

Raven

Julian Raven Darksire

EARTH

Brawling: **Ou(+3)(20)** Evil Reputation*: **Cm(0)(6)**
 Agility: **Ou(+3)(20)**
 Strength: **Ou(+3)(20)** Health Points: **80**
 Endurance: **Ou(+3)(20)**
 Willpower: **Ph(+5)(40)** Story Points: **100**
 Intelligence: **Ex(+4)(30)**
 Perception: **Ou(+3)(20)**
 Resourcefulness: **Gd(+1)(10)**

Powers

Immortality

Ever since he cast the Ritual of Rebirth on himself, Julian can't be killed. If he receives the kinds of injuries that would kill a typical human, he'll appear to die, only to come back 36 hours later (minus his leftover character points). The only way to truly kill Darksire is to pierce his hands, feet, and heart with silver spikes after reducing his Health Points to zero.

Magic: Ph(+5)(40)

Raven is a practitioner of Dark Magic. He can use any source of magic power to fuel any one of his spells, but some are easier to use than others. This path's features include:

- (+3) bonus when tapping The Source Purloined.
- (+2) bonus when tapping The Source Beyond.
- (-1) penalty when tapping The Source Without.
- (-1) penalty to resist his spells in any home where the master of the house has welcomed him in.
- (-2) penalty to resist his spells in any home where he was freely served bread and wine.
- If he gets a spell backlash for any spell powered by The Source Beyond, the Dark Sires will cause it to have the opposite effect Julian intended, and whenever possible, use it to hurt anyone he's trying to protect.

His repertoire of spells includes:

- **Admittance** (Ph magical lockpicking)
- **Flaw** (shatter inanimate objects with Ph force)
- **Manipulate** (Telekinesis)
- **Witch Sight** (Sense Magic, Sense Life, and IR Sight)¹
- **Farsensing** (Precognition)
- **Reliving** (Postcognition)
- **Tongues** (translate human languages with Ph skill)
- **Beast Tongue** (Telepathy & Mental Control, of animals)²
- **Mindspeak** (one-way telepathy to others)

- **Dream Theft** (Mental Probe, of an unconscious person)
- **Riastarthaë** (Extra Attacks: +3)¹
- **Quickening** (Ph Strength Boost)
- **Girding** (Armor)
- **Raven's Talons** (Sharp Attack)
- **Summon Flames** (Control & Project Fire)²
- **Talons of Fire** (Entangling Attack)
- **Gates of Evil** (a one-way portal to the Dark Sires)³
- **Protection from Fire/Heat**
- **Protection from Cold/Ice**
- **Protection from Poison**
- **Self-Sufficiency**
- **Regenerate**
- **Heal**²
- **Alternate Form - Raven**

B	A	S	E	HP
Gd	Gd	Pr	Gr	39

Powers

- Sharp Attack: **Cm**
- Enhanced Vision: **Gd**
- Flight: **Cm**

¹ This spell counts as 3 spells.

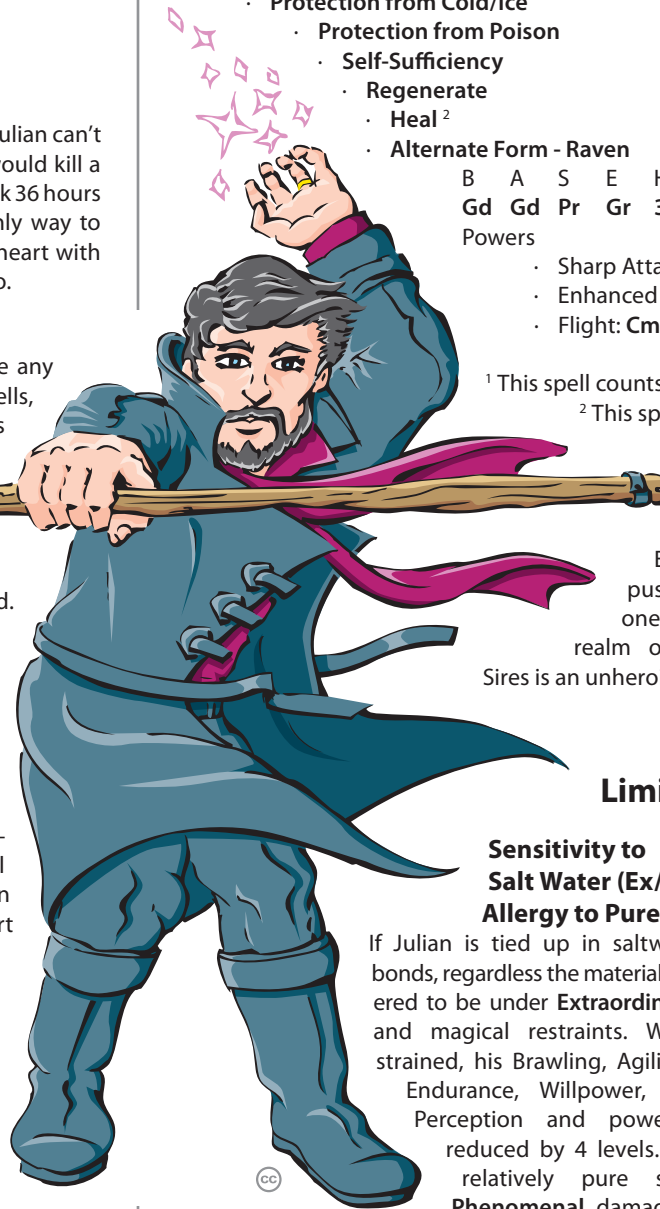
² This spell counts as two spells.

³ Casting the Gates of Evil spell and pushing someone into the realm of the Dark Sires is an unheroic act.

