

Carmen the Clean Roaming Healer

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Ghost Mutant** **EF: 1130** **Rank: 9**
 Caste: **Nomadic Healer** and **Philanthropist** Faction: **No affiliation**
 Gender: **Female** Age: **32**
 Read/ Write?: **Yes** Do Math?: **Yes**
 Personality: **Humane, Angelic** and **Aloof** Swim Ability: **Strong**
 Sexual Orientation: **Heterosexual** Height: **186cm**
 Handed: **Ambidextrous** Weight: **56kg**
 Religion: **New Age Spiritualism**
 Languages Spoken: **English, Spanish, Korean, Mandarin, Japanese,**
and passably in two dozen other wold and new world languages
 Endurance: **84** /
 Strength: **46** (+4 dmg/+20% throw range)
 Agility: **106** (-16 DV/+2 meters movement)
 Accuracy: **112** (+18 SV)
 Intelligence: **138**
 Willpower: **144**
 Perception: **97** (+3 initiative)
 Appearance: **116**

Defense Value: -39 (or -49*) **Armor worn:** Dodge skill 7 pts -23/
 Agility -16 *Aura of protection gives -10 DV and 10pt force field, (see mutations below)
Movement: 8m

Initiative: +3 **Base Strike Value: 01-91**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Stun Pistol	01-106 thrown	1	200m	d20+12 thrown	40/	-
Mind Crush	Type B INT based HC	1	432m	d20 END + d6 INT	three times per day per rank 27/	-

Mutations: **Advanced Mind** (no.3) / **Aura of Protection** (no.10) -10 DV and 10 pt force field for 144 rounds per use, with 18 uses per day allowed. Due to her advanced mind, Carmen can do any other action while engaging this mutation/ **Night vision** (no.61) / **Telepathy** (no.85) / **Mind Crush** (no.56) / **Heal Touch** (no.43) Advanced NPC version which besides healing d20+40 trait damage, also has a 88% chance of ridding the body of any disease, poison, radiation or other imperfection, removal of parasites, and the repair of the following flaw mutations: chronic acne, dermatitis, ingrown hairs, ulcers, coronary thrombosis, warts, halitosis, migraine headaches, rhinitis, hiccups, psoriasis, tapeworms, tooth decay, visual disorders, weeping, and whistle croup. Other flaws are not treatable. / **Body Regeneration** (no.18) 10 trait points healed per hour. / **Reserve Heart** (no.69) / **Empathy** (no.33)
Skills: **Medic** 6pts/ **Stealth** 3pts/ **Climb** 4pts/ **Disguise Artist** 4pts/ **Erotic Arts/ Dodge** 7pts (-23 DV)/ **Navigate by Stars/ Negotiating** 5pts/ **Pilot** 3pts/ **Grapple** 3pts/ **Relic Knowledge/Technician, Bio** 4pts/
Valuables: 3 power cells, locket of dead mother's hair, unknown father's ring.
Clothing and Equipment: Hooded cloak made of silvery-white laser-deflecting fiber (-60 DV vs light beams), field medical kit, 3d6 anti-toxin injectors, 2d6 sleep gas grenades (as smoke grenade but type C sleep poison), substance reader, advanced communicator, and has access to a suit of heavy combat armor with helmet and a heavy pulse rifle with 3 full power cells if needed... but hates to gear up in such 'negative' equipment. Items stored on her airship.

Description: As extensively described on page 317, Carmen the Clean is a travelling healer of incredible power, benevolence, beauty and well deserved respect. She has no home base, although her unmarked flotilla of between four and seven airships are known to resupply at Memory, Galespit, Overpass and occasionally as far North as Pitford

and Safe Port. These resupply operations are normally conducted by one vessel, and only rarely is it a zeppelin with Carmen aboard.

Her sense of timing and knowledge of the urgency in a situation is uncanny, and attributed to the mutations she possesses. For example, wounded excavators have reported that as they fled ruins suffering severe injuries, bearing unconscious, poisoned or otherwise debilitated comrades that the Angel of God came to them. The angel of course is Carmen the Clean and her adoring body guards and assistant healers. Carmen and her team would drop out of the sky and by way of a lowering basket, set down the divine healer and her assistants to perform medical miracles on the casualties.

Carmen is a ghost mutant with incredible gifts. She doesn't restrict her healing merely to heroes, but has even cured a skullock chieftain of leprosy within a single night, mended a Purist officer in his youth who now holds high rank and covertly aids her from the heart of the Purist Empire, and so too, cures bandit leaders, wild animals and numerous greedy treasure hunting diggers.

This woman, who remains unmarried and avoids all romantic relations, devotes her life to healing. She believes that those she saves thereafter take on an aspect of compassion, and go out into the world less savage, less heartless and more likely to help rather than harm. Often, after setting a broken bone, performing miraculous tissue mending on a gunshot victim, or ridding a person of terrible disease with a touch, her assistant will whisper to the patient to pass on the kindness.

Carmen was adopted by an accomplished ex-digger and his wife after being bought in the slave markets of Overpass. It is known she was abducted from a powerful faction in the Shallow Sea Region to the north. Some say she is post-apocalyptic royalty, others, that she is merely the unwanted product of a prostitute's couplings.