

# Nurse Norma [250pt]

Attributes [100]: ST 10, DX 11 [20], IQ 14 [80], HT 10

Advantages [149]: Appearance (Attractive) [4], Artificer (2) [20], Cultural Adaptability [10], Green Thumb (3) [15], Healer (2) [20], Magery (3) [30], Magery 0 [5], Mathematical Ability (2) [20], Pitiable [5], Social Chameleon [5], Status (+1) [5], Wealth (Comfortable) [10]

Perks [1]: Honest Face [1]

Disadvantages [-60]: Bad Sight (Nearsighted) (Glasses) [-10], Bloodlust (12 or less) [-10], Callous [-5], Code of Honor (Professional) [-5], Secret (Magical Assassin) (Possible Death) [-30]

Quirks [-5]: Attentive [-1], Broad-Minded [-1], Careful [-1], Keeps a garden whenever possible [-1], Proud [-1]

Skills [43]: Acting IQ/A - IQ+0 14 [2], Architecture/TL8 IQ/A - IQ-1 13 [1], Biology/TL8 (Earthlike) IQ/VH - IQ+0 14 [1]\*, Brawling DX/E - DX+1 12 [2], Chemistry/TL8 IQ/H - IQ-2 12 [1], Diagnosis/TL8 (Human) IQ/H - IQ+0 14 [1]\*\*, Disguise/TL8 (Human) IQ/A - IQ-1 13 [1], Engineer/TL8

(Civil) IQ/H - IQ+2 16 [1]\*\*\*/\*, Engineer/TL8 (Materials) IQ/H - IQ+2 16 [1]\*\*\*/\*, Fast-Talk IQ/A - IQ+0 14 [2], Gardening IQ/E - IQ+3 17 [1]\*, Guns/TL8 (Pistol) DX/E - DX+1 12 [2], Knife DX/E - DX+1 12 [2], Lockpicking/TL8 IQ/A - IQ-1 13 [1], Mathematics/TL8 (Applied) IQ/H - IQ+0 14 [1]\*\*, Mechanic/TL8 (Automobiles) IQ/A - IQ+1 15 [1]\*\*, Metallurgy/TL8 IQ/H - IQ-2 12 [1], Naturalist (Earth) IQ/H - IQ+1 15 [1]\*, Pharmacy/TL8 (Herbal) IQ/H - IQ+0 14 [1]\*\*, Physician/TL8 (Human) IQ/H - IQ 14 [1]\*\*, Physics/TL8 IQ/VH - IQ-1 13 [1]\*\*, Physiology/TL8 (Human) IQ/H - IQ+0 14 [1]\*\*, Poisons/TL8 IQ/H - IQ-2 12 [1], Research/TL8 IQ/A - IQ-1 13 [1], Shadowing IQ/A - IQ-1 13 [1], Sleight of Hand DX/H - DX+1 12 [8], Stealth DX/A - DX+1 12 [4], Thaumatology IQ/VH - IQ+0 14 [1]\*\*

\*Includes: +3 from 'Green Thumb'

\*\*Includes: +2 from 'Healer'

\*\*\*Includes: +2 from 'Mathematical Ability'

\*\*\*\*Includes: +2 from 'Artificer'

\*\*\*\*\*Includes: +3 from 'Magery'

Spells [22]: Apportation IQ/H - IQ+1 15 [1], Clumsiness IQ/H - IQ+1 15 [1], Create Air IQ/H - IQ+1 15 [1], Decay IQ/H - IQ+1 15 [1], Earth to Air IQ/H - IQ+1 15 [1], Find Weakness IQ/H - IQ+1 15 [1], Foolishness IQ/H - IQ+1 15

[1], Ignite Fire IQ/H - IQ+1 15 [1], Itch IQ/H - IQ+1 15 [1], Lend Energy IQ/H - IQ+1 15 [1], Locksmith IQ/H - IQ+1 15 [1], Purify Air IQ/H - IQ+1 15 [1], Recover Energy IQ/H - IQ+1 15 [1], Reshape IQ/H - IQ+1 15 [1], Ruin IQ/H - IQ+1 15 [1], Seek Earth IQ/H - IQ+1 15 [1], Seek Water IQ/H - IQ+1 15 [1], Shape Earth IQ/H - IQ+1 15 [1], Shape Metal IQ/H - IQ+1 15 [1], Spasm IQ/H - IQ+1 15 [1], Test Food IQ/H - IQ+1 15 [1], Weaken IQ/H - IQ+1 15 [1]

Stats [100] Ads [149] Disads [-60] Quirks [-5] Skills [43] Spells [22] = Total [250]

It can be a very useful thing to be a mage in a world without visible magic. Norma Walters certainly finds it agreeable. And lucrative, as long as she's smart about it.

Norma's smart. She's certainly smart enough to wonder why it is that she was able to pick up magic from old grimoires, while other people apparently can't. She's concluded that either being a mage is just very, very rare -- or that there is *something* out there that smacks down mages who show off. So, obviously, the key here is not to show off. Norma's figured out how to do that.

Unfortunately, Norma's not using her powers for good. Her speciality is in arranging industrial accidents and natural deaths; she's a qualified nurse who can also legitimately pass as anything from an auto mechanic to a lab assistant. Once she's in a position to start working her malignant magic, Norma uses her spells to strategically damage infrastructure. She can also easily encourage a human operator to do dumb things while operating heavy machinery, which is a great way to commit sabotage. Or assassinate someone.

What makes Norma so nasty an opponent is that, absent any kind of organized magical law-enforcement agency, her spells are virtually impossible to detect (and flat-out impossible to prosecute, should she ever be caught). Spells leave no physical evidence behind; Norma can cut somebody's brake lines without touching them, and there's no residue left behind from her knocking a crane operator's intelligence down to that of a dog's. This, interestingly, makes the mage extra-careful: if she's ever detected, Norma is reasonably certain that somebody will just ambush and shoot her, one dark night. And that's the pleasant option. The unpleasant option involves an angry mob.

Norma, as you might imagine, is not a pleasant person. She's not a sociopath, per se, but she has no compulsion against killing people -- and if you're her enemy she'll definitely want to make sure that you die fairly quickly. She can *hide* all of this well, and indeed that's her primary defence. Norma projects the image of a cute, harmless, and naturally deferential worker bee, with just enough spine to be 'spunky.'

She's also ready enough to abandon an assignment if it looks like it's about to go problematic. Norma knows just enough about mundane combat and roguery to not be actually incompetent at either; and she's almost always doing a job just for the money. If the job gets too difficult because of sudden nosy types, she'll back off. If Norma can't, well, some people should have known better than get involved.

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