

Kimmy Lee [250pt]

Attributes [170]: ST 10, DX 13 [60], IQ 15 [100], HT 11 [10], HP 10, Will 15, Per 15, FP 11

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

Social Background: TL: 8 [0]
Cultural Familiarities: Western
Languages: English (Native) [0]

Advantages [89]: Appearance (Attractive) [4], Combat Reflexes [15], Gadgeteer (Quick) [50], Gizmo (1) [5], Very Fit [15]

Perks [4]: Masked [1], Style Familiarity (Jeet Kune Do) [1], Technique Adaptation (Counterattack) [1], Technique Adaptation (Feint) [1]

Disadvantages [-55]: Code of Honor (Comics Code) [-15], Curious (6 or less) [-10], Obsession (Martial arts) (Long-Term Goal) (12 or less) [-10], Pacifism (Cannot Harm Innocents) [-10], Sense of Duty (Downtrodden) (Large Group) [-10]

Quirks [-5]: Chauvinistic [-1], Dislikes Bullies [-1], Expression (Yells out attacks) [-1], Likes Candy [-1], Proud [-1]

Packages [0]: Jeet Kune Do (Martial Arts) [0]

Skills [47]: Cooking IQ/A - IQ-1 14 [1], Counterattack (Karate) Tech/H - 10 [2], Diplomacy IQ/H - IQ-2 13 [1], Ear Clap (Karate) Tech/A - 12 [1], Elbow Strike (Karate) Tech/A - 13 [1], Eye-Poke (Karate) Tech/H - 6 [2], Feint (Karate) Tech/H - 15 [2], Head Butt (Karate) Tech/H - 14 [2], Inventor! IQ/WC - IQ-2 13 [6], Judo DX/H - DX+0 13 [4], Jump Kick (Karate) Tech/H - 11 [2], Karate DX/H - DX+1 14 [8], Kicking (Karate) Tech/H - 13 [2], Knee Strike (Karate) Tech/A - 14 [1], Research/TL8 IQ/A - IQ-1 14 [1], Savoir-Faire (High Society) IQ/E - IQ+0 15 [1], Scholar! IQ/WC - IQ-3 12 [3], Science! IQ/WC - IQ-3 12 [3], Scrounging Per/E - Per+0 15 [1], Stamp Kick (Karate) Tech/H - 12 [2], Stealth DX/A - DX-1 12 [1]

Stats [170] Ads [89] Disads [-55] Quirks [-5] Skills [47] = Total [250]

Kimmy Lee is one cinematic confrontation away from her origin story. It's like God Himself designed her to be a teenaged sidekick to a costumed adventurer: she's a

brilliant eclecticist, a natural gadgeteer, in extremely good shape, *this* close to mastering a martial art, and has the instinctive drive to protect the innocent and the downtrodden. Best of all, from the point of view of a would-be caped crusader: she hasn't actually come up with her own heroic concept yet. Anybody who mentors Kim will find her amenable to superheroing under an existing theme.

So what's the problem? Mostly her chauvinism and pride. It's listed at quirk level on the character sheet because Kim can control her impulses when she has to, but the girl is remarkably rigid in her personal life. And it is 'girl,' not 'woman:' Kim's of legal age, but she's got the invincible sense of self-importance one associates with highly intelligent adolescents. Kim *cannot* let things go, either. When she wants to find out something, she goes and finds that out. It's like God intended her to be a walking mine detector, too.

Personality: see above, with the caveat that Kim isn't unlikeable, just remarkably willful. She is used to being the smartest person in the room, and while she'll admit that she doesn't know everything yet, most academic studies simply aren't hard for her. Since she *is* legitimately smart, she doesn't make many mistakes, and she learns from the ones she does make. Humility is thus no more than a

temporary emotion to her, and the ability to mind her own business is the most foreign of concepts.

All of that being said, Kim's a prime candidate to become a four-color superhero. She'll charge into a burning building to save somebody, will defend the helpless until she's unconscious or dead, and will truly believe that she was given her gifts to help others. Kim doesn't have the Stubbornness or Overconfident disadvantages; she's just a teenager. With the right mentor, she'll grow up quickly.

Tactics in combat: Jeet Kune Do doesn't give out belts, but her teachers think she'll be ready to start leading classes pretty soon. The few street punks who have had to face her in a street fight all ended up regretting it. Kim fights surprisingly dirty for a would-be four-color; she'd hate the idea of killing anybody, but she's definitely got the attitude of "if you want to keep your teeth, don't snatch purses." Note that she doesn't carry a gun in her current civilian identity, and isn't likely to do so as a superhero.

Her gadgetry is going to be absolutely flavored by the first superhero fights she does get into. If she runs into people with guns, she'll make her own body armor. If they all have one particular type of power (like flight packs or exoskeletons), she'll build stuff that neutralizes that. If

they're psions or mentalists, she'll start wearing a really strong tinfoil hat, and so forth.

Customization notes: Kim is designed to be an NPC that will grow at the same pace as the party does. As such, there's no one true way for her character to develop, although it's likely she'll pick up the Secret Identity and Enemy disadvantages at some point.

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