

Doctor Ian Simmons, PhD



Packages: +16

Earthling: +1, **Scientist:** +15

Attributes: +14

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

Skills: +13

0 Athletics
3/5/7+ Convince +3 * **
0 Craft
0 Fighting
2 Knowledge (**+1 Scientist**) +1
0 Marksman
4(6) Medicine (**+1 Scientist**) +4 - **AoE Alien Medicine**
5/7(10 ***) Science (**+3 Scientist**) +3 - **AoE XenoBiology ******
0 Subterfuge
1 Survival +1
2/4 ***** Technology (**+2 Scientist**)
1 Transport +1

Traits: +3

* **Attractive**, Minor Good - Whenever the character is in a situation where good looks can come into play (usually in social situations), he gains a +2 bonus to any rolls made. This Trait cannot be taken with the Unattractive Bad Trait.

** **Charming**, Minor Good - The character gains a +2 bonus on any rolls related to social interaction.

*** **Doctorate**, Minor Good (XenoBiology)

Friends ([Dr Helena Jones]) (1 **Earthling**, Minor Good)

Gadgeteer (Scientist, Major good) - To temporarily create an item, the character spends enough Story Points to purchase the item (or 1 Story Point for items without a Story Point cost) and makes an Ingenuity + Technology roll (the Difficulty is set by the GM based on the item and the situation). It should be noted that these are not permanently spent Story Points, and nor is the item a permanent addition to the character's equipment, as it will go away after a few days (break down, run out of power, is lost or stolen, etc.). The same process can be used to build a new item from scratch, but again it is only temporary.

**** **Man of Science (Scientist, Major Good)** - S/he can spend a Story Point to substitute Science for any other Skill in a roll. This substitution lasts only for that roll, and the character needs to spend another Story Point to perform this feat again, representing the thought processes needed to recalculate the trajectory of a bullet, analyze a new situation, or apply chemistry in a new way.

***** **Technically Adept (Scientist, Minor Good)**

Obsession ([Teaching Alien Women the Meaning of Love]) (Scientist, Minor Bad) - The character is motivated by his obsession to the point of risking his life, and the lives of his companions, to achieve it. At the Minor level, the character can resist this urge with a Story Point and a difficulty 14 Ingenuity + Resolve.

Special/Equipment: -4

Experienced -3 story points

-1 Story points spent toward Firebird 2

Story Points: 8

Languages: English, Latin, French

Doctor Ian Simmons, PhD

Age:35

Sex: Male

Species: Earthling

Occupation: Scientist (Xenobiologist PhD)

Born 1903 in Worcester, England. Always had a curiosity for living things as a young boy - inspecting insects (including pulling off wings/legs), plants, etc. The interest continued into high school where he was into as many science classes as possible. After graduating, he continued onto Oxford University for Undergraduate and Graduate studies, and achieved BS and MS in Biology.

By the late 1920s, Ian had already taken in all he could learn in the field and was considering moving on to a PhD so he could teach. It was in 1930 that there was excitement generated toward the first rocket missions to Mars coming out of MIT. Living things new and not-of-this-world fascinated Ian, so he applied to MIT and was accepted into the Doctorate program for Biology. A year into the program, the space mission came back with knowledge from Mars. Ian jumped on the new and exciting prospects and did his thesis in Xenobiology, being one of the first in the world to accomplish this and became one of the leading and most well-known experts in the field just based on who and what came back to Earth. The next step was to get on a rocket and into space himself!

While at MIT, he met a few memorable people: Doctor Helena Jones. Between her parents' wealth and her extraordinary hard work she attended and graduated MIT with honors. Mid-twenties, stunning beauty, cold demeanor (just like every female scientist NPC written in RPGs). With her family money as an initial seed for attracting other venture capital, Helena founded the McGuffin Corporation of which she is chief researcher and corporate bigwig. What a woman! If she only were more interested in him... Quentin Pendergast. [Lee's character.] What a dork. When you met him, he was a 15 year old grad student in chemistry. Every time he opened his mouth, for reasons you don't understand, these words came unbidden into your mind: <https://tinyurl.com/aaufg5> He's got no appreciation of hard work, strolling around acting like he owns the place and talking through his hat.

As soon as Ian heard that The University of Phoenix was starting a rocket program (with GE), he applied to join the faculty as a lecturer in Xenobiology. Through his connection with Helena Jones, he was able to get on board the Eagle - finally he would get to live his dreams and visit other planets and study Alien life forms.

Boyd Kelly was an undergrad at MIT. He followed you to UoP, to work as your graduate student in XenoBiology. He's smart, strong and hard working - he may even be smarter than me and that's why Ian wanted him. You have a lot of respect for him. He's on the crew.

Quentin, also from your MIT days, the kid, is on the crew. He's smart, but damn even now at age 23, he's still a whole lot younger than you were at MIT. Hopefully someone will be his mom on this mission, because I don't want to have to do it!