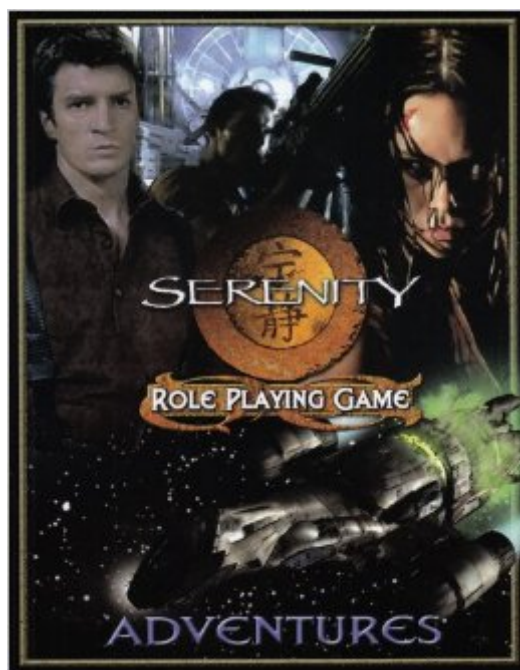


The book was found

# Serenity Adventures (Serenity Role Playing Game)



## Synopsis

You can't take the sky from me... You<sup>TM</sup>ve got yourself a ship and a crew â | so now you need a job. When your boat<sup>TM</sup>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<sup>TM</sup> shot. Some jobs involve hauling passengers, others perfectly legitimate cargo (some not so much) and then there<sup>TM</sup>s downright thievin<sup>TM</sup>. 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<sup>TM</sup>.

## Book Information

Paperback: 128 pages

Publisher: Margaret Weis Productions (October 22, 2008)

Language: English

ISBN-10: 1931567808

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 starsÂ Â See all reviewsÂ (6 customer reviews)

Best Sellers Rank: #99,964 in Books (See Top 100 in Books) #10 inÂ 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 form the all too soon canceled show. This book is a must for the GM needing a little extra for the game.

Very illuminating.

[Download to continue reading...](#)

Serenity Adventures (Serenity Role Playing Game) Serenity Role Playing Game The Serenity  
Runes: Five Keys to the Serenity Prayer The Game Inventor's Guidebook: How to Invent and Sell  
Board Games, Card Games, Role-Playing Games, & Everything in Between! Men & Monsters: for  
Mythic Fantasy Role-playing Game Travels & Treasures: for Mythic Fantasy Role-playing Game  
Deus ex machina: for Mythic Fantasy Role-playing Game Starships: Traveller Role Playing Game  
Emperor's Arsenal: Traveller Role Playing Game Aliens Archive: Traveller Role Playing Game  
Millieu O Campaign: Traveller Role Playing Game Deathstalkers II: The Fantasy-Horror  
Role-Playing Game Operation: Perfect Blue: A Role-Playing Game of Command, Evolution and  
Combat EverQuest Player's Handbook (EverQuest Role-Playing Game) Rifts: Role-Playing Game  
The Complete Masks of Nyarlathotep (Call of Cthulhu Role Playing Game Series) The Compact  
Trail of Tsathoggua (Call of Cthulhu Role Playing Game Series) Spells & Favours: for Mythic  
Fantasy Role-playing Game Random Encounters Volume 2: 20 MORE epic ideas for your  
role-playing game Random Encounters Volume 3: 20 FURTHER epic ideas for your role-playing  
game

[Dmca](#)