Limitations

Sensitivity to Salt Water (Ex/Ex) Allergy to Pure Salt (Ph)

If Julian is tied up in saltwater-soaked bonds, regardless of the material, he is considered to be under **Extraordinary** physical and magical restraints. While so restrained, his Brawling, Agility, Strength, Endurance, Willpower, Intelligence, Perception and powers are all reduced by 4 levels. In addition, relatively pure salt inflicts **Phenomenal** damage to Raven on contact. Darksire can eat bread baked with salt or even drink salt water, but touching food sprinkled with salt will harm him.



Allergy to Silver (Ex)

Silver weapons inflict +4 levels of damage to Raven, and completely ignore his Girding spell. While just the touch of silver doesn't hurt or even bother him, it irritates just enough that he can detect its presence just by holding some in his hand.

Trapped Out of Sacred Ground (Fa)**Allergy to Sacred Ground (Ex)**

It costs 50 Character Points for Julian to walk inside a place held sacred by a culture that would consider the Dark Sires to be "devils" or "demons", from Wiccan circles to Islamic mosques. Further, he takes **Extraordinary** heat damage through his feet every turn he stays; it can burn right through his shoes and ignores his Girding spell.

Gear**Walking Stick**

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

- Material: **Ph(+5)(40)**, enchanted ironwood.

The only remnant of Julian's old flying broom, it still has just enough magic in it to grow or shrink at his mental command, from the size of a pencil to a two meter staff.

Skills

Language: English, (Medieval Church) Latin, Reverse Latin.

Arcana: (+1) bonus to Intelligence.

Knowledge: European History, Medieval through Colonial eras.

Knowledge: North American History, Colonial to present day.

Slight of Hand: (+1) bonus to Agility.

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

Contacts**The Dark Sires: spells**

A group of evil extra-dimensional beings who enjoy giving magic power to humans —under ethically compromising conditions. They seem to like forcing good people to do bad things, "just this once", or for the "greater good", etc...

Description**Appearance**

Julian Raven Darksire appears to be a man in his early 40's who stands about 180 cm (5 ft 11 in) tall, weighs about 95 kg (210 lbs), and has a stout, solid build. Silvering sideburns and a salt-and-pepper beard give Raven's coldly handsome features a dark, diabolical cast. In sharp contrast, his ice-blue eyes always seem a bit careworn and sad. He often hides those eyes with dark eyeglasses and cloaks himself in sombre tones of black, grey, and maroon. Where another man might have a wedding band, he wears a pentagram signet ring.

Darksire is usually soft spoken and polite, with a somewhat detached manner. In combat, he's absolutely brutal. In fact, the more polite he gets, the more likely it is that he's building up to lash out. Julian thinks that *acting* tough is worthless, and believes in being completely civil —until it's time to snap someone's neck. Also, on account of his bad reputation, Raven has become used to being misunderstood, so he rarely even tries to explain his actions anymore.

Background

Raven is one reason most people think Wiccans are evil and worship demons and such. In 1327, Julian of Kent made a pact with an evil from beyond this world and traded away his humanity for immortality. He was taught the principles of magic and the Ritual of Rebirth in exchange for serving the Dark Sires. In 1542, Julian, now a warlock for these beings, barely escaped the Inquisition by going into self-exile in the New World. There he and some of their other servants regrouped near what would become Salem Massachusetts. The coven waxed in power, and in the next 200 years Julian's heart became raven-black; there was no act he wouldn't commit in the name of his Dark Sires, no price too high for the power it brought. Nothing could stop him. Nothing except a young Wicca named Virginia.

The details are difficult to establish, but apparently —extraordinarily— he fell in love with that woman soon after she arrived in Salem in the summer of 1692. Perhaps he had intended her for some cruel diversion, but regardless of what he had planned, Virginia and the other Wicca who arrived with her had a powerful healing influence on him. In time, Julian began to genuinely care for her, and then began to care for others again. Though the two met in secret, the Raven could not hide his changing heart from the Dark Sires.

Determined not to lose one of their best and vilest warlocks, the creatures commanded the rest of the coven to put Raven in charge of their next Black Mass. That Mass, curved dagger in hand, Julian discovered that his sacrificial victim was none other than his Virginia. The man who had killed innocents beyond count, Julian of the Dark Sires, the Raven himself, balked and rebelled. A horrific magical battle ensued, where Julian was beaten down and forced to watch the coven sacrifice Virginia. Raven snapped, renounced the coven, ran off, and gave the town elders of Salem the means to destroy the servants of the Dark Sires. Unfortunately, the people of Salem didn't know —and didn't care to know— the difference between his coven and the Wicca in their midst, and indiscriminately killed every one they could catch from both groups.

Julian has since dedicated his life to eradicating all such covens. Since the Dark Sires couldn't un-teach him magic nor the Ritual of Rebirth, they retaliated with something worse: when he calls on them, they answer. As much as one can understand the minds of such creatures, they seem to enjoy using him as a predator who culls the weakest of their servants and challenges the strong ones to become stronger. They also like forcing him into situations where he has to agonize over calling on them or seeing good people suffer; they really like it when he's too worn out to keep their magic under control and they get to destroy the very things he tries to save.

Notes

Character points: (3,153 - 220 in limitations =) 2,933

Unused character points: 67 (built with 3,000 points)

* **Raven's Evil Reputation**

Julian is considered a "fallen hero" although "reformed villain" might be more accurate. The incident at Salem has been distorted over time, and no version of that story casts him in a good light, so evil mages see him as a traitor, good mages see him as a witch-hunter, and nobody trusts him. His less than friendly nature doesn't help. It may take a long time after the PCs encounter him before they learn the truth.

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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.