

Rexdentium

[800 pt]

Race: Humanoid-shaped collection of teeth

Attributes [220]: ST 12 [20], DX 12 [40], IQ 16 [120], HT 12 [20]

HP 13 [2], Will 16, Per 16, FP 18 [18]

Social Background

TL: 8 [0]

Cultural Familiarities: Western (Native) [0].

Languages: Egyptian (Native) [4]; English (Native) [0]; Greek (Native) [4]; Hebrew (Native) [4]; Latin (Native) [4]; Russian (Native) [4].

Advantages [463]: Business Acumen (2) [20], Charisma (2) [10], Damage Resistance (6) [30], Doesn't Breathe [20], Doesn't Eat or Drink [10], Eidetic Memory (Photographic) [10], Injury Tolerance (Diffuse; No Eyes; No Head; No Neck) [152], Language Talent [10], Magery (3) [30], Magery 0 [5], Reputation (Powerful Mage) (4) (All the time; Small class) [6], Sage (3) (Archaeology, Expert Skill, Geography, Heraldry, Hidden Lore, History, Law, Literature, Occultism, Philosophy, Research, Theology)

[30], Smooth Operator (3) [45], Unaging [15], Voice [10], Wealth (Multimillionaire 1) [75]

Disadvantages [-45]: Curious (12 or less) [-5], Obsession (Magic) (Long-Term Goal) (12 or less) [-10], Sense of Duty (Humanity) (Entire Race) [-15], Unnatural Feature (Made of Teeth) (-5) [-5], Xenophilia (12 or less) [-10]

Quirks [-5]: Cannot Float [-1], Habit (Clicking Teeth) [-1], Imaginative [-1], Likes Teeth [-1], Sexless [-1]

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

Skills [37]: Accounting IQ/H - IQ+0 16 [1]*, Acting IQ/A - IQ+2 18 [1]**, Archaeology IQ/H - IQ+1 17 [1]***, Diplomacy IQ/H - IQ+4 20 [2]**/****, Fast-Talk IQ/A - IQ+4 20 [1]**/****, Finance IQ/H - IQ+0 16 [1]*, Geography/TL8 (Earthlike) IQ/H - IQ+1 17 [1]***, Heraldry IQ/A - IQ+2 18 [1]***, Hidden Lore (Demon Lore) IQ/A - IQ+2 18 [1]***, Hidden Lore (Spirit Lore) IQ/A - IQ+2 18 [1]***, Hidden Lore (Things Man Was Not Meant To Know) IQ/A - IQ+2 18 [1]***, History (Magical) IQ/H - IQ+1 17 [1]***, Intimidation Will/A - Will+2 18 [1]**, Law (Magical) IQ/H - IQ+1 17 [1]***, Leadership IQ/A - IQ+4 20 [1]**/****, Literature IQ/H - IQ+1 17 [1]***, Market Analysis IQ/H - IQ+0 16 [1]*, Merchant IQ/A - IQ+1 17 [1]*, Occultism IQ/A

- IQ+3 19 [2]***, Philosophy (Western) IQ/H - IQ+1 17 [1]***, Research/TL8 IQ/A - IQ+2 18 [1]***, Savoir-Faire (High Society) IQ/E - IQ+3 19 [1]**, Savoir-Faire (Mafia) IQ/E - IQ+3 19 [1]**, Staff DX/A - DX+2 14 [8], Streetwise IQ/A - IQ+2 18 [1]**, Thaumatology IQ/VH - IQ+1 17 [2]*****, Theology (Christian) IQ/H - IQ+1 17 [1]***

*Includes: +2 from 'Business Acumen'

**includes: +3 from 'Smooth Operator'

***includes: +3 from 'Sage'

****includes: +2 from 'Voice'

*****includes: +2 from 'Charisma'

*****includes: +3 from 'Magery'

Spells [130]: Affect Spirits IQ/H - IQ+1 17 [1], Amulet (Curse) IQ/H - IQ+1 17 [1], Apportation IQ/H - IQ+1 17 [1], Armor IQ/H - IQ+1 17 [1], Aura IQ/H - IQ+1 17 [1], Beast Speech IQ/H - IQ+1 17 [1], Beast Summoning IQ/H - IQ+1 17 [1], Beast-Soother IQ/H - IQ+1 17 [1], Bless IQ/H - IQ+1 17 [1], Borrow Language IQ/H - IQ+1 17 [1], Catch Missile IQ/H - IQ+1 17 [1], Catch Spell IQ/VH - IQ+0 16 [1], Charge Powerstone IQ/VH - IQ+0 16 [1], Clumsiness IQ/H - IQ+1 17 [1], Colors IQ/H - IQ+1 17 [1], Conceal Magic IQ/H - IQ+1 17 [1], Continual Light IQ/H - IQ+1 17

