

Doctor Melarie of Oakwood [250pt]

Race: Human

Attributes [100]: ST 10; DX 10; IQ 14 [80]; HT 11 [10]; HP 10; Will 15 [5]; Per 15 [5]; FP 11

TL: 5 [0]

Cultural Familiarities: Muslim [1]; Western (Native) [0].

Languages: English (Native) [0]; Arabic (Native) [4]; Aralaise (Accented) [2]; English (None/Native) [2]; Greek (None/Literate) [1]; Ladino (Accented) [2]; Latin (Accented) [2]; Tredroy Patois (Accented) [2].

Advantages [136]: Charisma (1) [5], Healer (3) [30], High TL (2) [10], Language Talent [10], Magery (3) [30], Magery 0 [5], Reputation (good doctor) (1) (All the time; Almost everyone) [5], Social Regard (Respected) (1) [5], Status (1) [0], Wealth (Wealthy) [20]

Disadvantages [-60]: Addiction (Tobacco) (Cheap) (Highly addictive; Legal) [-5], Bad Sight (Nearsighted) (Glasses) [-10], Code of Honor (Professional) [-5], Curious (12 or less) [-5], Pacifism (Cannot Harm Innocents) [-10], Secret (Underground Engineer-Doctor) (Serious Embarrassment)

[-5], Sense of Duty (the sick) (Large Group) [-10], Vow (Hippocratic Oath) (Minor) [-5], Workaholic [-5]

Quirks [-5]: Attentive [-1], Broad-Minded [-1], Imaginative [-1], Likes Coffee [-1], Never sits with her back to the door [-1]

Packages [0]: Healer (Banestorm) [0]

Skills [40]: Acting IQ/A - IQ-1 13 [1], Alchemy/TL5 IQ/VH - IQ-2 12 [2], Area Knowledge (Tredroy) IQ/E - IQ+0 14 [1], Biology/TL5 (Earthlike) IQ/VH - IQ-2 12 [2], Chemistry/TL5 IQ/H - IQ-2 12 [1], Diagnosis/TL5 (Human) IQ/H - IQ+3 17 [4]*, Diplomacy IQ/H - IQ-1 13 [2], Herb Lore/TL5 IQ/VH - IQ-1 13 [4], Hypnotism (Human) IQ/H - IQ-2 12 [1], Innate Attack (Projectile) DX/E - DX+2 12 [4], Knife DX/E - DX+0 10 [1], Naturalist (Yrth) IQ/H - IQ-2 12 [1], Pharmacy/TL5 (Herbal) IQ/H - IQ+2 16 [2]*, Physician/TL5 (Human) IQ/H - IQ+3 17 [4]*, Physiology/TL5 (Human) IQ/H - IQ+2 16 [2]*, Poisons/TL5 IQ/H - IQ-2 12 [1], Psychology (Human) IQ/H - IQ+2 16 [2]*, Research/TL5 IQ/A - IQ-1 13 [1], Savoir-Faire (High Society) IQ/E - IQ+0 14 [1], Surgery/TL5 (Human) IQ/VH - IQ+1 15 [2]*, Veterinary/TL5 IQ/H - IQ+1 15 [1]*

*Includes: +3 from 'Healer'

