

Darchangel

Marcus Navarre

EARTH

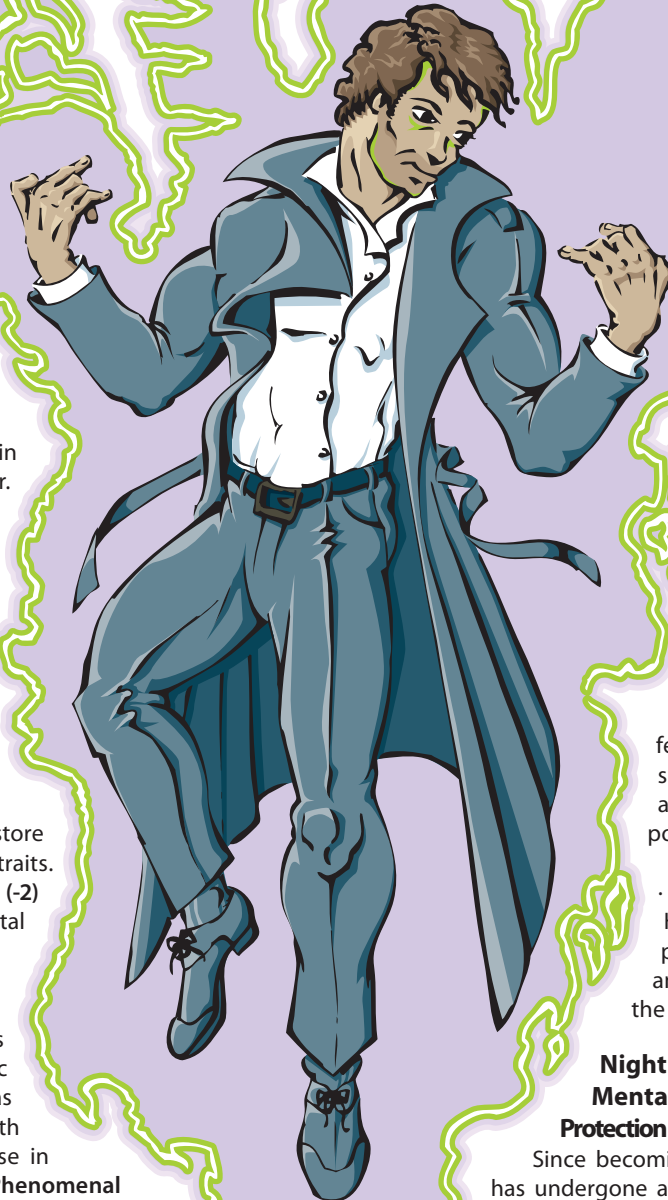
Brawling:	Ou(+3)(20)	Reputation:	Dr(-3)(1)
Agility:	Ou(+3)(20)	Health Points:	130
Strength:	Ex(+4)(30)	Story Points:	94
Endurance:	Fa(+6)(60)		
Willpower:	Ph(+5)(40)		
Intelligence:	Ou(+3)(20)		
Perception:	Ex(+4)(30)		
Resourcefulness:	Pr(-1)(4)		

Powers

Psychic Vampirism: Fa(+6)(60)

With just a touch, Marcus can drain away another person's Health Points, at a rate of 60 per turn. These stolen points can be used to restore his lost Health Points or even double them; these extra points are lost first, and in any event, disappear in an hour. Conscious targets can resist this power with their Willpower. This is the only way Navarre can heal (Ex limitation). He has developed the following feats with this power:

- **Willpower Drain**
Darchangel can opt to drain one level Willpower per turn and use it to restore any lost level in any of his traits. Doing gives his target a (-2) penalty to resist his Mental Control power.
- **Energy Beams**
Marcus can project beams of damaging psychic energy that can inflict as much damage as the Health Points he's willing to lose in the process. They have **Phenomenal** range: 800 m (2,400 ft).
- **Flight: Ph(+5)(40)**
Using an advanced form of levitation, Navarre can hover in place and fly at up to 480 kph (300 mph).



