Lucy Lenoir

# Life and work

You are Lucy Lenoir, the stupid and empty-headed waitress of the ship. Alas, this is what you would want everyone to believe. As a matter of fact, you are the adept of a great - but recently deceased - sorcerer: Damien Balzear. He managed, just before dying, to cast a spell of Sheltered Life. Thus, his Essence was safely stored in his grimoire, a powerful artifact. And guess who owns this book? But let’s start with the beginning.

A year ago, you were one of Damien’s Grand Acolytes, regularly invoking monsters and other horrible fiends. One evening, during a sacrificial ceremony, he got shot in the head. Panic followed and you failed to identify his assassin among the fleeing cultists, but you felt a surge of power emanating from his spell book. Too scared to act, you left the manor and did not come back until several days. You looked for the book, but heard several footsteps and fled once more. The next morning, you learnt the house was sold.

The new owner was Charles D. Winsworthy, the famous golden boy. He surely had the book now! You tried multiple times to break into the property, but it was well secured and you are not a woman of action.

After a year of failures, you heard about a cruise organised by Charles; this time would be the right one. You killed his young waitress (this is far from being you first murder) and then went to offer your services as a maid. Charles, a first class butthead, couldn’t believe his luck. Your charm achieved convincing him. A few days later, you were the *Hettie* Waitress.

You had a few chances to look for the book, but hardly found anything. You are now convinced the book is in Charles’ office, you will have to find it as soon as soon as possible.

This afternoon, you learnt Charles was dead. It doesn’t matter to you anymore: only the grimoire is of importance now. Soon, you will bring Damien back to life!

# A nice evening on the horizon

## Objectives

* Bring Damien back to life
* Serve Damien and help him in any way possible
* Hide your true identity

## Behavior

You are - let’s be honest - quite nuts. You worship extraterrestrial Gods and are a sorcerer “apostle”. You find humanity pitiful, and only The Chosen Ones (of which you are) are worthy of your attention. But all this, you need to hide deeply. On this ship, the Hettie, you are Lucy Lenoir, Charles’ dumb waitress.

Of course, you already murdered many people, but this was done during ritual sacrifices. Fighting sounds like a hard job, so you focus on your wits and your ability to seduce men.

You are dressed as a foxy waitress. You are good looking and flirtatious.

## Quotes

* “Oh! I am so sad he died! Such a charming lad, may he rest in peace.”
* “A glass of champaign, sir? Your lips look so dry…”
* “Be careful with this knife. Accidents happen all the time...”

## What a skilful person!

### Spy on someone (1 AP)

You can spy on someone in a simulated room.

### Bring Damien back (4 AP, the grimoire his soul is in)

All you need is a tiny bit of the grimoire containing your master’s Essence, a torn page would even be sufficient. Then, you need to sit in a quiet room and softly chant a georgian incantation for about five minutes. If the ritual is successful, Damien’s mind will replace the weakest soul around.

### Charm (2AP)

Your incredible attractiveness grants you some power over males (and some women). If you can get your target to say “seduction”, or any words from the same root, this person will be forced to obey one (simple) command. This cannot be harmful for anyone. Please make sure the organiser is around to validate it.