

Brother Lindon

300 pt

Race: Human

Attributes [130]: ST 10, DX 11 [20], IQ 14 [80], HT 13 [30], HP 10, Will 14, Per 14, FP 13

Social Background: TL: 4 [0]

Cultural Familiarities: Common (Native) [0]

Languages: Common (Native) [0].

Advantages [159]: Appearance (Attractive) [4], Bard (2) [10], Blessed [10], Charisma (2) [10], Claim to Hospitality (Followers of the Murdered God) (4) [10], Clerical Investment [5], Contact Group (Followers of the Murdered God) (Effective Skill 15) (9 or less; Completely Reliable) [30], Musical Ability (2) [10], Power Investiture (3) [30], Smooth Operator (1) [15], True Faith [15], Voice [10]

Disadvantages [-55]: Discipline of Faith (The Murdered God) [-5], Fanaticism (The Murdered God) [-15], Honesty (12 or less) [-10], Pacifism (Cannot Harm Innocents) [-10], Sense of Duty (Followers of the Murdered God) (Large Group) [-10], Vow (Restore the Murdered God) (Minor) [-5]

Quirks [-5]: Always eats what the servants eat [-1], Dislikes Apostate priests of the Murdered God [-1],

Imaginative [-1], Likes Dancing [-1], Quietly angry about the other gods abandoning his [-1]

Packages [0]: Bard (Fantasy) [0], Holy Man (Fantasy) [0]

Skills [63]: Acting IQ/A - IQ+0 14 [1]*, Administration IQ/A - IQ-1 13 [1], Area Knowledge (local) IQ/E - IQ+0 14 [1], Dancing DX/A - DX-1 10 [1], Diagnosis/TL4 (Human) IQ/H - IQ-2 12 [1], Diplomacy IQ/H - IQ+4 18 [8] */**, Enthrallment (Persuade) Will/H - Will-1 13 [2], Enthrallment (Sway Emotions) Will/H - Will-1 13 [2], Exorcism Will/H - Will-2 12 [1], Expert Skill (Bardic Lore) IQ/H - IQ-1 13 [2], Literature IQ/H - IQ+2 16 [4]***, Musical Composition IQ/H - IQ+2 16 [3]****, Musical Influence IQ/VH - IQ+1 15 [1]***/*, Musical Instrument (Harpsichord) IQ/H - IQ+0 14 [1]****, Musical Instrument (Lute) IQ/H - IQ+2 16 [4]****, Performance IQ/A - IQ+2 16 [2]**, Physician/TL4 (Human) IQ/H - IQ-2 12 [1], Poetry IQ/A - IQ+2 16 [2]***, Propaganda/TL4 IQ/A - IQ-1 13 [1], Public Speaking IQ/A - IQ+7 21 [2]*/**/*/~, Religious Ritual (The Murdered God) IQ/H - IQ+0 14 [4], Research/TL4 IQ/A - IQ-1 13 [1], Riding (Equines) DX/A - DX-1 10 [1], Savoir-Faire (High Society) IQ/E - IQ+2 16 [2]*, Sex Appeal (Human) HT/A - HT+3 16 [1]*/**/~~, Shortsword DX/A - DX-1 10 [1], Singing HT/E - HT+7 20 [2]**/*, Survival (Desert) Per/A - Per-1 13 [1],

Teaching IQ/A - IQ+1 15 [4], Theology (The Murdered God) IQ/H - IQ+0 14 [4], Writing IQ/A - IQ-1 13 [1]

*includes: +1 from 'Smooth Operator'

**includes: +2 from 'Voice'

***includes: +2 from 'Bard'

****includes: +2 from 'Musical Ability'

~ includes: +2 from 'Charisma'

~~includes: +1 from 'Appearance'

Spells [8]: Banish (Clerical) IQ/H - IQ+1 15 [1], Detect Magic (Clerical) IQ/H - IQ+1 15 [1], Major Healing (Clerical) IQ/VH - IQ+1 15 [2], Minor Healing (Clerical) IQ/H - IQ+1 15 [1], Purify Air (Clerical) IQ/H - IQ+1 15 [1], Purify Water (Clerical) IQ/H - IQ+1 15 [1], Sleep (Clerical) IQ/H - IQ+1 15 [1]

Stats [130] Ads [159] Disads [-55] Quirks [-5] Skills [63]
Spells [8] = Total [300]

Brother Lindon vividly remembers the day his God died. It was just so *sudden*. One moment, he was preparing a music lesson for the parish schoolchildren; the next, he was having a fit on the schoolroom floor. There was no warning, no omens, nothing that would suggest danger.

