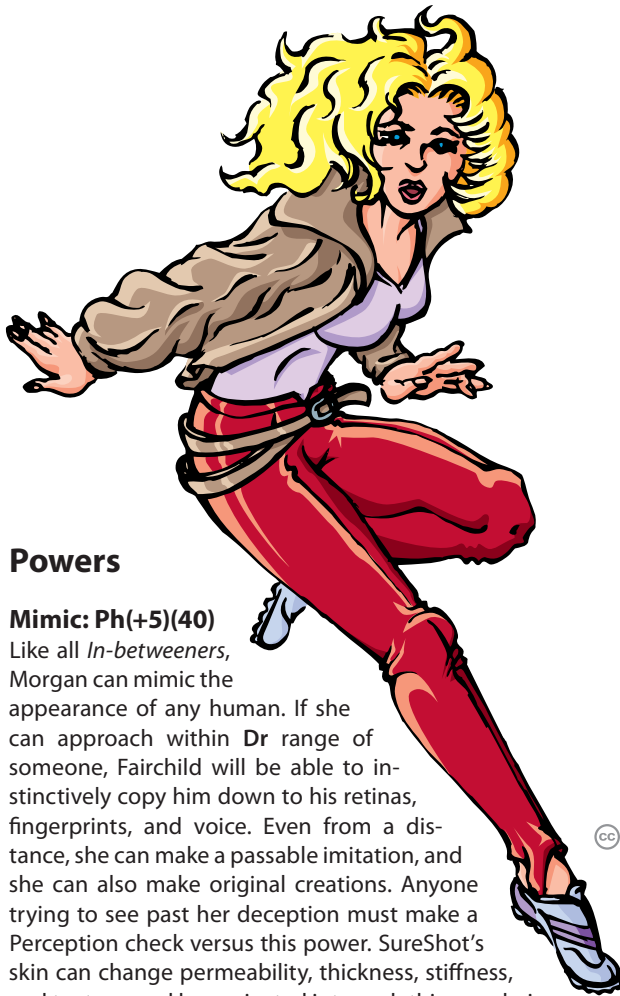


SureShot

"Morgan Fairchild"



Brawling:	Ou(+3)(20)	Reputation:	Dr(-3)(1)
Agility:	Ou(+3)(20)		
Strength:	Gd(+1)(10)	Health Points:	80
Endurance:	Ex(+4)(30)		
Willpower:	Gd(+1)(10)	Story Points:	50
Intelligence:	Gd(+1)(10)		
Perception:	Gr(+2)(15)		
Resourcefulness:	Gr(+2)(15)		



Powers

Mimic: Ph(+5)(40)

Like all *In-betweeners*, Morgan can mimic the appearance of any human. If she can approach within **Dr** range of someone, Fairchild will be able to instinctively copy him down to his retinas, fingerprints, and voice. Even from a distance, she can make a passable imitation, and she can also make original creations. Anyone trying to see past her deception must make a Perception check versus this power. SureShot's skin can change permeability, thickness, stiffness, and texture, and be projected into such things as hair, nails, sunglasses, and clothes. She can even shed these projections and they'll crumble to dust after a day away from her body. Morgan can store foreign objects inside her herself or let them pass right through her. Fairchild has taught herself the following feats:

- **Sharp Attack:** Ex(+4)(30) claws, fangs, spurs, etc...
- **Protection from Physical Attacks:** Ou(+3)(20)
- **Armor:** Ou(+3)(20)
- **Chameleon:** Ou(+3)(20)
- **Lockpicking:** Ou(+3)(20) by projecting a skeleton key

Limitations

Allergy to High-Pitched Sounds (Ou) Sensitivity to High-Pitched Sounds (Ou)

When her body comes within 20 m (60 ft) of a sound source with a frequency of over 20 kHz and a volume of 100 decibels or more, Morgan loses 20 Health Points every ten turns. In addition, her *Mimic* power is reduced by three levels. Such sound sources include dog whistles, dolphins, whales, and amplified recordings of crickets.

Skills

Language: English (US), French (Cajun).

Unarmed Combat: (+1) bonus to Brawling when unarmed.

Fast Draw: (+1) bonus to Perception in distance combat.

