

Boyd Kelly



Packages: +9

Earthling: +1, **Citizen**: +8

Attributes: +17

3	Awareness +3 **
3	Coordination +3
4	Ingenuity+4
2	Presence +2
2	Resolve +2
4	Strength (+1 Citizen) +3

Skills: +17

3(5)	Athletics +4 - AoE Lifting/Carrying
1	Convince (+1 Citizen)
1	Craft (+1 Citizen)
1	Fighting +1
2	Knowledge (+1 Citizen) +1
0	Marksman
1	Medicine +1
3(5)	Science +4 - AoE XenoBiology
1	Subterfuge (+1 Citizen)
0	Survival
5(7)	Technology +6 - AoE Percussive Maintenance *
0	Transport

Traits: -1

Friends ([Jimmy Deardon]) (**Earthling**, Minor Good)

Friends ([Yvette Swanson]) (**Citizen**, Minor Good)

Face in the Crowd (**Citizen**, Minor Good) - If someone is actively searching for the character, the character gets a +2 bonus on any Subterfuge rolls to avoid detection.

Owed Favor ([Roger Breckinridge III]) (**Citizen**, Minor Good)

* **Percussive Maintenance** (Minor Good) +1 - If a character with this trait fails a roll to repair some form of technological device, she can give it a firm whack. She may then re-roll the failed roll, but must accept the result of the the re-roll, even if it is worse. This trait can be used only one time per repair. In addition, if there is not time to perform a proper repair, a character with this trait may attempt to make a temporary repair with a Strength +Technology roll against the repair's normal Difficulty. On a Success, the device works for one use; it works for 1d6 hours on a Good result, and 1d6 days on with a Fantastic success.

Run for your life (Minor Good) +1 - This character knows when to run and is very fast when it comes to the outpacing of danger. Rampaging Chanari tribesman? Left in the dust. Collapsing building? First out. Thugs kick down the door? Already on the fire escape two floors down.

Animal Lover (Minor Bad) -1 - If a character with this trait does nothing when an animal is being injured or is in pain, the Gamemaster is allowed to take away one or more Story Points.

** **Impaired Senses Vision** (Minor Bad) -1 - At the Minor level, the character has one sense impaired, but this can be easily corrected with the proper equipment, such as being nearsighted and wearing glasses.

Space Sick (Minor Bad) -1 - The character is sick in space or anywhere else that is outside of normal gravity as defined by a planetary gravity well approximately the same as his home planet's. In these conditions, he suffers a -2 penalty on all rolls. Additionally, he may gain a Story Point by becoming incapacitated for 1d6 x10 hours.

- Gravity OK: Earth, Europa, Ganymede, Io, Mars, Venus
- Gravity too light: Space travel, Mercury, Moon, Metis
- Gravity too strong: Jupiter

Special/Equipment: 0

-1 Story points spent toward Firebird 2

Story Points: 11

Languages: High Martian (silt sea dialect), English, One open slot

Boyd Kelly

Age:22

Sex: Male

Species: Earthling

Occupation: Graduate Student in Xenobiology

1. What is your character's basic appearance? (Age, gender, species, clothing style, etc.)

22 (born in 1916), male, human, clean cut, light brown hair, very tall (6'4") though he tends to stoop a bit, glasses

2. How would you (the player) like your character to be viewed by the other PCs?

Pack mule; someone to be taken advantage of to do all the boring, menial tasks that they'd rather not do themselves.

3. How long has your character been in his/her present profession?

He has been a grad student working with Dr. Simmons for about five months. Boyd is working on a master's in xenobiology, after having gotten a BS in biology.

4. What was your character doing 7 years ago, when life on other planets was first discovered?

He was playing basketball when the first broadcasts came over the radio about the discovery of other intelligent life forms. But even before that, he had joined in on the stellar mania craze, building model rockets and dreaming of one day becoming a rocket ranger. That dream was crushed due to the requirements for 20/20 vision. It wasn't until this current expedition and his first trip into space that he learned that it would have been a bad idea regardless -- that's when he learned he also gets space sick.

5. What motivated your character to join this expedition? What motivated GE and/or the University of Phoenix to hire her/him?

They actually hired Dr. Simmons. Boyd is tagging along because his adviser was chosen, not because he was directly hired by GE or the university.

