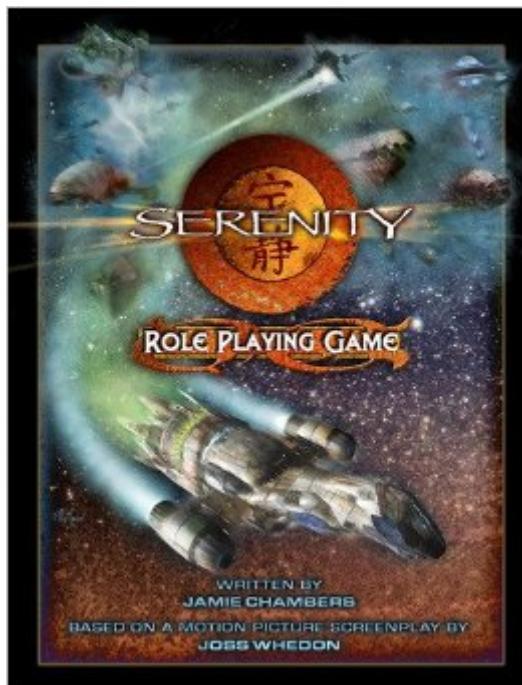


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Serenity Role Playing Game



Synopsis

Here's How It Is... The Earth got used up, and we found a new solar system and used terraforming technology to create hundreds of new Earths. The central planets formed the Alliance and decided that all worlds should unite under their rule. There was some disagreement on that point. After the Unification War, many of the Independents who had fought and lost drifted to the edges of the system, far from Alliance control. Out here, people struggled to get by with the most basic technologies. A ship would bring you work, a gun would help you keep it. A captain's goal was simple: find a crew, find a job, keep flying. The Serenity Role Playing Game lets you re-create the action of the 'Verse, the science-fiction setting created by writer/director Joss Whedon. Fly a ship out in the black, take jobs as they come, and always make sure you get paid. Everything you need to get started is right here! All you need is dice, friends, and your imagination. - A self-contained role playing game. All the rules are provided for both players and Game Masters! - Full character creation rules, plus fifteen sample characters-including the crew of Serenity. - Complete details on spaceships, guns, and technology. - Emphasis on story, action, and character development with easy-to-learn rules. - Game details and descriptions of the characters and settings of the film!

Book Information

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Customer Reviews

Now, seeing as there's two parties that'll be looking at this, I'm going to address this to both of them individually; first to browncoats, and second to roleplayers. Go ahead and skip to the section that applies to you if you want, or you can read my little introduction. Ok, I've been playing RPG's since I was nine or ten, and I also fair near recently became a big Firefly/Serenity fan, so when I first saw this book, two things immediately leapt to my mind. The browncoat in me said "Sweet! A Serenity

RPG!" While the roleplayer in me said "Oh no, not another cheap movie rip-off." I'd been a roleplayer for a much longer time, so that side of me won out at first. I figured I had d20 Future, so I could make a campaign set in the 'Verse we all know and love if I wanted to. Eventually, though, I read some reviews, and decided to go ahead and get it. Worst case scenario, I ended up with a lot of interesting stuff about the movie. Now, if you haven't already guessed from the rating, it was a wee bit better than that. And now on to the review! **To Browncoats:** When I first opened this book, it nearly blinded me, it was so shiny. In addition to all sorts of information about the ships, the stuff, and the 'Verse, it really does a great job of representing all the characters. The system is simple and easy to learn, but it's complex enough that it'll last you a while. It's easy to roleplay, and for all y'all that I'm sure will find yourselves as new gamemasters, it's easy to adjudicate as well. Browncoats in general should have no problem with it, and a lot of fun. **To Roleplayers:** First off, I'm going to say this: powergamers need not apply.

The official web site ([...]) says a fourth printing is in progress and will be out in August or September 2006 so another review may be helpful. That web site also offers a character sheet and index that are not included in the game book itself. While I am a new Serenity/Firefly fan I am an old role playing game (RPG) fan. So I was very excited to pick up a copy of this game both to see how it handled traditional RPG elements as well as to gain a little additional back story on the Serenity milieu. As far as additional back story goes, the game is more of a compilation of information from Firefly/Serenity than it is a fleshing out of it. There is no map of the planets, something that is a foundation of almost every science fiction RPG, and little information presented that didn't appear in the series or movie. While these references often brought a smile, they were not illuminating. I do give them credit for finessing what I thought was one of the more interesting issues - paper money being more valuable than platinum - which Simon referred to in the Ariel episode. While the economic details are still something of a mess (100 silver pieces = \$10?), I thought they finessed the explanation of this dual monetary system aspect well. As a game, Serenity has a lot to recommend it. Characters are generated by allocating points, so everyone starts with characters of similar power. The mechanic used is one of bigger die the higher the attribute, with average being a six sided die. I thought this was very clever and adds a lot of drama into the game. Even if you have a great character attribute you can still roll a one and "botch" things up.

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