

Pat Smith [250pt]

Race: Human

Home Timeline: Merlin

Attributes [100]: ST 11 [10], DX 10, IQ 14 [80], HT 11 [10]

Advantages [120]: Artificer (4) [40], Magery (3) [30], Magery 0 [5], Reputation (Expert automagician) (2) (All the time; Almost everyone) [10], Status (+2) [5]*, Wealth (Very Wealthy) [30]

*Includes: +1 from 'Wealth'

Disadvantages [-40]: Code of Honor (Professional) [-5], Curious (12 or less) [-5], Pacifism (Cannot Harm Innocents) [-10], Sense of Duty (USA) [-10], Trademark (A literal magical signature.) (Simple) [-5], Workaholic [-5]

Quirks [-5]: Attentive [-1], Broad-Minded [-1], Careful [-1], Imaginative [-1], Responsive [-1]

Skills [23]: Accounting IQ/H - IQ-2 12 [1], Administration IQ/A - IQ-1 13 [1], Diplomacy IQ/H - IQ-2 12 [1], Electrician/TL8 IQ/A - IQ+3 17 [1]**, Electronics Repair/TL8 (Computers) IQ/A - IQ+3 17 [1]**,

Engineer/TL8 (Automobile) IQ/H - IQ+2 16 [1]**,
Engineer/TL8 (Gasoline Engine) IQ/H - IQ+2 16 [1]**,
Engineer/TL8 (Heavy Wheeled Vehicle) IQ/H - IQ+2 16
[1]**, Finance IQ/H - IQ-2 12 [1], Guns/TL8 (Pistol) DX/E -
DX+0 10 [1], Machinist/TL8 IQ/A - IQ+3 17 [1]**,
Mathematics/TL8 (Applied) IQ/H - IQ-2 12 [1],
Mechanic/TL8 (Automobile) IQ/A - IQ+4 18 [2]**,
Mechanic/TL8 (Gasoline Engine) IQ/A - IQ+4 18 [2]**,
Mechanic/TL8 (Heavy Wheeled Vehicle) IQ/A - IQ+4 18
[2]**, Merchant IQ/A - IQ-1 13 [1], Savoir-Faire (High
Society) IQ/E - IQ+0 14 [1], Smith/TL8 (Copper) IQ/A -
IQ+3 17 [1]**, Smith/TL8 (Iron) IQ/A - IQ+3 17 [1]**,
Smith/TL8 (Lead and Tin) IQ/A - IQ+3 17 [1]**.

**Includes: +4 from 'Artificer'

Spells [52]: Air Jet IQ/H - IQ+1 15 [1], Apportation IQ/H -
IQ+1 15 [1], Cold IQ/H - IQ+1 15 [1], Complex Illusion
IQ/H - IQ+1 15 [1], Create Air IQ/H - IQ+1 15 [1], Create
Earth IQ/H - IQ+1 15 [1], Create Fire IQ/H - IQ+1 15 [1],
Create Object IQ/VH - IQ+1 15 [2], Create Water IQ/H -
IQ+1 15 [1], Destroy Water IQ/H - IQ+1 15 [1], Earth to Air
IQ/H - IQ+1 15 [1], Earth to Stone IQ/H - IQ+1 15 [1],
Enchant IQ/VH - IQ+1 15 [2], Find Weakness IQ/H - IQ+1
15 [1], Heat IQ/H - IQ+1 15 [1], History IQ/H - IQ+1 15 [1],
Ignite Fire IQ/H - IQ+1 15 [1], Lend Energy IQ/H - IQ+1 15

[1], Lightning IQ/H - IQ+1 15 [1], Locksmith IQ/H - IQ+1 15 [1], Machine Control/TL8 IQ/H - IQ+1 15 [1], Machine Speech/TL8 IQ/H - IQ+1 15 [1], Machine Summoning/TL8 IQ/H - IQ+1 15 [1], Perfect Illusion IQ/H - IQ+1 15 [1], Preserve Fuel/TL8 IQ/H - IQ+1 15 [1], Purify Air IQ/H - IQ+1 15 [1], Purify Fuel/TL8 IQ/H - IQ+1 15 [1], Purify Water IQ/H - IQ+1 15 [1], Rebuild/TL8 IQ/VH - IQ+1 15 [2], Recover Energy IQ/H - IQ+1 15 [1], Rejoin IQ/H - IQ+1 15 [1], Repair IQ/H - IQ+1 15 [1], Restore IQ/H - IQ+1 15 [1], Reveal Function/TL8 IQ/H - IQ+1 15 [1], Schematic/TL8 IQ/VH - IQ+1 15 [2], Seek Earth IQ/H - IQ+1 15 [1], Seek Machine/TL8 IQ/H - IQ+1 15 [1], Seek Water IQ/H - IQ+1 15 [1], Seeker IQ/H - IQ+1 15 [1], Shape Air IQ/H - IQ+1 15 [1], Shape Earth IQ/H - IQ+1 15 [1], Shape Fire IQ/H - IQ+1 15 [1], Simple Illusion IQ/H - IQ+1 15 [1], Sound IQ/H - IQ+1 15 [1], Test Fuel/TL8 IQ/H - IQ+1 15 [1], Trace IQ/H - IQ+1 15 [1], Walk on Air IQ/H - IQ+1 15 [1], Weaken IQ/H - IQ+1 15 [1]

Stats [100] Ads [120] Disads [-40] Quirks [-5] Skills [23] Spells [52] = Total [250]

Pat Smith is on the verge of never having to work another day in her life. She still will, because she likes taking cars apart, then putting them back together again so that

they're better than new -- but the company that Pat founded ("CarMage") is thriving, the waiting list to get a personal appointment with her is currently at one month and rising, and she's even been the subject of a magazine article or two. It's deserved: Pat is an excellent auto mechanic who is *also* a skilled tech mage. She also knows her way around a machine shop generally, which doesn't hurt. Pat is only twenty-three; by the time she's thirty, she'll probably be well on her way to being a titan of industry. Already her arcane symbol 'signature' is well known among automotive enthusiasts.

Pat is, personally, a fairly nice person who forgets that other people don't move quite at her mental pace; she's always stopping and backtracking, usually with a quick apology. She also works far too hard on her projects, even by the standards of true automotive buffs. Give Pat an interesting challenge, and she'll simply keep going on it. Forever. While pacing herself for maximum efficiency.

And all of this is important because Merlin's (a timeline where magic works, thanks to the Trinity Event of 1945) USA will absolutely tap Pat for her expertise if, say, a crashed Infinity parachronic conveyor shows up. If there's anybody in Merlin who can figure out how that conveyor works, it's Pat. It's not just her spell list, although the spells

she knows would give any Homeline security chief nightmares; it's the fact that even most tech mages only have a broad idea of how mundane workers put together machines and equipment. Pat was an accomplished mechanic and machinist *before* she got mage training. Give her a schematic, and she could probably create a monkey-see, monkey-do copy parachronic converter out of the stuff in her private facility.

Not that she'd be working out of her own garage, if that happened. Merlin's US government already knows that Homeline exists and routinely travels to other universes (obviously!): they would be quite prepared to throw a few hundred million dollars at Pat and see if that jarred anything loose. Honestly, it'd be a no-brainer, really. And since that kind of funding includes a lot of security, well, all of this is one way to let your players discover that the Infinity Secret isn't as quite as secret as they hitherto thought.

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