There was just this endless, awful moment where the warm presence in Lindon's soul was just gone, leaving behind a hole the size of a deity.

Nobody knows why the god died, to this day, although it probably wasn't a 'natural' death, however one might define the term. It didn't really matter, either, since the damage was done. Lindon's church collapsed under the strain; the Murdered God¹ wasn't there to answer prayers, offer counsel, or even just *be* there. Since other faiths' gods and goddesses were still around, it simply made sense for even the Murdered God's former priests to find different pantheons to follow. Most did.

Brother Lindon did not. For some reason (and he does not know what it is), the cleric still has theurgic access to the healing and cleansing rituals of the Murdered God. Brother Lindon can still use His holy symbol to ward off the unquiet dead and the forces of Evil. Most potent of all, Brother Lindon has odd, truly visionary dreams. The dreams he has come *true*, or offer genuine insight, and nobody else gets them.

¹ Obviously, they didn't call Him "The Murdered God" before the murder; but one of the things of the God's that got destroyed was His true name. Not even Lindon can remember it. It was written down, obviously, but it's just a collection of random letters to his former worshipers now. There's no *meaning* to it.

Brother Lindon thinks that all of this means that the Murdered God may not be *completely* dead. For a while, the man tried to resist the obvious corollary -- that it was his purpose to revive the deity, somehow -- because it felt dangerously like hubris. Eventually the cleric accepted his destiny, and is now attempting to revive the old faith of the Murdered God.

He has been surprisingly good at it. A combination of charisma, presence, an unbelievably perfect voice, undeniably good looks, and a whole lot of earnest faith makes Brother Lindon an excellent wandering preacher, but it's his ability to perform divine miracles that is drawing attention. At the rate he's going, he'll have reconstructed at least the skeleton of his old faith within a year, and then... and then Brother Lindon will see what happens. The man has faith that the Murdered God can be returned to His worshippers. Failing that, hopefully the god can at least tell them Who killed Him -- and how. 'How' is very important; while Brother Lindon has no desire to bring any harm to innocents, he has no compulsion against doing unto others what was done unto his god, as long as they truly deserve it.

In combat, Brother Lindon implores people to stop. The closest thing he has to a combat spell is Sleep, and he has a vague idea of how to hit people on the head with a

club, but he simply doesn't like hurting people. He's been captured by bandits twice... and it ended both times with the bandits being converted, and reforming their ways. Word got out, and now most criminal types simply avoid the cleric, if they can help it.

In a campaign, the fundamental question that needs to be answered before using this character is: *where is he getting his power from?* If it's just the Murdered God, the way Brother Lindon believes, then the cleric's path is straightforward. Resurrect the god, find out what happened, make Whoever did this pay. Brother Lindon doesn't want to convert the world, but he absolutely does plan to excise the guilty party from it.

What if it's another deity, though? That will depend. An actually evil deity is unlikely, if only because Brother Lindon shows no sign of corrupt or licentious behavior. His slowly regenerating organization is likewise doing measurable good in the world, and avoiding doing evil. But an ambitious spirit might decide that taking on the identity of the Murdered God would be profitable -- especially if it encouraged Brother Lindon to seek out whoever killed the original. The hope would be that the cleric would forgive a little deception, if it got him revenge.

The hope is probably correct.

Customization notes: At higher point totals, add Ally Groups, Patron (the church organization), Religious Rank, Independent Income (to support his lifestyle), Cultural Adaptability and new languages as he goes international. Brother Lindon is not intended to be combat-capable, and his spell list was deliberately limited.

- 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.