

Myles Sonnenbrille, PhD



Packages: +29

Earthling: +1, **Scientist**: +15, **Merchant**: +13

Attributes: +12

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|---|--|
| 3 | Awareness (+1 Scientist) +2 ***** |
| 3 | Coordination +3 |
| 5 | Ingenuity (+2 Scientist, +1 Merchant) +2 |
| 3 | Presence +2 (+1 Merchant) * |
| 3 | Resolve (+1 Scientist, +1 Merchant) +1 |
| 2 | Strength +2 |

Skills: +4

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|----------------|--|
| 0 | Athletics ***** |
| 3 | Convince (+2 Merchant) +1 * |
| 1 | Craft (+1 Merchant) |
| 0 | Fighting |
| 2 | Knowledge (+1 Scientist, +1 Merchant) |
| 1 | Marksman +1 |
| 1 | Medicine (+1 Scientist) |
| 3/5(8) ** **** | Science (+3 Scientist) +1 - AoE Xenoaerchaeology |
| 1 | Subterfuge (+1 Merchant) |
| 0 ***** | Survival |
| 2/4 *** | Technology (+2 Scientist) |
| 2 | Transport (+1 Merchant) +1 ***** |

Traits: -3

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

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

Wealthy (**Merchant**, Minor Good) - This Trait grants a character the advantages of wealth. For starters she has anything mundane (that is, non-Story Point cost) item that she wants, as well as plenty of servants and other resources. Also, wealthy characters are always going to be wealthy,

should they lose their fortune another one will be found in short order, though no new Story Points for purchasing Items suddenly appear.

Gadgeteer trait! (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 or Woman 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 ([egalitarian socialist]) (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

****** Doctorate ([Xenoarchaeology]) (Minor Good) +1**

Resourceful Pockets (Minor Good) +1 - The character can spend a Story Point to pull a small useful item out of her pockets, or roll the dice and receive an item if doubles come up.

******* Sense of Direction (Explorer, Minor Good)** - The character receives a +2 bonus to rolls to navigate or otherwise find his way and head in the proper direction, on a planet or in space.

Slow Reflexes (Major Bad -2) -2 - At the Major level, the character takes her actions after all others have acted in the Action Round; in other words a second set of phases has to be run through for those with slow reflexes after everyone else has finished their four phases. This Trait does not affect reactions.

Animal lover (Minor Bad -1) -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.

Insatiable Curiosity -1 - If the character is trying to resist these urges, he should spend a Story Point and make a difficulty 12 Ingenuity + Resolve -2 roll.

Special/Equipment: 0

Ray Pistol -1 story point

Rocket Pack MKIII (4 story points, 3 with Wealthy) -1 story point

-1 Story points spent toward Firebird 2

Story Points: 9

Languages: Ancient Martian, English, German, High Martian (North Polar Dialect)

Myles Sonnenbrille, PhD

Age:34

Sex: Male

Species: Earthling

Occupation: Scientist (Xenoarchaeology PhD) and Merchant

When you were a kid, Germany became embroiled in a set of complicated alliances. Coupled with the nihilistic philosophy popular at the time among intellectuals, Germany worked with the Austro-Hungarian Empire on a campaign to remake the world on a Germanic basis. You saw then how monstrous the whole thing was -- a belief which was confirmed by the starvation and want during the years of blockade and rationing.

Your father ran a manufacturing company, making toys and frames for glasses and small household supplies. The factory was turned by the state into a shop for making bullets. You knew that your father was a pacifist, but what you didn't realize until 1917 was that he was actively involved in espionage -- slowing production in the factory as much as he could get away with, and leaking information (such as which units his company was resupplying) to the British. Twenty years ago, with the conclusion of the Great War he asked the Americans for asylum in their country, and was given asylum.

Every people has a low point. A moment in history that they have acted abominably and unreasonably. That moment is at least past for Germany, and -- despite belligerent words and some aggressiveness on their Martian colony -- she is on a path to peace. But you are still living under the shadow of the Great War, so you embrace your American identity.

Your father founded a new company in the Bronx, Sonnenbrille Light industry. You grew up as an only son, knowing that one day the business will be yours. Though you've always been driven to look out for the business, your father found your globe-trotting looking for partners to be a little aggressive. About ten years ago, when you expressed an interest in a liberal arts education, he encouraged you to enroll in City College. Just as you were finishing up your college degree, humanity learned about other intelligent life in the Solar system.

At your request, your father pulled some strings to get you into a doctoral program at the Massachusetts Institute of Technology. You designed your own program, and were the first to graduate with a PhD in Xenoarchaeology -- the study of the history and culture of alien sophants.

During your time at MIT, you met 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. A few years ago she was part of a major scientific expedition to Mars, and acquitted herself admirably. With her family money as an initial seed for attracting other venture capital, Helena founded the McGuffin Corporation of which she is chief researcher. GE owns a 47% interest in McGuffin, while Helena owns a 49% interest in McGuffin -- the remaining 4% is held by the Atlantic Savings & Loan Association to secure a line of credit. Helena has kept up her academic and personal connections with MIT, giving occasional lectures in Chemistry; and you suspect that you had something to do with that. You and Helena have had a long-running on-again off-again relationship, and you hope one day to make her Mrs. Helena Jones Sonnenbrille.

Being the only Doctor of Xenoarchaeology made you a candidate for the Firebird 2 crew. Your business experience certainly was a plus, because the Firebird's mission is to be self-sustaining. Besides, Sonnenbrille Light Industry works well with GE. Helena bought you a gift for your mission with the Firebird 2 -- a Rocket Pack MKIII!

You are professionally happy to see Alice Evans on the team. Alice is a skilled comptroller, and if anyone can find a way to stretch resources, it's her. That may not be the sexiest skill in space exploration, but it's the most important at any frontier. After the student body at the University of Phoenix voted to recommend her to the team (showing great foresight!) you personally went over her resume and gave her a glowing report.

You are personally happy that Marva Gaines has joined the team. Her skill-set in current-day alien languages and culture interfaces nicely with yours. She's had a hard life, and is very friendly and

deferential to Alice. And, though it would be improper to pursue such thoughts, you find that you live for her smile; at least she can't see you staring from beneath your sunglasses.