



Jayne Cobb

Of all the crew, Jayne is the hardest. He's a mercenary through and through, tough in a brawl and deadly with weapons. He didn't fight in the war and really doesn't care about politics. As long as there is money for him, or women, or drink, or good food, he's happy. In a way, he's the most honest member of the crew, open and plain about his desires.

Loyalty is a term he has only recently learned the meaning of and he's always a temptation away from forgetting it again. He's gone through hell with this crew so as long as Mal doesn't make him choose money over friendships, he'll be a solid foundation of the team.

Jayne's schooling was very limited and he isn't the smartest guy around. Still, once he catches up, you'd better not have double-crossed him.

ATTRI/SKILLS	AGILITY	D8	PACE	6	CLIMBING	D6	RIDING	D8
	SMARTS	D4	PARRY	8	FIGHTING	D10	SHOOTING	D10
	SPIRIT	D6	TOUGHNESS	8	GUTS	D10	STEALTH	D6
	STRENGTH	D12	CHARISMA	-2	INTIMIDATION	D8+2	STREETWISE	D6
	VIGOR	D10	INITIATIVE	1 card	NOTICE	D6	TAUNT	D8+2
							THROWING	D8
					COMMON KNOWLEDGE	D4-2		
HINDRANCES	<p>CLUELESS: He isn't so quick on the up-take as he might think he is.</p> <p>GREEDY (Minor): Money is magical to Jayne and he's willing to take some risks to make himself rich.</p> <p>MEAN: Nobody likes Jayne unless they live with him a couple years. He's not a generous guy. Penalty on Social interactions.</p> <p>POVERTY: Can't seem to keep any money whether he blows it on silly shopping, whores, or bad bets.</p>							
EDGES	<p>BLOCK: He's a brawler. Bonus to Parry figured in above.</p> <p>BRAWNY: He's one tough hombre'. (Already figured in above). Can carry a lot without being encumbered.</p> <p>MARKSMAN: If he doesn't move in a turn and just takes one shot, he gets a bonus to his shooting or throwing attack.</p> <p>ROCK AND ROLL: If he doesn't move in a turn, he can ignore the normal penalty for firing a weapon at full automatic.</p> <p>TWO-FISTED: Can make an attack with each hand in one round without a multi-action penalty.</p>							
EQUIPMENT	<p>Callahan fullbore autolock rifle "Vera" 24/48/96 Range, 2d8+1 dmg, 3 RoF, 20 Shots, AP 2, Auto, Scope, built-in bipod</p> <p>Hercules Pistols (2)</p> <p>Combat Knives (3)</p> <p>Mercenary clothing</p>							
GAME NOTES								



“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.

