

Firefly

d20 SWRPG CONVERSIONS

Malcolm Reynolds: Adult Male Human, Soldier 4/Scoundrel 5/Officer 1; **Init** +6 (+2 Dex, +4 Bonus); **Def** 19 (+2 Dex, +7 Class); **Spd** 10m; **VP/WP** 85/15; **Atk** +9/+4 melee (1d3+2, punch), +9/+4 ranged (by weapon); **SQ** Illicit barter, Leadership, Lucky (1/day), Precise Attack +1; **SV** Fort +10, Ref +8, Will +5; **SZ** M; **FP:** 2; **Rep:** +3; **Str** 14, **Dex** 14, **Con** 15, **Int** 14, **Wis** 12, **Cha** 12.

Skills: Appraise +6, Astrogate +4, Bluff +12, Computer Use +5, Demolitions +7, Diplomacy +10, Disable Device +8, Escape Artist +6, Gamble +13, Gather Information +10, Hide +4, Intimidate +16, Knowledge (Bureaucracy) +6, Knowledge (Tactics) +9, Move Silently +4, Pilot +5, Profession (military officer) +6, Profession (spacehand) +4, Read/Write Basic, Repair +4, Sleight of Hand +3, Speak Basic, Spot +2, Treat Injury +3

Feats: Armor Proficiency (light), Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Headstrong, Heroic Surge, Improved Initiative, Power Attack, Quick Draw, Skill Emphasis (Gamble), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Notes: Malcolm "Mal" Reynolds is Serenity's captain. He is a defeated soldier who opposed the unification of the planets by the Alliance to no avail. The world he called "home" now gone, Mal does what he needs to do to keep Serenity flying and its crew intact. Uncertain of his role in peacetime, Mal wants a normal life, but at the same time knows he'll probably never have one - an ongoing internal conflict.

Zoe: Adult Female Human, Soldier 6/Elite Trooper 3; **Init** +7 (+3 Dex, +4 Bonus); **Def** 20 (+3 Dex, +7 Class); **Spd** 10m; **VP/WP** 101/16; **Atk** +10/+5 melee (1d3+1, punch), +13/+8 or +9/+9/+9/+4 ranged (3d8, BlasTech DL-44 Heavy Blaster Pistol); **SQ** Uncanny Dodge (Dex bonus to Defense); **SV** Fort +11, Ref +7, Will +4; **SZ** M; **FP:** 2; **Rep:** +3; **Str** 12, **Dex** 16, **Con** 16, **Int** 13, **Wis** 11, **Cha** 16.

Equipment: BlasTech DL-44 Heavy Blaster Pistol

Skills: Climb +4, Computer Use +4, Demolitions +13, Intimidate +15, Knowledge (Streetwise) +6, Knowledge (Tactics) +9, Listen +10, Read/Write Basic, Repair +5, Sense Motive +3, Speak Basic, Spot +10, Treat Injury +4

Feats: Alertness, Ambidexterity, Armor Proficiency (heavy, light, medium), Dodge, Improved Initiative, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Two-weapon Fighting, Weapon Focus (BlasTech DL-44 Heavy Blaster Pistol), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Notes: Zoe served with Mal during the war and is very loyal to him. She owes her life to Mal and is torn between that debt and her future with her husband Wash. Zoe has the strength and experience to take command of the ship, if necessary.

Wash: Adult Male Human, Scout 7/Scoundrel 2/Starship Ace 2; **Init** +3 (+3 Dex); **Def** 20 (+3 Dex, +7 Class); **Spd** 10m; **VP/WP** 94/14; **Atk** +10/+5 ranged (by weapon), +8/+3 melee (1d3+1, punch); **SQ** Evasion, Extreme Effort, Familiarity +1, Heart +1, Illicit barter, Lucky (1/day), Scout Skill Mastery (Pilot), Starship Defense, Trailblazing, Uncanny Dodge (Can't be Flanked, Dex bonus to Defense); **SV** Fort +8, Ref +13, Will +8; **SZ** M; **FP:** 2; **Rep:** +3; **Str** 12, **Dex** 16, **Con** 14, **Int** 12, **Wis** 14, **Cha** 13.

