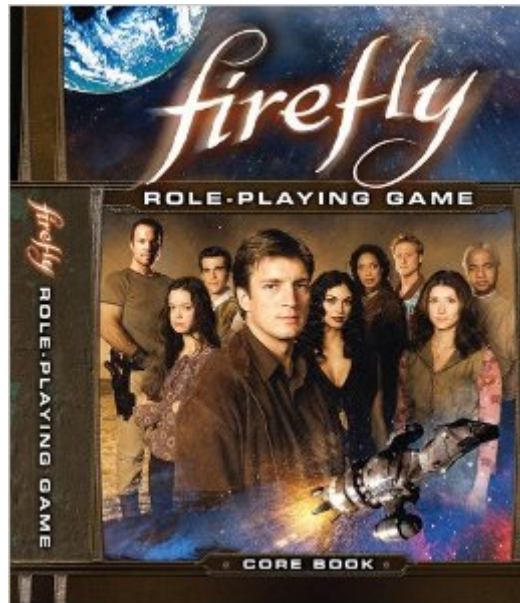


The book was found

Firefly RPG



Synopsis

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

Book Information

Hardcover: 364 pages

Publisher: Margaret Weis Productions, LTD (August 13, 2014)

Language: English

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Product Dimensions: 8.8 x 1 x 11.5 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 starsÂ Â See all reviewsÂ (15 customer reviews)

Best Sellers Rank: #64,943 in Books (See Top 100 in Books) #4 inÂ Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #7824 inÂ Books > Teens

Customer Reviews

The 'Firefly' RPG is a great game with a strikingly different design philosophy from many other RPG's (and it's also worth mentioning that the game mechanic used in the 'Firefly' RPG is superficially similar to, yet significantly different from, the system used in the Serenity Role Playing Game a few years ago-- also published by Margaret Weis Productions). In fact, this game system is so different from most other roleplaying games that many experienced gamers struggle a bit with its basic concepts, while people new to roleplaying often 'get' it almost immediately. Essentially, the difference is that die rolls drive the game's narrative-- creating character advantages or complications in the process which can become major plot elements in their own right-- instead of simply determining success or failure and then leaving it to the GM to weave that result into his or her existing narrative. This very slight tweak does a couple of interesting things. First, the prospect of gaining complications actually makes the game better-- don't ask me how, but the game just seems to get more fun as your character gets hosed by multiple complications. This is the thing that

veteran players seem to have the most difficulty with when they play 'Firefly' for the first time, but if you've ever seen the TV show, it makes perfect sense: the show is at its best when things don't go as planned. You don't get to be a big damn hero unless you face unexpected wrinkles and complications, and building random setbacks into the game somehow tends to make characters all the more epic.

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