



Zoe Washburne

The only other survivor of Malcolm Reynolds' platoon, Zoe joined him as Serenity's first mate to kick a little ass around the universe. She was married to Serenity's fallen pilot, Wash, who died during the "Miranda Incident". She's gotten harder since losing him. She doesn't dream anymore.

ATTR/SKIL	AGILITY D10 SMARTS D6 SPIRIT D8 STRENGTH D6 VIGOR D8	PACE 6 PARRY 8 TOUGHNESS 8(2) vs. bullets 10(4) CHARISMA 0/-2 INITIATIVE 1 card BENNIES 3	CLIMBING D4 DRIVING D6 FIGHTING D10 HEALING D4 INTIMIDATION D8+2 KNOW (Tactics) D4 NOTICE D8 COMMON KNOWLEDGE D6	PERSUASION D4 PILOTING D6 SHOOTING D8 STEALTH D6 STREETWISE D6 TAUNT D6+2 THROWING D6
HINDR	BROWNCOAT (Outsider, Minor): A lower class than the rest of society, Charisma penalty unless with other Browncoats LOYAL (Minor): She'd follow Mal Reynolds into hell and back... and has more than once. POVERTY (Minor): Can't seem to keep any money, usually giving most away to less fortunate people.			
EDGES	BLOCK: Bonus to Parry figured in above. DODGE: Zoe has found the best way to keep alive is to keep out of harm's path. NERVES OF STEEL: Zoe is tough when wounded. STRONG-WILLED: Zoe is very effective with Intimidate and Taunt as noted above. She also adds a bonus to resist Test of Will attacks. TWO-FISTED: Can make an attack with each hand in one round without a multi-action penalty. Earned from her days in the war as sergeant under Mal, these Edges apply to <u>subordinate</u> allies within 5" radius. COMMAND: Gives Spirit bonus for rolls to recover from Shaken.			
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.

