

Doc Grue

Attributes [132]: ST 10, DX 12 [40], IQ 14 [80], HT 11 [10]

HP 11 [2], Will 14, Per 15 (Perception includes +1 from 'Extra Perception'), FP 11

Languages: English (Native) [0]; Helltongue (Accented) [4]; Latin (Native) [6].

Advantages [109]: Devotion (1) (Autohypnosis; Exorcism; Meditation; Religious Ritual) [5], Extra Perception (1) (Affects Per) [5], Fearlessness (2) [4], Healer (2) [20], Legal Enforcement Powers (1) [5], Magery 0 [5], Occultist (2) (Alchemy; Anthropology; Archaeology; Exorcism; Hidden Lore; History; Linguistics; Literature; Occultism; Research; Ritual Magic; Thaumatology) [20], Rank: Police Examiner (2) [10], Reputation ("Guy who knows about this spooky crap") (2) (All the time; Almost everyone; Large class) [5], Security Clearance (The Weird World) ("Need to know" access to a narrow range of secrets) [5], True Faith [15]

Disadvantages [-40]: Bad Sight (Nearsighted) (Glasses) [-10], Curious (12 or less) [-5], Duty (On-call investigator)

(9 or less (fairly often)) [-5], Pacifism (Cannot Harm Innocents) [-10], Sense of Duty (Force) (Large Group) [-10]

Quirks [-5]: Attentive [-1], Careful [-1], Code of Honor (Examiner's) [-1], Dislikes Tobacco Smoke [-1], Habit (Plays music during examinations) [-1]

Packages [0]: Investigator (Basic Set) [0]

Skills [54]: Acting IQ/A - IQ+0 14 [2], Alchemy/TL8 IQ/VH - IQ+0 14 [2]*, Criminology/TL8 IQ/A - IQ+1 15 [4], Diagnosis/TL8 (Human) IQ/H - IQ+0 14 [1]**, Exorcism Will/H - Will+2 16 [2]*/**, Forced Entry DX/E - DX+1 13 [2], Forensics/TL8 IQ/H - IQ+1 15 [8], Guns/TL8 (Pistol) DX/E - DX+0 12 [1], Hidden Lore (Conspiracies) IQ/A - IQ+1 15 [1]*, Hidden Lore (Demon Lore) IQ/A - IQ+2 16 [2]*, Hidden Lore (Spirit Lore) IQ/A - IQ+1 15 [1]*, History (Western) IQ/H - IQ+0 14 [1]*, Linguistics IQ/H - IQ+0 14 [1]*, Observation Per/A - Per+1 16 [4], Occultism IQ/A - IQ+2 16 [2]*, Pharmacy/TL8 (Synthetic) IQ/H - IQ+1 15 [2]**, Physician/TL8 (Human) IQ/H - IQ+1 15 [2]**, Physiology/TL8 (Human) IQ/H - IQ+0 14 [1]**, Poisons/TL8 IQ/H - IQ-2 12 [1], Religious Ritual (Christian) IQ/H - IQ-1 13 [1]**, Research/TL8 IQ/A - IQ+1 15 [1]*, Ritual Magic (Western) IQ/VH - IQ-1 13 [1]*, Search Per/A

- Per+1 16 [4], Streetwise IQ/A - IQ+0 14 [2], Surgery/TL8 (Human) IQ/VH - IQ+0 14 [2]**, Thaumatology IQ/VH - IQ+0 14 [2]*, Theology (Western) IQ/H - IQ-2 12 [1].

*Includes: +2 from 'Occultist'

**Includes: +2 from 'Healer'

***includes: +1 from 'Devotion'

Stats [132] Ads [109] Disads [-40] Quirks [-5] Skills [54] =
Total [250]

Doctor Nicolas Grebowsky has always known that he was different from other people, and that the world was infinitely more strange than advertised. What surprised him, growing up, was how many other people knew, too. Nick didn't exactly 'join a conspiracy;' it was more like a certain high school teacher suggested which college to apply for, and which professor to approach to arrange for a particular field of study that would later prove to be highly relevant to certain employers. There was never any kind of coercion involved, and the whole thing was not even particularly secret; most people just don't want to **know** about the occult. Give them an excuse to ignore it, and they will.

Nick ended up working as a medical examiner for a major metropolitan police force, which was what he wanted to do in the first place. And virtually all of his job does involve looking at violent crime scenes, determining cause of death, and the rest of it (he's good at it, by the way). But Nick's *other* job is to determine when a violent crime was supernatural, and when it was not. There are things to look for, if you have the right experience, and Nick's done this job for ten years. He's seen some things.

"Doc Grue" -- the nickname is affectionate; Nick's observational skills and field occultism advice have saved

any number of beat cops over the years, and his colleagues know it -- is not a specialist in alchemy, exorcism, demonology, spiritualism, thaumatology, or a half-dozen other occult disciplines. But he's a solid generalist in all of them, knows what questions to ask, and would make for an almost perfect assistant for an actual specialist, if needed. For that matter, Nick is capable of doing things like emergency exorcisms and sanctifications himself, when necessary. If you get a call-in from Doc Grue, in other words, then the good news is that he's not wasting your time -- and the bad news is that he's not wasting your time. Still, competence is preferable to incompetence, yes?

Nick's a bit unusual in that he doesn't have many of the stereotypical traits associated with pathologists and medical examiners. His sense of humor is neither dark nor cynical, his general demeanor is reasonably pleasant, ten years of working this job has not noticeably burned the man out, and so on. He's a true believer in the system; in fact, Nick's True Faith is built *around* the system, and not his real-but-not-vehement Catholicism. Even the veritable end of the world wouldn't shake Nick's belief that it will all work out, as long as one person is ready to get in Evil's face and send it back to Hell.

In combat, Nick gets out of the way of the people who can fight. If there aren't any, he pulls out the service revolver quietly issued to him by the department and hopes for the best. Nick is not good at combat, although he keeps his head in a crisis.

Higher point levels: A 300 point Nick has 20 points in a Patron, 10 in Ally Group (cops assigned to keep him alive in investigations), and +1 to IQ. Above that, consider giving him higher levels of Magery, ritual magic Paths, spiritualist-type abilities, more languages, and boosts to his talents. But 300 points is about as high as you can get before the question starts to become "Why is this man still working for even a major metropolitan police department?"

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