



# Simon Jam

Simon is a bright guy, graduating at the top of his medical class on Ariel though he is eclipsed by his sister, River. He's devoted his life to saving River from the Alliance doctors who experimented on her, even though it has marooned him away from money, family, society, and his career, out in the black with a ship of criminals. Simon is currently courting Kaylee Frye, the ship's engineer.

ATTR SKILLS	AGILITY D6	PACE 6	BOATING D6	KNOW(Drugs) D10+2
	SMARTS D12	PARRY 2	DRIVING D6	NOTICE D8+2
	SPIRIT D8	TOUGHNESS 5	HEALING D12+2	RIDING D4
	STRENGTH D6		INVESTIGATION D8	SHOOTING D4
	VIGOR D6	CHARISMA 0	KNOW(Medicine) D10+2	
		INITIATIVE 3 cards	COMMON KNOWLEDGE D12-2	
HINDRANCES		BENNIES 3		
	<b>BIG MOUTH (Minor):</b> Tends to say what he thinks, regardless of the situation. Doesn't read other people well. <b>CAUTIOUS (Minor):</b> Simon is only comfortable when a plan is clearly laid out and preferably reviewed several times. <b>TINHORN (Minor):</b> Simon is still pretty clueless about life outside the Core Worlds. He suffers a penalty on Common Knowledge rolls about the ways on Rim or Border worlds. <b>WANTED (Minor):</b> Simon and River may still be on the run from the Alliance, although the heat seems to be less after the "Miranda Incident"			
EDGES	<b>ALERTNESS:</b> Simon has a keen eye to the world around him. He gets a bonus to notice things (already applied above) <b>COMMON BOND:</b> The crew knows that Simon is an important guy to listen to and get help from. He can share bennies with other crew members. <b>HEALER:</b> Simon is a doctor. Bonus to Healing skill noted above. <b>IMPROVED LEVEL-HEADED:</b> Doesn't get spooked easily. Gets three cards during initiative. <b>SCHOLAR:</b> Simon has completed extensive training in many areas of medicine. Bonuses to Knowledge Skills noted above.			
EQUIP				
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 Johnn Four for [Roleplayingtips.com](http://Roleplayingtips.com).

