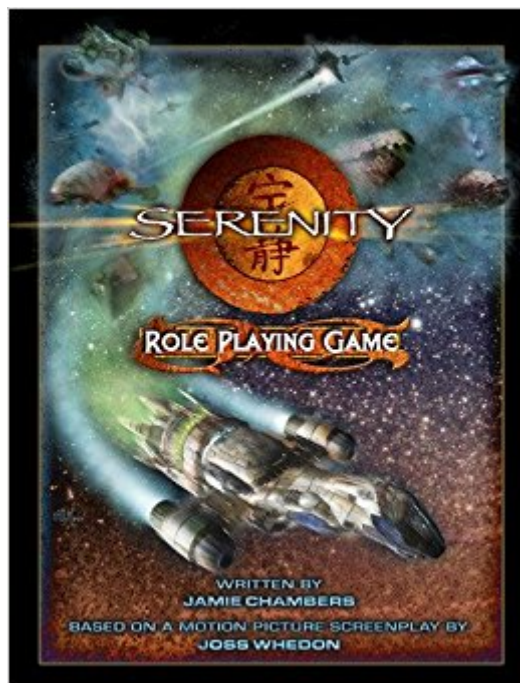


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# Serenity Role Playing Game



## 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

Margaret Weis Productions, Ltd. is a game publisher and book packaging company founded and managed by Margaret Weis, who has over two decades of experience best-selling novels and games. The company is based in Lake Geneva, Wisconsin -- the birthplace of the roleplaying game hobby.

Written and Designed by Jamie Chambers; Fiction by Margaret Weis; Cover Art by 11th Hour

Took me forever to track this down, but it's my absolute favorite RPG

I bought the Serenity Roleplaying Game because I love both the Firefly series and Serenity the movie, and I love tabletop role playing games. I really liked the system this game uses - it's straightforward, easy to understand, and you are left with many options as far as characters, ships, etc. The book breaks it down for you piece by piece, everything from how to set the level of the game (from Greenhorn to "Big Damn Heroes"), to building your own character, to the layout of all the different classes of ships. Heck, they even have a section on the basics of Mandarin used in the movies and series. The system was simple enough to be easily graspable, but complex enough to keep even the more experienced gamers busy with customizing a character and ship. Their section on running a game was good, too, although I would love to see more dedicated to that particular section. I'm always a big fan of having lots of details when it comes to specific places, etc. and while this gave a great overview of running and the basics on the planets and colonies, I'd love to see even more. So overall, this book was excellent. Being able to experience the Firefly/Serenity world on this level was excellent, and the system was both easy to learn and offered lots of customization.

Even though I loved the movie and the series that inspired this game, I've been burned before by franchise role playing games. Serenity was a welcome surprise. The game system does an excellent job of supporting the same kind of story telling that the movie and tv series did, with strong character driven plotting. It avoids the frustrations and slowdowns of other systems, yet seems familiar enough that it isn't a major mental shift. The book also provides a large amount of useful background information. While some of it is on the world of Firefly and Serenity, the really good bits are the free resources it provides for game masters. A very thoroughly fleshed out set of stock characters speeds preparation of game sessions and provides a good quick backup when new stock characters are needed in game. Deck plans for a variety of common star ships are also useful guides. The production quality of the book is good. The binding seems strong, but it is a perfect-bound hardcover rather than a Smyth-sewn binding that some other companies are using. I always prefer Smyth-sewn because of its durability, but it does add to the cost. Editing was quite good and the writing style easy to follow. Typography was solid, although slightly more differentiation between heading fonts could be desired. Overall, there were no show stoppers with this book or this system. We've enjoyed our sessions and didn't find any points where we had to fill

in rules gaps. If you liked the Firefly series or the Serenity movie, and you're looking for a new game, I highly recommend this book.

If you're like me, you don't have the time or know the types of people that would play an RPG. Nevertheless, this book will really be of great resource for any Firefly/Serenity fan. A wealth of details and descriptions of items of the Verse from planets to ships is present. Which is great for the average browncoat to a hardcore roleplayer. To roleplayers, which I am one, just don't get a chance to do it as much as I'd like. I really like how they've done the character creation system. Character's are required to at least have one positive and negative trait and many more if you choose so willing. I think the depth of the characters from the shows has really been captured and attempted to be recreated rather well in this form. Again, to roleplayers and non-roleplayers alike, if you're a Firefly/Serenity fan, you will love this book.

I bought this simply because I loved the Firefly series, and I play RPGs with my friends. I was unfamiliar with the Cortex system at the time. I like this incarnation of the Cortex system. It is easy to play, moderately easy to learn, and the book is full of "flavor". As a matter of fact, I enjoyed reading through the book. It has a feel to it that is reminiscent of the series. I have since tried other products using the Cortex system, but sadly, this one seems to be a unique build and is now out of print. If I get a chance, I will be getting a second copy to for my collection, because me and my friends are wearing this one out. It arrived on time, undamaged, and in the expected condition.

A good read, regardless of if you play these sort of games or not. The prose was engaging, the system itself was refreshing and mostly intuitive. It isn't a perfect product, of course. While there are a good number of examples, a few more would have been useful (as an example, an example of what the gameplay difference is between Basic and Wound damage and how weapons effect that would have been nice). More background information would have been nice, but I can hardly fault the game for that; no, the limited amount of background information on planets, the alliance, Blue Sun, and so forth comes more from the limitations of Firefly the series and its very short (but very good) run. Especially when combined with the fan-made material that has been put on the web, this is definitely a good game to pick up for those who like roleplaying, story telling, or narratives.

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