Firearms: (+1) bonus to Agility.

Forgery: create forgeries; (+1) bonus to detect forgeries.

Marksmanship: ignore all penalties for range.

Survival: Urban.

Gear

9mm H&K P7 M13 Pistol

Price: Ex(+4)(30)

- Material: Gd(+1)(10)
- Range: Dr(-3)(1), 20 m (60 ft)
- Damage: Cm(0)(6), sharp
- Shots: 13
- Laser Sight: Gd(+1)(10); Ignore all range penalties.
- Silencer: (-1) penalty to detect an attack.

9mm H&K MP5A3 Submachine Gun

Price: Fa(+6)(60)

- Material: Gd(+1)(10)
- Range: Gr(+2)(15), 300 m (900 ft)
- Damage: Ou(+3)(20), sharp
- Shots: 30
- Extra Attacks: +2
- Requires the use of both hands;
May be fired single-handed with a (-2) penalty

Mobile Phone

Price: Dr(-3)(1)

- Signal Range: Wk(-2)(2), 4 km
- Requires a telecommunications network

Black Pearl Necklace

Contacts

Albert Gallier: Ex

Attorney for Girod & Gallier, one of her biggest clients

Clive Jones: Gr

Bail bondsman who's had dealings with her people

Moises Baron: Gd

Crypt-keeper for the cemetery that holds the *Mad Ones*

Description

Appearance

Morgan is an unclassified humanoid species, known as an *In-betweener* in old Caribbean and New Orleans legends. She can appear as any person, but prefers to mix and match the most beautiful features of several actresses and models. Of late, she favors the forms of fitness models. Whatever form she takes, she weights a constant 45kg (100lbs), unless she absorbs foreign objects to help increase her weight.

To help her close friends and contacts identify her quickly, she will often wear a distinctive antique black pearl necklace—a real one, not one formed from her own body. She also commonly keeps one firearm and two spare clips of ammunition stored inside her. And since she can, she enjoys projecting clothes that follow the latest couture trends.

Background

"Morgan Fairchild" has all the paperwork needed to prove that she's a US citizen, a legal adult, and a licensed bounty hunter with the authority to serve subpoenas and capture bail-jumpers in twelve states. Of course, her papers also say she's human. Her true name is a series of ripples, undulations, and strokes against the skin of another of her kind.

She was long content to play with the tourists of New Orleans, date the locals, and participate in her species' dominance displays and mating rituals when required. That is, until Hurricane Katrina hit and broke the *Mad Ones* out of their cells along with many other old monsters. The *Mad Ones* actually do all the horrible things that all *In-betweeners* are accused of doing in the old legends: killing people, stealing their skins, eating them, etc... That's when she decided that it was her duty to bring them all back. She got together with some humans she'd dated, who were now on similar quests, to capture all the old monsters of New Orleans and put them back in their cages. Of course, no one said she couldn't make some money by bringing in everyday bail-jumpers along the way.

Notes

Home Base: Mobile, often in the passenger seat of her friend's 1971 Ford Thunderbird.

Story: Southern Knights.

Character points: (2,342 - 40 in limitations =) 2,302

Unused Character Points: 198 (built with 2,500 points)

Morgan's Friend Alan on Morgan

"When I met her, she was petite red-headed Southern lady with a fire in her eyes. When Simon, er, Gregory met her, she was a six foot blonde with a strut that got every man's attention. When Belle met her, she was a full-bodied punk girl with more piercings and tattoos than I could count. When we finally figured out that we'd all shared the same ex-girlfriend, we should have been angry or jealous or both, but we all just laughed instead. That was typical Morgan, sampling as much of the human experience as she could, and I suppose that it was something of a compliment that she had once wanted to experience humanity though each of us. We're all just friends now, mostly, and after hashing out the implications in a long night of drinking, none of us really discuss those times anymore."

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I chose to release this work in this way so you can adjust it to suit the needs of you and your friends, and so you can create your own characters and stories based on this game and still own them yourself—which is as it should be. I do ask that you give me credit when you make something based on this work (preferably by linking to www.TenThousandWorlds.org) and I ask that you not try to make any money off of it.

This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.