

Character Descriptions

<p>Hey bros! Your boy Slip here! We gonna party like it's 2999!</p>	<p>Slip Meltmore Lead Scientist</p>	<p>Slip, the leader of the Ice Planet team, was the kind of boy genius that only a planet steeped in multi-layered mountains and sports so extreme that they only way to win is to survive could produce.</p> <p>Slip's home planet - Kuul - was not only the official site of all Galaxylympics Winter Sportz for the last 400 years, it's also the place where he invented the Ice Luge, also known as the Slipster (and the origin of Slip's nickname). Slip was also the champion Slipster of the Slipster, winning 16 gold medals (and a gold hip when he shattered it in a last run). But try as he might to be satisfied with these achievements, he yearned for something else. He yearned for <i>science</i>. And adult beverages. And game consoles. And a really rad skateboard. But mostly science.</p> <p>After earning triple degrees in well, everything, Slip discovered that Narl E - a medium sized planet in the Beta sphere - had a nearly identical climate to Kuul, if just a teeny bit colder. He convinced the government (to be fair, they were all out on the slopes for the congressional meeting, and it just meant snowboarding next to them and waving his hands effectively) to send him and a couple of his best bros (his best bro and his best friend, Ivana) to Narl E to see if it was a habitable place to colonize. So it was cold. So what? Everyone had a lot of sweaters!</p> <p>Sure, it took awhile to set up the extreme sports areas necessary for Kuulant life (they weren't animals, dude), but now they were ready to dig deep. So deep in fact, that it was becoming obvious that the snow and ice were becoming less deep.... This could be a problem.</p>
<p>"Why is he here? The only difference between a climate scientist and a meteorologist is 80 IQ points and a laser pointer."</p>	<p>Ivana Sno-Cohen Climate Scientist</p>	<p>Ivana Sno-Cohen was widely known as the most gifted climate scientist Kuul had ever produced. She had published a number of searching essays on the various climate shift probabilities on Kuul, but no one actually cared. The climate had been windy, cold, and purple-sky'd for a very, very long time, and with everyone constantly outside doing sportsball, it was difficult to get behind anything that happened indoors, including climate science talks, even when the science pointed to the complete destruction of their planet within 120 Kuulant years.</p> <p>But Ivana wasn't bitter. Ok, maybe she was a little bitter that the only class she'd ever failed was Intermediate Ski-Jumping, or that her first cousin made 4x her yearly salary driving a Zamboni. But aside from those tiny little things that occasionally kept her up at night, she was <i>fine</i>. At least as fine as you can be when you're virtually the only one in your solar system who seemed to care that they were about to live in the tropics before they were snuffed out altogether. It made watching the Winter Bachelorette choose a partner from who could</p>

		<p>stand in the snow barefoot the longest or listening to Kuul Karaoke Champion: North seem entirely frivolous.</p> <p>Not to mention questioning the value of owning her weight in sweaters.</p> <p>When Slip asked her to go to Narl E, she agreed before he could finish the sentence. They were going to need an inhabitable place, and why not be a pioneer? But mostly Ivana dreamed of discovering the answer to the planet's most pertinent question: Why does hair frizz in both cold and warm climates? Well, she did dream of that. But she also wanted to know why only certain parts of this planet seemed to be warming.</p> <p>And she wanted to know before Wynn Chill found out first!</p>
<p>"I take meteorology so seriously all the walls of my house are green screens."</p>	<p>Wynn Chill Meteorologist</p>	<p>Since Kuul experienced only two seasons - chilly and a little bit chillier - meteorology class was up there with Beginner Snow Surf and Advanced Ice Capades as an easy A. Those that <i>became</i> meteorologists were generally assumed to be a little short on things like advanced logic and mental agility. However, they were typically endowed with a solid understanding of hairstyle choices and a wide assortment of ties. There was a long-standing rumor that local shows saved money by using ice sculptures as on-air talent and no one could tell the difference.</p> <p>Wynn Chill, however, broke that mold.</p> <p>For one thing, he never wore a tie. He didn't own a single can of hairspray. He wore glasses that didn't read well on air, and he tended to "break" weather as a news story (this didn't go over well when he broke into the middle of the Second-President's Third Debate for an unexpected rain cloud over the South-North region). He once got into a viral debate with a young weather reporter who declared that her field of expertise was "meteors."</p> <p>Really Wynn thought of himself not as a weatherman, but as a weather hunter. Since rain was virtually unknown, sleet had happened only a few times, and mist only occurred in one Kuul month (which, to be fair, lasted 100 days every fourth millennial), Wynn had made it his business to gather these rare events so later generations didn't forget the impact of weather on Kuul (the fact that this impact was near zero did not deter him).</p> <p>When his childhood friend and resident genius Slip reached out to join the tiny team investigating a far off but similar planet, it only took Wynn twenty minutes to pack his bag (and his favorite pointer). He would have followed Slip anywhere (they had raced space luge together all through High-Mid school, and had broken nearly twelve limbs between them), but he also longed for a fresh start where well, there was actual weather to report on.</p> <p>He had a feeling that Narl E would be a journey of discovery. Mostly he hoped to discover was what it felt like to be warm. He had heard good things.</p>
<p>"If you give it to the ice, my friend, it will flow back to you. After it melts, of course."</p>	<p>Blitz Block</p>	<p>It's not that Blitz didn't do his job on Kuul of being a world famous mountain climber. It's that he never had actual mountains to climb.</p>

