



SUPPORTING CAST

Terrible Beauties

for *GURPS Fourth Edition*

by Stephen Dedman

"'Twas beauty killed the beast."

--Carl Denham, *King Kong*

"I wish you would stop looking for beauty in things that want to kill us."

Tyr Anasazi, *Andromeda*

Beauty has been described as a fatal gift, but sometimes it can prove fatal to bystanders rather than the recipient.

With this in mind, here is a collection of beautiful people intended to make life more interesting -- and possibly much shorter, particularly for player characters with the Lecherousness disadvantage. Each one is designed with a particular cultural background in mind, but requires only minor changes to adapt for almost any setting.

Achilla

Achillia is a female gladiator from Gaul, famed for her skill as a dimachaeurus (two knife fighter). She has won enough matches to earn her freedom, but keeps returning to the arena because she enjoys the adulation and the adrenalin rush. When not fighting, watching fights or training fighters, Achillia can usually be found in wineshop below her small apartment, enjoying gossip and the company of her admirers.

Achillia plans to marry if she lives into her thirties and has to think about retirement, and is always on the look-out for husband material -- but in the interim, she's a serial monogamist, who's slept with even more men than she's killed. Getting her into bed is rarely difficult: even a critical failure on Sex-Appeal skill isn't likely to earn the suitor anything more deadly than a knee strike to the groin. The main problem with being her lover is that Achillia expects all of her men to remain faithful to her until she discards them, and may attack those she catches with other women. She also enjoys watching men fight over her.

Trying to end a relationship with Achillia is much more dangerous than starting one; the best thing to do is to either come up with a pretext for leaving Rome, or to wait until she finds someone else more appealing (which usually takes one to six months -- 1d, or one month for each point of the love object's positive reaction roll modifiers).

If provoked into a lethal attack, either in the arena or outside it, Achillia's usual response is to draw her knives and slash at a man's groin, giving him the choice of surviving as a eunuch or bleeding to death. She rarely uses her knife on women, preferring to punch them in the face repeatedly.

Campaign Uses: Achillia is intended as bait for characters with the Lecherousness disadvantage: a way of luring them into danger. She's not a particularly expensive mistress, though she does expect occasional gifts from lovers who can afford them (add 15-20% to cost of living for status of 1 or higher); less wealthy suitors may be asked for Favors (treat as a -2 point Duty disadvantage).

Other Settings: Achillia is designed for an *Imperial Rome* campaign, but she can easily be adapted to any setting with gladiatorial contests (legal or otherwise).

Achillia

170 points

Ht 5'7", Wt 145 lbs, Size Modifier 0, Age 26.

Appearance: Fair complexion, black hair cut short, blue eyes; a healthy-looking woman with a beautiful face and body, and heavily-scarred muscular arms.

Languages: Gaulish (Native) [0], Latin (Accented) [4]. TL: 2. Cultural Familiarity: Imperial Rome.

Attributes: ST 13 [30]; DX 12 [40]; IQ 10 [0]; HT 13 [30]. [100 points]

Secondary Characteristics: Dmg 1d/2d-1; BL 34; HP 13 [0]; Will 10 [0]; Per 11 [5]; FP 16 [9]; Basic Speed 7 [15]; Basic Move 7 [0]. [29 points]

Advantages and Perks: Ambidexterity [5]; Appearance (Beautiful) [12]; Combat Reflexes [15]; Fearlessness/2 [4]; High Pain Threshold [10]; Honest Face [1]; Less Sleep/2 [4]; Reputation: accomplished gladiator, +2 to gladiator fans (large group), always recognized [5]. [56 points].

Disadvantages and Quirks: Bad Temper (6)[-20]; Bloodlust (12)[-10]; Congenial [-1]; Impulsiveness (15)[-6]; Jealousy (9)[-15]; Lecherousness (15)[-7]; Social Stigma (Minority Group, -2) [-10]; Staid [-1]. [-70 points].

