

EDGES

Grace	Elegance, precision, agility.
Iron	Force, determination, willpower
Instinct	Sense, intuition, reaction
Sharps	Logic, wit, planning
Teeth	Savagery, passion, destruction
Tides	Exploration, learning, lore
Veils	Shadows, ciphers, secrecy

SKILLS

Brace	Defend, determination, immobility.	Outwit	Sneak, infiltrate, deceive
Break	Break, smash, demolish.	Rattle	Mend, maintain, invent.
Concoct	Chemical reactions, essence extraction, crezzerin.	Scavenge	Locate, collect, identify properties and value.
Cook	Spices, sustenance, meats, fruits, heat.	Sense	Detect, intuit, react.
Delve	Explore ruins, bypass locks/traps, identify the past.	Study	Discover, record, interpret, decipher, determine patterns and flaws.
Flourish	Showmanship, performance, art.	Sway	Convince, argue, threaten.
Hack	Chop, identify unknown plant hazards, spin tales.	Tend	Heal, calm, communicate with beasts, grow fruits/herbs/spices.
Harvest	Forage, identify plants, nurture plants and insects.	Vault	Climb, leap, dodge, tumble.
Hunt	Observe, track, shoot, render specimens.	Wavewalk	Brachiate, swing, navigate the wilds.

LANGUAGES

Use to make friends, impress others, gain extra info.

Ranks: 1 - Smattering, 2 - Knowledge, 3 - Fluency

Low Sour	Mongrel (common).
Chthonic	Ancient (human).
Saprekk	Thick, rolling (ektus).
Gaudimm	Clicks, twitches, pheromones (gau).
Knock	Hissing, chittering (tzelicrae).
Brasstongue	Clipped, precise (trader).
Raka Spit	Rapid patter (hunters, levianthaneers).
Lyre-Bite	Lilting (poets, songwriters).
Old Hand	Sign language.
Signalling	Flags, flares, signal lamps (code).
Highvin	Primarily written (Pre-Verdant ruins).

CUT

A Cut removes results after the roll, starting with the highest. Used for...

Cut for Difficulty: Firefly lets you know if a roll is particularly difficult.

Cut for Precision: Cut 1 result to aim at a location/part. Declare before roll.

Cut for Impact: Cut for extra Impact. Declare intent before rolling.

IMPACT

Low: Action is weaker/has less effect, marks less boxes, downgrades power.

Normal: Most actions. Marks one box.

High: More effect/power. Marks an extra box.

Massive: Hugely potent, e.g. ship-scale armament. Marks all boxes in a track.

MIRES

Marked in response to events caught in, something forced to do against judgement, or in truly disturbing encounters.

Acting contrary to a Mire automatically Cuts dice equal to the marks on this track.

DRIVES

Advancing or satisfying a Drive gives a choice of one of..

- Gain a Whisper
- Clear a mark of Mire
- Gain a minor Milestone (once per session)
- Gain a major Milestone, remove and replace it (once per session)

Injuries

Caused by hazards (such as monsters), disease, large amounts of damage, etc. They might:

- Force a Cut on some actions.
- Take away a Skill or sense.
- Add negative effects to actions.

Track Length Guidance

Default: 3-track. Unlikely filled by single action/roll. Short enough that a couple actions will finish it.

Reminder: 1 or 2-track. Likely filled with a single roll/action. An immediate, short term goal/effect.

Challenge: 4+ track. Dominates narrative/focus. Can be difficult or longer term.

Damage Types

Blunt	Crushing - stun and break
Keen	Cutting - slash and bleed
Spike	Piercing - penetrate and impale
Hewing	Chopping - split and break
Serrated	Sawing - rip and tear
Toxin	Poison - sicken and confuse
Acid	Corrosive - melt and sear
Blast	Explosive - stun and shatter
Volt	Electrical - shock and paralyze
Frost	Cold - slow and freeze
Salt	Crystalline - dry and banish
Flame	Burning - melt and inspire fear

Resistance

Reduces damage by one mark. Can reduce or eliminate injury.

Immunity

Is full protection.

Weakness

Increases damage by one mark. Injuries may be more detrimental or last longer.

Stacking

- Two **Resistances** to a certain type of damage count as an **Immunity**.
- **Immunity** and **Weakness** combine as **Resistance**.
- **Weakness** and **Resistance** cancel each other out.

Resource Types & Tags

SPECIMEN	Pure/Medicinal: Heals extra mark. Heirloom: Has far more worth. Rotten: Makes you sick if you eat it.
SALVAGE	Sturdy: Repairs extra damage mark. Ornate: Has far more worth. Broken: Almost useless.
WHISPER	Echoing: Use twice before fading. Hungry: Removes an element of the world, rather than adding one.
CHART	Faded: Almost impossible to read.
ANY	Pre-Verdant: Ancient.

Action Rolls

Edge	Skill/Language	Advantage	Reading the Dice	Use the single highest single die and note if you have Doubles.
1d6	up to 3d6	up to 2d6	Helping Hands	Two crewmembers working together on the same task choose which provides the edges, advantages, or skill ranks. Both are affected by any negatives that result.

