

# John Smith

**[330 points]**

Attributes [160]: ST 12 [20], DX 12 [40], IQ 14 [80], HT 12 [20]

Advantages [218]: Business Acumen (3) [30], Charisma (2) [10], Combat Reflexes [15], Common Sense [10], Danger Sense [15], Daredevil [15], Eidetic Memory (Photographic) [10], Empathy [15], Fit (Very Fit) [15], Hard to Kill (2) [4], Hard to Subdue (2) [4], High Pain Threshold [10], Indomitable [15], Luck [15], Smooth Operator (1) [15], Unfazeable [15], Versatile [5].

Disadvantages [-70]: Bad Sight (Nearsighted) (Glasses) [-10], Code of Honor (Honest Bureaucrat) [-5], Enemy (Whoever the villain is) [-30], Honesty (12 or less) [-10], Pacifism (Reluctant Killer) [-5], Sense of Duty (Country) (Large Group) [-10].

Quirks [-5]: Congenial [-1], Humble [-1], Imaginative [-1], Likes Spicy Foods [-1], Responsive [-1].

Skills [27]: Accounting IQ/H - IQ+2 16 [2]\*, Acting IQ/A - IQ+0 14 [1]\*\*, Administration IQ/A - IQ+2 16 [1], Brawling DX/E - DX+0 12 [1], Cooking IQ/A - IQ-1 13 [1], Current

Affairs/TL8 (Politics) IQ/E - IQ+0 14 [1], Detect Lies Per/H - Per+3 17 [2]\*\*, \*\*\*, Diplomacy IQ/H - IQ+0 14 [2]\*\*, Driving/TL8 (Automobile) DX/A - DX-1 11 [1], Economics IQ/H - IQ+2 16 [2]\*, Fast-Talk IQ/A - IQ+0 14 [1]\*\*, Finance IQ/H - IQ+1 15 [1]\*, Leadership IQ/A - IQ+2 16 [1]\*\*,\*\*\*\*, Market Analysis IQ/H - IQ+2 16 [2]\*, Politics IQ/A - IQ+0 14 [1]\*\*, Savoir-Faire (High Society) IQ/E - IQ+2 16 [2]\*\*, Sex Appeal (Human) HT/A - HT+1 13 [2]\*\*, Stealth DX/A - DX+0 12 [2], Streetwise IQ/A - IQ+0 14 [1]\*\*

\*Includes: +3 from 'Business Acumen.'

\*\*Includes: +1 from 'Smooth Operator.'

\*\*\*Includes: +3 from 'Empathy.'

\*\*\*\*Includes: +2 from 'Charisma.'

'John Smith' (change the name to suit) appears on first, second, and even *third* glance to be a meek, mild-mannered government bureaucrat. Which is exactly what he is. He's also a nice guy who never abuses his position -- and doesn't let anybody else abuse theirs, either. John sincerely believes in the need for public service and the promotion of civic virtues; he tried getting into actual politics, but he didn't take to it. Working in a government office was a much better match to his attitudes and inclinations, and until quite recently John was utterly content to be a quiet force for Good.

Unfortunately, he uncovered a very nasty secret -- the actual trigger is up to the GM, but it should be something that triggers John's Sense of Duty to the country -- and now he has to do something about it. Why? Because whatever it is, **somebody** has to do something about it, and that means that it has to be John. At least until he can find somebody more competent than him to handle the problem.

Ironically, finding that more competent person may take some time. John is not exactly aware of his own abilities. He **thinks** that he's a pretty regular guy who works out a little and who tries to keep his promises; what John *actually* is is a titanium-willed paragon of integrity with cat-like reflexes and an uncanny knack for getting out of sticky situations. He's difficult to kill, impossible to scare off or overawe, and never, ever stops coming.

When the party first meets John, he should be in a fight, very much not by his own intent. Actual physical combat is not one of the NPC's core competencies, which will give John an excellent reason to want to seek out further contact with the PCs (assuming that they save him, of course). The goal here for the GM is to subtly let the party at first think that they're helping out a well-meaning person

who's in way over his head; letting them slowly realize that they're actually working with somebody who might very well have more character points than they do should prove entertaining. Particularly if the party starts relying on some or all of John's skill list.

Also note: this character is **not** designed to be a source of conflict with the party. He *is* designed to be a low-key Plot Wagon, and possibly even a replacement NPC if your campaign is playing at 300+ point levels already. Although in that latter case it's starkly inconceivable that the player who takes over John's character sheet *won't* immediately pump more points into combat skills. There's being not combat-oriented, and then there's being virtually suicidal.

The material presented here is my original creation, intended for use with the GURPS system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

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- Moe Lane

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