Skills and Techniques: Acrobatics (H) DX [4]-12; Area Knowledge (Rome) (E) IQ [1]-10; Body Language (A) Per [2]-11; Brawling (E) DX+1 [2]-13; Carousing (A) HT [2]-13; Current Affairs/TL2 (Sport) (E) IQ [1]-10; Elbow Strike (A) Brawling-1 [1]-12; Dual-Weapon Attack (Knife) (H) Knife [5]; Erotic Art (A) DX+1 [4]-14; Fast-Draw (Knife) (E) DX [2]-14 *; Holdout (A) IQ [2]-10; Knee Strike (A) Brawling [2]-13; Melee Weapon (Knife) (E) DX+3 [8]-15; Sex Appeal (A) HT+1 [4]-14; Streetwise (A) IQ-1 [1]-9; Survival (Woodlands) (A) Per-1 [1]-10; Swimming (E) HT [1]-13; Thrown Weapon (Knife) (E) DX+2 [4]-14; Wrestling (A) DX+1 [4]-13. [51 points]

* +1 for Combat Reflexes

Gear: Two large knives (fine quality).

Carrie Norris

Isaac Asimov once said that one saving grace of mad scientists is that they traditionally have a beautiful daughter, and Julian Norris is no exception.

Professor Norris is famed as an astronomer, but he is also known for being interested in the stranger fringes of science to the point of regarding the Theoretical Science Foundation as being conservative. Despite occasionally unethical behavior, he is tolerated by the orthodox scientific community because he keeps making remarkable discoveries in a variety of fields while looking for something else (usually signs of extra-terrestrial intelligence).

Norris's wife died when Carrie, their only child, was 14. Carrie soon took over the job of acting as her father's assistant and caregiver. As well as studying the stars, she was fascinated by nocturnal animals, particularly bats.

Carrie doesn't remember being bitten by a vampire, but once she'd risen from her grave near the observatory, she and her father adjusted very quickly: the only problem was obtaining enough human blood to keep her active. The Professor usually get supplies from unethical medical researchers, but sometimes these sources dry up and Carrie has to leave the observatory to hunt for drifters or campers -- or snack on visiting scientists and students. She prefers unconscious victims who she can leave alive, but either she or her father will kill to keep her safe.

Professor Norris tries to keep Carrie out of sight as much as possible (after all, she's legally dead), but PCs who visit his observatory would be well advised not to investigate any locked rooms.

Carrie dreams of finding a husband, but will react very badly to indecent propositions.

Campaign Uses: If Carrie Norris takes a liking to a PC, she may become a useful Ally. She could also be a dangerous Enemy . . . and her father's friends include some of the Cabal's most ingenious mad scientists and gadgeteers.

Norris is also hoping to find a way to bring Carrie fully back to life -- even if it means transplanting her brain into another body (female, of course).

Other Settings: Carrie Norris is designed for an *Atomic Horror* campaign, but with minor tweaking she would fit into any setting from *Steampunk* to *Cyberpunk*.

Carrie Norris

275 points

Ht 5'5", Wt 120 lbs, Size Modifier 0, Age 24.

Appearance: A beautiful young woman, with a pale complexion, platinum blonde hair, and pale blue eyes.

Languages: English (Native). TL: 7. Cultural Familiarity: Western.

Attributes: ST 14 [40]; DX 11 [20]; IQ 12 [40]; HT 13 [30]. [130 points]

Secondary Characteristics: Dmg 1d/2d; BL 39; HP 14 [0]; Will 13 [5]; Per 15 [15]; FP 13 [0]; Basic Speed 6 [0]; Basic Move 6 [0]. [20 points]

Advantages and Perks: Absolute Timing [2]; Ally (Father, appears on 6 or less) [6]; Alternate Forms (Bat, Wolf) [30]; Appearance (Beautiful) [12]; Charisma 2 [10]; Doesn't Breathe [20]; Dominance [20]; Eidetic Memory [5]; Honest Face [1]; Immunity to Metabolic Hazards [30];

Injury Tolerance (Unliving) [20]; Insubstantiality (Costs Fatigue; 2 FP, -10%) [72]; Night Vision 8 [8]; Speak With Animals (Wolves and bats, -60%) [10]; Unaging [15]; Unkillable 2 (Achilles' Heel: Wood, -50%) [50]; Vampiric Bite [30]. [341 points].

