

# Joel Silvertongue

[250pt]

Attributes [120]: ST 10, DX 12 [40], IQ 13 [60], HT 12 [20], HP 10, Will 13, Per 13, FP 12

Basic Speed 6, Basic Move 6, Ground Move 6, Water Move 1

Social Background: TL: 8 [0], Cultural Familiarities: Western (Native) [0], Languages: [Bad Guy Culture] (Native) [4]; English (Native) [0]; French (Native) [4]; Spanish (Native) [4].

Advantages [116]: Appearance (Attractive) [4], Bard (2) [10], Charisma (2) [10], Combat Reflexes [15], Cultural Adaptability [10], Language Talent [10], Musical Ability (2) [10], Poet (1) [5], Smooth Operator (1) [15], Social Regard (Respected) (1) [5], Voice [10]

Perks [3]: Shield-Wall Training [1], Style Familiarity (Sword-and-Shield Fighting) [1], Sure-Footed (Uneven) [1]

Disadvantages [-50]: Code of Honor (Bardic) [-5], Compulsive Carousing (12 or less) [-5], Curious (6 or less; 12 or less) [-10], Impulsiveness (12 or less) [-10],

Lecherousness (12 or less) [-15], Sense of Duty (Victims of monsters) [-5]

Quirks [-5]: Attentive [-1], Imaginative [-1], Likes Wine over beer [-1], Obsession (Bardic lore), [-1], Trademark (Winged pen) [-1]

Packages [0]: Bard (Fantasy) [0], Sword-and-Shield Fighting (Martial Arts) [0]

Skills [66]: Acrobatics DX/H - DX+0 12 [4], Area Knowledge (The New Lands) IQ/E - IQ+1 14 [2], Brawling DX/E - DX+0 12 [1], Broadsword DX/A - DX+2 14 [8], Climbing DX/A - DX+0 12 [2], Connoisseur (Literature) IQ/A - IQ+0 13 [1]\*, Connoisseur (Music) IQ/A - IQ-1 12 [1], Counterattack (Broadsword) Tech/H - 10 [2], Current Affairs/TL8 (People) IQ/E - IQ+0 13 [1], Current Affairs/TL8 (The New Lands) IQ/E - IQ+0 13 [1], Dancing DX/A - DX+0 12 [2], Detect Lies Per/H - Per+0 13 [2]\*\*, Diplomacy IQ/H - IQ+2 15 [2], \*\*/\*\*, Expert Skill (Bardic Lore) IQ/H - IQ-1 12 [2], Fast-Draw (Sword) DX/E - DX+1 13 [1]\*\*\*\*, Feint (Broadsword) Tech/H - 15 [2], Fishing Per/E - Per+0 13 [1], Guns/TL8 (Pistol) DX/E - DX+0 12 [1], Hidden Lore (The Old Conspiracy) IQ/A - IQ+0 13 [2], Knife DX/E - DX+1 13 [2], Literature IQ/H - IQ+3 16 [4]\*\*\*\*\*, Musical Instrument (Guitar) IQ/H - IQ+2 15 [4]~, Observation Per/A - Per-1 12 [1], Occultism IQ/A - IQ-1 12

[1], Poetry IQ/A - IQ+3 16 [2]\*\*\*\*\*/\*, Public Speaking IQ/A - IQ+7 20 [1]\*/\*\*/\*\*\*/\*\*\*\*\*/~~, Savoir-Faire (High Society) IQ/E - IQ+1 14 [1]\*\*, Search Per/A - Per-1 12 [1], Sex Appeal (Human) HT/A - HT+4 16 [2]\*\*/\*\*\*/\*\*\*\*\*/~~~, Shield (Shield) DX/E - DX+0 12 [1], Singing HT/E - HT+7 19 [2]\*\*\*/\*\*\*/~/, Stealth DX/A - DX+0 12 [2], Survival (Plains) Per/A - Per-1 12 [1], Wrestling DX/A - DX+0 12 [2], Writing IQ/A - IQ+0 13 [1]\*

- \* includes: +1 from 'Poet'
- \*\* includes: +1 from 'Smooth Operator'
- \*\*\* includes: +2 from 'Voice'
- \*\*\*\* includes: +1 from 'Combat Reflexes'
- \*\*\*\*\* includes: +2 from 'Bard'
- ~ includes: +2 from 'Musical Ability'
- ~~ includes: +2 from 'Charisma',
- ~~~ includes: +1 from 'Appearance'

Stats [120] Ads [116] Disads [-50] Quirks [-5] Skills [66] = Total [250]

Joel Silvertongue is too young to remember the Before Times, but he's certainly read up on them. The refuge where he's from was full of books from the old world, and Joel voraciously read everything he could find about the old adventurers, like Conan, Eowyn, and Teddy Roosevelt. When he wasn't doing that, he was learning to fight with

not only sword and shield, but even the increasingly fabled *pistol* of the Before Times. Joel didn't spend much time on learning the bardic arts, though. He didn't really have to, since he soaked up anything music- or story-related like a sponge soaks up water.

It was a good life, there in the refuge, but Joel set out for adventure on his eighteenth birthday anyway. He knew that the life of the bard was for him, and he also knew that somewhere out there was a place that could teach him the truest Bardic Arts. It would be dangerous, of course. The New Lands had many dangers, from bandits and beasts to the land itself. There were also likely evil remnants of the Old Conspiracy that broke the world in his parents' time. They and he were enemies, although perhaps they did not know it yet.

Safety didn't matter, though. Joel was there to learn, and see. That was worth a little risk.

Personality: Joel Silvertongue doesn't mean to be a magnet for trouble -- well, he does, but even he would probably like to have a little less trouble, or have the frequency of the trouble be under a bit more control. Unfortunately, he's got a few bad habits, like preferring deeds to plans, or not worrying about the consequences before he charms a new girl into bed, or not caring if his

latest song offends somebody with bravos, or -- and this is the big one -- hating the very idea of a locked room, mysterious cave, or unexplored ruin.

How does he survive all of this? Partially because he's competent with a sword and tougher than he looks, but in large part because Joel Silvertongue is extremely good at making friends. He's also very good at *being* friends to somebody in a hard situation; he won't cut and run when there's trouble, and pulls his weight on the trail. It still remains true that Joel leans on his friends when he has to -- and he very often has to.

In combat, Joel will try to talk the fight away before it even gets that far. Sometimes that works. When it doesn't, he'll fight as hard as the situation requires. He won't kill for the sport of it, because it's easier than thinking; but if you fall under his blade, he won't stay up all night thinking about it, either. Sometimes people make bad choices, and that's just the way of it.

Use in the campaign: Joel Silvertongue is a perfectly reasonable starting 250 point character, but he's designed mostly to be an excuse to rope existing characters into an adventure. His Disadvantages provide an easy justification for getting the NPC caught up in some scheme, while his

Advantages will likely explain why somebody might want to go rescue him.

If nothing else, Joel can act as a surprisingly effective *deus ex machina*. He can create and motivate a rescue party (or torch-wielding mob) more or less at will; he might not be inherently very good at leading them in battle, but the man makes it a point to hang around people who might have that kind of skill set. “Teamwork makes the dream work,” as the Old Americans used to say.

- Moe Lane

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

*The material presented here is my original creation, intended for use with the In Nomine and GURPS systems from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.*

*In Nomine and GURPS are 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.*