

# Hex

Sydney Harker

# EARTH

Brawling: Ou(+3)(20)  
Agility: Gd(+1)(10)  
Strength: Gd(+1)(10)  
Endurance: Gd(+1)(10)  
Willpower: Ou(+3)(20)  
Intelligence: Gd(+1)(10)  
Perception: Gd(+1)(10)  
Resourcefulness: Pr(-1)(4)

Reputation: Dr(-3)(1)

Health Points: 41

Story Points: 47



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## Powers

### Magic: Gr(+2)(15)

Mr. Harker, once a powerful combat mage, is now crippled by a “spiritual wound”. Sydney cannot retain spells. He can only cast spells by reading them directly out of spellbooks, scrolls, and such; they always take one turn per level to cast regardless of their Source; and worse, he always loses a number of Health Points equal to a spell’s level whenever he casts one (**Outstanding**, **Phenomenal**, and **Wondrous** limitations).

### IR Sight: Ou(+3)(20)

### Protection from Fire: Ex(+4)(30)

### Control Fire: Wk(-2)(2)

Due to his preternatural heritage, Sydney can walk through a burning building unscathed, make candle flames dance, and see deep into the infra-red portion of the visible spectrum.

## Gear

### The Unreal Blade

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

- Material: **Wo(+7)(100)** magical energy, sharp. Condensed from the stuff of nightmares, this magical weapon appears as a shard of black crystal embedded in Hex’s flesh next to his heart. On Harker’s command, it manifests a baroque blade in his hand that appears to be a piece of the night sky. This blade ignores physical barriers such as armor and cannot affect the mindless, such as robots and golems, but it can be blocked by Mental Armor and Protection from Magic. It can drain 100 points of Willpower or 100 Health Points from anyone it touches. It can also attack stationary spells as if they were physical objects. If a spell is used against Sydney as a distance attack, he can —if he goes first— try to “parry” the spell with the sword (**Outstanding** result on an Agility check). If he fails, he takes a direct hit; if he succeeds, he can “throw back” the spell on his next turn.

### Dragon Scale Gauntlet

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

- Material: **Ph(+5)(40)**, dragon scales.
- Armor: **Ex(+4)(30)**, for his left arm.
- Protection from Corrosives: **Ex(+4)(30)**, for his left arm.

### Armored Coat & Boots

Price: **Ex(+4)(30)**

- Material: **Ou(+3)(20)**, ballistic cloth.
- Armor: **Ou(+3)(20)**

## Skills

**Language:** English (US), Chinese (Cantonese), Hindi, Susurrant.

**Profession:** Guide.

**Local Geography:** Los Angeles.

**Vehicle:** Taxi Cab, Tour Bus.

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

**Quickstrike:** (+1) bonus to Perception in hand-to-hand combat.

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

**Acrobatics:** (+1) bonus when defending in combat.

**Weapons, Sharp:** (+1) bonus using any sharp weapon in hand-to-hand combat.

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

## Description

### Appearance

Sydney Harker appears to be nothing more than an occidental human male in his early 40’s, perhaps of European descent, who’s had a hard life and can still be trouble in a fight. He stands 175 cm (5ft 8in) tall, weighs about 86 kg (190 lbs), has coppery skin that passes for human until he stands under neon lights (when it gets an unnatural sheen), and has violet eyes that he hides behind a pair of sunglasses. In the fashion of his home, he wears his dark hair and nails long. Those with the power to Sense Magic often say they see a dark vortex over his heart.

### Background

Hex is a veteran of the most recent civil war in the magical realm of Susur, from the losing side. In what turned out to be his final tour of duty, he volunteered to make a critical surgical strike with an experimental weapon, which was sabotaged by a double-agent in his squad. When it literally back-fired, he received a wound that permanently disrupted his ability to cast spells. His side’s campaign started going from bad to worse right about the same time. Seeing where the war was headed, a very grateful and well-connected friend of his family spirited him away to Earth and used powerful magics to give him a crash course in several terrestrial languages and the culture of the international metropolis of Los Angeles. Hex the combat mage became Sydney Harker, taxi driver, tour guide, and occasional chauffeur for well-to-do visitors to the City of Angels.

## Notes

**Home Base:** Los Angeles

**Story:** The PCs can cross paths with Harker just by hailing a cab. Hex has little to do with the Susurrouse refugee community and their troubles, but since he doesn’t shy away from fares to high crime areas, he still keeps the gauntlet, coat, and boots from his old uniform in bags under the seats of whatever he’s driving for the day —just in case.

**Character points:** (4,283 - 80 in limitations =) 4,263

**Unused character points:** 17 (built with 4,300 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](http://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.