	6 Triumph	5 or 4 Conflict	3, 2, or 1 Disaster	Doubles Twist
Action Results	Complete success, no drawbacks. Mark/clear a box on a track.	Success with a drawback. Usually marks/clears a box.	Failure and narrative complication or drawback. Usually doesn't mark/clear a box.	Adds a small, potentially useful twist, suggested by any player. Firefly has final say.
Attack	Does damage plus possible effect.	Does damage plus maybe effect. Also suffers some damage, an effect, loses a resource, or ends in a worse position.	Misses/does no damage. Also suffers downside like Conflict results.	Critical hit which increases impact.
Defense	Avoids threat completely.	Avoids the worst. Also suffers downside like Attack above.	Takes damage plus likely downside as per Conflict results.	Counter does mark of damage to foe (if in range).
Acquisition	Gain solid untainted resource.	Gain resource with a negative tag.	Resource not found/ruined during collection.	Gain resource with unique/positive tag.
Creation	Recipient gains temporary related benefit.	Provides temporary 2-track aspect with downsides or one with no downside that doesn't quite work as intended.	Creation has no benefits but might be ornament/culinary curiosity.	Has an additional small, unexpected benefit.
Recovery	Heal two marks of aspect, shit rating, injury track, mire.	Heal one mark of aspect, ship rating, injury track, mire.	Add extra mark of damage to aspect, ship rating, injury track, mire.	Don't consume resource used for the recovery.
Ratings	Bypass obstacle safely.	Bypass obstacle but mark 1 Rating damage.	Fail to bypass obstacle and mark 1 Rating damage.	Unexpected event.
Watch	Peace Montage, Meeting, Tall Tale (gain a Whisper), Tree Shanty, Undercrew Issue, Reflection (heal mire).	Order Nearby Ship, Outpost, Survivor Needing Rescue, Wreck or Ruin, Cache of Cargo/Supplies, Conspiracy.	Nature Weather, Natural Feature, Wonder (heal mire), Horror, Unsettled Landfall, True Wilds.	
Weather-Watching	Clear Skies Weather clears.	Continuation Weather continues as it is.	A Change for the Worse Driving rain/hail (lowers visibility), blazing sunshine (potential heatstroke), living storm or bizarre weather phenomenon.	

Montages

Acquisition

Acquires Resources in appropriate areas with three approaches. use the *Acquisition Results* table.

- Scavenging:** Salvage.
- Hunting:** Specimens.
- Gathering:** Specimens.

Recovery

Each option requires a Resource or appropriate environment (the Resource can be spent and automatically take the Conflict result if desired). Uses the *Recovery* table.

- Healing:** Requires an appropriate Specimen. Clears marks from Traits or animals.
- Repairing:** Requires appropriate Salvage. Clears marks from Gear or mechanicals.
- Relaxing:** Requires an appropriate Whisper. Clears marks from Mires.

Creation

Combines Resources to create temporary Aspects. Each temporary Aspect has a name, track, useful ability, and is used up forever when filled. Uses the *Creation Roll Results* table.

- Concocting:** Requires 2 Resources of any type. Makes a related potion.
- Cooking:** Requires 2 Specimens. Makes a full meal with related property.
- Crafting:** Requires 2 Salvage. Makes a piece of useful temporary Gear.

Ship Ratings

Armor	How well it resists damage.
Seals	How well it keeps the Wildsea out.
Speed	How fast it is.
Saws	How it cuts and rams.
Stealth	How well it avoids notice.
Tilt	How well it maneuvers.

Journeys

I. Departure

Set destination. Choose an option to run:

- Montage
- Scene
- Checklist of preparations

II. Progress & Encounters

Crewmembers can take turns **At the Helm** and **On Watch**.

Boxes marked on Firefly's secret tracks for **Progress**, **Risk**, **Pathfinding** (if someone is Cartographizing) and **Riot** (if poor leadership, treatment, or danger risks mutiny).

- Filling **Progress** track ends journey.
- Filling **Risk** track means encountering powerful foe/threat.
- Filling **Pathfinding** track provides the cartographer with relevant Chart.
- Filling **Riot** track results in potential mutiny.

III. Arrival

Arrival at the final destination when the Progress track is complete.

At the Helm

Choose an option:

Cut a Path: Travel at decent speed, safely. Mark a single Progress box. When Watch Roll is made, choose to Encounter or steer clear easily.

Forge Ahead: Swift but rough passage. Mark 2 Progress boxes. When Watch Roll is made, ship usually blunders into encounter or avoids it with damage.

Drop Anchor: Stop to rest, no Progress, little fear of interruption. Undercrew takes watch, crew can take a Montage.

Challenging Terrain: Can force a Ratings Roll to progress.

On Watch

Choose an option:

Make a Discovery: Choose a Chart, add a Whisper, interpret. Both are then lost.

Make a random roll on Watch Roll Results.

Threat

Firefly secretly rolls 1d6 (2d6, take highest if crew has Chart of area) to determine Threat level of Encounters:

- 6:** Danger-free opportunity.
- 5 or 4:** Hazardous encounter with useful payoff.
- 3, 2, or 1:** Immediate danger with little payoff.

Firefly usually gives clues to the level of any threat.

Tending the Engine

Choose an option:

Tend to the Engine: Immediately hijack focus if there are any problems relating to the engine to attempt an instant fix/bypass.

Overload the Engine: Uses a resource suitable for fuel. Increase impact on a roll to take advantage of the ship's temporary power/speed, or mark additional box on journey track.

Muffle the Engine: Uses a soft, muffling resource. Increase impact on a roll taking advantage of the ship's quieter profile or stealthily leave an area without making a roll (if not already spotted).

Cartographizing

Slowly create chart of the area being travelled - mark the Firefly's Pathfinding track every time an important landmark is found. When the track is fully marked, gain a chart.

Engaging an Encounter

Choice: The crew chooses from options provided by the Firefly.

Challenge: A threat to the ship. Player At the Helm may need to make Ratings Rolls.

Scene Encounter: Usually when the players leave the ship.

Watching the Weather

Roll 1d6 on Weather-Watching Results.