Disadvantages and Quirks: Attentive [-1]; Bad Sight (Nearsighted; Mitigator, glasses, -60%) [10]; Broad-Minded [-1]; Collects romance novels and horror comics [-1]; Curious (6) [-10]; Dependency (Coffin with soil of homeland; Daily)[-60]; Dependent (Father, Loved One) [-30]; Divine Curse (Cannot enter dwelling for first time unless invited)[-10]; Draining (Human Blood, Illegal) [-10]; Dread (Garlic)[-10]; Dread (Religious Symbols, 5 yards)[-14]; Dread (Running Water)[-20]; Mild phobia of sex [-1]; Pacifism (Reluctant Killer) [-5]; Shyness, Mild [-5]; Supernatural Features (No Body Heat*, No Reflection, Pallor *)[-16]; Unhealing (Partial) [-20]; Weakness (Sunlight; 1d/minute)[-60]; Workaholic [-5]. [-266 points].

Skills: Acting (A) IQ-2 [1]-10 *; Administration (A) IQ-1 [1]-11; Artist (Drawing) (H) IQ [4]-12; Astronomy/TL7 (H) IQ+1 [8]-13; Cooking (E) IQ [1]-12; Current Affairs/TL7 (Science & Technology) (E) IQ+1 [2]-13; Driving/TL7 (Car) (A) DX-1 [1]-10; Electronics Operation/TL (Scientific) (A) IQ+1 [4]-13; Expert Skill (Thanatology) (H) IQ-1 [2]-11; First Aid/TL (E) IQ+1 [2]-13; Housekeeping (E) IQ+1 [2]-13; Judo (H) DX-1 [2]-10; Naturalist (H) IQ [4]-12; Photography/TL7 (A) IQ [2]-12; Research/TL7 (A) IQ+2 [8]-14; Savoir-Faire (E) IQ-1 [1]-11 *; Scrounging (E) Per [2]-16; Typing (E) DX+1 [2]-12; Weird Science (VH) IQ-1 [2]-10; Writing (A) IQ+1 [4]-12. [50 points]

* -1 for Shyness

Paula Chiang

Paula Chiang had grown up on Alardin, but was working as a security guard on Ironsides when a fuel tank exploded nearby. By the time she was rescued, her body was burned beyond recognition and fragments of the tank had destroyed her eyes and parts of her brain -- but she was still undeniably alive.

Because her medical insurance didn't cover such extensive injuries, her employer was about to opt for euthanasia, but one of their medical scientists convinced the accountants that Paula would be more valuable as an experimental subject. Over the next few years, they replaced her skin, eyes, and other damaged body parts with vat-grown synthetics, and discovered that some of these had remarkable properties. Eventually, they had a cyborg able to impersonate any person of similar size.

Paula spent the next few years training to act as a spy for the corporate state. She didn't remember much about her past, so she was prepared to accept her employer's assurances that she was injured in an eco-terrorist attack and that the company had healed her at their own expense -- which she would now have to pay back. Once she'd gotten used to her new body, she came to enjoy what it could do. On and off-duty, she frequently shapes herself into a Very Handsome man or Very Beautiful woman... though when she needs to travel without being noticed, she does so as a very average-looking individual.

Paula now acts as much out of loyalty to the corporation as anything else; her debt rarely decreases, as she regularly agrees to more implants and modifications. She's mostly employed as an industrial spy and saboteur, but when she's asked to kill, she does so without compunction.

Campaign Uses: Paula will usually be encountered acting as an agent for the corporation (or

whatever medium-sized group the GM chooses). She may be assigned to spy on the PCs, or to guard them, or to kill them. She likes using Sex Appeal to get close to her victims, preferring to rob them while they're asleep or naked, or to murder them in bed with no witnesses present.

Because Paula often mimics innocent bystanders when she wants to blend in, there's also a danger that she will take on the form of one or more of the PCs -- temporarily giving them a Mistaken Identity disadvantage that can prove very dangerous, especially if the same form is seen committing a murder and making a quick getaway . . .

Other Settings: Paula is designed for use in a *Space* or *Cyberpunk* setting, though with a slightly different origin story, she'd make a fine metavillain for a Supers campaign.

