

# Professor Hodges

250 pt

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

Basic Lift 20, Damage 1d-2/1d, Basic Speed 5.5, Basic Move 5, Ground Move 5, Water Move 1

Social Background: TL: 5 [0], Cultural Familiarities: Western (Native) [0], Languages: Ancient Egyptian (None/Native) [2]; Arabic (Native) [4]; English (Native) [0]; French (Native) [4]; Hebrew (Native) [4]; Italian (Native) [4]; Latin (None/Native) [2].

Advantages [100]: Charisma (2) [10], Claim to Hospitality (Knows people) (4) [10], Cultural Adaptability [10], Language Talent [10], Smooth Operator (2) [30], Social Regard (Respected) (1) [5], Tenure (Academic) [5]

Perks [3]: Improvised Weapons (Karate) [1], Style Familiarity (Savate) [1], Technique Mastery (Kicking) [1]

Disadvantages [-55]: Bad Sight (Nearsighted) (Glasses) [-10], Code of Honor (Professional) [-5], Curious (12 or less) [-5], Delusion ((Pet Theory)) (Minor) [-5], Enemy (Bad Guys) (Small group (3-5 people)) (9 or less) [-10],

Pacifism (Cannot Harm Innocents) [-10], Sense of Duty (Science) (Large Group) [-10]

Quirks [-5]: Broad-Minded [-1], Imaginative [-1], Likes 'Real' Mediterranean cooking [-1], Quirk-level Impulsiveness [-1], Quirk-level Lecherousness [-1]

Packages [0]: Academic (Horror) [0], Savate (Martial Arts) [0]

Skills [87]: Acrobatics DX/H - DX+0 12 [4], Acting IQ/A - IQ+1 15 [1]\*, Administration IQ/A - IQ+0 14 [2], Animal Handling (Equines) IQ/A - IQ-1 13 [1], Anthropology (Human) IQ/H - IQ-1 13 [2], Archaeology IQ/H - IQ+0 14 [4], Area Knowledge (Roman Ruins) IQ/E - IQ+0 14 [1], Boxing DX/A - DX+2 14 [8], Carousing HT/E - HT+2 12 [1]\*, Climbing DX/A - DX+0 12 [2], Diplomacy IQ/H - IQ+2 16 [4]\*, Driving/TL5 (Automobile) DX/A - DX+0 12 [2], Feint (Boxing) Tech/H - 16 [3], Guns/TL5 (Pistol) DX/E - DX+0 12 [1], History (Greco-Roman) IQ/H - IQ+0 14 [4], Karate DX/H - DX+2 14 [12], Kicking (Karate) Tech/H - 14 [3], Knife DX/E - DX+0 12 [1], Observation Per/A - Per-1 13 [1], Occultism IQ/A - IQ-1 13 [1], Public Speaking IQ/A - IQ+3 17 [1]\*/\*\*, Research/TL5 IQ/A - IQ+1 15 [4], Riding (Equines) DX/A - DX+0 12 [2], Savoir-Faire (Academic) IQ/E - IQ+2 16 [1]\*, Savoir-Faire (Dojo) IQ/E - IQ+2 16 [1]\*, Savoir-Faire (High Society) IQ/E - IQ+2 16 [1]\*,

Search Per/A - Per+0 14 [2], Sex Appeal (Human) HT/A - HT+3 13 [4]\*, Sociology IQ/H - IQ-2 12 [1], Spinning Kick (Karate) Tech/H - 12 [2], Stealth DX/A - DX+0 12 [2], Survival (Desert) Per/A - Per-1 13 [1], Teaching IQ/A - IQ-1 13 [1], Whip DX/A - DX+0 12 [2], Wrestling DX/A - DX+0 12 [2], Writing IQ/A - IQ+0 14 [2]

\*Includes: +2 from 'Smooth Operator'

\*\*Includes: +2 from 'Charisma'

Stats [120] Ads [100] Disads [-55] Quirks [-5] Skills [87] = Total [250]

Professor William Hodges: hard to overlook, yet easy to discount. He's a shortish fellow who is not precisely *stout*, but he's no square-jawed hero of the penny dreadfuls, either. Hodges is one of those useful people who is always around a particular dig or expedition, absolutely pulling his weight without being flashy about it. He's good for a joke or a story, and for pitching in during a crisis, but nobody has said, *Hodges is here! Thank God, we're saved.*

In other words, Hodges is excellent at protective coloration. He doesn't exactly lie; he presents himself as a scholar, archeologist, and antiquarian, because he *is* all those things. Hodges simply chooses to hide the fact that

he's more athletic than he looks -- and that he is a *lot* more dangerous in a fight. He learned Savate while studying in France, and surprised even himself by picking it up so quickly. At first he hid that information because it was possibly slightly socially embarrassing: now he hides it because keeping that secret is useful.

Just what else he's hiding will depend on the campaign. Even at the above point levels he'd make a decent spy, although more of the 'agent of influence' type. Whoever's he's working for will have to be a fundamentally moral organization or individual, though: Hodges wouldn't be the sort of spy who can kill people with a quip or a sneer, although he certainly wouldn't object to making the acquaintance of any number of lovely ladies, of all stations (he has a surprising amount of success with them, as well).

Customization notes [300pt] : ST +1 [10], HT +2 [20pt], Fit [5], and fifteen points in mundane skills. As conceived, Hodges would not have supernatural powers, even in worlds where that exists: he is very much on the 'two-fisted adventurer' model. That being said, Hidden Lore of some sort would be appropriate for esoteric campaigns, and perhaps Exorcism. A more adventurous Hodges would have Traps and Architecture; a more clandestine would have Lockpicking and Holdout.

Steampunk Hodges would almost certainly have Piloting, for whatever personal flying machine would be available in the campaign.

At higher levels, put points in giving him a Patron, Ally Group, Wealth, and Status; boosting Smooth Operator by a level would not quite fit the character conception, but skill levels are skill levels.

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*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.*

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