

# Doctor Obedience Tenagon

## Primary Xenological Researcher

You are the head xenologist on this mission. You have worked for years on Earth and on the outer colonies doing major research for the **United Xenologists Conference**. For a long time now, you have been jealous of **Newton Koop**, who was your old rival and the lead scientist at this research outpost. The outpost was studying the most intact alien artifact found so far, and everyone else in the xenological sciences had been itching to get their hands on it and study it.

Not many alien artifacts have been found since humans started exploring outer space. Many supposed artifacts turn out to be frauds or misidentified natural phenomena. The handful or potentially real artifacts found so far are all in terrible shape: thousands of years old, worn away by geologic forces, completely unusable and barely identifiable. The artifact at this outpost was supposedly the most intact artifact ever found. But Koop was extraordinarily greedy with his data, so you don't really have any information on what the artifact was, or what it did or anything. He was supposed to communicate research notes and such back to Earth. But since he was a snotty, power-hungry bastard he never did.

While it may have come under tragic circumstances, you are nonetheless eager to have a crack at the artifact. Your job here is to recover the artifact and get it back to Proxima Centauri for further analysis. You're also hoping to get your hands on whatever research notes you can find: anything with additional data on the artifact would help get your researchers on Proxima Centauri caught up. You also hope to find out what actually happened on this research station: why did they stop communicating? The easiest way to find this would be to find some survivors and question them, but you don't know yet if there are any survivors. Finally, if you can you should rescue any survivors. That would be both useful to the scientific research and a good thing to do, morally.

On your trip over here, you've been having on and off conflicts with **Commander Wheeler-Nicholson**. She's in charge of security on this investigation, because **Gaumata Research** (the corporation that owns the research outpost) is some sort of military contractor. Of course, since this is a scientific investigation, the United Xenologists Conference gave you final authority, but good luck convincing her of that. The Commander has been just as much of a pain in the ass as your assistant **Shadrach Wheeler** had said. He's her nephew, so he should know.

Besides Shadrach, you have under your supervision **Dr. Judith Kashtaritu-Kennedy**, a medical officer with impressive academic credentials. You only know her by academic reputation, though, but

she seems to be amazingly intelligent in your brief conversations so far.

The rest of the mission crew are either military jarheads or corporate types worried about protecting their investment. **Hester Zao** wants to be a wheeler-dealer but was clearly sent on this mission because the company thinks she's expendable. **Rachel Gaumata** is a rich heiress who wouldn't know the first thing about the research done on the station.