

# Chiaroscuro

Lucian Dark ("Mr. Dark")

# EARTH

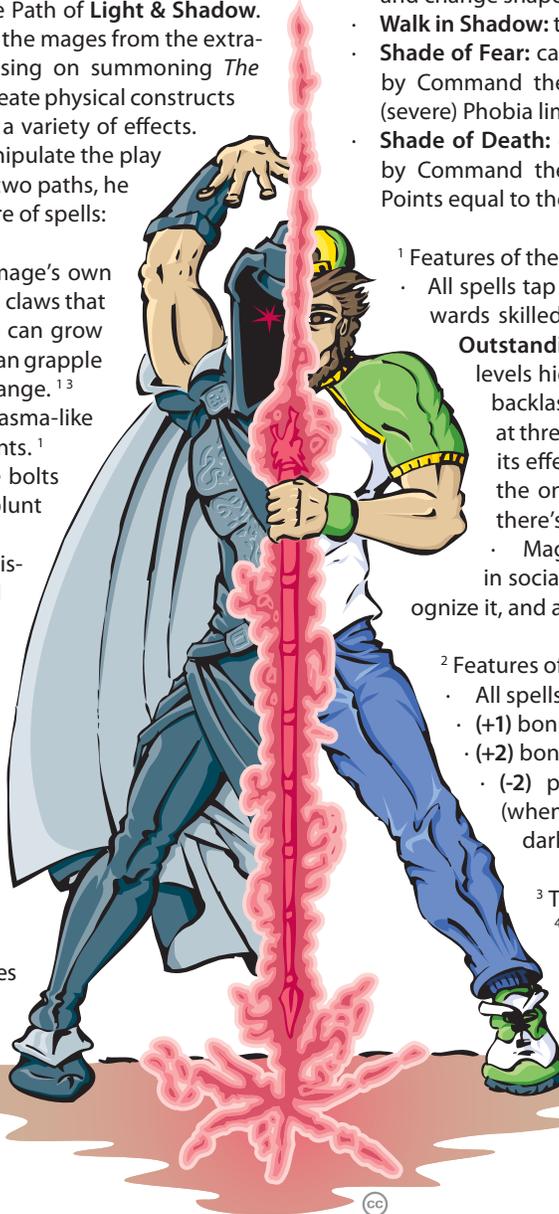
Brawling:	<b>Cm(0)(6)</b>	Reputation:	<b>Dr(-3)(1)</b>
Agility:	<b>Gr(+2)(15)</b>		
Strength:	<b>Gd(+1)(10)</b>	Health Points:	41
Endurance:	<b>Gd(+1)(10)</b>		
Willpower:	<b>Ou(+3)(20)</b>	Story Points:	47
Intelligence:	<b>Gr(+2)(15)</b>		
Perception:	<b>Gd(+1)(10)</b>		
Resourcefulness:	<b>Wk(-2)(2)</b>		

## Powers

### Magic: Ph(+5)(40)

Chiaroscuro is a master of two different magical paths: the Susurrant Path of **Crimson** and the Path of **Light & Shadow**. The former is the signature style of the mages from the extra-dimensional realm of Susur, focusing on summoning *The Crimson*, a magical force that can create physical constructs and project powerful energies for a variety of effects. The later empowers a mage to manipulate the play of light and shadow. Between the two paths, he has learned the following repertoire of spells:

- **Claws of Crimson:** sheath a mage's own hand(s) in translucent crimson claws that make sharp attacks, or which can grow into giant clawed hands that can grapple with opponents at **Dreadful** range.<sup>13</sup>
- **Bonds of Crimson:** coils of plasma-like energy that entangle opponents.<sup>1</sup>
- **Bolts of Crimson:** plasma-like bolts of magical energy that act as blunt distance attacks.<sup>1</sup>
- **Stars of Crimson:** sharp distance attacks shaped as all manner of spiked spheres and throwing stars.<sup>1</sup>
- **Shields of Crimson:** rotating sets of translucent crimson shields that orbit the mage and act as Armor, Mental Armor, and Protection from Magic, all at once.<sup>14</sup>
- **Feast of Susur:** conjures food and drink for a number of people equal to the value of this spell, once per day.<sup>1</sup>
- **Vestments of Susur:** changes the look of a mage's clothes.<sup>1</sup>
- **Keys of Susur:** opens locks.<sup>1</sup>
- **Resonance of Susur:** Sense Magic.<sup>1</sup>