In any event, he's going because it's kind of necessary to continue his graduate studies with the xenobiologist. But he's also excited, too, as this is the closest he'll ever come to being a rocket ranger. Though, as he learned during liftoff, maybe spaceship travel isn't all it was made out to be....

6. The Firebird rocket has been funded as part of a joint venture between GE and the University of Phoenix. What is your character's relationship with your GE overlords? (In Marketing? Management? Accounting?) What is your character's relationship with the university? (Administration? Professors? Students?)

He doesn't really have a relationship with GE and probably barely rates on their radar, he's just a side effect of the xenobiologist being there, and at most factored into their payload and provisions calculations.

As for the university, he was usually well liked by his professors, was stressed by his interactions with the administration when trying to register for classes, and was neither wildly popular nor unpopular among students.

Boyd did take part in that prank in which he and fellow students put the bursar, Miss Evan's, car on the roof of the Humanities building. Well, it was more that Roger "Roge" Breckinridge III, a frat boy from Epsilon Theta Chi, somehow talked Boyd into helping out with the prank. Well, the somehow isn't all that much of a mystery. Boyd's friend Yvette had a crush on Roger (for reasons that even now escape him), and she pushed Boyd to help Roger and his friends with the prank. Roge said at the time that he owed Boyd "big time," but Boyd is dubious that Roge even remembers his name.

7. Tell me about your [character's] mother... or other family members. Or close friends not among the PCs. Or close friends or family among the PCs.

Boyd's father, Patrick, died in the Great War, when Boyd was just an infant. Boyd was raised by his mom, Katherine, and his maternal grandmother, Aileen Ryan.

Boyd's best friend growing up was Jimmy Dearden. The two of them were going to be rocket rangers together, but Boyd failed the vision test. Jimmy didn't, and has been living a life of excitement and adventure. Boyd and Jimmy keep in touch as best they can, though there's a lag time on letters being delivered to Jimmy (Boyd mails them to an APO) and there are limits on what Jimmy is allowed to reveal about his undertakings. Now that Boyd is traveling, too, keeping in touch will be even more difficult.

His closest friend at college was Yvette Swenson, a fellow biology major. Boyd was a little bit sweet on her but was too shy to ever say anything. She went into the corporate sector after graduation and now works off-planet for Hyperion Corporation.

8. What allergies/mannerisms/tidbits/quirks does your character have, that don't rise to the level of "bad traits"?

Boyd has a tendency to stoop a bit to be at a closer height to others when interacting with them, which has led over time to him habitually slouching most of the time.

9. Does your character have any heroes? Who and why?

Dr. Simmons, of course -- he's *the* preeminent xenobiologist in the whole solar system.

Rex Skylar, rocket ranger -- he's a hero to many young people, a bold adventurer among the stars

10. What does your character find not funny when joked about?

Gravity. **Bleargh!**

Who You Know:

Dr. Ian Simmons – Professor Simmons is something of a father figure to Boyd. In that sometimes Boyd is embarrassed to be seen around him, especially when the professor chases after anything in a skirt (regardless of whether it also has tentacles). Still, Professor Simmons is brilliant, and Boyd considers himself extremely lucky to have landed this role.

Dr. Quentin Pendergast – Boyd just met him at the start of this mission, and at first mistook him for another graduate student, which made for an embarrassing faux pas that Boyd is trying to make up for.

Dr. Myles Sonnenbrille – Boyd hasn't really gotten a chance to interact with him much yet. That's probably for the best. Given his interactions so far with Professor Pendergast, he's in no rush to make more bad impressions.

EV-I / Eve – Although Boyd isn't the most knowledgeable person ever about such matters, he's informed enough to recognize a combat model roboman when he sees one. (See, all those pulp novels as a teenager weren't wasted!) He wonders whether the fact that GE and the university thought it necessary to equip this expedition with a combat robot indicates something about what the group is expected to encounter. He's not sure if he should be nervous or excited.

Marva Gaines – Boyd was in a History of the Solar System class with her in his sophomore year, and the two of them were assigned to work on a project together. Marva decided the best way to present the differences between the different planets at that point in history (they'd been assigned 1800 in Earth time, and its equivalents in the Venusian, Martian, and Jovian calendars) was through a choreographed dance number. Boyd disagreed strongly. But not strongly enough, apparently, because Marva won out. Boyd doesn't know much about history, nor remember much about the project apart from a burning sense of humiliation. They did get an A on the project, though.