

Darius,

filius Xerxes, follower of Flambeau

by Niall Christie

Characteristics: Int +3, Per +1, Str +2, Sta 0, Prs -3 (2), Com -1, Dex +1, Qik +2

Size: 0

Age: 87 (64), Hermetic age 62 yrs past Gauntlet.

Decrepitude: 0

Warping Score: 6 (17)

Confidence Score: 1 (3)

Virtues and Flaws: The Gift; Hermetic Magus; Puissant Art (Perdo) (free Virtue); Flawless Magic; Affinity with Perdo, Enduring Constitution, Fast Caster, Hermetic Prestige, Premonitions, Second Sight, Strong-Willed; Blatant Gift, Driven (Hunt Enemies of the Order), Enemies (Renounced Magus and his Lackeys); Disfigured (Facial Burns)

Personality Traits: Brave +3, Dedicated to Cause +3, Efficient +3

Reputations: Dedicated Hoplite +3 (Hermetic magi)

Combat: *Fist:* Init +2, Atk +5, Def +6, Dam +2

Kick: Init +1, Atk +4, Def +4, Dam +5

Long Spear: Init +5, Atk +9, Def +8, Dam +9

Soak: +0

Fatigue levels: OK, 0, 0, -2, -4, Unconscious

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20) (* accumulated wound penalties reduce by 1 for Enduring Constitution)

Abilities: Artes Liberales 4 (Grammar), Athletics 2 (Running), Awareness 3 (Alertness), Bargain 2 (Books), Bavaria Lore 2 (Geography), Brawl 3 (Punching), Chirurgy 2 (Bind Wounds), Civil and Canon Law 1 (Local Customs), Code of Hermes 3 (Wizards' Marches), Concentration 3 (Spells), Dominion Lore 2 (Divine Creatures), Etiquette 2 (Merchants), Faerie Lore 2 (Faerie Forests), Finesse 4 (Precision), Folk Ken 2 (Peasants), German 5 (Merchant Slang), Great Weapon 4 (Long Spear), Guile 3 (Fast talk), Hunt 2 (Tracking), Infernal Lore 2 (Demons), Intrigue 3 (Plotting), Latin 4 (Hermetic), Leadership 3 (Intimidation), (Local Area) Lore 3 (Personalities), Magic Lore 2 (Creatures), Magic Theory 5 (Inventing Spells), Order of Hermes Lore 4 (Criminals), Parma Magica 5 (Corpus), Penetration 6 (Perdo), Philosophiae 2 (Moral Philosophy), Premonitions 3 (Enemy Magi), Profession - Scribe 2 (Speed), Second Sight 3 (Invisibility), Stealth 2 (Shadowing), Survival 2 (Forests), Swim 2 (Rough Water)

Arts: Cr 10, In 6, Mu 4, Pe 18+3 (15), Re 9; An 5, Aq 6, Au 6, Co 15, He 6, Ig 6, Im 5, Me 6, Te 6 (4), Vi 8

Twilight Scars: The shadows in Darius' hood are unusually deep, hiding his face; Nearby, non-magical items decay when Darius uses magic (as the Warped Magic Flaw).

Equipment: Long Spear with haft enchanted as a talisman, instilled with the effect The Wound that Weeps (PeCo 15, penetration 0, 50 uses per day), attuned to a +4 bonus to spells that destroy at a distance, Longevity Ritual: Lab Total 35, +7 aging bonus

Encumbrance: 0 (4)

Spells Known:

Cripple the Howling Wolf (PeAn 25/+27*), Mastery 1 (Fast Casting)

Parching Wind (PeAq 20/+28*), Mastery 1 (Penetration)

Curse of the Desert (PeAq 25/+29*), Mastery 2 (Penetration, Magic Resistance)

The Chirurgeon's Healing Touch (CrCo 20/+26), Mastery 1 (Penetration)

Whispers through the Black Gate (InCo (Me) 15/+13), Mastery 1 (Quiet Casting)

The Inexorable Search (InCo 20/+22), Mastery 1 (Penetration)

Grip of the Choking Hand (PeCo 15/+37*), Mastery 1 (Penetration)

The Wound that Weeps (PeCo 15/+37*), Mastery 1 (Penetration)

