

Ship Name	Credits	Experience
Serenity	220	0
Ship Upgrades		Ship's Hold

Cpt. Malcolm Reynolds (Mystic)						Level 15
Move	Fight	Shoot	Armour	Will	Health	Gear
7	+3	+2	9	+5	17	6/6
Powers	Adrenaline Surge (13), Heal (9), Mystic Trance (8), Psionic Fire (12), Void Blade (10)					
Gear	Deck (1), Grenade Launcher (3), Hand Weapon (1), No Armour (0), Picks (1)					

Ltn. Jayne Cobb (Tekker)						Level 0
Move	Fight	Shoot	Armour	Will	Health	Gear
6	+2	+2	11	+4	15	5/5
Powers	Drone (12), Holographic Wall (12), Regenerate (12), Transport (12)					
Gear	Deck (1), Flamethrower (2), Heavy Armour (1), Knife (0), Picks (1)					

2x Hacker (40 ¥)							2x Chiseler (40 ¥)						
Move	Fight	Shoot	Armour	Will	Health	Gear	Move	Fight	Shoot	Armour	Will	Health	Gear
6	+1	+1	10	+1	12	0/1	6	+1	+1	10	+1	12	0/1
Gear	Pistol, Deck, Light Armour, Knife						Gear	Pistol, Picks, Light Armour, Knife					

1x Sniper (100 ¥)						
Move	Fight	Shoot	Armour	Will	Health	Gear
6	+3	+4	10	+3	14	0/1
Gear	Carbine, Light Armour, Hand Weapon					