Paula Chiang

475 points

Ht 5'10", Wt 150 lbs, Size Modifier 0, Age 39.

Appearance: Variable (see below).

Languages: Universal (Native). TL: 11. Cultural Familiarity: Edda Sector.

Attributes: ST 13 [30]; DX 13 [60]; IQ 13 [60]; HT 13 [30]. [180 points]

Secondary Characteristics: Dmg 1d/2d-1; BL 34; HP 15 [10]; Will 13 [0]; Per 16 [15]; FP 13 [0]; Basic Speed 7 [5]; Basic Move 7 [0]. [30 points]

Advantages and Perks: Ambidexterity [5]; Combat Reflexes [15]; Double-Jointed [-15]; Fearlessness/3 [6]; Fit [5]; Gizmos [5]; High Pain Threshold [10]; Less Sleep/3 [6]; Security Clearance [10]; Temperature Tolerance 1 [1]; Wealth (Comfortable) [10]. [94 points].

Cybernetics: Accessory [1]; Breath-Holding 3 [6]; Chameleon 3 [15]; Discriminatory Hearing [15]; Elastic Skin [20]; Extra Arms (Bioplastic hair: Extra-flexible Enhancement +50%; Weak limitation, -50%)[10]; Hermaphromorph (Takes Extra Time limitation x2, -20%)[4]; Infravision [10]; Mimicry [10]; Modular Abilities (Chip Slots 2 (4, 4)[34]; Payload (Cargo, 4 lbs)[2]; Sanitized Metabolism [1]; Voice [10]. [168 points].

Disadvantages and Quirks: Amnesia [-10]; Callous [-5]; Careful [-1]; Curious (12)[-5]; Debt [5]; Duty (12 or less)[-10]; Flashbacks (Mild)[-5]; Greed (15)[-7]; Imaginative [-1]; Intolerance [-10]; Likes sadomasochistic porn [-1]; Sense of Duty (Company)[Large Group][-15]; Unusual Biochemistry [-5]. [-79 points]

Skills and Techniques: Acrobatics (H) DX [4]-13; Acting (A) IQ [2]-13; Area Knowledge (Edda Sector) (E) IQ [1]-13; Beam Weapons/TL11 (Pistol) (E) DX+1 [2]-15; Climbing (A) DX+3 [2]-18*; Detect Lies (H) Per [4]-15; Disguise (A) IQ+2 [4]-18§; Electronic Operations/TL11 (Security Systems)(A) IQ [2]-13; Erotic Art (A) DX+4 [1]-16*; Escape (H) DX+1 [1]-17*; Fast-Draw (Knife)(E) DX+1 [1]-14‡; Fast-Draw (Pistol)(E) DX+1 [1]-14‡; Fast-Talk (A) IQ+2 [2]-15‡; Interrogation (A) IQ [2]-13; Intimidation (A) Will [1]-13; Judo (H) DX [2]-12; Karate (H) DX+1 [8]-14; Kicking (H) Karate [3]-14; Knee Strike (A) Karate [2]-14; Mimicry (Speech) (H) IQ+2 [4]-15‡; Observation (A) Per [2]-15; Photography/TL11 (A) IQ [2]-13; Research/TL11 (A) IQ+1 [4]-14; Savoir-Faire (E) IQ [1]-13; Scaling (H) Climbing -1 [2]-17; Search (A) Per [2]-15; Sex Appeal (A) HT+2 [2]-15‡; Shadowing (A) IQ+1 [4]-14; Stealth (A) DX+1 [4]-14; Streetwise (A) IQ+1 [2]-13; Swimming (E) DX [1]-13; Throwing (A) DX [2]-13; Tracking (A) Per [1]-14. [79 points]

- * +5 for Double-Jointed
- † +2 for Voice
- ‡ +1 for Combat Reflexes
- § +4 for Elastic Skin

Sir Vyvyan Dumont

Gear: Fine Thrusting Bastard Sword; Lance; Large Knife; Dagger; Medium Shield; Steel Corselet, Plate Arms and Legs, Greathelm, Gauntlets, Sollers; Heavy Cloak; Heavy Warhorse in Full Plate Barding and Head/Neck Armor, with War Saddle; Personal Basics; First Aid Kit.