Incantation of the Milky Eyes (PeCo 30/+37*), Mastery 1 (Penetration)

Twist of the Tongue (PeCo 30/+37), Mastery 1 (Fast Casting)

Clenching Grasp of the Crushed Heart (PeCo 40/+38*), Mastery 2 (Penetration, Magic Resistance)

Gift of the Bear's Fortitude (MuCo 25/+20), Mastery 1 (Fast Casting)

Endurance of the Berserkers (ReCo 15/+25), Mastery 1 (Fast Casting)

Lifting the Dangling Puppet (ReCo 15/+25), Mastery 1 (Penetration)

Seven-League Stride (ReCo 35/+25), Mastery 1 (Fast Casting)

The Leap of Homecoming (ReCo 35/+25), Mastery 1 (Fast Casting)

The Great Rot (PeHe 25/+28*), Mastery 1 (Fast Casting)

Soothe the Raging Flames (PeIg 20/+28), Mastery 1 (Fast Casting)

Ward Against Heat and Flames (ReIg 25/+16), Mastery 1 (Fast Casting)

Veil of Invisibility (PeIm 20/+28), Mastery 2 (Quiet Casting x 2)

Tip of the Tongue (PeMe 5/+29), Mastery 2 (Fast Casting, Magic Resistance)

Calm the Motion of the Heart (PeMe 15/+28), Mastery 1 (Quiet Casting)

Loss of But a Moment's Memory (PeMe 15/+29*), Mastery 3 (Quiet Casting x 2, Still Casting)

Blessing of Childlike Bliss (PeMe 25/+30), Mastery 3 (Quiet Casting x 2, Still Casting)

Rusted Decay of Ten-Score Years (PeTe 20*, Target increased to Group/+28*), Mastery 1 (Fast Casting)

Demon's Eternal Oblivion (PeVi 30/+30*), Mastery 1 (Fast Casting)

Wind of Mundane Silence (PeVi 30/+30), Mastery 1 (Magic Resistance)

(* if Darius is holding his Talisman, he has a +4 bonus to cast spells which "Destroy things at a distance")

Appearance: Darius is a frightening individual. A bony figure swathed in a black, all-encompassing robe and carrying a black-hafted spear, he is reminiscent of medieval perceptions of the physical embodiment of death. This image is further emphasized if his hood falls away from his face, for Darius is bald, with a mass of scar tissue for a face and no eyes.

Darius is content to cultivate his sinister image; he is a hoplite and an expert with Perdo magic, dedicated to the discovery and execution of traitors within the Order. However, it was not always thus; Uwe, the boy who would eventually become Darius, was born into a merchant family living in Bavaria. He enjoyed a comfortable life in a moderately prosperous household. However, shortly after Uwe reached puberty strange things began to happen. His books would fall apart, furniture he sat on would break, and the family cat died in his arms. His family became aware that there was something unsettling about the boy and were only too happy to see him taken away as an apprentice by the mysterious scholar who visited them soon after.

Thus Uwe became the apprentice of the hoplite Xerxes, who indoctrinated his filius to become a hunter of evils within the Order of Hermes. A lab accident early during apprenticeship burned away Uwe's eyes and the flesh on his head, but Xerxes restored Uwe's sight, although he refused to do anything about his filius' appearance. Fifteen years later Uwe became a magus of the Order of Hermes named Darius and joined the ranks of the hoplites, its guardians. He has continued

to maintain contact with his (aging) pater, but they only see each other on rare occasions when they can share information; Xerxes is now too frail to take part in combat.

Darius travelled to the covenant to establish a base from which he could seek out and destroy its enemies. He pursued this vocation with an enthusiasm that impressed his colleagues, and when the previous leader of the covenant recently passed into Final Twilight he accepted the position of head, seeing in this an opportunity to instill his values into the new, younger members swelling its ranks. Darius has been too busy to train an apprentice, but now he feels the need to pass on his legacy soon, as he suspects that he may have encountered his bane; he recently fought a powerful Renounced magus and his followers and was nearly killed, only "escaping" when a magical maelstrom sent him physically into Twilight. The traitor is still at large; Darius intends to kill him in the next confrontation and is even prepared to sacrifice himself to achieve this aim.