Spells [39]: Aura IQ/H - IQ+1 15 [1], Awaken IQ/H - IQ+1 15 [1], Clean IQ/H - IQ+1 15 [1], Cleansing IQ/H - IQ+1 15 [1], Create Earth IQ/H - IQ+1 15 [1], Create Fire IQ/H - IQ+1 15 [1], Cure Disease IQ/H - IQ+1 15 [1], Daze IQ/H - IQ+1 15 [1], Detect Magic IQ/H - IQ+1 15 [1], Earth to Stone IQ/H - IQ+1 15 [1], Find Weakness IQ/H - IQ+1 15 [1], Fireball IQ/H - IQ+1 15 [1], Foolishness IQ/H - IQ+1 15 [1], Heal Plant IQ/H - IQ+1 15 [1], Healing Slumber IQ/H - IQ+1 15 [1], Identify Plant 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], Major Healing IQ/VH - IQ+1 15 [2], Minor Healing IQ/H - IQ+1 15 [1], No-Smell IQ/H - IQ+1 15 [1], Plant Growth IQ/H - IQ+1 15 [1], Purify Air IQ/H - IQ+1 15 [1], Purify Earth IQ/H - IQ+1 15 [1], Purify Water IQ/H - IQ+1 15 [1], Relieve Sickness IQ/H - IQ+1 15 [1], Remove Contagion IQ/H - IQ+1 15 [1], Restore IQ/H - IQ+1 15 [1], Seek Earth IQ/H - IQ+1 15 [1], Seek Plant IQ/H - IQ+1 15 [1], Seek Water IQ/H - IQ+1 15 [1], Sense Emotion IQ/H - IQ+1 15 [1], Sense Foes IQ/H - IQ+1 15 [1], Shape Earth IQ/H - IQ+1 15 [1], Shape Fire IQ/H - IQ+1 15 [1], Sleep IQ/H - IQ+1 15 [1], Suspended Animation IQ/H - IQ+1 15 [1]

Stats [100] Ads [136] Disads [-60] Quirks [-5] Skills [40]
Spells [39] = Total [250]

Born in 1990, Melarie of Oakwood was the only living child in a knight's family in Caithness. Unfortunately, when Caithness's civil war broke out in 1999 Melarie's father had the misfortune of being a Royalist in a rebel lording. Both of her parents were killed, albeit not by the rebels' intent; a family retainer spirited Melarie away to the countryside to hide. While there she and the retainer fell in with elements of the underground engineering technological movement.

These furtive technologists have always favored working in Caithness, given the low mana (and consequent relative lack of mages); the ongoing confusion of Caithness's civil war allows them to operate even more openly inside that country. Melarie thus received a remarkably good education, specifically in the biological and medical sciences. It helped that she showed aptitude for healing; it did not help at all that Melarie showed signs of being a highly powerful mage herself as she grew older. It was deemed wisest to send Melarie away, lest her burgeoning abilities attract attention of even Caithness's stunted magical community.

She ended up in the multinational city of Tredroy, and swiftly enough found work at the Physician's Guildhall. In a normal mana region like Tredroy Melarie's talents blossomed; most top-ranked healers either rely on magical **or** mundane kinds of healing. Melarie's skill in both (and her TL5 knowledge) allowed her to rise up the ranks relatively quickly. Today she is wealthy, respected, and very, very busy.

Melarie takes being a doctor very seriously, and in fact possibly too seriously. She works too many shifts, smokes too many pipes to keep alert, has almost no time for a social life, and rarely spends all of her income. She has no particular urge to seek revenge for the death of her parents, or to further the interests of the underground engineering movement; but neither is she indifferent to the plight of either Caithness, or rogue technologists.

Mostly, she wants to practice medicine. Melarie finds that safer. She tells herself this every time her urge to **know** things gets her into complicated situations, which is more often than she'd like. Alas, wanting to **know** things has ultimately worked out for the woman this far, so she'll probably keep on doing it.

Melarie's Secret requires some clarification. Most underground engineers risk death if found, but *Doctor Melarie* has an extremely valuable skill set that most secular power structures would covet. Her superior technological acumen mostly translates to being able to create crude but effective antiseptics and anesthetics (also a couple of useful poisons, but that's another issue). Medicine in Tredroy tends to push TL4 anyway, so the possession of TL5 skills is not nearly as noticeable, and there are multiple authorities with jurisdiction over the city, none of which are in full control.

All of which means that, should Melarie's Secret ever be revealed, it would probably simply result in some sort of Duty being imposed. Including, possibly, a Duty to one of the very organizations that suppresses high technology in the first place. The irony abounds.

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.

GURPS is a registered trademarks of Steve Jackson Games, and the art here is copyrighted by Steve Jackson Games. All rights are reserved by SJ Games. This material is used here in accordance with the SJ Games online policy.

- Moe Lane

- <http://www.moelane.com>