

Doc Ohio [250pt]

Attributes [120]: ST 10, DX 12 [40], IQ 14 [80], HT 10, HP 10, Will 14, Per 14, FP 10

Advantages [125]: Charisma (1) [5], Claim to Hospitality (Everybody on the Great Plains) (4) [10], Healer (1) [10], Independent Income (5) [5], Magery (3) [30], Magery 0 [5], Reputation (Rainmaker) (2) (All the time; Almost everyone) [10], Smooth Operator (2) [30], Status (+2) [10], Wealth (Comfortable) [10]

Disadvantages [-45]: Addiction (Tobacco) (Cheap) (Highly addictive; Legal) [-5], Bad Sight (Nearsighted) (Glasses) [-10], Code of Honor (Professional) [-5], Lecherousness (12 or less) [-15], Pacifism (Reluctant Killer) [-5], Reputation (Mage) (-2) (All the time; Large class) [-5]

Quirks [-5]: Careful [-1], Congenial [-1], Distinctive Feature (Smells of rain) [-1], Nosy [-1], Proud [-1]

Skills [24]: Alchemy/TL5 IQ/VH - IQ-2 12 [2], Brawling DX/E - DX+0 12 [1], Diagnosis/TL5 (Human) IQ/H - IQ+0 14 [2]*, Diplomacy IQ/H - IQ+0 14 [1]**, Fast-Draw (Pistol) DX/E - DX+0 12 [1], Fast-Talk IQ/A - IQ+1 15 [1]**,

Guns/TL5 (Pistol) DX/E - DX+0 12 [1], Knife DX/E - DX+0 12 [1], Naturalist (Earth) IQ/H - IQ-2 12 [1], Performance IQ/A - IQ-1 13 [1], Pharmacy/TL5 (Herbal) IQ/H - IQ-1 13 [1]*, Physician/TL5 (Human) IQ/H - IQ+0 14 [2]*, Public Speaking IQ/A - IQ+2 16 [1]**;***, Riding (Equines) DX/A - DX+0 12 [2], Savoir-Faire (West) IQ/E - IQ+2 16 [1]**, Sex Appeal (Human) HT/A - HT+2 12 [2]**, Surgery/TL5 (Human) IQ/VH - IQ-2 12 [1]*, Survival (Plains) Per/A - Per-1 13 [1], Veterinary/TL5 IQ/H - IQ-1 13 [1]*.

*Includes: +1 from 'Healer'

**Includes: +2 from 'Smooth Operator'

***+1 from 'Charisma'

Spells [31]: Apportation IQ/H - IQ+1 15 [1], Clouds IQ/H - IQ+1 15 [1], Cold IQ/H - IQ+1 15 [1], Cool IQ/H - IQ+1 15 [1], Create Air IQ/H - IQ+1 15 [1], Create Fire IQ/H - IQ+1 15 [1], Create Water IQ/H - IQ+1 15 [1], Detect Magic IQ/H - IQ+1 15 [1], Frost IQ/H - IQ+1 15 [1], Hail IQ/H - IQ+1 15 [1], Heat IQ/H - IQ+1 15 [1], Ignite Fire IQ/H - IQ+1 15 [1], Lend Energy IQ/H - IQ+1 15 [1], Lend Vitality IQ/H - IQ+1 15 [1], Lightning IQ/H - IQ+1 15 [1], Minor Healing IQ/H - IQ+1 15 [1], Predict Weather IQ/H - IQ+1 15 [1], Purify Air IQ/H - IQ+1 15 [1], Purify Water IQ/H - IQ+1 15 [1], Rain IQ/H - IQ+1 15 [1], Recover Energy IQ/H - IQ+1 15 [1], Resist Lightning IQ/H - IQ+1 15 [1], Seek Plant IQ/H -

IQ+1 15 [1], Seek Water IQ/H - IQ+1 15 [1], Shape Air IQ/H - IQ+1 15 [1], Shape Fire IQ/H - IQ+1 15 [1], Snow IQ/H - IQ+1 15 [1], Storm IQ/H - IQ+1 15 [1], Warm IQ/H - IQ+1 15 [1], Wind IQ/H - IQ+1 15 [1], Windstorm IQ/H - IQ+1 15 [1]

Stats [120] Ads [125] Disads [-45] Quirks [-5] Skills [24] Spells [31] = Total [250]

In Doc Ohio's world, magic is real and has shown up fairly recently; recently enough that their Old West is still recognizably similar to our own. Magic is also somewhat suspect, in many quarters (and dangerously suspect, in some) and mages are not always fully trusted by the populace. Exceptions to this rule include healers, entertainers -- and, on the Great Plains at least, weather mages.

Doc Ohio is a weather mage of deserved reputation. He declines to too freely give out his real name, although it's not really a secret (John Jenkins, of Columbus). Doc was a battlefield surgeon in the Army when his magical abilities began to manifest; after the war was over, he began to develop them in earnest. Somewhat to his surprise, Doc Ohio discovered that he had a knack for weather magic

instead of healing sorcery, although he can in fact treat minor wounds. This perceived lack of 'useful' magic encouraged the man to move West in search of work.

It turns out that, in the perpetually semi-arid Great Plains, being able to reliably call the rain is not merely 'useful;' it makes one automatically part of the elite. A welcome part of the elite, too. Doc Ohio can go wherever he wants, confident that his meals and lodging will always be covered. *Everywhere* in the West; cattle ranch, sodbuster hut, reservation camp, or railroad depot, everybody needs more rain. Clean water, too.

Fortunately for everybody involved, Doc Ohio is a professional who takes his work seriously. He's invariably thorough on a job and able to take care of himself in the field; he's not an expert outdoorsman, but he can keep up and won't make stupid mistakes. As long as you treat him with respect and show him some dignity, Doc is a social fellow. A bit **too** social with the ladies, but mages have that reputation sometimes. It can be worked around. He's definitely capable of talking himself out of any number of sticky situations. Which is good, because the man has a nose for sniffing out any number of sticky situations to get himself involved in.

Doc Ohio generally does not 'do' combat; he rarely finds himself even threatened with it. Which is good, because Doc saw far too many people get killed in the war to be happy about doing any himself. If pushed to it, he can competently defend himself with knife, revolver, or lightning strike -- but it simply is not socially acceptable in the West to push a quarrel with a rainmaker too far, and Doc isn't shy about making sure that people know that he is one. It's usually also good advertising, too.

[300 pt version]: Add Healer +2 [20pt], Fatigue +5 [15], Latin (Accented) [4], Spanish (Accented) [4], Sioux (Accented/Illiterate) [2], Raise Rain to (IQ+3) 18 [5].

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