

Evadne Johnson

Soldier of Lightning

Ghost Collector for the City of Poughkeepsie

Corporeal Forces: 1 Strength: 2 Agility: 2
Ethereal Forces: 3 Intelligence: 6 Precision: 6
Celestial Forces: 2 Will: 4 Perception: 4
Charisma +1, Paranormal Charm +3
Status/4 (Sewer Engineer)

Skills: Area Knowledge/3 (Poughkeepsie), Chemistry/1, Computer Operation/1, Dodge/1, Driving/1, Electronics/3, Emote/1, Engineering/2, Fast-Talk/1, Knowledge (Ghost Hunting/3, Ghost Lore/3, Psychology/1, Research/1, Sewer Systems/3, Victorian Era/1), Language/1 (Spanish), Meditation/1, Move Silently/1, Ranged Weapon/1 (Pistol), Survival/1 (Urban), Tracking/1

Advantages: Sensitive

‘Ghost Collector’ is not exactly an official title, but neither is it a real secret. The City of Poughkeepsie has long known that local conditions are a bit *different* than in other places. There are ghosts. Nobody in authority will admit that, but there are. The ghosts are very placid things, almost completely passive, but they're there, and it's somehow become the job of the Department of Public

Works to keep them under control. The DPW does its job, and the mayor's office doesn't ask how or why, and everybody's happier this way.

What *has* happened, of course, is that Jean has long since taken control of Poughkeepsie's DPW (which is a much grander way of saying that he arranged for several of his Soldiers to get hired there). Their hidden task is to operate and maintain the specialized soul-catchers that Revelations and Development designed to work inside the Poughkeepsie Bubble: they are also to coordinate with Servitors of Animals, in order to ensure that all *nonhuman* souls are also brought out from underneath the Bubble. In their copious free time (this is not meant ironically: there simply aren't that many people dying every day in a city the size of Poughkeepsie to keep the retrieval teams hopping), Evadne and her staff (three in all) also take various readings and conduct whatever experiments are on the weekly agenda.

It's actually not a bad job in the War, and it suits Evadne. She was recruited out of college by one of her professors; this is her first long-term assignment, and she's just gotten to the point where she's completely familiar with her territory. Evadne was not given very much in the way of esoteric training, ostensibly because it would be unnecessary for her current job - but the *actual* reason is

that the Soldier is not entirely comfortable with the idea of the supernatural. She was very much the secular humanist in college, and did not enjoy having that belief structure shattered by objective reality. Her ability to sense and charm ghosts she rationalizes as being a facet of parapsychology, a discipline which is at least taught in *some* normal schools. Aside from this quirk, Evadne is otherwise well-adjusted; and she is generally sunny in temperament, with a capacity for taking pains that endears her to her superiors.

One thing that does concern the Soldier is that there is something going on in the sewers. It's not the ghosts; they mostly can't do much, and the more lucid ones are usually happy to get out of the Bubble anyway. It's not the crossbreeds; Lightning came to a working arrangement with them a while back. It's that there's something else down there. Evadne doesn't know what it is, but there's *something*. Not dangerous, per se; but it's something that wishes to keep its secrets, and the Soldier isn't sure whether or not to let it have its wish.

Evadne is a balanced starting character created using the Experienced Soldier and Free Skills rules.

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