Skills: Astrogate +20, Computer Use +15, Disable Device +7, Knowledge (Astronomy) +12, Listen +7, Pilot +22, Read/Write Basic, Repair +9, Search +17, Sense Motive +6, Speak Basic, Spot +12

Feats: Sharp-eyed, Skill Emphasis (Astrogate, Pilot), Spacer, Starship Dodge (space transport), Starship Operation (space transport), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Notes: Wash flies Serenity and is Zoe's husband. He is unassuming, self-deprecating and not at all the fiery-hero type. He is the calm one with a sense of humor.

Inara: Adult Male Human, Noble 7; **Init** +2 (+2 Dex); **Def** 17 (+2 Dex, +5 Class); **Spd** 10m; **VP/WP** 41/13; **Atk** +6 melee (1d3+1, punch), +7 ranged (by weapon); **SQ** Coordinate +1, Favor +3, Inspire Confidence, Noble bonus class skill (Sleight of Hand), Resource Access; **SV** Fort +3, Ref +6, Will +6; **SZ** M; **FP:** 2; **Rep:** +8; **Str** 12, **Dex** 14, **Con** 13, **Int** 14, **Wis** 12, **Cha** 17.

Skills: Appraise +7, Computer Use +7, Diplomacy +13, Escape Artist +9, Gather Information +8, Knowledge (Biology) +7, Knowledge (Business) +12, Knowledge (Streetwise) +7, Profession (Companion) +11, Read/Write Basic, Sense Motive +11, Sleight of Hand +14, Speak Basic

Feats: Endurance, Fame, Influence, Nimble, Stamina, Weapons Group Proficiency (blaster pistols, simple

weapons)

Notes: A "Companion" by trade, Inara has her own space on the ship's shuttlecraft. She is a high-class courtesan in a time when prostitution is perfectly legal on most planets. Why she is on the decidedly working class Serenity remains a mystery.

Kaylee: Adult Female Human, Fringer 3/Tech Specialist 5; **Init** +3 (+3 Dex); **Def** 19 (+3 Dex, +6 Class); **Spd** 10m; **VP/WP** 55/13; **Atk** +6 melee (1d3+1, punch), +8 ranged (by weapon); **SQ** Barter, Expert (Craft), Fringer bonus class skill (Repair), Instant Mastery (Demolitions), Jury-rig +2, Research, Tech Speciality (Mechanic +1); **SV** Fort +6, Ref +7, Will +4; **SZ** M; **FP:** 2; **Rep:** +1; **Str** 12, **Dex** 16, **Con** 13, **Int** 18, **Wis** 13, **Cha** 13.

Skills: Computer Use +12, Craft (hyperdrives) +20, Craft (repulsorlift engines) +18, Craft (space transports) +15, Demolitions +8, Knowledge (Engineering) +15, Knowledge (Streetwise) +10, Knowledge (Technology) +15, Listen +9, Read/Write Basic, Repair +21, Search +9, Speak Basic, Spot +14

Feats: Alertness, Gearhead, Skill Emphasis (Computer Use, Craft [hyperdrives], Craft [repulsorlift engines], Repair), Weapons Group Proficiency (primitive weapons, simple weapons)

Notes: The ship's engineer and bright light, Kaylee is more comfortable on "her" ship than on the ground.

Jayne: Adult Male Human, Fringer 5/Soldier 4; **Init** +4 (+4 Dex); **Def** 21 (+4 Dex, +7 Class); **Spd** 10m; **VP/WP** 104/16; **Atk** +11/+6 or +5/+5/+5/+0 ranged (3d8+3, crit 19-20, BlasTech A280 Blaster Rifle), +12/+7 or +6/+6/+6/+1 ranged (3d8, BlasTech DL-44 Heavy Blaster Pistol), +9/+4 melee (1d3+2, punch); **SQ** Barter, Fringer bonus class skill (Demolitions, Intimidate), Jury-rig +2, Survival +2; **SV** Fort +11, Ref +8, Will +4; **SZ** M; **FP:** 2; **Rep:** +5; **Str** 14, **Dex** 18, **Con** 16, **Int** 11, **Wis** 14, **Cha** 11.

Equipment: BlasTech A280 Blaster Rifle, BlasTech DL-44 Heavy Blaster Pistol

Skills: Climb +6, Demolitions +14, Disable Device +6, Gamble +10, Hide +7, Intimidate +12, Read/Write Basic, Repair +2, Search +5, Speak Basic, Spot +8, Survival +14

Feats: Ambidexterity, Cautious, Combat Reflexes, Endurance, Point Blank Shot, Rapid Shot, Two-weapon Fighting, Weapon Focus (BlasTech DL-44 Heavy Blaster Pistol), Weapons Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons)

Notes: Big, tough and unpleasant; Jayne's a loyal soldier... until he gets a better offer and for now, the best one he's got is Serenity's. For now.

