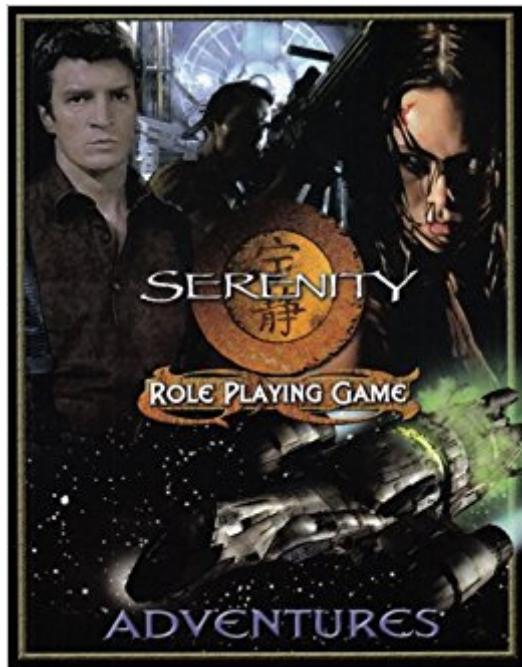


The book was found

Serenity Adventures (Serenity Role Playing Game)



Synopsis

You can't take the sky from me... You've got yourself a ship and a crew | so now you need a job. When your boat's out in the Black there are just as many ways to earn coin as there are to get riddled with holes. Trick is to do more of the former and less of the gettin' shot. Some jobs involve hauling passengers, others perfectly legitimate cargo (some not so much) and then there's downright thievin'. Dodge Alliance patrols, avoid pirates, and pray that the Reavers never get wind of you. Serenity Adventures is a collection of tales that come to life using the Serenity Role Playing Game and the Cortex System game rules. You could play the Big Damn Heroes from the film or a crew of your own creation. Use them as-is or customize them to fit the story you want to tell. All you need is the rules, this book, game dice, a group of friends, and your imagination. Get your crew, find a job, and keep flyin'.

Book Information

Paperback: 128 pages

Publisher: Margaret Weis Productions (October 22, 2008)

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ISBN-13: 978-1931567800

Product Dimensions: 8.5 x 0.3 x 11 inches

Shipping Weight: 13.6 ounces

Average Customer Review: 5.0 out of 5 stars See all reviews (6 customer reviews)

Best Sellers Rank: #99,964 in Books (See Top 100 in Books) #10 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games

Customer Reviews

This product is everything I thought it would be. It has five multi-act stories in it in which the players can choose to play the crew of the Serenity, the Aces & Eights sample crew from the core book, or even their own crew. The adventures are fun, and add many elements to the setting while making nods to things that happened in the series and movies.

The Serenity RPG is filling the gap in my life from the all too soon canceled show. This book is a must for the GM needing a little extra for the game.

Very illuminating.

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