

Mojo

“Morris Jones”, Stage Magician, Hero

Brawling:	Cm(0)(6)	Reputation
Agility:	Gd(+1)(10)	· Mage War Refugees:
Strength:	Cm(0)(6)	Gd(+1)(10)
Endurance:	Gd(+1)(10)	· People of Earth:
Willpower:	Ou(+3)(20)	Dr(-3)(1)
Intelligence:	Gd(+1)(10)	Health Points: 32
Perception:	Gr(+2)(15)	Story Points: 55
Resourcefulness:	Gd(+1)(10)	Character Points: 2400



Powers

Magic: **Dr(-3)(1)**

Mojo is a novice on the path of *Glyph Magic*. In this path, each spell is cast by drawing a specific glyph on the spell's target while concentrating on the condition, or set of conditions, that will set it off. Until that triggering condition is met, the spell stays dormant. Changes to light, sound, temperature, or time can all be used as triggers, as can the presence/removal of some general type of creature or object. It takes one turn to draw a glyph. Once a spell goes off, its glyph disappears.

- Glyphs drawn in the Mage's own blood tap *The Source Within* as they get triggered.
- Glyphs drawn in someone else's blood tap *The Source Purloined* as they get triggered.
- Glyphs drawn with any other materials tap *The Source Without* as they get triggered.
- Glyphs drawn with powdered gemstone chalk can be drawn in thin air or on moving water.

Mojo hasn't yet memorized any glyphs.

Limitations

Fugitive: **Gd**

The Incandescent Order, victors of the Susurrant Mage War, target Jones the way they once targeted his late Uncle Ernie.

Skills

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

Knowledge: Chinese Calligraphy, Persian Cooking, Susurrant Calligraphy.

Language: Chinese (Mandarin), English (UK), French (Northern), Persian (Classical), Susurrate.

Profession: Stage Magician.

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

Weapons, Thrown: (+1) bonus to use or catch thrown weapons.

Gear

Powdered Gemstone Chalk

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

- Works like normal chalk for anyone but a Glyph Mage.

Fiend Thrall Glyph

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

- Mental Control: **Ex(+4)(30)**

Mojo bears a glyph that was permanently installed on his body and in his mind. It gives Morris the power to command extra-dimensional creatures who have the Evil Reputation trait (**Ph** limitation). Unlike standard Mental Control, Jones does more than suggest; he commands; but his enthralled fiends are only required to follow the exact letter of his orders. Any such creature who attacks Mojo while under the power of this glyph is trapped in service until Morris releases it.

Gear (Continued)

Uncle Ernie's Red Top Hat

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

- Material: **Ph(+5)(40)**, magically reinforced felt. The inner band expands and contracts to perfectly fit any human-like head, and can even be stretched up to a meter (3 ft) wide. It connects to an 80 m³ (2,800 ft³) pocket dimension packed full of miscellaneous junk.
- Conjure: **Pr(-1)(4)**
Jones has dropped so many everyday things into the hat that with enough fishing around, he can pull out just about any mundane object with **Poor** traits.
- Magic Prison: **Wo(+7)(100)**
While Morris can wander the hat's pocket dimension unharmed, anyone else thrown in there stays trapped in suspended animation until pulled back out.
- Protection from Strangers: **Ou(+3)(20)**
The hat is now bonded to Mojo and will not work for anyone else unless he gives it as a gift or dies.

Uncle Ernie's Red Wand

Resource Cost: **Ph(+5)(40)**

- Material: **Ph(+5)(40)**, magically reinforced ebony. On mental command, it can change size to anything from the size of a pencil to that of a 3 m (9 ft) staff.
- Telekinesis: **Ou(+3)(20)**
Anything pointed to within 400 m (1,200 ft) can be hit, picked up, moved, or thrown back with **Outstanding** force, but more complex manipulations (such as turning a key) are not possible.
- Protection from Strangers: **Ou(+3)(20)**
The wand is now bonded to Morris and will not work for anyone else unless he gives it as a gift or dies.

