

# Cruel Sara

## Sara McLeish

# EARTH

Brawling:	Gd(+1)(10)	Evil Reputation:	Gr(+2)(15)
Agility:	Gd(+1)(10)		
Strength:	Cm(0)(6)	Health Points:	32
Endurance:	Cm(0)(6)		
Willpower:	Cm(0)(6)	Story Points:	46
Intelligence:	Gd(+1)(10)		
Perception:	Gd(+1)(10)		
Resourcefulness:	Ou(+3)(20)		

## Gear

### Cybernetic Sensor Suite

Price: **Wo(+7)(100)**

#### Camera Eyes

Price: **Ph(+5)(40)**

- Material: **Cm(0)(6)**, synthetic crystal
- Enhanced Sight: **Gr(+2)(15)**
- Magnification: **Wk(-2)(2)**, x20
- Night Sight: **Gd(+1)(10)**
- IR Sight: **Gd(+1)(10)**
- UV Sight: **Gd(+1)(10)**
- Illusions: **Ph(+5)(40)**, visual only

#### Ears

Price: **Gr(+2)(15)**

- Material: **Cm(0)(6)**, silicon and electronics
- Enhanced Hearing: **Gr(+2)(15)**

#### Throat

Price: **Fa(+6)(60)**

- Material: **Cm(0)(6)**, silicon and electronics
- Illusions: **Ph(+5)(40)**, audio only
- Mental Control: **Ph(+5)(40)**

#### Digital Storage

Price: **Ex(+4)(30)**

- Material: **Cm(0)(6)**, silicon and electronics
- Data Storage: **Ex(+4)(30)**
- Wireless Modem / Phone: **Wk(-2)(2)**, 4 km signal range
- Requires a telecommunications network
- Has software for audio / 3D video editing and backups

McLeish remembers *everything* she sees and hears in painfully accurate digital clarity. She stores her most recent memories literally close to her heart, within her own internal hard drive. The rest she can access via a multi-frequency, multi-protocol wireless modem that doubles as a mobile phone. Sara can play back those memories, either right across her own eyes, or projected back out as a hologram, with software making guesses and filling the sides of objects that faced away from her. She can play back the sounds as well, through her own throat, even those too soft for most people to hear. Finally, and most insidious, she can emit a special frequency that makes her audience very susceptible to her suggestions.

### 2 Index-Finger Claw Rings

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

- Material: **Ou(+3)(20)**, gold-plated high-carbon steel, sharp

## Skills

**Language:** English (UK), French (Normandy), German (High).

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

**Charm:** (+1) bonus in social situations.

**Connoisseur:** (+1) bonus to appraise luxury items and detect fakes.

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

**Intimidation:** (+1) bonus in social situations.

**Negotiation:** (+1) bonus to Willpower in negotiations.

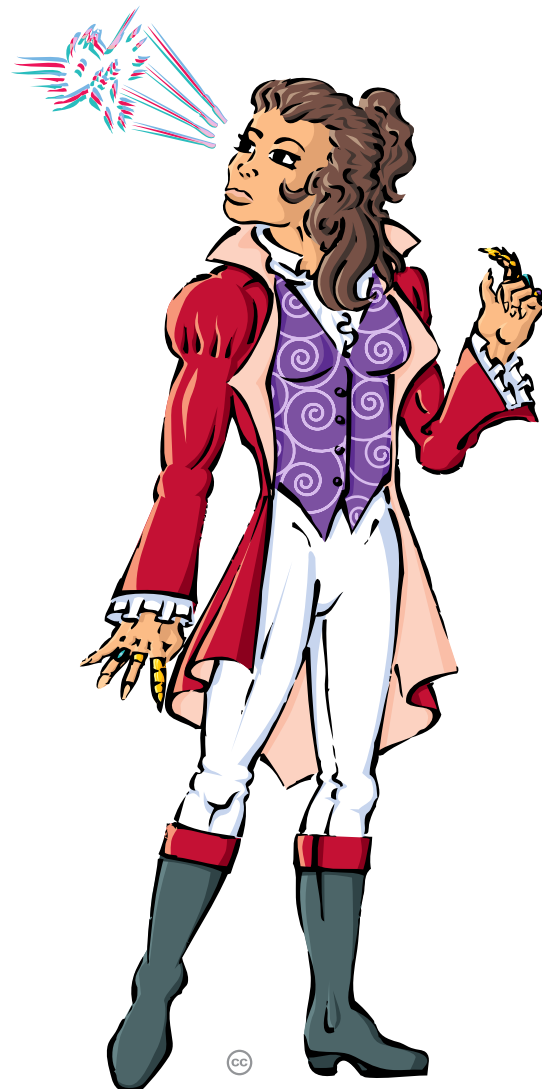
**Quickstrike:** (+1) bonus to Perception in hand-to-hand combat.