Sir Vyvyan is widely esteemed as an example of the perfect gentil knight: handsome, brave, chivalrous, and skilled with weaponry. Much of his reputation comes from his performance in tournaments, where he always draws a crowd; he is also famed as a slayer of monsters, having brought back a good collection of severed heads, skins, and dragon hoards as trophies of his exploits. Bards and jesters have dubbed him Sir Vivor, because of his ability to return from the hunt without so much as a bruise on his handsome face. It's less often remarked -- at least, not at court -- that many of Sir Vyvyan's squires and other companions don't return at all, or that he spends more on new armor, weapons and warhorses than any other knight in the king's service.

Much of Sir Vyvyan's success comes from a powerful charm placed upon him at birth -- a spell that automatically teleports him to safety if he's in serious peril. Sometimes this is against his will; more often, he's unconscious when it happens, and wakes up naked miles from the battle or the monster's lair. Unfortunately, he can not take his companions with him. None have survived to tell of his miraculous escapes, and as Vyvyan is ashamed of his gift, he doesn't speak of it either: at most, he may try to discourage those who would follow him, but he will never ignore a call to arms or a perilous quest.

Sir Vyvyan believes in Courtly Love, but his vow of chastity gives him +4 to resist Sex-Appeal attempts.

Campaign Uses: If the PCs attach themselves to Sir Vyvyan in the hope of gaining glory and/or treasure, they are likely to find both -- but there may also come a time when they find that the strongest fighter of their team has disappeared, leaving the dragon chewing on an empty suit of armor. As a small consolation, when Sir Vyvyan disappears, he also leaves some very good weapons and other items behind.

While has obvious drawbacks as an Ally, Sir Vyvyan would make a very dangerous Enemy.

Other Settings: Sir Vyvyan is intended for use in a fantasy campaign, but could be encountered in any settings where magic works. In a no-mana zone, his protective charm won't work, and he'll have to fight alongside the player characters!

Sir Vyvyan Dumont

200 points

6'4", 220 lbs, Size Modifier 0, Age 36.

Appearance: tanned complexion, gray eyes, short wavy black hair.

Languages: English (Native). [0 points] TL: 3. Cultural Familiarity: Yrth.

Attributes: ST 14 [40]; DX 11 [20]; IQ 10 [0]; HT 13 [30]. [90 points]

Secondary Characteristics: Dmg 1d/2d; BL 39; HP 14 [0]; Will 11 [5]; Per 11 [5]; FP 13 [0]; Basic Speed 6 [0]; Basic Move 6 [0]. [10 points]

Advantages and Perks: Appearance (Very Handsome, Impressive)[16]; Charisma 5 [25]; Daredevil [15]; Fearlessness 5 [10]; High Pain Threshold [10]; Rapid Healing [5]; Reputation (hero, +3, recognized by everyone all the time)[15]; Status 2 [10]; Warp (10 mile range, -20%; Uncontrollable, -10%, Unconscious Only, -20%, Arrives Naked, -30%)[20]; Very Fit [15]; Wealth (Comfortable)[10]. [141 points].

Disadvantages and Quirks: Alcohol Intolerance [-1]; Chummy [-5]; Code of Honor (Chivalry)[-15]; Duty (Liege Lord; 9 or less)[-5]; Honesty (6)[-20]; Impulsiveness (12)[-10]; No Sense of Humor [-10]; Overconfidence (6)[-10]; Vow (Chastity)[-5]; Vow (Never refuse a quest for aid) [-15]; Weirdness Magnet [-15]. [-111 points].

