



THE ROLEPLAYING GAME BY MWP

## “3 x 3 x 3”

A *Wolveshead Rules Engendering* by Floyd C. Wesel

### A NOTE TO PURPOSE

“3 x 3 x 3” is a way for you the player to help yourself and your GM make a better game. What it basically is is a list of nine non-player characters that have had a role in your character’s life *before* the game started. These nine characters are “Allies”, “Contacts” or “Rivals”. Allies are friends or family to your character, people who would help you because they like him or her. Contacts are people who you know, that you can likely rely on to get you information, but you’ll likely have to pay for it. And Rivals are folks you can trust to mess with you at some point in time.

An example of each might be:

Inara’s Companion friend, Nandi, in Heart of Gold is an excellent example of an Ally. Monty, who we meet in the beginning of Trash could easily be a Ally of Mal’s. The postal worker in The Message, would have been a great Contact for Mal. In Jaynestown, Stitch the fellow crook that Jayne betrayed (and then shot at the end of the episode) could have easily been one of his Rivals.

Just because a NPC starts as one type of the three doesn’t mean they always will. They can and do change as any character should, dependant upon how they are treated and mistreated. Patience also could have been a Contact that became a Rival in game play listed by “Mal’s player.”

So why do this, isn’t it the GMs job to create a NPC for the game? Sure, but when you the player create these nine you are giving him nine potential adventure hooks for your character that he can introduce at the table without having to give you the player a special side chat on who, why and how this character’s entrance affects your character. All he has to say is “so and so walks up to the ship” and you know the history and game play isn’t interrupted.

If helping make your game-time better isn’t enough, you should also do this because your GM should feel inclined to give you a reward for it. The suggested reward is nine of Serenity’s player character Advancement Points, one AP per NPC created. The added AP’s follow all the normal rules that govern their use in game.

Please fill out the sheet and hand it to your GM, you won’t be sorry. (Your character might, but you won’t.)

Good Gaming.



**ALLIES**

Name?	_____	_____	_____
Nationality/Ethnicity?	_____	_____	_____
Home World?	_____	_____	_____
Profession?	_____	_____	_____
Quirk or Personality?	_____	_____	_____
Last Seen?	_____	_____	_____
Connection Background?	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
Notes:	_____	_____	_____
	_____	_____	_____

**CONTACTS**

Name?	_____	_____	_____
Nationality/Ethnicity?	_____	_____	_____
Home World?	_____	_____	_____
Profession?	_____	_____	_____
Quirk or Personality?	_____	_____	_____
Last Seen?	_____	_____	_____
Connection Background?	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
Notes:	_____	_____	_____
	_____	_____	_____

**RIVALS**

Name?	_____	_____	_____
Nationality/Ethnicity?	_____	_____	_____
Home World?	_____	_____	_____
Profession?	_____	_____	_____
Quirk or Personality?	_____	_____	_____
Last Seen?	_____	_____	_____
Connection Background?	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
Notes:	_____	_____	_____
	_____	_____	_____