

Puppetiste

Laquesha Jones (Puppetiste the Magical Clown)

EARTH

Brawling:	Gd(+1)(10)	Reputation:	
Agility:	Gr(+2)(15)	As Laquesha:	Cm(0)(6)
Strength:	Cm(0)(6)	As Puppetiste:	Gd(+1)(10)
Endurance:	Ou(+3)(20)	Health Points:	41
Willpower:	Ph(+5)(40)	Story Points:	47
Intelligence:	Ex(+4)(30)		
Perception:	Ou(+3)(20)		
Resourcefulness:	Pr(-1)(4)		

Powers

Telekinesis: Ph(+5)(40)

Extra Attacks: +9

It would be an understatement to say that Laquesha moves objects with her mind; it would be more accurate to say that she *animates* them. Jones can make a doll walk by articulating its joints or make a car move by shifting its gears and rolling its tires. She has a very focused mind and can easily keep ten different sets of objects performing different complex tasks, almost as if she had set ten programs running. Any given turn, she can also make ten separate attempts at making multiple attacks with objects under her control. She can only make an extra attack with her telekinesis (**Wondrous** limitation) Laquesha can control about 800 kg (1,600 lbs) of material within an 800 m (2,400 ft) range, shooting objects that weigh less than 20 kg (40 lbs) about at 480 kph (300 mph); but most of the time instead of picking up objects, she prefers to have them “move themselves”.

Gear

Clown Costume and Bag of Tricks

Price: **Ou(+3)(20)**

- Material: **Ou(+3)(20)**, ballistic cloth.
- Armor: **Cm(0)(6)**
- Protection from Corrosives: **Gd(+1)(10)**
- Protection from Fire/Heat: **Gd(+1)(10)**
- Protection from Ice/Cold: **Gd(+1)(10)**

Mobile Phone

Price: **Dr(-3)(1)**

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

Contacts

Dante Jefferson: Gr

An ex-boyfriend from her vagabond days who has a talent for getting his hands on exotic high-tech equipment.

Hippity Hop the Hip-Hop Clown: Pr

A fellow clown that mixes modern music and dance with his clowning, and who sometimes works with Puppetiste.

Skills

Language: English (US).

Profession: Clown / Magician.

Juggling (Weapons, Thrown):

(+1) bonus to throw or catch weapons in distance combat.

Slight of Hand: (+1) bonus to Agility.

Acrobatics: (+1) bonus when defending in combat.

