

Doctor Fathom

Dr. Marisol ("Mari") Paz

Brawling:	Gd(+1)(10)	Reputation:	Gd(+1)(10)
Agility:	Gd(+1)(10)	Health Points:	36
Strength:	Cm(0)(6)	Story Points:	50
Endurance:	Gd(+1)(10)		
Willpower:	Gd(+1)(10)		
Intelligence:	Gr(+2)(15)		
Perception:	Gd(+1)(10)		
Resourcefulness:	Gr(+2)(15)		

Skills

Language: English (US), Spanish (Mexico).

Aquatic Combat: (+1) bonus when fighting underwater.

Knowledge: Biomimicry, Oceanography.

Biology: (+1) bonus to Intelligence.

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

First Aid: (+1) bonus to Intelligence; Permanently stabilize a dying character; Help a healing character to recover an extra set of health points per day.

Gear

"StarFish" Research Vessel

Price: **Ou(+3)(20)**

Structural Subsystem

Price: **Pr(-1)(4)**

- Material: **Pr(-1)(4)**, wood
- Seats: **10**, covered

Power/Propulsion Subsystem

Price: **Ou(+3)(20)**

- Power Source: **Ou(+3)(20)**, 20 days of operation
- Speed - Water: **Gd(+1)(10)**, 120 kph (75 mph)

"Fathom"

Deep Sea

Powered

Diving Suit

Price: **Wo(+7)(100)**

Structural Subsystem

Price: **Fa(+6)(60)**

- Material: **Ex(+4)(30)**, layered smart materials
- Protection from Cold: **Ex(+4)(30)**
- Armor: **Fa(+6)(60)**
- Strength Boost: **Ex(+4)(30)**
- Endurance Boost: **Ex(+4)(30)**

Weapons Subsystem

Price: **Ou(+3)(20)**

- Electric Eel Touch: **Ou(+3)(20)**

Power/Propulsion Subsystem

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

- Power Reserve: **Ou(+3)(20)**, 20 hours of operation
- Speed - Water: **Ph(+5)(40)**, 480 kph (300 mph)

Sensors/ Communications Subsystem

Price: **Ou(+3)(20)**

- Sonar: **Ou(+3)(20)**, echolocation
- Radio: **Cm(0)(6)**, 12 km (7.5 mi) range

Contacts

Nikos: Gr

A telepathic dolphin, who may be thousands of years old.

Description

Appearance

Dr. Marisol Paz is a human female in her early thirties, about 168 cm (5 ft 6 in) tall and weighing about 52 kg (115 lbs), with a strong, stout, curvy build that one doesn't usually associate with swimmers. She has cinnamon skin, hazel-green eyes, and chocolate curls that she keeps cropped short.

Background

Dr. Paz is a researcher and teacher at UC Santa

Cruz. She specializes in the study of applied biomimicry, using nature as an inspiration for her engineering designs. Marisol's best design yet has been the "Fathom" powered deep-sea diving suit.

With the suit, she's been able to venture farther and deeper than most undersea explorers, and with her knack for following her hunches, Mari has discovered creatures of myth and civilizations of legend. So far, Dr. Paz has kept these things out of her papers, satisfied to write only about her engineering work.

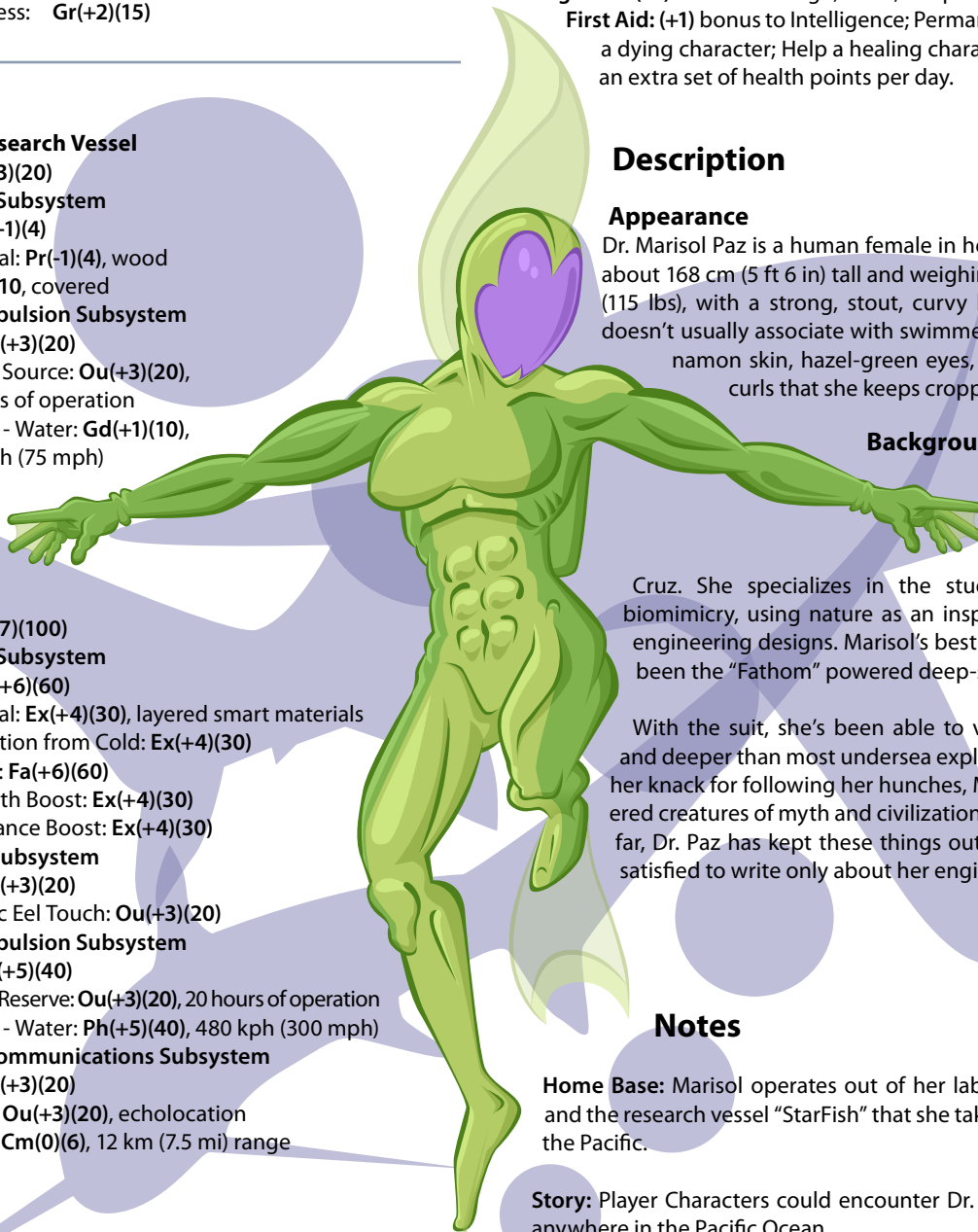
Notes

Home Base: Marisol operates out of her lab in Santa Cruz and the research vessel "StarFish" that she takes throughout the Pacific.

Story: Player Characters could encounter Dr. Paz just about anywhere in the Pacific Ocean.

Character points: (944 - 0 in limitations =) 944

Unused Character Points: 56 (built with 1,000 points)



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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 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.