



Malcolm Reynolds

The epitome of a Browncoat veteran, Mal wears his colors as he tries to make his way. He'll dispute that the Independents "lost" the war. In the war he was a sergeant and knew how to lead men. Zoe fought with him and would die for him still today. While he tries to be uncaring and hard, his heart and loyalty show themselves when it counts. He owns *Serenity*, the Firefly class mid-bulk transport that he and his crew call home. He doesn't hold Alliance law in high regard so the crew often takes jobs that stretch the bounds of free trade. As long as they earn enough to keep flying, he's satisfied.

ATTR SKILLS	AGILITY	D8	PACE	6	CLIMBING	D4	PERSUASION	D4
	SMARTS	D8	PARRY	8	FIGHTING	D10	PILOT	D4
	SPIRIT	D8	TOUGHNESS	6	HEALING	D4	RIDING	D6
	STRENGTH	D6	(Ignore 1 W penalty)		INTIMIDATION	D8+2	SHOOTING	D10
	VIGOR	D8	CHARISMA	0/-2	KNOW(Tactics)	D8	STEALTH	D4
			INITIATIVE	2 cards	NOTICE	D8	STREETWISE	D6
			BENNIES	3			TAUNT	D8+2
					COMMON KNOWLEDGE	D8		
HINDRANCES	<p>BROWNCOAT (Minor): A lower class than the rest of society, Charisma penalty unless with other Browncoats.</p> <p>CODE OF HONOR (Major): Keeps his word, strict concept of proper behavior</p> <p>ENEMY (Minor, Niska): Powerful gangster has a vendetta against Reynolds, his ship, and his crew.</p> <p>HEROIC: Must rescue innocents, acts tough but has a weakness for doing the right thing.</p> <p>STUBBORN: Never admits he's wrong even when it is painfully obvious.</p>							
EDGES	<p>BLOCK: He's a brawler. Bonus to Parry figured in above.</p> <p>COMMON BOND: Can share his bennies with any of his crew he is in communication with.</p> <p>LEVEL-HEADED: Draws an extra action card each round.</p> <p>NERVES OF STEEL: Mal is tough when wounded. Ignores some wound penalties.</p> <p>QUICK DRAW: No penalty for drawing his gun and firing in the same round.</p> <p>STRONG-WILLED: Mal is very effective with Intimidate and Taunt. He also gets a bonus to resist Test of Will attacks</p> <p>Earned from his days in the war, Mal is a leader of men. These Edges apply to <u>subordinate</u> allies near him.</p> <p>COMMAND/INSPIRE: Gives bonus to Spirit rolls by allies to recover from Shaken.</p> <p>HOLD THE LINE!: Gives bonus to toughness to allies.</p> <p>NATURAL LEADER: Share bennies with any ally under his command.</p>							
EQUIPMENT								
GAME NOTES								

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Dragonlaird Gaming (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.