Telepathy: Ph(+5)(40)

Marcus detects minds and reads surface thoughts at a range of 800 m (2,400 ft). His psychic abilities include:

- **Psychic Tracking: Ex(+4)(30)**
After getting within **Dreadful** range (20 m / 60 ft) of a specific mind and locking on its unique pattern, Darchangel can track it through the psychic impressions it leaves behind on any objects and places it affected in the past 30 days. Impressions are usually vague, but with an **Ou** power check, he can see postcognitive visions of his prey.
- **Mental Control: Ex(+4)(30)**
He can only use this feat on one person at a time, only at **Dr** range, and only while concentrating to the exclusion of other activities.

Night Sight: Ex(+4)(30)

Mental Armor: Fa(+6)(60)

Protection from Physical Attacks: Gd(+1)(10)

Since becoming a psychic vampire, Navarre has undergone a metamorphosis. Wounds from knives, axes, arrows, and even from small caliber bullets heal almost instantly and without scarring; it takes high caliber and automatic weapons to even hurt him. Even his mind has been fortified. Also, like many nocturnal animals, he can see at night as well as he can during the day.

Limitations

Side Effect (Ph)

Any use of his Telepathy or Psychic Vampirism powers (except for his Energy Beams feat) at over an **Outstanding** level forces Marcus to make an **Outstanding** Endurance check or lose 10 Health Points. This includes flying at over 240 kph (150 mph) or using telepathy at a range of over 400 m (1,200 ft).

Addiction to Psychic Energy (Gr)

When Navarre's Health Points drop below 5, he begins to visibly age, and must make a **Great** Willpower check to resist draining whoever is at hand. Every turn after a failed check, he can try to regain his composure by making a new check with a cumulative (-1) penalty. In any event, the "feeding frenzy" will end after he has drained enough Health Points from others to raise his own to its maximum.

Skills

Language: Chinese (Cantonese), Dutch (Common), English (US), Spanish (Mexico).

Aerial Combat: (+1) bonus when fighting while flying.

Culture/Customs: Homeless People.

Stealth: (-1) penalty to being followed or tracked.

Survival: Urban.

Description

Appearance

Marcus Navarre is a (mostly) human male in his late 20's who stands about 168 cm (5 ft 6 in) tall, weighs about 82 kg (180 lbs), and has strong, lean, sinuous, cat-like build. His inhumanly dark eyes stare back from a face that could be described as handsome, if it didn't look so worn, wasted ... and hungry. Beneath the eyes, and at his temple and jaw line, Marcus' deep brown skin takes on a greenish cast. His mouth makes it difficult to tell whether he's sneering or smiling.

When using his psychic powers, Navarre is often surrounded by an aura, invariably violet, streaked with green or black, changing with his mood; It can appear as dust motes, sparks, flames, a corona, or nothing more than a flash in his eyes; when he flies it even forms wings for him.

Background

Navarre has no recollection of the time before his transformation, or even what his real name is.

Marcus on Marcus

Remembering ... then ... so difficult. Fragmented memories drift near the surface; tease with a nuance, a texture, a sensation, an insight ... then flutter back into oblivion. Hong Kong —I think it happened in a Hong Kong night that sparkled like a thousand neon fireflies. Scent of satin sheets, taste of too much bourbon in the back of my throat, her curves against the downtown glow. Somewhere in there I was having the time of my life, laughing and dancing and loving like it was my last night on Earth. I think it was. Somewhere in there I was ignoring the sickly-sweat smell of burnt human flesh that the finest Parisian perfumes couldn't mask. Somewhere in there my Kowloon courtesan became a nightmare creature with the face of an angel, a dark angel trying to devour my mind. It was an agony that burned, and burned, and burned. Somewhere in there, coolness; the impression of an untimely interruption to the psychic carnage while my limbs scrambled on their own. Somewhere in there sprawling, half over the edge of a dock, watching neon dance on multiplying ripples as bits of my shattered mind tried tumbling back together. Staring into the reflection of a nightmare creature wearing my face and asking: "What's my name?"

Notes

Home Base: Darchangel is a drifter, a vagabond who wanders the meaner streets of this world's darkest cities.

Character points: (5,146 - 50 in limitations =) 5,096

Unused character points: 4 (built with 5,100 points)

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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) 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.