

Max Wilson [200 pt]

Attributes [160]: ST 11 [10], DX 13 [60], IQ 14 [80], HT 11 [10], HP 11, Will 14, Per 14, FP 11

Basic Lift 24, Damage 1d-1/1d+1, Basic Speed 6, Basic Move 6, Ground Move 6, Water Move 1

Social Background: TL: 6 [0]

Cultural Familiarities: Middle East [1]; Western (Native) [0].

Languages: Arabic (Accented) [2]; English (Native) [0]; Latin (None/Native) [2].

Advantages [60]: Charisma (1) [5], Claim to Hospitality (Local Academics) (3) [5], Combat Reflexes [15], Fit [5], Language Talent [10], Outdoorsman (1) [10], Tenure (Academic) [5]

Disadvantages [-65]: Bad Sight (Nearsighted) (Glasses) [-10], Code of Honor (Gentleman's) [-5], Code of Honor (Soldier's) [-5], Curious (12 or less) [-5], Honesty (12 or less) [-10], Lecherousness (12 or less) [-15], Pacifism (Cannot Harm Innocents) [-10], Sense of Duty (Comrades) [-5]

Quirks [-5]: Dislikes Whistles (reminds him of the war) [-1], Distinctive Feature (White lock of hair) [-1], Imaginative

[-1], Likes chewing gum over smoking [-1], Trademark (Scratching his initials in something not-valuable at digs) [-1]

Packages [0]: Academic (Horror) [0], Soldier of Fortune (Basic Set) [0]

Skills [50]: Anthropology (Human) IQ/H - IQ-2 12 [1], Archaeology IQ/H - IQ+1 15 [8], Brawling DX/E - DX+1 14 [2], Carousing HT/E - HT+0 11 [1], Driving/TL6 (Automobile) DX/A - DX+0 13 [2], First Aid/TL6 (Human) IQ/E - IQ+0 14 [1], Fishing Per/E - Per+1 15 [1]*, Guns/TL6 (Pistol) DX/E - DX+2 15 [4], Guns/TL6 (Rifle) DX/E - DX+2 15 [3], History (Classical) IQ/H - IQ+1 15 [8], Knife DX/E - DX+0 13 [1], Literature IQ/H - IQ-2 12 [1], Navigation/TL6 (Land) IQ/A - IQ+0 14 [1]*, Observation Per/A - Per-1 13 [1], Research/TL6 IQ/A - IQ+1 15 [4], Riding (Equines) DX/A - DX-1 12 [1], Savoir-Faire (Academic) IQ/E - IQ+0 14 [1], Savoir-Faire (High Society) IQ/E - IQ+0 14 [1], Savoir-Faire (Military) IQ/E - IQ+0 14 [1], Sex Appeal (Human) HT/A - HT-1 10 [1], Soldier/TL6 IQ/A - IQ-1 13 [1], Survival (Desert) Per/A - Per+0 14 [1]*, Teaching IQ/A - IQ+0 14 [2], Writing IQ/A - IQ+0 14 [2]

*includes: +1 from 'Outdoorsman'

Stats [160] Ads [60] Disads [-65] Quirks [-5] Skills [50] =
Total [200]

When they first meet him, people tend to assume that Max Wilson is simply *pretending* to be an archeologist. He's too tall, too obviously in shape, he has a military air about him, his grasp of classical languages is frankly not up to snuff -- surely he's a spy! Or, if you want to be charitable about it, a government liaison with a cover story. That's sort of like a spy, only with less in the way of lawbreaking. But not an archeologist, surely.

That's the story of Max's life. It's not his fault that he carries himself like a soldier: it's the Army's. *They* were the ones who pulled him out of his nice, comfortable graduate program and tossed him right into the Marne. It turned out that he was good at fighting, but the Army didn't know that ahead of time. He doesn't harbor a grudge at the military, but Max absolutely didn't stay in the Army a minute more than he had to.

Ironically, he had to spend a couple of years abroad anyway, doing more soldiering, of a sort. There wasn't space in his old college's program for him, and wouldn't be for a while. Max didn't *want* to be a freelance, but it turned out that there was always work in the Middle East for a steady-handed man who didn't drink to make the

nightmares go away. So he kicked around the former Ottoman territories for a bit, taking the respectable jobs. There was nothing wrong with being a convoy guard, or in watching over mail runs, and they were boring jobs. Well, mostly. There were a few times when things got a little *exciting*.

Thankfully, a year ago his old mentor telegraphed Max to let him know that there was now a vacancy in the department, and did he still want the position? Indeed, Max did, and immediately return home... only to find out that he wouldn't be staying long. The university was planning an expedition right *back* to the Middle East, and guess who would be expected to come along as a combination assistant and bodyguard? Never mind that his education was in Roman antiquities, either. That was brushed off as a mere detail.

On the other hand, being in the expedition would firmly put him back on track to finally get his doctorate. Besides, proper archeologists do field work, and at least Max speaks enough Arabic to get by. All in all, it wasn't a bad deal.

Right?

Personality: Max is going to be famous, or infamous, in the field of archeology... ten years from now. At the moment he's a charming, very intelligent would-be heartbreaker who makes up for it by being reliable in anything *not* involving the fairer sex. He's not good at being shady, but he knows when to back his friends. Max is also not one to let an insult or offense just go unchallenged, although he's not a bully or a murderer. The man has had more than his share of brawls.

In combat, Max is a big believer in shooting bad people from as far away as possible, right in the center of mass. He's in no way a coward, but the man has all the contempt for a 'fair fight' that you'd expect from someone who fought his way through the Hindenburg Line. If the guns come out, somebody's going to die. He'd much rather that it'd be the people on the other side.

Customization notes: at 200 points, Max is a reasonably balanced starting character. Note that the character has neither supernatural abilities, nor knowledge of the occult. He could be anything from a credulous believer to an inflexible skeptic.

225 pts: Increase Arabic [2] and Latin [2] to Native; add French (Native) [4] and Greek (Accented) [2]. Add one

level of Outdoorsman [10]. Increase Sex-Appeal to 12 [3] and Diplomacy 13 [2].

250 pts: As above, and add Patron (University) [20] and Status 1 [5].

300 pts: As above, and increase Charisma to 2 [5], add Appearance: Attractive [4], Smooth Operator 2 [30], and Social Chameleon [5]. Add Acting at 16 [2], Disguise at 14 [2], and Fast-Talk at 15 [1] (note that Smooth Operator bonuses have already been factored in).

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