



Inara Sera

Inara is a Registered Companion and holds a higher standing in society than the rest of the crew. Some might wonder why she's kicking around the 'Verse with a ship of rogues but one look between Inara and Mal says it all. Educated to high Guild standards, Inara has grace and great beauty. To maintain her independence, she rents, lives in, and works out of one of the ship's shuttles. This allows her to meet clients on her own terms while the rest of the crew handles their own business.

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| ATTR/SKIL | AGILITY D8 SMARTS D8 SPIRIT D10 STRENGTH D6 VIGOR D6 | PACE 6 PARRY 6 TOUGHNESS 5 CHARISMA +4 INITIATIVE 1 card BENNIES 3 | FIGHTING D6 INVESTIGATION D6 KNOW(Arts) D8 KNOW(Social) D8 NOTICE D10 COMMON KNOWLEDGE D8+2 UNTRAINED SKILL D4 | PERSUASION D12 PILOTING D6 RIDING D6 SHOOTING D8 STEALTH D8 |
| HINDR | LOYAL: Inara has let the crew become family to her. She may not admit it, but she'd do anything for them. QUIRK (Squeamish): Blood, guts, and rotten side of life are not what she's used to. STUBBORN: Inara has a powerful idea of what's right and what's wrong and she's not afraid to stand by that. VOW (Companion Guild): Inara is still a member of the Guild and membership has responsibilities. She must lend all aid to another Guild member in need. She must uphold the reputation and appearance of the Guild. | | | |
| EDGES | BLOCK: Companions are trained in the arts of defense from their earliest days at the Guild. Bonus to Parry noted above. COMPANION TRAINING: Rigorous studies and training in the Guild left her better equipped to handle what comes her way. Bonus to Common Knowledge checks as noted above. CONNECTIONS (High Class): Through her work as a Companion, she got to know the Companion Registry well including clients and other figures of authority. There's a decent chance she can get an audience with most anyone. JACK-OF-ALL-TRADES: Based on her extensive Guild training, Inara can perform an untrained skill better than most. VERY ATTRACTIVE: Inara is a first class beauty, a head-turner from the Core to the Rim. She gets Charisma bonus to personal interaction skill checks where her beauty is an asset. | | | |
| EQUIP | | | | |
| 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.

