

Hex

Helena Saint-Exupéry, Mage War Veteran, Hero

Brawling: **Ou(+3)(20)** Reputation
 Agility: **Ou(+3)(20)** · Mage War Refugees:
 Strength: **Gd(+1)(10)** **Ou(+3)(20)**
 Endurance: **Ou(+3)(20)** · People of Earth:
 Willpower: **Ex(+4)(30)** **Dr(-3)(1)**
 Intelligence: **Cm(0)(6)** Health Points: **70**
 Perception: **Gd(+1)(10)** Story Points: **66**
 Resourcefulness: **Ou(+3)(20)** Character Points: **3000**



Powers

Sense Magic: Gd(+1)(10)

Like others of her species, Hex experiences the magic forces within spells, enchanted gear, and magical creatures as a kind of music. She can recognize familiar magics the way humans remember favorite songs.

Limitations

Allergy to Silver: Gr

Weapons made from silver —or even just plated with it— cause +3 levels of damage to Helena. Simply touching silver inflicts **Great** damage on her after ten turns (one minute) of contact, and every ten turns thereafter.

Skills

Arcana: (+1) bonus to Intelligence.

Culture & Customs: Humans of Earth.

First Aid: (+1) bonus to Intelligence; Permanently stabilize a dying character; Characters under your care recover HP as if their Endurance were one level higher.

Forgery: create forgeries; (+1) bonus to detect forgeries.

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

Local Geography: Los Angeles.

Negotiation: (+1) bonus in social situations.

Profession: Chauffeur, Taxi Driver, Tour Guide.

Weapons, Sharp: (+1) bonus when fighting hand-to-hand using sharp weapons.

Vehicle: Automobile, Bus, Motorcycle.

Gear

Dress Uniform

Resource Cost: **Wo(+7)(100)**

- Material: **Ph(+5)(40)**, enchanted dragon hide.
- Armor: **Ph(+5)(40)**
- Protection from Fire: **Wo(+7)(100)**

1955 Ford Fairlane Crown Victoria

Resource Cost: **Ex(+4)(30)**

Structural Subsystem

Resource Cost: **Ex(+4)(30)**

- Material: **Gr(+2)(15)**, enchanted steel.
- Seats: 5, cover
- Illusions: **Ou(+3)(20)**, itself only, cars only.

This vehicle can make itself look, sound, smell, and feel like any type of car (**Gr** limitation). It usually defaults to the form of a beautifully maintained classic Ford with the markings of an independent taxi.

Power / Propulsion Subsystem

Resource Cost: **Gr(+2)(15)**

- Power Reserve: **Gd(+1)(10)**, 10 hours of operation.
- Speed - Land: **Gd(+1)(10)**, 120 kph (75 mph).

Sensors Subsystem

Resource Cost: **Gd(+1)(10)**

- Headlamps: **Gd(+1)(10)** night sight.

The Night Blade

Resource Cost: **Wo(+7)(100)**

- Material: **Wo(+7)(100)**, “negative energy”; sharp. With a mental command, the sword can shrink down into a black tattoo on Saint-Exupéry’s right palm, or spring back out into a full-sized sword in her hand, as one action. She can even make only a small portion of the blade slide out of her hand.
- Night Veil: **Ph(+5)(40)**, chameleon (shadows only). As long as she keeps the sword on her, Hex can blend into the shadows (**Great** limitation). She can hide up to seven other people with her, at a **(-1)** penalty for each person, so long as everyone holds hands.
- Night Music: **Ph(+5)(40)**
So long as the sword is with her, any sound Helena makes at night (**Great** limitation) blends into the existing background noises, no matter how quiet. She can cover the sounds of up to seven other people holding hands with her, at a **(-1)** penalty for each one.
- Vampirism: **Ou(+3)(20)**
When the sword strikes a living being, all the Health Points that creature loses get transferred to Saint-Exupéry, which she can use to recover her own lost HP, and even temporarily double her Health Points for an hour. When the sword strikes with an **Outstanding** result, it drains a level from one random trait: Agility, Strength, Endurance, Intelligence, or Willpower. If Hex has lost a level in any trait, it gets restored.

