

# River Tam



Sister of Simon Tam, River showed great intelligence from a very young age. Sadly this garnered her the attentions of the Alliance who contrived to use her for all manner of experiments, turning her into a tool with brutal combat abilities hidden from her. She can't access her martial skills unless she or someone she cares about gets wounded.

The Alliance experiments damaged her psychically active brain, making her more sensitive but also prone to nightmares and often distracted from reality. After Miranda, some of her demons have been exorcised and she is a little more stable in her daily life.

ATTRI/SKILLS	AGILITY	D10	PACE	6	INVESTIGATION	D6	NOTICE	D12
	SMARTS	D12+4	PARRY	2	KNOW(Arts)	D10+2	STEALTH	D8
	SPIRIT	D12	TOUGHNESS	4	KNOW(Sciences)	D10+2		
	STRENGTH	D6						
	VIGOR	D6	CHARISMA	-2 (creepy)	COMMON KNOWLEDGE	D12+4		
			INITIATIVE	1 card	UNTRAINED SKILL	D4		
HINDRANCES	<b>OUTSIDER (Minor):</b> River doesn't fit in society and she gives people the creeps. Penalty to Charisma.							
	<b>PHOBIA (Major, Blue Sun):</b> When rumors of Blue Sun are near, she suffers a penalty on all actions. When in their presence, the penalty is bigger.							
	<b>SMALL (Major):</b> River is a small woman. Penalty applied above.							
	<b>TETCHY (Quirk, Minor):</b> After the burden of Miranda was lifted from her, River's odd quirks and bizarre comments have lessened some, but she's still experiencing a different world than the rest of us.							
EDGES	<b>WANTED (Minor):</b> Simon and River may still be on the run from the Alliance, although the heat seems to be less after the "Miranda Incident"							
	<b>ACADEMY TRAINING:</b> River was experimented on by the Academy, making her into a killing machine, twisting her genius intelligence in tortured ways. Normally, she has no access to these martial skills but when someone she cares about gets hurt (takes a Wound), she could snap and only the death of all enemies (or the speaking of a code word) brings her back to normal. (River must succeed at a Spirit check to be able to be triggered and gain the stats and edges under "River When Triggered".)							
	<b>EMPATHIC:</b> River can tell things about people that aren't that obvious. She gets a bonus on Notice checks to understand what someone is trying to do, if they are lying, or other subtle nuances.							
	<b>JACK-OF-ALL-TRADES:</b> She can perform an untrained skill better than most, as noted above.							
	<b>SCHOLAR:</b> River is highly educated. Bonus to knowledge skilled noted above.							

## RIVER WHEN TRIGGERED

AT		PARRY	8	FIGHTING	D10	SHOOTING	D10
EDGES	<b>ACROBAT:</b> River has unnatural ability with movement, her own grace combined with a little gift from the Alliance scientists. She gains bonuses to Agility maneuvers, Tricks, and Parry.						
	<b>DANGER SENSE:</b> She has spooky intuition. She gets a penalized Notice roll to detect an ambush or surprise event.						
	<b>IMPROVED MARTIAL ARTIST:</b> Is never considered unarmed. Unarmed attacks do extra damage.						
	<b>IMPROVISATIONAL FIGHTER:</b> Can use improvisational weapons without the usual penalties to Parry and attacks.						
	<b>SWEEP:</b> When tapping all of her training, she can take on a horde of foes with ease.						
	<b>TWO-FISTED:</b> Can make an attack with each hand without the multi-action penalty.						
GAME NOTES							

“This game references the *Savage Worlds* game system, available from Pinnacle Entertainment Group at [www.peginc.com](http://www.peginc.com). *Savage Worlds* and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.”



Dragonlaird Gaming ([www.dragonlairdgaming.com](http://www.dragonlairdgaming.com)) is the imprint for the work of Jim Davenport, award-winning game designer and freelance writer. Jim has been gaming for over 25 years now and it has never lost its appeal. He has served as game master for many groups of friends for most of that time and the GM’s chair is where he feels at home. Even with other parts of life demanding their due attention, he finds time to run one or two Play-by-Post games and a live table game every other week.

He is also a writer and has been writing outside of gaming for nearing twenty years. From 1992 to 2000 he was publisher of *U.S. Scots*, an international magazine about Scottish-American culture. It was a quarterly publication which usually had an article of his in it along with freelance writers.

In 2005, he established Dragonlaird Gaming for the gaming-related work he has been doing. He’s been published numerous times in *Knights of the Dinner Table* magazine and is currently the resident movie columnist for that publication in writing *Gaming the Movies*. He has worked closely with *Margaret Weis Productions* on their *Serenity* and *Battlestar Galactica* lines as well as the core *Cortex Engine* rules system. He has also worked with *Bards and Sages* and *Johnn Four* for [Roleplayingtips.com](http://Roleplayingtips.com).

