



Shepherd Book

A man of peace and a man of mystery, Shepherd Derrial Book is walking a quiet path seeking his own redemption. Joining the crew by chance, he's done his best to give them spiritual guidance, mostly when they ask for it.

His past is unknown though he has quite a skill with guns and apparently has high clearance with the Alliance military. What crimes or sins he committed that drove him to seek out a monastery on Persephone we may never know.

ATTR SKILLS	AGILITY	D6	PACE	6	FIGHTING	D8	PERSUASION	D10
	SMARTS	D8	PARRY	8	HEALING	D4	SHOOTING	D8
	SPIRIT	D10	TOUGHNESS	5	KNOWLEDGE (Religion)	D6	STREETWISE	D6
	STRENGTH	D4	CHARISMA	+2/0	NOTICE	D6	SURVIVAL	D8
	VIGOR	D6	INITIATIVE	1 card	COMMON KNOWLEDGE	D8		
HINDR	<p>CURIOS: After being cloistered for years, Book has a refreshing curiosity about the 'Verse. PACIFIST: His vows as a Shepherd discourage violence and forbid killing. POVERTY: Money that can help others doesn't stay in his pockets long.</p>							
EDGES	<p>CONNECTIONS: Book has standing with the Alliance that can get him a favor though he hates to use it. IMPROVED BLOCK: He's a trained fighter. Bonus to Parry figured in above. LEVEL-HEADED: He's seen combat before and takes it calmly. SHEPHERD: Book is a member of a Christian religious order which affords him some respect from God-fearing folk.</p>							
EQUIP	<p>Traveler's copy of The Good Book Satchel Simple clothes of a holy man.</p>							
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.