[1], Counterspell IQ/H - IQ+1 17 [1], Create Air IQ/H - IQ+1 17 [1], Create Earth IQ/H - IQ+1 17 [1], Cure Disease IQ/H - IQ+1 17 [1], Curse IQ/H - IQ+1 17 [1], Daze IQ/H - IQ+1 17 [1], Death Vision IQ/H - IQ+1 17 [1], Decay IQ/H - IQ+1 17 [1], Deflect Missile IQ/H - IQ+1 17 [1], Delay IQ/H - IQ+1 17 [1], Detect Magic IQ/H - IQ+1 17 [1], Dispel Magic IQ/H - IQ+1 17 [1], Displace Spell IQ/H - IQ+1 17 [1], Earth to Stone IQ/H - IQ+1 17 [1], Enchant IQ/VH - IQ+5 21 [16], False Aura IQ/H - IQ+1 17 [1], Fear IQ/H - IQ+1 17 [1], Find Weakness IQ/H - IQ+1 17 [1], Foolishness IQ/H - IQ+1 17 [1], Glow IQ/H - IQ+1 17 [1], Grace IQ/H - IQ+1 17 [1], Great Ward IQ/H - IQ+1 17 [1], Ignite Fire IQ/H - IQ+1 17 [1], Itch IQ/H - IQ+1 17 [1], Lend Energy IQ/H - IQ+1 17 [1], Lend Language IQ/H - IQ+1 17 [1], Lend Skill IQ/H - IQ+1 17 [1], Lend Spell IQ/H - IQ+1 17 [1], Lend Vitality IQ/H - IQ+1 17 [1], Light IQ/H - IQ+1 17 [1], Link IQ/H - IQ+1 17 [1], Magic Resistance IQ/H - IQ+1 17 [1], Major Healing IQ/VH - IQ+0 16 [1], Materialize IQ/H - IQ+1 17 [1], Mind-Reading IQ/H - IQ+1 17 [1], Mind-Sending IQ/H - IQ+1 17 [1], Minor Healing IQ/H - IQ+1 17 [1], Missile Shield IQ/H - IQ+1 17 [1], Neutralize Poison IQ/H - IQ+1 17 [1], Penetrating Spell IQ/H - IQ+1 17 [1], Pentagram IQ/H - IQ+1 17 [1], Persuasion IQ/H - IQ+1 17 [1], Powerstone IQ/H - IQ+1 17 [1], Purify Air IQ/H - IQ+1 17 [1], Purify Food IQ/H - IQ+1 17 [1], Reflect IQ/H - IQ+1 17 [1], Regeneration IQ/VH - IQ+0 16 [1], Rejoin IQ/H -

