

Additional Edges

For the *Serenity* characters, I defined a few more Edges to properly reflect their abilities and position in society.

Combat Edges

Academy Training

Requirements: Novice, Agility d10+, Spirit d8+

The Alliance runs a secret installation where they experiment on individuals to try to make them into living weapons. Brain surgery and other mental training imbue the subject with various martial skills although they are not in control of when these abilities manifest themselves.

When the character or a close ally receives a Wound, this character makes a Spirit check. If they succeed, they gain temporary access to the following abilities. They lose access to these abilities if they are knocked unconscious, they run out of enemies, or someone speaks the code word which was implanted in their brain.

When triggered, the character gains Acrobat, Danger Sense, Improved Martial Artist, Improvisational Fighter, Sweep, and Two-Fisted. They also gain Fighting and Shooting skills at d10 (unless the character's skill level is already higher than d10).

Professional Edges

Companion Training

Requirements: Novice, Smarts d8+, Spirit d8+

The companion is a paradox of the 'Verse. Accepted with a smile into the most exclusive events, the companion is only a temporary member of high society. Whether he is on the arm of a famous Cortex actress or she is dancing with a high-ranking member of Parliament, the companion is a jewel to be displayed in public and cherished in private. Though some may dismiss them as high-rent prostitutes, those in the know realize they are much more: therapist, healer, teacher, masseuse, counselor, and also lover when needed.

Companions add +2 to their Persuasion and Notice skills as well as Knowledge (Upper Class) and Knowledge (Arts).

Shepherd

Requirements: Novice, Spirit d8+

Shepherds are the most common form of clergy found across the 'Verse. They carry the Good Book and help to bring solace and enlightenment needy souls.

Shepherds gain +2 Charisma, add +2 to their Persuasion and Knowledge (Religion) skills.

Weird Edges

Empathic

Requirements: Spirit d8+

For millennia people have claimed to have mental powers: ESP, clairvoyance, telling the future, or talking with the dead. Every once in a while those claims are true.

An empath reads other people well, gaining a +2 to Notice checks to tell if someone is lying, what their intentions are, or other subtle nuances.

Additional Hindrances

For the *Serenity* characters, I defined a few more Hindrances to properly reflect their issues and situations.

Browncoat [Minor]

Veterans of the Independents are known as Browncoats for the ubiquitous brown duster coats they don't want to put down. The coats symbolize solidarity with other Independents and antipathy for the Alliance and its authority.

A Browncoat suffers -2 Charisma when around law-abiding good citizens of the Alliance.

Tetchy [Minor]

Some folks aren't born with all their marbles and others have their marbles stolen. Either way, they don't walk the world the way the rest of us do. They might see hallucinations; hear voices, or other phenomena.

This character's tetchy nature exhibits itself as a series of puzzling, humorous, and even creepy quirks.

Tinhorn [Minor]

The Core and the rest of the 'Verse are very different places. Someone raised in one is going to stick out like a sore thumb in the other. They just don't know the lingo or unwritten rules.

For common knowledge rolls related to life on Rim or Border worlds, they suffer a -2.



“This game references the *Savage Worlds* game system, available from Pinnacle Entertainment Group at 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) 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.