- **Summon the Light:** generate light where none exists or make existing lights grow brighter.<sup>2</sup>
- **Magelight:** create sets of tiny lights, like those of fireflies, that can be formed into shapes, hover in place, or attach themselves to a moving target.<sup>2</sup>
- **Burst of Radiance:** stun onlookers with blinding light.<sup>2</sup>
- **Burning Light:** a distance attack of concentrated light.<sup>2</sup>
- **Cleansing Light:** attempt to free one person from the effects of mind control or possession.<sup>2</sup>
- **Light of Truth:** force anyone in range of this spell to make a successful Willpower check before they can lie.<sup>2</sup>
- **Chiaroscuro:** works like the Chameleon power, but only in twilight or with white, black, or grey backgrounds.<sup>2</sup>
- **Command the Shadows:** make shadows, grow, deepen, and change shape.<sup>2</sup>
- **Walk in Shadow:** teleport from one shadow to another.<sup>2</sup>
- **Shade of Fear:** causes anyone inside a shadow affected by Command the Shadows to act as if she had the (severe) Phobia limitation to darkness.<sup>2</sup>
- **Shade of Death:** causes those inside shadows affected by Command the Shadows to be drained of Health Points equal to the value of this spell, every turn.<sup>2</sup>

<sup>1</sup> Features of the Susurrant Path of **Crimson** include:

- All spells tap one Source Beyond: *The Crimson*. It rewards skilled mages, but consumes the weak. An **Outstanding** result for a casting works at three levels higher. A **Dreadful** result creates a spell backlash like that for *The Source Without* but at three levels higher, plus it either unleashes its effect on some random target other than the one intended, or on the mage himself; there's an even chance for either to happen.
- Mages of this "noble path" get a (+1) bonus in social situations with other mages who recognize it, and a (+2) bonus with any native of Susur.

<sup>2</sup> Features of the Path of **Light & Shadow** include:

- All spells tap *The Source Without*.
- (+1) bonus when casting in twilight.
- (+2) bonus when casting during an eclipse.
- (-2) penalty when casting at high noon (when shadows are weakest), or in complete darkness (such as underground).

<sup>3</sup> This spell counts as two spells.

<sup>4</sup> This spell counts as three spells.

## Contacts

### The Crimson: spells

A dangerous alien semi-sentient magical force.

## Gear

### Dragon Staff

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

- **Material: Fa(+6)(60)**  
The staff is constructed from magically reinforced silver-banded hawthorn, tipped with a “cold” white iron spike, and topped with an ornate silver dragon’s head handle.
- **Flight: Ex(+4)(30)**  
Anyone holding the staff can fly at 360 kph (225 mph), and carry aloft anything it touches with **Ex** force.
- **Mystic Sphere: Ou(+3)(20)**  
On command, the staff generates a mystic sphere within which the wielder has **Outstanding** Self-Sufficiency, Protection from Heat, Protection from Cold, and Armor.
- **Warding: Fa(+6)(60)**  
The tip of the staff can be used to trace a pattern that fixes a spell in place on a surface, uncast, until some trigger occurs inside the pattern. A trigger can be a change in light, time, or movement.
- **Dragon Head Handle**  
The dragon’s head can emit one of three different magical distance attacks on command:
  - **Crimson Fire: Extraordinary** fire.
  - **Paralyzing Fog: Ex**, requires a Willpower check to resist being paralyzed for an hour.
  - **Nepenthe Fog: Ex**, requires Willpower check to resist forgetting the previous 24 hours.

## Skills

**Language:** English (US), Spanish (Mexico), Susurrante.

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

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

**Pressure Points:** deliver a knockback, knock out, or critical hit even when no damage is done.

**Specialist:** Dragon Staff; (+2) bonus in combat, +1 level to Perception when determining who goes first.

## Limitations

### Limp (Ex)

Lucian has a set of old wounds on his right leg. He requires a cane to walk, and is considered to have **Weak** Strength and Endurance when running or jumping. In addition, a direct hit to his right knee automatically forces him to check the **knock out** column of the **Combat Consequences** table.

## Description

### Appearance

Lucian Dark looks completely human, standing about 178 cm (5 ft 10 in) tall, weighing about 90 kg (200 lbs), and having the build of an athletic man in his 30’s. He’s actually a hybrid of human and a life-form of Susur, possible only through magic; in Medieval terms he’s the progeny of an Incubus and a witch. While Mr. Dark manages to keep his beard short and neat, his hair is an explosion of brown waves that can only be tamed with a hat. Radiating from the knee on his outside right leg are a series of jagged green scars that run a quarter of the way up his thigh and down his calf. He is rarely without his ornate dragon-headed walking stick, and when he’s expecting a magical fight, he dresses like a combat mage from old Susur.

## Notes

**Home Base:** Formerly the magic realm of Susur; now Chicago.

**Character points:** (2,093 - 30 in limitations =) 2,063

**Unused character points:** 37 (built with 2,100 points)

### Lucian on Lucian

*“Boy meets girl; Boy marries girl; Boy takes girl to magic kingdom. Girl has baby; Mom and pop school junior in both their styles of magic. Civil war breaks out; Death, carnage, inhumanity; Mom and Pop don’t make it; Junior barely gets out alive —to Earth.”*

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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.