**Profession:** Talent and Resource Management for Criminals

**Psychology:** (+1) bonus to Intelligence.

**Weapons, Sharp:** (+1) bonus in hand-to-hand combat.

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



## Contacts

**Ian “The Hellhound” Baskerville: Pr**  
A “retriever” for the underworld.

**Mick Trip: Gr**  
A London fence who also bankrolls criminal enterprises.

**Mistress Paine: Ex**  
Master instructor to bodyguards, enforcers, and assassins.

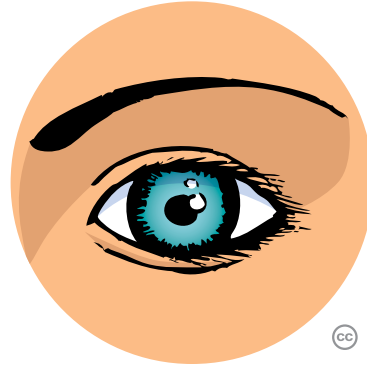
## Description

### Appearance

Sara McLeish is a woman in her early 40's who stands about 170 cm (5 ft 7 in) tall and weighs about 65 kg (140 lbs), due to all her built-in cybernetic gear. She has a slender, athletic build, a cinnamon-peach complexion, and voluminous waves of cascading chocolate-brown hair. Though her camera eyes can display all manner of pictures, and therefore appear as any color she likes, Sara prefers keep them in a shade of deep aquamarine. She has cultivated the speech, manners, and poise of a British aristocrat. As for her manner of dress, McLeish prefers clothes that are practical enough for combat, posh enough to get her into a five-star restaurant, and flattering enough to draw attention away from women half her age—without resorting to high hemlines or plunging necklines.

### Background

McLeish tends to see the world in terms of profits and losses, risks and rewards, and good and bad business decisions. To her, crime is a high-risk, high-reward business venture, one where she can take steps to dramatically improve her odds and her profit margin. She started her criminal career as an ace-in-the-hole bodyguard of last resort for different underworld bosses—who would suspect that the lovely lady on the arm of a London crimelord could also pack a punch? Sara never got personal with her employers, but kept things friendly enough for her to learn the ins-and-outs of their busi-



nesses; What their obstacles were; What they needed. When she'd earned a good nest egg and the respect of the British underworld, she went on sabbatical, returned with cyber enhancements, and used her connections to reinvent herself as a “fixer” —a woman who could put together the right talent and resources for a specific criminal enterprise. These days, McLeish only gets involved in a job if it requires her special talents or if she needs to ensure that it goes off flawlessly. Otherwise, she just recruits the talent, or procures financing, or works on creating plausible deniability for everyone involved. Sara's own plausible denial comes from everyone in London society thinking of her as just another stylish, monied woman who enjoys being courted by shady, dangerous men. Of course, the underworld can tell you how McLeish earned her nickname. Sara remembers everything you did, including things you did in the dark, things you'd rather forget; and if you disappoint her, Cruel Sara will show it all back to you.

## Notes

**Character points:** (1,214 - 0 in limitations =) 1,214

**Unused character points:** 86 (built with 1,300 points)

**Home Base:** London

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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](http://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.