IQ+1 17 [1], Relieve Sickness IQ/H - IQ+1 17 [1], Remove Aura IQ/H - IQ+1 17 [1], Remove Curse IQ/H - IQ+1 17 [1], Repair IQ/H - IQ+1 17 [1], Resist Poison IQ/H - IQ+1 17 [1], Restoration IQ/VH - IQ+0 16 [1], Restore IQ/H - IQ+1 17 [1], Return Missile IQ/H - IQ+1 17 [1], Reverse Missiles IQ/H - IQ+1 17 [1], Sandstorm IQ/H - IQ+1 17 [1], Scryfool IQ/H - IQ+1 17 [1], Scryguard IQ/H - IQ+1 17 [1], Scrywall IQ/H - IQ+1 17 [1], Seek Earth IQ/H - IQ+1 17 [1], Seek Magic IQ/H - IQ+1 17 [1], Seek Water IQ/H - IQ+1 17 [1], Sense Emotion IQ/H - IQ+1 17 [1], Sense Foes IQ/H - IQ+1 17 [1], Sense Life IQ/H - IQ+1 17 [1], Sense Observation IQ/H - IQ+1 17 [1], Sense Spirit IQ/H - IQ+1 17 [1], Shape Air IQ/H - IQ+1 17 [1], Shape Earth IQ/H - IQ+1 17 [1], Shield IQ/H - IQ+1 17 [1], Simple Illusion IQ/H - IQ+1 17 [1], Sleep IQ/H - IQ+1 17 [1], Solidify IQ/H - IQ+1 17 [1], Spasm IQ/H - IQ+1 17 [1], Spell Shield IQ/H - IQ+1 17 [1], Spell Stone IQ/H - IQ+1 17 [1], Spell Wall IQ/H - IQ+1 17 [1], Spellguard IQ/VH - IQ+0 16 [1], Staff IQ/H - IQ+1 17 [1], Summon Spirit IQ/H - IQ+1 17 [1], Sunlight IQ/H - IQ+1 17 [1], Suspend Curse IQ/H - IQ+1 17 [1], Suspend Magic IQ/H - IQ+1 17 [1], Suspend Mana IQ/VH - IQ+0 16 [1], Suspend Spell IQ/H - IQ+1 17 [1], Suspended Animation IQ/H - IQ+1 17 [1], Talisman (Curse) IQ/H - IQ+1 17 [1], Talisman (Resist Poison) IQ/H - IQ+1 17 [1], Test Food IQ/H - IQ+1 17 [1], Turn Spirit IQ/H - IQ+1 17 [1], Turn Zombie IQ/H - IQ+1 17 [1], Vigor

IQ/H - IQ+1 17 [1], Ward IQ/H - IQ+1 17 [1], Weaken IQ/H - IQ+1 17 [1], Windstorm IQ/H - IQ+1 17 [1], Zombie IQ/H - IQ+1 17 [1]

Stats [220] Ads [463] Disads [-45] Quirks [-5] Skills [37] Spells [130] = Total [800]

Description: Imagine a humanoid figure, made out of teeth. Put it in a robe with a hood, then give it a staff. Oh, and give it a nice office, with actually rather comfortable chairs for visitors. Rexdentium also has a remarkably smooth and mellow voice.

Call him 'Rex.' Or 'Dent,' if you're an American. It's fairly relaxed about nomenclature, not least because virtually nobody under the level of a god can even pronounce Rexdentium's True Name. Sapient supernatural entities made out of constantly-moving teeth just have certain advantages, sometimes.

It's weird, mind you, just how quickly people get over the 'made of living teeth' thing. It should be terrifying, right? But it's not, somehow. Yes, sure, Rex is used to humans staring for a few minutes, the first time it meets a new client or colleague. They stare... and then the humans get

over it. Rex thinks it's because most people sort of blur their mental eyes a little after a little bit, and start acting as if Rex was just a mobile skeleton. Which shouldn't be better, but it is anyway. Maybe it's because people can process the **idea** of a walking, talking skeleton, at least. That gives them some leeway in which to function.

Or, honestly, maybe it's just that Rex isn't a bad... 'entity?' Sure, 'entity' sounds nice and non-judgemental. The entity considers itself to be an integral part of humanity; which does make a certain amount of sense, given that it's literally made out of human teeth. Rex has a innate and instinctive desire to help humans. It **likes** humans. It wants to protect humans, particularly the younger ones. That's pretty much Rex's motivations, straight up.

Rex is also obsessed with the nature and workings of magic. Teeth, of course, are powerful occult symbols that can be used to powerful effect in spellcasting (for both good and evil). And since Rex is an entity that is made up entirely of other people's teeth, it learned quickly how to protect both itself and others against the nastier sort of magicians. From there it was merely a short time before Rex found itself in the magical protection and curse-breaking business. Which Rex turned out to be rather good at, which is why the entity now runs an

extremely profitable occult consulting firm that caters to a rather select clientele.

Oh, yes, Rexdentium is rich. Not because of the fillings (that insinuation is frankly gross, not to mention a grotesque slander). Rex is rich because it never sleeps and likes to work. And it turns out that wizards can claim the purchase of new occult texts as being a legitimate business expense. Go figure, huh?

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