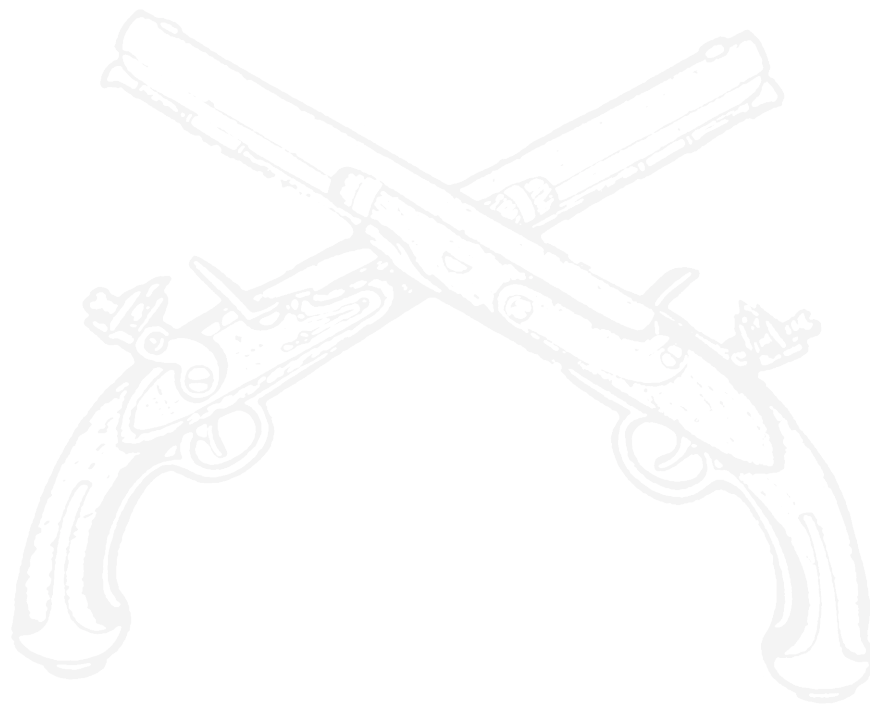
Suddenly, a bright flash fills the sky, and just like that, Serenity is gone.

The crew stare at the sky speechless.

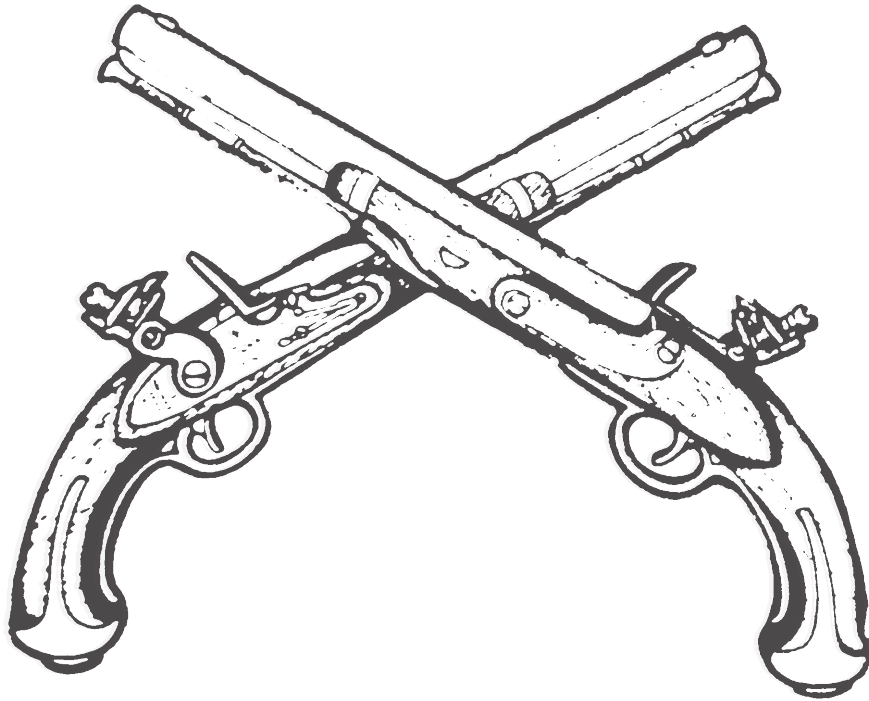
Kaylee holds Serenity's wrench from earlier. She cradles the heavy steal like a baby who has lost her mother.







