

GABRIELLE SA'AR III

824 points

Between heaven and hell meanders the river Styx, where Charon's fleet of ghostly boats carries souls through the misty realm of the afterlife to their reward. But the freedom of the Styx is now under threat! The enemy is the Leviathan, an infernal armada of sea monsters and demonic corsairs. To protect the safe passage of souls from being devoured or enslaved and dragged down to hell, the spirit mechanics of the Celestial Court fused select innocent spirits of the elect with regalia – "spirit vessels" – imbued with the supernatural power of iconic warships. Able to walk on water at high speed, and armed with powerful mystical firearms that meld divine magic and human technology, the Celestial Squadron patrols the River Styx and, also, is occasionally dispatched to Earth to hunt straying aquatic demons or infernal sea monsters summoned by foolish mortal magicians.

Gabrielle is one such celestial sailor: the incarnate spirit of an Israeli Sa'ar II missile boat. Gabrielle (who also goes by the name "Tempest" after the English translation of Sa'ar) appears as a teenage girl with long black hair and intense, piercing eyes, dressed in an Israeli naval cadet's uniform. Her Reawakened ability is derived from the historical experiences of the warship being personified, the traditions of its navy, or the skills of its human crew.

She still sometimes misses her life as a human back on Earth, where she died while saving a drowning companion. Even so, she enjoys her exciting roll as a naval psychopomp and demon hunter for the Celestial Court. She has made several friends among other spirit-sailors, who come from various nations and times.

At the fleet naval base – a steampunk city located on a fortress-island near the Styx's headwaters – she can power up what is called her "spirit vessel" – a rakish, steel-gray superstructure backpack with radar antenna and ECM gear, a pair

SA'AR III

The Sa'ar III class are small but lethal warships that were used by the Israeli Navy in the 1970s and 80s. They are 147' long, with a steel hull, displacing 250 short tons. They are crewed by 40 sailors. Based on an upgraded German design, they were built in France and had just been completed when the French government placed an arms embargo on Israel in the wake of the Six Day War. In a legendary caper, the undelivered boats were manned covertly, then sailed out of Cherbourg to Israel, to become the centerpiece of the Jewish state's small fleet. The Sa'ar ("Tempest") and her sister ships were originally armed primarily with 40mm or 76mm guns, but soon received various upgrades (hence the moniker Sa'ar III for this model) including the Israeli-made Gabriel anti-ship missile and various ECM systems such as radar detectors and radar-obscuring chaff launchers. During the hard-fought Yom Kippur War (1973), Israel's small flotilla of missile boats defeated their Syrian navy counterparts at the Battle of Latakia, the first naval engagement in history in which both sides used guided missiles.

of radio headphones, heavy metallic footgear, and multi-part strap-on missile launchers attached to her thighs and lower back, and atop the superstructure, a football-sized gun turret.

In combat, she wears her cadet "sailor suit" uniform and cap plus the superstructure backpack, naval motor boots, and weaponry that represent the Sa'ar III spirit vessel she is bonded with. If destroyed, she can be rebuilt, but this requires a month-long process performed by the Celestial Fleet's angelic admirals and their supernatural machines.

ST 10 [0]; **DX** 12 [40]; **IQ** 13 [60]; **HT** 12 [20].

Damage 1d-2/1d; BL 20 lbs.; HP 12 [4]; Will 15 [10]; Per 13 [0]; FP 12 [0].

Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10*. 5'4"; 125 lbs.

Social Background

TL: 7 [0].

CF: Heaven [0].

Languages: Hebrew (Native) [0]; Enochian (Native) [6]; English (Accented) [4].

Advantages

Alternate Form (644-point personification of Sa'ar III; Can Be Stolen, By force, Will not work for thief, -5%; Divine, -10%; Preparation Required, 10 minutes, -30%) [589]; Appearance (Beautiful) [12]; Blessed [10]; Combat Reflexes [15]; Empathy [15]; Fearlessness 3 [6]; Fit [5]; Higher Purpose (Defend souls from demons) [5]; Jumper (Spirit) (Divine, -10%, Limited Use, 1/day, -40%, Only in large body of water, -30%) [20]; Rank 2 [10]; Reawakened [10], Unaging [15].