The White Blade

Resource Cost: **Wo(+7)(100)**

- Material: **Wo(+7)(100)**, enchanted paper; sharp. On mental command, the sword can shrink and wrap itself around Helena’s left index finger like a ring, or spring back from a ring into a sword, all in one action.
- Spell Parry: **Ph(+5)(40)** protection from magic
When the sword is used to parry instead of attack, it can block magical distance attacks like a shield, and reduce them by a **Phenomenal** amount.
- Spell Breaker: **Ex(+4)(30)**
When the sword strikes something with a (non-permanent) spell cast on it, the spell is reduced by an **Extraordinary** amount.
- Linguistics: **Ou(+3)(20)**
While Saint-Exupéry holds the sword or wears it as a ring, she has the **Outstanding** ability to read any written document the sword touches. This power works at a **(-1)** to **(-3)** penalty when attempting to understand more abstract forms of communication such as musical notation, mathematical formulae, computer code, and magical scripts.

Contacts

Lucian Dark

Mage War veteran coordinating relocation efforts for the people of the Sursur Diaspora who pass through Earth.

Ramona Rivera

Proprietor and head mechanic for the *Cielito Lindo* custom auto and repair shop.

Trey “Très Chic” Jones

Independent talent agent for odd jobs around Los Angeles.

Followers

The Broken Saints

A dozen Soldier NPCs scattered all across the Earth, the last survivors of Hex’s old unit.

Description

Appearance

Helena Saint-Exupéry is a member of the Susur, an extra-dimensional species who can sometimes pass for human. Hex appears to be a woman in her mid 30’s, about 175 cm (5 ft 9 in) tall and weighing 75 kg (150 lbs), with a strong, athletic build. She has coffee-brown skin, purple hair, and inhumanly violet eyes —which Saint-Exupéry usually hides behind contact lenses or sunglasses. Helena hasn’t yet gotten the knack for wearing terrestrial fashions, but is fortunate enough to operate on a part of the Earth where an eccentric appearance is no longer surprising.

Anyone who gets a **Great** result when using the Sense Magic power to examine Hex will notice that her own personal magic is greatly diminished and badly damaged. An **Outstanding** result will reveal her silver allergy to be the result of a spell backlash, and that Helena once had the Magic power, but is now incapable of casting spells.

Background

Saint-Exupéry fought as a combat mage during the most recent civil war in the magical realm of Susur —on the losing side. In the final days of that conflict, her unit, The Saints, volunteered to make a desperate surgical strike against their enemy, the Incandescent Order, using an experimental mystic weapon. Unfortunately, a double-agent sabotaged it, causing the weapon to back-fire. The few Saints who survived were left magically broken, unable to use the Magic power.

The remainder of Hex’s unit managed to avoid capture and escape Susur on a refugee transport bound for other dimensions. At their first way-station, Earth, Crossroads of the Ten Thousand Worlds, the Order was waiting. Hex and the broken remains of The Saints fought off their pursuers long enough to let the rest of the refugees escape for parts unknown, leaving Helena and her unit stranded on Earth.

Hex’s unit used some of their remaining magical gear to help them pass for locals, then split up, spreading across the world as they tried to blend in with humanity. She took on the human name Helena Saint-Exupéry, settled in Los Angeles, and tried to forget the war. Unfortunately, Hex’s enemies haven’t forgotten her.

Notes

Home Base: Modern-day Los Angeles.

Story: A Home of Our Own.

Saint-Exupéry can fit into just about any modern fantasy story. Your heroes could cross paths with her simply by hailing a cab or renting a limousine. They may also run into Helena as she's performing one of many possible odd jobs to make ends meet —private courier, security guard, etc...

Unused Character Points: 143



Creative Commons License

Attribution - NonCommercial - ShareAlike



This work is released under a Creative Commons Attribution–NonCommercial–ShareAlike 4.0 International License by **Rodolfo Arredondo, 2020**.

To view a copy of this license, visit

<http://creativecommons.org/licenses/by-nc-sa/4.0/>

or send a letter to

Creative Commons
171 Second St, Suite 300
San Francisco, California 94105
USA

I chose to release this work in this manner so you could adjust it to suit your needs, and so you could create your own characters and stories based on this work and still own them yourself —which is as it should be. I do ask that you give me credit for this work by linking to **www.TenThousandWorlds.org**.

It should go without saying, but this work is part of a game, **Ten Thousand Worlds**, meant to make a rainy afternoon more enjoyable for you and a few friends. This is a game that requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is probably not for you.