CREDITS



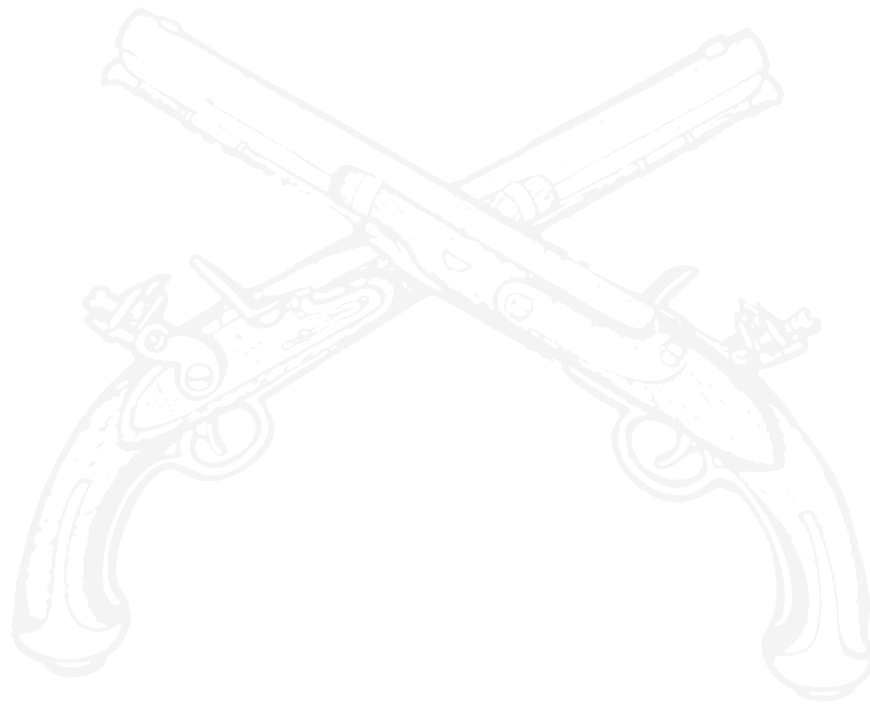


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Coda

Written and compiled by members of the Firefly Team for the Fall 2017 RPG Writing Workshop taught by Chris Klug.

Acts

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Laura Miller - Act 2
Kimberly Huang - Act 3
Ashley Chen - Act 4
Justin Campbell - Act 5

Character Sheets

Alysa Bradbury - Buddy, Jayne Cobb, The Stranger, Alliance Commander, Alliance Soldier
Laura Miller - William Noi, Zahra Roux, Summer Day, Iris Townsperson, Iris Miner
Kimberly Huang - Zoe Washburne, Kaylee Frye, Inara Serra, Resurgence Engineer, Resurgence Grunt
Ashley Chen - Simon Tam, Harvey Wrightwell, Shepherd Book, Resurgence Officer, Resurgence Scientist
Justin Campbell - Malcolm Reynolds, Hoban Washburne, River Tam, Serenity, Resurgence Pilot

Maps

Alysa Bradbury - The Cassini System
Laura Miller - Westray Town Map
Kimberly Huang - Resurgence Base
Ashley Chen - The Research Center, Noi's Laboratory, Editing on Resurgence Warehouse and Westray Town Map
Justin Campbell - Resurgence Warehouse

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The rest is the collective effort of the group.

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