Disadvantages

Code of Honor (Soldier's) [-10]; Duty (Celestial Fleet; 15 or less; Extremely Hazardous) [-20]; Sense of Duty (Comrades) [-10]; Truthfulness (12) [-5].

Quirks: Broad-Minded [-1].

Skills

Area Knowledge (River Styx) (E) IQ+1 [2]-14; Artillery/TL7 (Guided Missile) (A) IQ [2]-13; Guns/TL7 (Rifle) (E) DX+2 [4]-14; Scuba/TL8 (A) IQ-1 [1]-12; Shadowing (A) IQ [2]-13; Stealth (A) DX-1 [1]-11; Swimming (E) HT+1 [2]-13.

* Includes +1 from Combat Reflexes.

Notes

On Earth, Gabrielle would count as a spirit, but since most of her adventures take place in other realms, she doesn't have to buy that trait.

Sa'ar III Personification

644 points

The traits detailed below are appropriate for a personification of a mid-sized TL6 warship (such as a destroyer or escort) or a small TL7+ warship (such as a missile boat, fast attack craft, or corvette). Increase statistics to represent a more powerful cruiser or battleship.

Attribute Modifiers: ST+5 [50].

Secondary Characteristic Modifiers: HP-3 [-9].

Advantages: The following abilities described below: Chaff Decoy Launcher [51]; ESM [20]; Extra Attack [25]; Gun Turret [96]; Missile Battery [318]; Naval Radar [55]; Radio Antenna [17]; Rapid Water-Walking 2 [32]; Temperature Tolerance 4 [4]; Walk on Liquid [15].

Disadvantages: Fragile (Explosive) [-10]; Maintenance (3-5 persons, Bi-Weekly) [-10]; Restricted Diet (Fuel from sea monster oil; Common; Substitution, -50%) [-10].

Personified Warship Abilities

Some typical warship abilities, some of which are included in the Sa'ar III template:

- **Anti-Aircraft Gun Mount:** Piercing Attack 5d (Accurate +2, +10%; Extra Recoil, -10%; Increased Range x20, +40%; Rapid Fire, RoF 10, +100%) [60].

- **Chaff-Decoy Launcher:** Obscure Radar 10 (Area Effect, 8 yards, +100%; Extended, Para-radar, +20%; Limited Use, 4/day, Slow Reload, -15%; Ranged, +50%) [51].

- **Depth Charges:** Crushing Attack 6d×4 (Accessibility, Only vs. underwater target, -50%; Explosion 1, +50%, Inaccurate 2, -10%; Limited Use, 4/day, Slow Reload, -15%; Underwater, +20%) [114].

- **Electronic Support Measures (ESM):** Detect (Radar and Radio; Precise, +100%; Signal Detection, +0%) [20].

- **Gun Turret:** Large Piercing Attack 10d (Accurate +2, +10%; Increased Range x50, +50%) [96].

- **Missile Battery:** Crushing Attack 6d×4 (Explosion 1, +50%; Fragmentation, +15%; Homing, Radar, +70%; Increased Range x50, +50%; Limited Use, 5/day, -10%; Minimum Range 1%, -5%; Nuisance Effect, Hazardous backblast, -5%;) [318].

- **Naval Radar:** Radar (Extended Arc, 360°, +125%; Increased Range x20, +30%; Targeting, +20%) [55].

- **Passive Sonar:** Discriminatory Hearing (Accessibility, Only underwater, -30%; Link, +10%; Profiling, +50%) [20] + Vibration Sense (Water; Link, +10%; Targeting, +20%) [13].

- **Radio Antenna:** Radio (Increased Range x5, +20%; Short-wave, +50%) [17].

- **Rapid Water-Walking:** Enhanced Move (Water) 1-4 (Full Power in Emergencies Only, -20%) [16/level].

- **Sonar:** Sonar (Increased Range x2, +10%; Targeting, +20%) [26].

- **Torpedo Tubes:** Crushing Attack 6d×5 (Accessibility, Only in Water, -30%; Explosion 1, +50%; Increased Range x20, +40%; Limited Use, 3/day, -20%; Underwater, +20%) [240].