Skills and Techniques: Animal Handling (Equine) (A) IQ [4]-11; Armoury/TL3 (Melee Weapons)(A) IQ [2]-10; Falconry (A) IQ [2]-10; First Aid/TL3 (E) IQ [1]-10; Heraldry (A) IQ [2]-10; Lance (A) DX+2 [16]-15; Leadership (A) IQ+6 [4]-16*; Melee Weapon (Broadsword) (A) DX+2 [12]-14; Public Speaking (A) IQ+4 [1]-14*; Riding (Horse) (A) DX [8]-13; Savoir-Faire (E) IQ+2 [4]-12; Shield (E) DX+3 [8]-14; Tactics (H) IQ-2 [1]-8. [60 points]

* +5 for Charisma

Wakana the Songbird

Wakana the Songbird is a Kyoto geisha famed for her musical performances as much as her beauty. Her concerts are always well-attended by Kyoto's wealthiest and most influential, and serve as advertisements for her private parties. Only the very fortunate get to sleep with her.

Wakana likes money, and what it can buy: unfortunately, more than 90% of her earnings go to her mama-san, and much of the rest goes on clothes, jewelry and cosmetics. She lives in hope of persuading someone to buy her contract (worth 4,000 silver), and uses all of her abilities to that end.

Campaign Uses: PCs with the Lecherousness disadvantage who meet Wakana and fail their self-control rolls will be offered a chance to attend one of her parties, at a cost of 200 silver pieces (no guarantee of sex, unless Wakana has an Excellent reaction to the character). PCs who lack the funds will have to make a Will roll to avoid being tempted into selling their belongings or joining risky money-making schemes (treasure hunts, robberies, etc.). Desire for Wakana can easily turn into an Obsession disadvantage (-5 points for wanting to sleep with her, -10 points for wanting to buy her contract).

Wakana also makes a dangerous Enemy: her devotees always include at least one daimyo with a retinue of samurai, and at least one wealthy merchant who hires sumo wrestlers as bodyguards. The easiest way to make her a PC's enemy is for her to think he's stolen from her, or broken a promise (particularly a promise of money).

Other Settings: With a little tweaking, Wakana can fit into any world that combines a sex industry with other forms of entertainment. In other times and worlds, she may have extra disadvantages such as Addiction or Social Disease, and be in debt to her drug dealer or other criminal figures, rather than being indentured to a mama-san.

Wakana the Songbird**225 points**

Ht 4'11", Wt 95 lbs, Size Modifier 0, Age 26 (usually looks younger).

Appearance: Ivory complexion, immaculately groomed black hair, brown eyes; a beautiful Japanese woman in brightly colored silk kimono.

Languages: Japanese (Native) [0]. TL: 4. Cultural Familiarity: Japan.

Attributes: ST 8 [-20]; DX 12 [40]; IQ 12 [40]; HT 12 [20]. [90 points]

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16; HP 9 [0]; Will 13 [5]; Per 13 [5]; FP 12 [0]; Basic Speed 6 [0]; Basic Move 6 [0]. [10 points]

Advantages and Perks: Acute Hearing 2 [4]; Appearance (Very Beautiful) [16]; Charisma 1 [5]; Fashion Sense [5]; Fit [5]; Musical Ability 2 [10]; No Hangover [1]; Reputation (+2 to wealthy, large group, always recognized) [5]; Versatile [5]; Voice [10]; Wealth (Comfortable) [10]. [81 points].

Disadvantages and Quirks: Callous [-5]; Debt [-2]; Dislikes cats [-1]; Duty (on 15 or less, Nonhazardous)[-10]; Greed (12)[-15]; Imaginative [-1]; Incompetence (Navigation)[-1]; Likes fellow artists (+1 or more to reaction rolls); Proud [-1]; Social Stigma (Valuable Property) [-10]. [-57 points]