	Storm Chaser	<p>Kuul didn't allow for much more than a hill climber, with the added irony that Kuulios did not know how small their mountains were. The highest was a mere 1000 feet (actually, it was 800 feet, but all the maps were not completely accurate since the ice added at least 200 feet on all occasions). So Blitz was king in a very specialized way. It was, he realized after a quick earth visit, a lot like being the mayor of a tiny township in East Delaware.</p> <p>Blitz knew how tall real mountains were, however, since he had traveled to a few different space colonies as a young climber boy. When he stared at the 10,000 base climb of North Wonderlie, he literally lost his lunch (luckily it was a vegetarian planet, and his lunch was fried mushrooms) from fear and anxiety. He'd faked the entire climb using a camera that he put on his dog, Flake. The fact ate at him like the time Flake had a bad case of space fleas.</p> <p>So Blitz had failed to attempt one major challenge to feel he had earned his place at the top of Kuul mountain (where an intern had used a step ladder to etch his face). He had to leave Kuul to scale new heights, as it were. Or any heights. He wasn't bad with an ice pick, all things considered. Maybe there was a new career to consider, one with more room for longevity as it were, and a comfortable understanding that everything important would happen on the ground. He had a rep for fearlessness that was not exactly deserved, but there you go. Storm Chasing was the next step.</p> <p>Luckily (or unluckily depending on whether you were Blitz' long-suffering landlord) he found out that an expedition was headed to Narl E (he had tried to get to Narl B and Narl C, but both were sold out by the time he tried to join them), and he reached out to Slip Meltmore before he could change his mind. He wasn't getting any younger or more photogenic.</p> <p>Kuul had of course a core of scientists working on important projects. (One of them, the invention of a sweater that wouldn't get soggy in the rain, had generated a fair amount of excitement, although every single prototype had failed to self-wrung by design). The younger scientists kindly suggested to Blitz that he should consider retirement - it might be time?</p> <p>But Blitz had a secret plan. He was going to save the entire expedition by finding out how the storm systems had happened.</p> <p>After all, he'd made it to the top of every peak on Kuul. That had to mean a LITTLE something.</p>
"The greatest discoveries are often buried beneath the surface. It just takes some digging. Literally."	Berry Green Kuul Botanist	<p>Berry was the sort of botanist who always carried a pouch in case of a rare flower. Unfortunately, the ice of Kuul made finding anything at all a rarity, and being able to identify a plant or flower was more of a party trick than a profession. (After all, they still worked part time at a Kuul Cold Coffee Cafe).</p> <p>So it was a sad truth that in a world where the planting season was a week between short-winter and long-winter, botany was a bit misunderstood. But Berry was undeterred by Kuul's seasons. They knew that the secret life of plants was worth discovering - and protecting. Besides, Berry was the only one in their family who didn't</p>

