



# 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	PACE	6	CLIMBING	D4	PERSUASION	D4
	SMARTS	D6	PARRY	8	DRIVING	D6	PILOTING	D6
	SPIRIT	D8			FIGHTING	D10	SHOOTING	D8
	STRENGTH	D6	TOUGHNESS	8(2)	HEALING	D4	STEALTH	D6
	VIGOR	D8	vs. bullets	10(4)	INTIMIDATION	D8+2	STREETWISE	D6
			CHARISMA	0/-2	KNOW (Tactics)	D4	TAUNT	D6+2
			INITIATIVE	1 card	NOTICE	D8	THROWING	D6
					COMMON KNOWLEDGE	D6		
HINDR	<p><b>BROWNCOAT (Outsider, Minor):</b> A lower class than the rest of society, Charisma penalty unless with other Browncoats</p> <p><b>LOYAL (Minor):</b> She'd follow Mal Reynolds into hell and back... and has more than once.</p> <p><b>POVERTY (Minor):</b> Can't seem to keep any money, usually giving most away to less fortunate people.</p>							
EDGES	<p><b>BLOCK:</b> Bonus to Parry figured in above.</p> <p><b>DODGE:</b> Zoe has found the best way to keep alive is to keep out of harm's path.</p> <p><b>NERVES OF STEEL:</b> Zoe is tough when wounded.</p> <p><b>STRONG-WILLED:</b> Zoe is very effective with Intimidate and Taunt as noted above. She also adds a bonus to resist Test of Will attacks.</p> <p><b>TWO-FISTED:</b> Can make an attack with each hand in one round without a multi-action penalty.</p> <p>Earned from her days in the war as sergeant under Mal, these Edges apply to <u>subordinate</u> allies within 5" radius.</p> <p><b>COMMAND:</b> Gives Spirit bonus for rolls to recover from Shaken.</p>							
EQUIP	<p>Lever-action Carbine</p> <p>Montgomery Pistol (Independent Standard Issue) - Range 12/24/48, 2d6+1 damage, 1 RoF, 8 shots</p> <p>Body Armor Vest (Torso Only)</p> <p>Partial mercenary clothes, partial workhand clothes.</p>							
GAME NOTES								



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Dragonlaird Gaming ([www.dragonlairdgaming.com](http://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 John Four for [Roleplayingtips.com](http://Roleplayingtips.com).



Defined for Savage Worlds by Jim Davenport  
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