Simon: Adult Male Human, Noble 2/Tech Specialist 11; **Init** +1 (+1 Dex); **Def** 18 (+1 Dex, +7 Class); **Spd** 10m; **VP/WP** 88/12; **Atk** +10/+5 melee (1d3+1, punch), +10/+5 ranged (by weapon); **SQ** Expert (Knowledge, Profession), Favor +1, Inspire Confidence, Instant Mastery (Appraise), Noble bonus class skill (Treat Injury), Research, Tech Speciality (Medical Specialist +2, Surgical Specialist +1); **SV** Fort +6, Ref +8, Will +11; **SZ** M; **FP:** 2; **Rep:** +7; **Str** 12, **Dex** 13, **Con** 12, **Int** 20, **Wis** 16, **Cha** 11.

Skills: Appraise +9, Computer Use +15, Craft (medpacs) +18, Diplomacy +10, Gather Information +7, Knowledge (Biology) +23, Knowledge (Chemistry) +21, Knowledge (Genetics) +21, Knowledge (Medicine) +21, Listen +12, Profession (doctor) +12, Read/Write Basic, Search +17, Speak Basic, Treat Injury +24

Feats: Alertness, Skill Emphasis (Computer Use, Craft [medpacs], Profession [doctor], Treat Injury), Surgery, Trustworthy, Weapons Group Proficiency (blaster pistols, simple weapons)

Notes: Simon is the doctor on board Serenity. He comes from a wealthy background and has had a privileged upbringing. He constantly disagrees with the captain's decisions.

River: Adult Female Human, Force Adept 1; **Init** +0 (+0 Dex); **Def** 13 (+0 Dex, +3 Class); **Spd** 10m; **VP/WP** 8/10; **Atk** +0 melee (1d3, punch), +0 ranged (by weapon); **SV** Fort +1, Ref +1, Will +4; **SZ** M; **FP:** 0; **Rep:** +0; **Str** 10, **Dex** 11, **Con** 10, **Int** 16, **Wis** 15, **Cha** 13.

Skills: Climb +4, Entertain (Acting) +3, Entertain (drama) +3, Hide +4, Move Silently +2, Read/Write Basic, Speak Basic, Survival +6

Force Skills: Empathy +6, Enhance Senses +6, Farseeing +11, Telepathy +8

Feats: Force-Sensitive, Skill Emphasis (Farseeing), Weapons Group Proficiency (primitive weapons, simple weapons)

Force Feats: Link, Sense

Notes: Borderline psychic, River can read most minds and tends to speak not only what is on her own mind, but others' as well. The Alliance is eager to "recover" their genius.

Book: Middle Age Male Human, Noble 1/Scoundrel 1/Missionary* 3; **Init** +0 (+0 Dex); **Def** 14 (+0 Dex, +4 Class); **Spd** 10m; **VP/WP** 34/13; **Atk** +2 ranged (by weapon), +3 melee (1d3+1, punch); **SQ** Favor +1, Illicit barter, Inspire Confidence, Noble bonus class skill (Bluff), Steel Faith; **SV** Fort +2, Ref +4, Will +10; **SZ** M; **FP:** 0; **Rep:** +3; **Str** 12, **Dex** 11, **Con** 13, **Int** 17, **Wis** 18, **Cha** 15.

Skills: Astrogate +5, Bluff +12, Computer Use +6, Diplomacy +15, Gather Information +6, Knowledge (Cultures)

+11, Knowledge (History) +11, Knowledge (Religion) +14, Knowledge (Streetwise) +8, Knowledge (World lore) +8, Pilot +4, Read/Write Basic, Sense Motive +12, Speak Basic, Treat Injury +12

Feats: Persuasive, Skill Emphasis (Diplomacy, Knowledge [Religion]), Trustworthy, Weapons Group Proficiency (blaster pistols, simple weapons)

Notes: He is a priest, older and a little wiser than the rest of the crew. It is unclear if Book is on a mission to spread the word of God throughout the universe or on a personal "walk-a-bout." He's found God, but he still needs to find himself.

* **Missionary PrC** was created by **ElfBoyM** on the SWRPGNetwork's [HoloNet Message Boards](#).