		<p>end up as a finalist in the planet wide luge competition, so they had to have <i>something</i>.</p> <p>When Berry heard about the expedition, she spent weeks filling out applications, hunting down vaccines, and finding pet sitters who didn't mind feeding plants bits of meat (along with careful instructions about not getting your hands too close). They wrote a 1000 word essay on botany protocols on alien planets, and even mounted a small letter writing campaign. The result is that the Kuul government relented, and agreed that botany on another planet might be mildly interesting. This was good enough for Berry.</p> <p>The hardest part was re-programming Rolly, a jolly botany robot that had been in cold storage since graduate school days. Rolly's personality was always a bit off-putting, but his storage was immense and he never minded storm systems. (Actually he did mind and complained constantly but enough buffing and placating usually did the trick).</p> <p>There was only one problem. Was Narl E capable of supporting any kind of plant life? And if it was, why didn't anyone actually live there?</p>
<p>"Sure, I can be a little short. So would you, if you got up everyday at 2am."</p>	<p>Stormi Wither Kuul Weather TV Anchor</p>	<p>There were two things Stormi hated (actually she hated a lot of things including raisins in bran muffins and store employees who said, "what can I do you for?" but the list of minor things went on for awhile) - being called a weather girl and not getting to the bottom of things.</p> <p>First of all - Stormi was a <i>journalist</i>. Yes, her hair was perfect, and her mascara never ran - but that didn't change the fact that she DID have a communications degree from Kuul Valley Gymnastics College! She had even won the Best Microphone Skills Award four years in a row!</p> <p>Also - she was an anchor! Obviously that very short stint selling on-air fake pinecone jewelry didn't count at all, and putting those videos on Kik Klock was just rude. A girl had to eat (and buy eyeliner).</p> <p>But mostly, those people didn't fully get Stormi and she knew it. She had what an old boss once called a High Prey Drive when it came to finding a story. And this time the story was - what was brewing on Narl E that required a team of scientists and an entire weather panel to track?</p> <p>She intended to find out, and when she did - she intended for her ratings to soar. Sure, being on a storm tracker van was harder work than she liked to do. Yes, there was talk of little green men that made her slightly anxious. True, she was going to have to pack a lot of extra scarves to make sure her hair didn't completely lose it in every rain storm. Fine, her foundation probably would run while she was on camera.</p> <p>But nothing was going to stop Stormi! An actual news desk was so close, she could taste it. Either that, or the blueberry snow cone she had for lunch.</p>
<p>Arf! Arf?</p>	<p>Flake Storm Sniffer [Robot] Dog</p>	<p>Blitz' faithful storm sniffer dog, Flake has an unfortunate habit of napping on the job, which is odd programming for a robot. He can sniff a storm from 100 miles away - and dig for cover at the same time.</p>

		Flake is a peace-loving dog. His one sworn enemy is Rolly, the Jolly Robot. Fortunately, he doesn't actually have teeth.
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Ice Planet Faction: Based in the chilly mountains of Narl E, the Ice Planet scientists were sent as part of a long term study of uninhabitable planets (there's a rumor that they were actually sent because the other distinguished scientists got tired of being addressed as "brah," but this is merely a rumor.)

The team quickly learned that the planet's entirely slick surface was the perfect place to become a galaxywide expert at snowboarding and other extreme sports. There is no mountain formation too high for the group to scale (sometimes dangling with only a frayed rope) or too low for a luge attempt. The group has dreams of being the first rocket scientists to win the Galaxyimpics (repping their home planet of Kul) but this might have to wait until they've actually completed the scientific tasks they were sent to finish.

The chief scientist Slip Meltmore was so smart he got his advanced science degrees in Inter-galactic Physics and Planetary Systems of the G Category in less than six months by staying up 24 hours a day and using personal robots as study aids. He was not only into the most extreme of the extreme sports (he invented the space luge, which can literally zip you out of orbit if you're not careful), he also figured out a way to burrow into the ice. Slip was a stand up guy - the sort of dude you'd like on your alpine climbing team since he would never fall into a cravat and leave you hanging like some other scientists. While he did have a strange fascination with an ancient Earth movie called "Point Break" (which he's figured out how to project onto the surface of a huge boulder), he's really all about science.

"Brrr. Chomp. Chomp"	<div>Teef</div> <div>Pet Seashark</div>	<p>While pet sharks were common in Narl E (nearly everyone had a first shark bite, which was usually celebrated by a Bite Party, featuring assorted seafood snacks), Teef was not typical. He'd had his chompers ground down since as a tiny shark he had been headed to a petting zoo - which had closed down due to an unfortunate boiling incident.</p> <p>Given his inability to truly embrace his full sharkiness, Teef had been adopted by a well-meaning cave dwelling older couple, who fed him too much chum and kept him in a tank so that the other sharks wouldn't bully him. But his lack of purpose and inability to move forward without bumping into plexi-glass led to depression (witnessed by his drooping tail), and the nice couple realized that it would be best if he were re-homed to a place more suited to his unique needs.</p> <p>Luckily his tale of adoptive woe had reached Reed Herring, a cave specialist who had always wanted a pet shark but had some PTSD about a particularly juicy bite a mini-shark had taken out of him during his schooldays. Teef was the perfect pet - a slightly ferocious companion that was completely harmless yet easily trained to do handy things like carry Reed's seaweed smoothie to the cave site, and help discover hieroglyphics from the Seatron ancients.</p> <p>Teef enjoyed low tide, high chum tea, and a scratch behind his fin.</p>
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