

Or & Argent

Marie De Bourbon & Valérie Ziad

EARTH

Background

Marie and Valérie didn't really like each other when they first met at ENSAM; they were academic rivals. This rivalry was engineered by a few of the male students who didn't like the idea of women invading their classrooms, and got to the point where the two challenged each other over a major class project: The winner got to pick the loser's date. This would have been a major embarrassment for either young woman, as they'd been rejecting the men in their classes since the beginning of school, on the (correct) assumption that they'd get even less respect as serious scientists if they dated a classmate while the men they dated would lose nothing. Half-way through their competition, Valérie discovered the truth when she overheard the ringleaders of the plot, told Marie, and then they changed the game. The two women worked together in secret to make a set of complimentary technologies for an experimental flying suit, all the while playing enemies in public. Valérie and Marie learned that they made a powerful team together, and in the end, tied for the top spot in their class project.

As co-winners, each woman, to the further surprise of their class, chose to date the other. They've been inseparable since then. After graduation, they tried to join engineering firms, but found that they had been blackballed by those few jealous men they had bested in school. Marie and Valérie opted to change the game again: They created the personas of *Monsieur Or et Monsieur Argent*, two flashy engineers who started flying into aerospace shows in gold and silver flying suits to promote their new firm. Everyone just assumed they were male, and between some voice distortion, opaque helmets, and strategic padding, the assumptions were reinforced. After being instrumental in the rescue of the pilot of a malfunctioning airplane at one of the shows, the "men" started getting called in to help on other rescue operations. They became heroes, never charging for rescue work, yet their fame alone brought tremendous business to the firm. Valérie and Marie kept up the deception for a while, but after they helped with a crisis on the US Space Shuttle, they agreed to give an exclusive interview to Le Monde where they told their entire story. Instead of being angered by their deception, the public was overwhelming sympathetic, and business got even better. Now their firm has a special non-profit rescue/emergency division, and the women still venture out in their gold and silver flying suits —minus the voice distortion, padding and opaque helmets.

Notes

Home Base: Paris

Story: Marie and Valérie are world travelers, visiting the world's major tech centers and universities on business several times a year. They also get called in for consultations on tech-related crimes from time to time by different international law enforcement organizations. In addition, they have the money to engage in their love of extreme sports from the Alps to the Andes, so there are plenty of opportunities for the heroes to meet them.

Gear

Mobile Phone

Price: **Dr(-3)(1)**

- Signal Range: **Wk(-2)(2)**, 4 km
- Requires a telecom network

Mechanic Bot

Price: **Ph(+5)(40)**

Structural Subsystem

Price: **Ph(+5)(40)**

- Material: **Gd(+1)(10)**, "smart material" composite matrix.
- Healing: **Ph(+5)(40)**, machines only. The bot is essentially a floating chrome egg with a pair of tentacles and a probe that can release and retrieve a host of repair microbots that work under its control.

Power/Propulsion Subsystem

Price: **Gd(+1)(10)**

- Power Reserve: **Gd(+1)(10)**, 10 hours
- Speed - Air: **Dr(-3)(1)**, 12 kph (7.5 mph)