- **Triple Gun Turret:** Large Piercing Attack 10d (Accurate +2, +10%; Extra Recoil, -20%; Increased Range x50, +50%; Rapid Fire, RoF 3, +50%) [114].

SKY WITCH

250 points

Another common concept in anthropomorphic weapons is the idea of strap-on engine or drive pods – often worn as a backpack or on the legs – that are powered by psionics or magic and allow the wearer to fly through the air or space.

Troubled teens – often teenage girls still adjusting to puberty – will sometimes manifest poltergeist-like telekinetic abilities. In the past, these abilities were channeled by witches and warlocks to ride broomsticks. While this technique has been lost, the development of the Psi-Resonator crystalline blades and Psycho-Turbine has created the so-called

psychoprop or PK engine, which help the teenage psychic to generate defensive force fields and carry a sizable payload, such as a handheld assault rifle or machine gun. Now troubled teens are being recruited, trained, and mated with psychoprop-turbines for a secret government project . . . but what is the enemy?

Attributes: ST 11 [10]; DX 13 [60]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [10]; Per 11 [0]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Resistant to Acceleration (+8) [3]. ● 25 points chosen from among: Absolute Direction [5] or 3D Spatial Sense [10], Acute Vision [2/level], Appearance (Attractive) [4] or (Beautiful/Handsome) [12], Combat Reflexes [15], Fit [5], Luck [varies], or Rank [5/level].

Disadvantages: -20 points of mental disadvantages appropriate to a troubled teen.

Power: Spend 132 points on the Talent and abilities from the following Psycho-Witch power (power modifier is Psi, Super, or Superscience, depending on the campaign):

- **Psycho-Witch Talent 1-4** [5/level].

- **Alloy Skin:** DR 5 (Partial, Legs, -20%; PM, -10%; Can Be Stolen, By Force, -10%) [15].

- **Antenna Ears:** Protected Hearing (Headgear†, -65%) [2] + Radio (Headgear†, -65%; Increased Range x2, +10%) [5] + Radar (Headgear†, -65%; Targeting, +20%) [11].

- **Gun Sight Eyes:** Gunslinger (Costs Fatigue, 1 FP, -5%; PM, -10%) [22].

- **PK Engine:** Energy Reserve 10-25 (Leg Engine Pods*, -70%) [0.9/level] + Enhanced Move (Air) (Leg Engine Pods*, -70%) [6/level] + Flight (Leg Engine Pods*, -70%) [12].

- **PK Shield Generator:** DR 40 (Costs Fatigue, 3 FP, -15%; Force Field, +20%; Hardened 1, +20%; Leg Engine Pods*, -70%; Limited, Physical, -20%) [70].

- **Telekinesis:** Telekinesis 1-10 (Costs Fatigue, 4 FP, -20%; PM, -10%; Uncontrollable, -30%) [2/level].

* Leg Engine Pods (-70%) is a limitation combining Breakable, DR 15, Complex Mechanism, SM -2, -35%; Can Be Stolen, Forcible Removal, -10%; Leg and foot hit locations may still be hit, +0%; Nuisance Effect, Engine Noise or Exhaust, -5%; PM, -10%; Required Disadvantage, Legless, Aerial, +0%; Required Disadvantage, Maintenance, 1 person, Daily, -10%.

† Headgear (-65%) is a limitation combining Breakable, DR 4, Complex Mechanism, SM -7, -25%; Can Be Stolen, Quick Contest of DX, -30%; PM, -10%.

ABOUT THE COLUMNIST

David L. Pulver is a Canadian freelance author. An avid science-fiction fan, he began roleplaying in junior high with the newly released *Basic Dungeons & Dragons*. Upon graduating from university, he decided to become a game designer. Since then, David has written over 70 roleplaying game books, and he has worked as a staff writer, editor, and line developer for Steve Jackson Games and Guardians of Order. He is best known for creating *Transhuman Space*, co-authoring the *Big Eyes, Small Mouth* anime RPG, and writing countless *GURPS* books, including the *GURPS Basic Set*, *Fourth Edition*, *GURPS Ultra-Tech*, and the *GURPS Spaceships* series.