

Jennifer Williamson (Jenna of the Scythe), well-meaning necromancer

copyright 2000 by Brandon Cope

ST: 9 [-10] Swing 1d-1, Thrust 1d-3
DX: 10 [0] Speed 5, Move 5, Dodge 5
IQ: 13 [30]
HT: 10 [0]

Point Total: 32

Advantages: Magery 2 (Necromantic spells only) [16]

Disadvantages: Delusion (Thinks that necromancy can help in everyday life) [-5]; Obsession (Places the search for occult knowledge above safety of others) [-10]; Secret (necromancer) [-10]

Quirks: Unusual sense of humor; Thinks she's unattractive, Very strong interest in the supernatural

Skills: Acting-14 [4]; Area Knowledge-13 [1]; Guns (pistol)-12 [1]; Disguise-14 [4]; Knife-10 [1]; Occultism (Undead)-13 [2]; Research-13 [2]; Singing-11 [2]; Thaumotology-12 [2]; Theology-11 [1]

Grimoire: (all are level 13 with 1 point invested) Animation; Death Vision; *Lend HT; *Minor Healing; Sense Spirit; Skull Spirit; Steal Strength; Summon Spirit; Zombie
(* - only usable in High or Very High Mana zones)

Equipment

Small knife (1d-3 cut/imp, rarely carried); .32 revolver (2d-3 cr, 5 shots, rarely carried)

Appearance

Jennifer is 5'4" tall, 135 lbs with lightly tanned skin, short curly black hair, brown eyes and a boyish appearance

Biography

Jennifer is a necromancer hiding under the cover of an actress in a travelling troupe which performs at renaissance festivals. In addition, she frequently plays the role of the Angel of Death (hence her name, given by her fellow actors). She is almost obsessed with the supernatural, an unnatural interest that has almost attracted the eyes and ears of the Cabal on a few occasions. Considering the illegality of many of her activities, it is attention she can best do without.

However, she is very different from the stereotypical necromancer, in that rather than assembling an undead army to take over the world, Jennifer feels that necromancy could be as important a tool as any other kind of magic, given proper research and application. She does, of course, realize the cultural inertia (in the form of total revulsion towards necromancy) she must overcome, but Jennifer is willing to try.

As a teenager, Jennifer developed an interest in necromancy (rooted in her interest in fiction) and, through lengthy research in forgotten parts of old libraries and trips to sellers of obscure books, she was able to teach herself the basics of the dark arts.

Encountered

Jennifer travels constantly, so she can be encountered just about anywhere.

Canonicity

Jennifer is designed using normal GURPS® rules.

What if?

Jenna of the Scythe works reasonably well in a generic fantasy campaign. There would be two major complications (the Church and being a woman) in a Middle Ages campaign. She could fit in campaigns set in the 1920's, Victorian England or perhaps even a steampunk campaign.

Adventure Seeds

Grave Robber: The PCs become aware of a series of apparent grave robberies (though only the bodies are being stolen). The only common link is that they occur around the time a renaissance festival is held in the area. Further checking will reveal that there are five acts and vendors that have appeared in all of the festivals. Finding out who is responsible (and why) is up to the PCs.