Sensors Subsystem

Price: **Cm(0)(6)**

- Digital Camera: **Cm(0)(6)**
- Standard Radar: **Wk(-2)(2)**

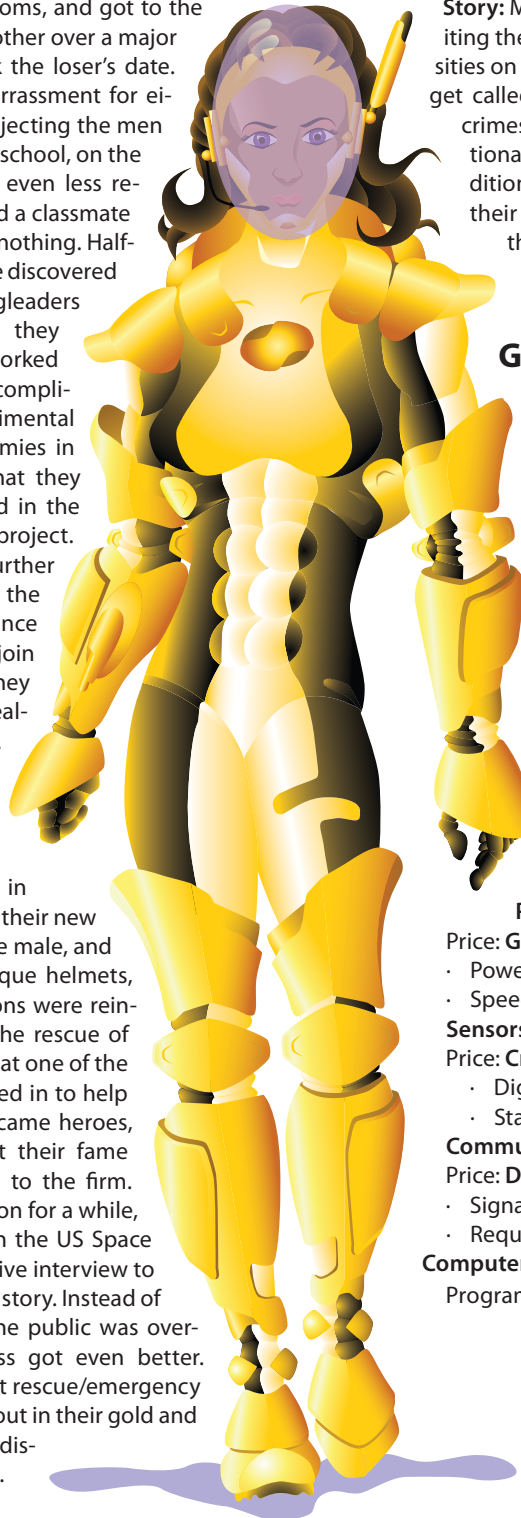
Communication Subsystem

Price: **Dr(-3)(1)**

- Signal Range: **Wk(-2)(2)**, mobile phone, 4 km
- Requires a telecommunications network

Computer Subsystem

Programs: Mechanic, Electronics



CC

Aurora Experimental Flying SuitPrice: **M1 \ Ph(+5)(40)****Structural Subsystem**Price: **Ex(+4)(30)**

- Material: **Ex(+4)(30)**, “smart material” composite matrix.
- Strength Boost: **Gr(+2)(15)**
- Endurance Boost: **Gr(+2)(15)**

Weapons SubsystemPrice: **Wo(+7)(100)**

- Laser Beams: **Ex(+4)(30)** sharp distance attack.
- Plasma Bolts: **Ph(+5)(40)** blunt distance attack.
- Plasma Blast: **Fa(+6)(60)** stun.

Defensive SubsystemPrice: **M1 \ Gr(+2)(15)**

- Armor: **Ph(+5)(40)**
- Protection from Energy Attacks: **Fa(+6)(60)**
- Protected Sight: **Ex(+4)(30)**
- Protected Hearing: **Ex(+4)(30)**
- Protection from Reprogramming: **Ph(+5)(40)**
- Self-Repair Microbots: **Gd(+1)(10)**

Regeneration / repair of the suit's systems.

Power/Propulsion SubsystemPrice: **Ph(+5)(40)**

- Power Reserve: **Gr(+2)(15)**, 15 hours of operation.
- Speed - Air: **Ph(+5)(40)**, 480 kph (300 mph)

Sensors SubsystemPrice: **Wo(+7)(100)**

- Passive Radar: **Ex(+4)(30)**
- Deep-Penetrating Radar: **Ph(+5)(40)**
- Millimeter-Band Radar: **Fa(+6)(60)**
- Digital Telescope: **Gr(+2)(15)** Enhanced Sight.
- IR Sensors: **Gr(+2)(15)** IR Sight.
- Sound Amplifier: **Gr(+2)(15)** Enhanced Hearing.