Mobile Phone

Resource Cost: **Dr(-3)(1)**

- Signal Range: **Wk(-2)(2)**, 4 km (2.5 mi) to a cell tower; Requires a telecommunications network to function.

Contacts

The Midnight Cabaret

A traveling variety show run by a troupe of refugees from many different dimensions.

Followers

Sediento the Killer Bunny, NPC Villain

B	A	S	E	W	I	P	R	ERP	HP	SP
Ou	Ou	Ex	Ph	Ex	Cm	Ou	Dr	Gd	110	57

CP: 1903

Powers

- Sharp Attack: **Ou**
- Control Size: **Gd**

Not really a willing follower, the literally blood-thirsty Sediento is an extra-dimensional creature possessing one of the white rabbits from Jone's act, and is currently trapped in service to him. This fiend plots to kill Mojo every time it's let out of the Uncle Ernie's top hat.

Description

Appearance

Morris Jones is a not-entirely-human male in his late teens, about 160 cm (5 ft 3 in) tall and weighing 68 kg (150 lbs). Mojo's out-of-control bangs hang over the dark eyes, sharp nose, and broad smile of his olive-tan face. A raised red mark, the Fiend Thrall Glyph, covers part of his abdomen. When not on stage, he wears thrift-store clothes mixed with repurposed bits of other performers' cast-off costumes.

The right kind of genetic test will reveal that Morris' body has been irreversibly entangled with, and altered by, alien genes. Anyone using Sense Magic will find that his magical signature is almost identical to that of a Susurrant native.

Background

Morris "Mojo" Jones has few memories of the time before "Ernesto El Magnifico" found him as an orphan, close to death. Morris definitely doesn't remember receiving the emergency blood transfusion that saved his life yet somehow filled Uncle Ernie with guilt any time it came up. He does remember a happy childhood with his adopted sister Jinny "Jinx" Ecks, traveling from town to town with Ernie's troupe of fellow performers, and getting tutored in a wide variety of subjects that his uncle felt every well-rounded human should know.

Jones grew up learning there were some things one simply didn't ask in the Midnight Cabaret, such as how a trick really worked, a performer's home town, and what Uncle Ernie did on his nights off that sometimes brought him home with bloody knuckles. When his uncle didn't return home one night, and Jinny found him dead as part of what looked like a ritual sacrifice, the rest of the troupe finally told Mojo the truth. They were all refugees from other dimensions that had been conquered by evil. Ernie was a former combat mage from a realm called Susur. His uncle kept busy by reminding his old enemies in the Incandescent Order, and plenty of others like them, that chasing refugees in this dimension came at a high price.

Morris and his sister inherited his act, some very real magical gear, and quite a few of his old enemies. They feel compelled by the sense of duty that Ernie instilled in them to not just protect the troupe, but to also take on any magical threat against innocent people. The act has been renamed "Mojo & Jinx", and the siblings are both trying to learn Uncle Ernie's style of magic, in preparation for the inevitable day when they cross paths with his killer.

Notes

Home Base: Mobile; He travels with the Midnight Cabaret.

Story: A Home of Our Own.

Mojo could fit into any urban fantasy or extra-dimensional horror story. The easiest way for your heroes to meet him is to have the Midnight Cabaret perform in their town.

- A hunter for the Incandescent Order, in human guise, asks a PC out on a date to a Midnight Cabaret show, hoping to use the hero as cover while she investigates rumors of their involvement with refugees from Susur.
- Morris sets the Killer Bunny on an errand, fails to properly phrase his orders, and it starts sowing chaos in the heroes' back yard. Alternately, Sediato could meet the PCs in mid-errand and try to convince them that Jones is an evil wizard invading their city, and they must destroy him.
- The heroes stop what appears to be a mugging only to learn that the target is an extra-dimensional traveler, who asks them for help in finding the people that will usher him on to the next leg of his journey. Then he pulls out an ad for the Midnight Cabaret.

Unused Character Points: 64



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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.