

Claire Park [GURPS 4E]

[200 pt]

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

Social Background: TL: 8 [0]

Cultural Familiarities: Western

Languages: Latin (Broken) [2].

Advantages [91]: Appearance (Attractive) [4], Channeling (Aware) [15], Charisma (2) [10], Cunning Folk (1) [10], Medium (Universal) [15], Spirit Empathy [10], True Faith [15], Voice [10]

Perks [2]: Autotrance [1], Honest Face [1]

Disadvantages [-55]: Code of Honor: Professional [-5], Curious (12 or less) [-5], Enemy (Minor spirits she's annoyed) (Small group (3-5 people)) (9 or less) [-10], Secret (Real Medium) (Serious Embarrassment) [-5], Trickster (12 or less) [-15], Weirdness Magnet [-15]

Quirks [-5]: Careful [-1], Dislikes 'Crystal lore' [-1], Dresses in white [-1], Habit ('Woo-woo talk') [-1], Likes expensive drinks [-1]

Skills [42]: Acting IQ/A - IQ+1 15 [4], Brawling DX/E - DX+0 12 [1], Current Affairs/TL8 (Supernatural) IQ/E - IQ+0 14 [1], Detect Lies Per/H - Per-2 12 [1], Diplomacy IQ/H - IQ+0 14 [1]**/***, Dreaming Will/H - Will-2 12 [1], Exorcism Will/H - Will-1 13 [2], Fast-Talk IQ/A - IQ+3 17 [4]*, Filch DX/A - DX+0 12 [2], Fortune-Telling (Tarot) IQ/A - IQ+2 16 [1]**/***, Guns/TL8 (Pistol) DX/E - DX+0 12 [1], Hidden Lore (Demon Lore) IQ/A - IQ-1 13 [1], Hidden Lore (Spirit Lore) IQ/A - IQ-1 13 [1], Hypnotism (Human) IQ/H - IQ-2 12 [1], Knife DX/E - DX+0 12 [1], Lockpicking/TL8 IQ/A - IQ+0 14 [2], Meditation Will/H - Will-2 12 [1], Mind Block Will/A - Will-1 13 [1], Occultism IQ/A - IQ+0 14 [1]**, Pickpocket DX/H - DX-1 11 [2], Religious Ritual (Seance) IQ/H - IQ+0 14 [4], Research/TL8 IQ/A - IQ-1 13 [1], Running HT/A - HT+0 10 [2], Savoir-Faire (High Society) IQ/E - IQ+1 15 [2], Sleight of Hand DX/H - DX+0 12 [4], Theology (Spiritualism) IQ/H - IQ+0 14 [4]

*includes: +2 from 'Voice'

**includes: +1 from 'Cunning Folk'

***includes: +2 from 'Charisma'

Stats [120] Ads [91] Disads [-55] Quirks [-5] Skills [47] = Total [200]

Claire Park *thought* she was a charlatan.

It seemed the best way to go at the time. She's a second-generation American whose parents got deep into essentially-harmless New Age weirdness after emigrating, so Claire grew up in a household full of esoteric wisdom from the Mysterious West. Absolutely none of it took in terms of her belief systems, but she still learned the *patter* early. Why not turn it into a lucrative and largely harmless career?

Besides, none of it worked, anyway. Her parents have been diligent occultists their entire lives, and they've never once manifested any kind of inexplicable power. Claire figured that as long as she limited herself to only harvesting other people's disposable income, she wouldn't be doing anything, you know, *evil*. The marks were going to give their money to somebody, so it might as well be her. At least Claire had a sense of proportion about it.

Everything went rather well for the first year. Claire found some cheap retail space, furnished it in classic fortune-teller's style, and started building her client list. She focused on Tarot reading, because it was the best way to pull in the marks, and she could make everything usefully vague. Naturally, the cops swung around to check up on her, but Claire was being careful; she wasn't running any side scams above the time-honored tradition of selling

special candles and oils at a ridiculous markup. She was a pretty, young woman with an open face and a charming demeanor who wasn't doing anything illegal, and the police had better things to do with their time than set up a sting operation.

Really, it was going *fine* until she started reading that one book. It was a bad 19th century reprint of a 16th century Latin text clumsily purporting to be the Book of Thoth, and Claire bought it strictly because the cover looked suitably occult and worm-eaten. The only reason why she looked inside was because she wanted to see how good her high school Latin still was. She could barely puzzle out the text, but some of the phrases and rituals inside looked like they'd be good to incorporate in her spiel. It wasn't like they would work.

Claire doesn't know this, but she was correct. The rituals inside the *Liber Thoth* actually *don't* work. The mistranslated half-nonsense she spoke aloud, though? *That* did just fine at opening up her Third Eye, piercing the Hidden Veil, and giving her a clear view of the Secret Universe. Some people just have unique luck.

She can now channel spirits *and* speak to them directly; there's also some sort of inherent ability that keeps the worst ones from being able to harm her. Unfortunately,

spirits can also detect Claire from quite a bit away. She can usually make friends with most of them. Or at least, she can now. At first, she couldn't, to somewhat problematical results.

Her half-accidental initiation happened a month ago, and Claire hasn't enjoyed the time since. The problem is that she had unfortunately jumped into the newly-available occult pool with a lot of fascination and no real plan. By the time she realized that she was way over her head, she had already angered some of the local spirits, and got the attention of a few more. Claire also discovered that she *likes* to bite off more than she can chew. She *likes* messing with forces more powerful than her. She just doesn't like it when they mess with her right back.

Claire has concluded that she needs friends who understand where she's coming from, recognize what she's messed with, and can watch her back. She's actively looking to find some people who fit this category.

Personality: Not evil, but not particularly good, either. Claire has no urge to abuse her abilities for self-aggrandizement, but she's not an altruist. If someone needs her help, she'll expect to get paid for it (that includes spirits). She is used to getting her way, too, thanks to her looks, her presence, and her lovely voice.

Not being a fan of violence, Claire will default to trying to use these traits to keep the peace, and tries to plan out escape routes for when peace is no longer an option.

In combat, Claire's first goal is going to be to get out of it, if she can. If a kind word will do it, she'll do that. If running away works, she'll do that. If she's trapped - or helping out a friend - Claire will try punching, first. She'll kill in self-defense, though. It's never come to that, and Claire doesn't even know that about herself, but when it's her or a bad person, she'll do what it takes.

Claire is a 200 pt character, suitable for beginning campaigns that use that point level.

Customization notes: [250 pt]: Brawling to 14- [3], Exorcism to 15- [6], Occultism to 16- [3], Running to 12- [6]. Add Stealth at 12- [2]. Add Danger Sense [15] and Empathy [15]. Claire will want to spend any points above that trying to buy off first Weirdness Magnet, then Trickster.

- Moe Lane

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

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