



Hoban "Wash" Washburne

Pilot of *Serenity*, husband of Zoe, Wash lives to fly one and love them both. Always ready with a joke, Wash seems to take everything casually. In the pilot's chair, there are few better, even when he is talking to the plastic dinosaurs placed around the cockpit.

(For adventures set after the movie, Serenity, "Wash" is not available as a player character.)

ATTR SKILLS	AGILITY	D12	PACE	6	CLIMBING	D6	PERSUASION	D6
	SMARTS	D6	PARRY	2	DRIVING	D8	PILOTING	D12
	SPIRIT	D8	TOUGHNESS	4	KNOWLEDGE (Verse)	D8	STREETWISE	D6
	STRENGTH	D6	CHARISMA	0	NOTICE	D6	SWIMMING	D8
	VIGOR	D4	INITIATIVE	1 card				
			INITIAL BENNIES	5	COMMON KNOWLEDGE	D6		
HINDRANCES	<p>CAUTIOUS: He doesn't like to jump into situations without some sort of plan first.</p> <p>PACIFIST: Wash is not a fan of violence and never trained himself in the martial arts.</p> <p>QUIRK: He's sort of a lovable goof, willing to crack jokes at the wrong time or while away his hours on the bridge talking to his plastic dinosaurs.</p>							
EDGES	<p>ACE: When behind the wheel or in the cockpit, Wash is one of the best in the Verse.</p> <p>ALERTNESS: Wash's keen eyes pick out details others miss.</p> <p>GREAT LUCK: Somebody up there likes him.</p>							
EQUIP	Hawaiian shirts and coveralls							
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.