Communication SubsystemPrice: **Wo(+7)(100)**

- Signal Range: **Wo(+7)(100)**, 200 km (125 mi)
- Protection from Jamming: **Ou(+3)(20)**
- Protection from Decoding: **Ex(+4)(30)**

Computer SubsystemPrice: **Ex(+4)(30)**

- Tactical Computer: **Ex(+4)(30)**
Substitute this trait's level for Brawling and Agility when defending in combat, and for Perception when determining who goes first in a fight.
- Programs & Databases:
Autopilot (Vehicle: Flying Suit), Navigation, Military & Commercial Vehicle Database, Marksmanship

Performance Notes:

Structure - Using next generation microtech construction techniques, the suit's base structure is a “fabric” of air-filled, macro-molecular valves that can dissipate the force of a blow away from the point of impact. Layered above that is a reflective coating and an energy grid that does much the same for energy attacks. Closest to the skin is a biofeedback sensor net which is the pilot's main interface with the suit's systems. If the sensor net stops detecting feedback consistent with a conscious pilot, the autopilot is programmed to safely navigate the suit away from danger, and based on what external sensors are reporting, to one of several preprogrammed safe locations. Scurrying between the layers is a small army of semi-autonomous microbots that maintain and repair the “fabric”, as well as the machinery in the gauntlets, boots, flight-pack, and helmet.

Sensors - While the suit carries a suite of passive sensors to enhance the normal human senses of sight and sound, it also uses an advanced miniature radar system. Used passively, it can detect and track the movement of far away objects without being able to give much information beyond the relative size of the object's signature (“signature the size of a small bird / stealth plane”, “signature the size of a commercial airliner”, etc...). Used actively, the radar system can partially penetrate large objects, giving a rough picture of a vehicle's internal arrangement, or at very close range, a detailed three-dimensional image of it's structure. Data from all the sensors can be combined, digitally enhanced, false-colored, and filtered. So, for example, upon encountering an unknown aircraft, Madame Or could use her Deep-Penetrating Radar, Infrared, and Audio sensors to guess the location of the craft's engine and weapons. Sensors will also try to filter out signals that would overload Marie's human senses, occasionally leaving partial sensory “blind spots” for SR turns while they adjust to extremely bright lights or very loud sounds.

Propulsion - The flying suit uses a gravitic repulsor based on superconducting magnets, allowing it to hover in place or fly up to low earth orbit (but currently doesn't have a life-support system capable of sustaining a pilot outside a breathable atmosphere —next version perhaps). From a dead stop the suit can reach a top speed of 480 kph (300 mph) in 9 turns, over a distance of about 2.56 km (1.6 mi).

Madame Or

Marie De Bourbon

EARTH

Brawling: Cm(0)(6) Reputation: Ou(+3)(20)
 Agility: Gd(+1)(10)
 Strength: Cm(0)(6) Health Points: 32
 Endurance: Gd(+1)(10)
 Willpower: Gd(+1)(10) Story Points: 76
 Intelligence: Ex(+4)(30)
 Perception: Cm(0)(6)
 Resourcefulness: Ex(+4)(30)

Gear

Aurora Experimental Flight Suit - Gold: M1\Ph(+5)(40)

Alba Experimental Spaceplane: M2 \ Ex(+4)(30) *

Mobile Phone: Dr(-3)(1)

Mechanic Bot: Ph(+5)(40) *

Skills

Language: French (Metropolitan), English (UK), German (Standard).

Aerial Combat: (+1) bonus when fighting while flying.

Marksmanship: ignore all penalties for range.

Fast Draw: (+1) bonus to Perception in distance combat.

Engineer: (+1) bonus to design, build, & repair gear.

Electronics: (+1) bonus to Intelligence.

First Aid

Knowledge: Smart material technology.

Vehicle: Power Armor / Spacesuits.

Description

Appearance

Marie De Bourbon is a golden woman: long golden-brown hair, golden smile, and even a golden glow to her fair skin. She is a human female in her early 30's weighing about 59 kg (130 lbs) and standing about 173 cm (5 ft 8 in) tall, with a stronger, more athletic build than most of her engineering colleagues; a result of all the extreme sports that she and her wife enjoy. Her right shoulder sports an elaborate tattoo of calligraphy centered on the words "gold" and "silver" in Berber.

Notes

Character points: (7,080 - 0 in limitations =) 7,080

Unused character points: 20 (built with 7,100 points)

* The Price of both the Spaceplane and Mechanic Bot have been split between Marie and Valérie since they built and use both.



CC

Alba Experimental Spaceplane

Price: M2 \ Ex(+4)(30)

Structural Subsystem

Price: Ph(+5)(40)

- Material: Ph(+5)(40), "smart material" composite matrix.
- Seats: 4, cover
- Capacity: Gd(+1)(10), 2 tonnes (2 tons)
- Self-Sufficiency: Gd(+1)(10), 10 days

Weapons Subsystem

Price: Fa(+6)(60)

- Plasma Bolt Cannon: Fa(+6)(60) blunt distance attack.