Skills and Techniques: Acting (A) IQ+1 [4]-13; Area Knowledge (Kyoto) (E) IQ [2]-13; Artist (Flower Arranging) (H) IQ [4]-12; Carousing (E) HT+2 [4]-14; Connoisseur (Music) (A) IQ [2]-12; Current Affairs/TL6 (High Culture)(E) IQ+1 [2]-13; Dancing (A) DX [4]-13; Detect Lies (H) Per [4]-13; Diplomacy (H) IQ+3 [8]-15†; Erotic Art (A) DX [4]-13; Fast-Talk (A) IQ+2 [2]-14†; First Aid/TL4 (E) IQ [1]-12; Holdout (A) IQ [1]-11; Judo (H) DX [2]-11; Knot-Tying (E) DX [1]-12; Literature (H) IQ-1 [2]-12; Makeup/TL4 (E) IQ+2 [2]-13; Meditation (Tea Ceremony)(H) Wil [2]-12; Melee Weapon (Knife) (E) DX [2]-13; Merchant (A) IQ [2]-12; Mimicry (Speech) (H) IQ+ [2]-13†; Musical Composition (H) IQ+2 [2]-15*; Musical Influence (VH) IQ+3 [4]-15*†; Musical Instrument (Samisen)(H) IQ [2]-15*; Observation (A) Per-1 [1]-12; Performance (A) IQ+3 [8]-15†; Professional Skill (Geisha) (A) IQ+2 [8]-14; Savoir-Faire (E) IQ+1 [2]-13; Sex Appeal (A) HT+1 [8]-16†; Singing (E) HT+5 [2]-18*†; Writing (A) IQ [2]-12. [96 points]

* +2 for Musical Ability

† +2 for Voice

Gear: Dagger disguised as hair ornament; silk kimono; samisen; fan; personal basics.

Adventure Seeds

Now You See Him . . . (Fantasy) Prince Amar rightly suspects that his wife Talia is in love with Sir Vyvyan. He has no proof of infidelity, but he asks the PCs to watch the knight, to make sure that he's never alone with the princess. This means following him on his quests until the Prince feels sure that nothing untoward is going on. If his paranoia worsens, he might even arrange for Sir Vyvyan to be killed -- which will prove much more difficult than he thinks.

Farce Majeure (Japan): Wakana comes to believe that one of her clients has enough money to buy her contract, and that the only reason he doesn't do so is that he's already married. She

persuades another of her lovers to send someone to kill the man's wife, Ryoko.

The PCs are recruited to guard Ryoko -- who is also Beautiful, has the Lecherousness disadvantage, and is quietly angry that her husband is spending so much on a geisha. She can't stop him, but she might take revenge by trying to seduce an appealing PC who's acting as her bodyguard. If she succeeds, the PCs will have to hide the affair from their employer, or be in more danger from his hirelings than they are from Wakana's.

Business and Desire (*Horror*): When aging millionaire Hugh Howe hears that Carrie Norris is a vampire, he offers Norris a small fortune if she will bite a few experimental subjects, to see whether they turn into vampires. If they do, and don't age, then Howe himself wants to be bitten. When the Norrises refuse, Howe arranges for Carrie to be abducted.

Norris escapes, and asks the TSF to rescue his daughter. Of course, the longer they take to find her, the hungrier she'll get.

Double-Edged (*Time Travel*): The PCs are visiting first-century Rome, when suddenly one of their group disappears. It turns out that they've inadvertently changed time, and Achillia has just castrated one of the team member's male ancestors, wiping out the family line. The PCs have to return to the previous day and find a way to protect the man -- but without killing Achillia, which would have an even greater potential to cause paradoxes.

The Best Defense (*Space*): When one of the PCs (preferably one with the Lecherousness disadvantage) is called as an important witness in a case against Paula Chiang's employer, the corporation decides that the ideal solution is for the PC to temporarily disappear and for Paula Chiang to replace him. To do this, she'll have to get him alone before the trial, immobilize him, and steal his clothes.

If she succeeds, the other PCs will have to try to work out why their friend is different, and why his testimony has changed. If Paula escapes, the witness will have a lot of explaining to do -- and may be facing a perjury charge.

[Past Columns](#)

Article publication date: December 8, 2006

117 *Pyramid* subscribers rated this article **3.64** on a scale of 1 to 5. Visit the [ratings page](#) for more info.

Copyright © 2006 by [Steve Jackson Games](#). All rights reserved. Pyramid subscribers are permitted to read this article online, or download it and print out a single hardcopy for personal use. Copying this text to any other online system or BBS, or making more than one hardcopy, is *strictly prohibited*. So please don't. And if you encounter copies of this article elsewhere on the web, please report it to webmaster@sjgames.com.



[Home](#) - [Subscribe!](#) - [Current Issue](#) - [Playtesting](#) - [Chat](#) - [Advertising](#) - [Index of Advertisers](#) - [Feedback](#)