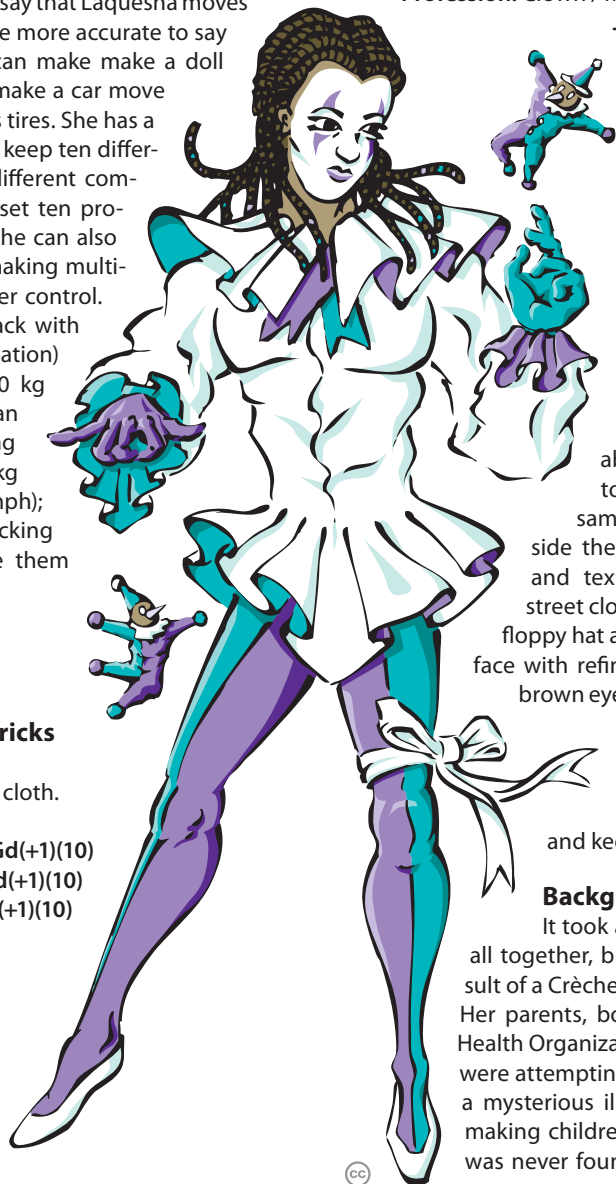
Description

Appearance

Laquesha Jones is a human female in her early 20's who stands about 168 cm (5 ft 6 in) tall, weighs about 53 kg (117 lbs), and manages to look delicate and sinewy at the same time —what you can see outside the voluminous layers of patterned and textured cloth that makes up her street clothes. Peeking out from between a floppy hat and scarf is a radiant coffee-brown face with refined features and large chocolate-brown eyes. Her voice is soft and musical. As Puppeteer, however, she dons a clown costume of whites and pastels, obscures her features with heavy iridescent makeup, and keeps her words to a minimum.

Background

It took a long time for Laquesha to put it all together, but her psychic abilities are the result of a Crèche experiment gone horribly wrong. Her parents, both doctors, met on a UN World Health Organization mission in Kenya, where they were attempting to find a cure for an outbreak of a mysterious illness that was killing adults and making children delirious. Unfortunately, a cure was never found, and all the children in several



villages were left orphans. Fortunately, the international charity known as the Crèche took care of all of them; Oddly, no one ever saw those children again; Typically, the world was too busy to care.

Back in their hometown of Chicago, her parents married, and when her mother became pregnant with Laquesha, she showed the same symptoms as that mysterious illness from Kenya. Knowing more than they did then, her father and mother tried new avenues of research and learned that while they weren't contagious to others, a retrovirus was rewriting their unborn daughter's DNA. When they started publishing their preliminary findings, the Crèche came calling. Something in the way that a charity known for its orphanages took an interest in a pregnant woman with a thus-far incurable and fatal illness made her parents nervous. They stopped publishing and "went on vacation"; the Crèche followed; Then they "went to visit relatives"; The Crèche was there. After that, her parents went into hiding.

Working with improvised equipment in a tailer park outside of Atlanta, her parents were able to slow down the illness in themselves and her mother was able to safely give birth. Whatever the retrovirus had changed in their daughter, Laquesha seemed normal —until she started playing with anthropomorphic toys and made them "come to life". Along with everything else a parent has to teach, Laquesha's parents found ways to teach her to make her toys "play nice". They didn't want to stifle the development of her abilities, but didn't want her getting noticed, so she was taught to only make her dolls dance when she was "performing" in front of a television show that featured a clown that made magic.

In her teens, the effects of the retrovirus finally caught up with her mother and father. According to their research, anyone who caught the retrovirus before the age of five would be transformed into something not quite human, and the earlier they were infected, the more viable the resulting life-form. Anyone infected later in life was doomed. Her parents

died just before agents of the Crèche finally found their home. Having been taught not to trust them, Laquesha did a desperate, crazy thing: she started a fire in their trailer and hid nearby. While she waited for the agents to (hopefully) decide that the Jones case was over, she overheard them talking, saying things that made her think the retrovirus had been an artificial creation —of the Crèche itself.

Homeless, orphaned, angry, and confused, she hitchhiked for a time, having many adventures. Eventually she decided that the best place for her in this world was as a magical clown, just like the one on TV. She saved money from odd jobs and when she had enough for a first tuition payment, made her way to Clown College in Sarasota, Florida. Puppetiste the Magical Clown was born. On graduation, Laquesha returned to Chicago, and became known as the agent for Puppetiste, who quickly became one of the most sought-after clowns and magicians in the city.

Notes

Home Base: Chicago

Story: Puppetiste the Magical Clown makes frequent visits to the city's orphanages and children's hospitals, where she learns about the crimes committed against the weakest of the city's inhabitants and gets inspired to bring to them some measure of justice. If the PCs have a mission in Chicago and one of the affected parties was a child, they may eventually cross paths with Puppetiste.

Character points: (6,102 - 50 in limitations =) 6,052

Unused character points: 48 (built with 6,100 points)

Bag of Tricks

Puppetiste keeps a bag of several "dual-use" objects, such as steel jacks, bungee cord jump ropes, polymer bowling pins, and wooden marionettes with strings made of fishing line.

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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.