



Kaylee Frye

Cheerful, energetic Kaylee is Serenity's ace mechanic, a tomboy who accepts anything the universe throws at her with a smile and a bounce. Trained by her father, she's a natural mechanic, which got her the job on the Firefly Transport ship Serenity despite her total lack of experience with either that model of ship or a Trace Compression Block engine. At the same time, she can be flummoxed by particularly difficult problems ("Sometimes, a thing gets broke, it can't *be* fixed.") Kaylee is a 'glass is half full' kinda gal.

Kaylee has her own quarters on ship (decorated with Christmas lights and the like), but she also has a hammock set up in the engine room. Ever since Miranda, she and Simon have been practicing 'courting' Rim World-style.

ATTRI/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				
			BENNIES	4				
HINDRANCE	<p>CURIOUS: Kaylee often sees the interesting without understanding the dangerous at the same time.</p> <p>LOYAL: She’s loyal to the ship, to Mal, and the crew. To the end.</p> <p>PACIFIST (Major): There is nothing that can’t be settled with words... ‘cept Reavers. She hates guns.</p> <p>POVERTY: She never seems to keep a hold of much money but also doesn’t seem to mind it either.</p> <p>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 unabashable good-nature wins folks over. (+2 on social interactions)</p> <p>LUCKY: With all the good karma Kaylee spreads around, it isn’t surprising that some comes back to her.</p> <p>MCGYVER: Kaylee has a knack with machines and can jury-rig some surprising devices, even without the proper tools.</p> <p>MISS FIX-IT: She grew up around spaceships and knows the insides of everything from a pulse drive to a coffeemaker. (+2 to Repair rolls already noted above).</p>							
EQUIPMENT								
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.