Defensive Subsystem

Price: M1 \ Gr(+2)(15)

- Armor: Fa(+6)(60)
- Protection from Energy Attacks: Wo(+7)(100)
- Protection from Reprogramming: Ph(+5)(40)
- Self-Repair Microbots: Gd(+1)(10) Regeneration / repair of the plane's systems.

Power/Propulsion Subsystem

Price: M2 \ Ex(+4)(30)

- Power Source: Gd(+1)(10), 10 days
- Power Reserve: Gd(+1)(10), 10 hours backup power
- Speed - Air & Space: M2 \ Ex(+4)(30)

Sensors Subsystem

Price: Ex(+4)(30)

- Digital Telescope: Gr(+2)(15) Enhanced Sight.
- IR Sensors: Gr(+2)(15) IR Sight.
- Standard Radar: Gr(+1)(15)

Communication Subsystem

Price: Wo(+7)(100)

- Signal Range: Wo(+7)(100), 200 km (125 mi)
- Protection from Jamming: Ou(+3)(20)
- Protection from Decoding: Ex(+4)(30)

Computer Subsystem

Price: Ex(+4)(30)

- Data Storage: Ou(+3)(20)
- Intelligence Boost: Ou(+3)(20)

Programs: Astronavigation, Autopilot (Vehicle: Spaceplane)

Madame Argent

Valérie Ziad

EARTH

Brawling: **Gd(+1)(10)** Reputation: **Ou(+3)(20)**
 Agility: **Cm(0)(6)**
 Strength: **Cm(0)(6)** Health Points: **32**
 Endurance: **Gd(+1)(10)**
 Willpower: **Cm(0)(6)** Story Points: **76**
 Intelligence: **Ex(+4)(30)**
 Perception: **Gd(+1)(10)**
 Resourcefulness: **Ex(+4)(30)**

Gear

Aurora Experimental Flight Suit - Silver: M1\Ph(+5)(40)
Alba Experimental Spaceplane: M2 \ Ex(+4)(30) *
Mobile Phone: Dr(-3)(1)
Mechanic Bot: Ph(+5)(40) *

Skills

Language: Berber (Kabyle), Arabic (Algerian),
 French (Metropolitan).
Aerial Combat: (+1) bonus when fighting while flying.
Quickstrike: (+1) bonus to Perception in hand-to-hand combat.
Charm: (+1) bonus in social situations.
Culture/Customs: Engineers.
Computers: (+1) bonus to design, build, & repair computers.
Engineer: (+1) bonus to design, build, & repair gear.
Programming: (+1) bonus to write, debug, & modify software.
Knowledge: Smart material technology.
Vehicle: Power Armor / Spacesuits.

Description

Appearance

Valérie Ziad is a human female in her early 30's with a lean, sculpted physique who stands about 170 cm (5 ft 7 in) tall and weighs about 54 kg (120 lbs). Thick, lustrous ringlets of jet black hair cascade across her shoulders and halfway down her back, framing a cinnamon-brown oval face that sports a Mona Lisa smile and deep, intelligent eyes, hiding a thousand secrets. On her left shoulder is a tattoo of elaborate calligraphy centered on the Berber words "silver" and "gold".

Notes

Character points: (7,080 - 0 in limitations =) 7,080

Unused character points: 20 (built with 7,100 points)

*The Price of both the Spaceplane and Mechanic Bot have been split between Marie and Valérie since they built and use both.

Creative Commons License

Attribution - NonCommercial - Share Alike



This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 United States License by Rodolfo Arredondo, 2007.

To view a copy of this license, visit

<http://creativecommons.org/licenses/by-nc-sa/3.0/us/>

or send a letter to

Creative Commons
 543 Howard Street, 5th Floor
 San Francisco, California
 94105
 USA

I chose to release this work in this way so you can adjust it to suit the needs of you and your friends, and so you can create your own characters and stories based on this game and still own them yourself—which is as it should be. I do ask that you give me credit when you make something based on this work (preferably by linking to www.TenThousandWorlds.org) and I ask that you not try to make any money off of it.

This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.