

Kaylee Frye

The brightest spot in the *Serenity* crew has to be young Kaylee. She's almost always optimistic and cheerful, enjoying every minute of her dream life as mechanic of the ship. She's a natural mechanic, often talking about the ship as if it were a person, one that needs to be cared for and coddled. There's almost no problem she can't solve if she can get her captain to buy her the necessary parts.

Since Miranda, she and Simon have been practicing 'courting' Rim World-style.



ATTR SKILLS	AGILITY	D6	PACE	6	INVESTIGATION	D6	PILOTING	D4
	SMARTS	D8	PARRY	2	NOTICE	D10	REPAIR	D12+2
	SPIRIT	D6	TOUGHNESS	5	PERSUASION	D10	STREETWISE	D8
	STRENGTH	D6	CHARISMA	+2	COMMON KNOWLEDGE D8			
	VIGOR	D6	INITIATIVE	1 card				
HINDR	<p>CURIOUS: Kaylee often sees the interesting without understanding the dangerous at the same time. LOYAL: She's loyal to the ship, to Mal, and the crew. To the end. PACIFIST (Major): There is nothing that can't be settled with words... 'cept Reavers. She hates guns. POVERTY: She never seems to keep a hold of much money but also doesn't seem to mind it either. QUIRK (Trusting): She sees the good in everybody and trusts folks until they show they aren't worthy of that trust. (even then, she's giving with second chances too.)</p>							
EDGES	<p>CHARISMATIC: While not a model beauty like Inara, Kaylee is cute and her unbashable good-nature wins folks over. MCGYVER: Kaylee has a knack with machines and can jury-rig some surprising devices, even without the proper tools. MISS FIX-IT: She grew up around spaceships and knows the insides of everything from a pulse drive to a coffeemaker. She gets a bonus to her Repair rolls.</p>							
EQUIP	<p>Coveralls Tool Set</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.

