

Harlequin

When Harlequin was introduced in the module of the same name, he was not given stats and the GM was instructed to consider him indestructible and capable of doing anything that he wished to do. That rubs many GMs up the wrong way as it is felt this is cheating the players, no matter how outclassed they may actually be. With the new 4th Edition, one of the consistent themes of the game has become that it is easier to destroy than it is to create. Below I have taken a stab at creating a Harlequin within the rules. He remains a being of immense power, but is now at least vulnerable and a character that the players could at least, should they wish to, attempt to challenge. His magical capabilities exceed those of a typical great dragon and he has advantages that most players could only dream of. But he is real now and hopefully GMs will enjoy the frisson of playing him as such. The intent is that he is smart enough, and tenacious enough to have survived through the many centuries almost regardless of this magical capabilities.

Description

Image: An elf of medium height (approx. 5'10"), with a sparse wiry build and an easy way of moving. His face is white painted like a classical theatre clown, yellow lozenges over the eyes and dark, narrow red lips like a slice with a razor blade. He wears a motley of colours, ill-assembled and shabbily worn and a sword dangles in a leather scabbard from his waist. He looks for all the world like a lost theatre performer. Or a madman. His eyes... reflect all the chaos of the ages.

Game Stats

Street Name: Harlequin Real Name: Caimbueul Race: Elf

Body 4 (9) Agility 7 Reaction 6 Strength 2 Charisma 8 (12) Intuition 8 (14) Logic 7 (11) Willpower 6 (9)

Edge: 7 Initiative: 20 4IP

Essence: 7

Magic: 16

Initiation Grade : 12

Metamagics : Masking, Centering, Cleansing, Psychometry, Shielding, Absorbion, Extended Masking, Filtering, Reflecting, Flux, Unknown Metamagic (GM Special), Unknown Metamagic (GM Special)

Positive Qualities: Magician, Lucky, Exceptional Attribute (Intuition), Exceptional Attribute (Logic), Ambidextrous, Aptitude (Blades), Aptitude (Spell Casting).

Negative Qualities: Aspected Magician (Sorceror)

Skills: Arcana 6 Archery 6 Armorer 2 Artisan 6 Assensing 6 Astral Combat 6 Automatics 3 Automotive Mechanic 2 Blades 7 Climbing 5 Clubs 6 Computer 4 Con 6 Counterspelling 6 Data Search 3 Demolitions 1 Disguise 6 Diving 3 Dodge 6 Enchanting 6 Escape Artist 5 Etiquette 6 First Aid 6 Forgery 6 Gymnastics 6 Hacking 4 Hardware 2 Heavy Weapons 4 Infiltration 6 Instruction 6 Intimidation 6 Leadership 6 Locksmith 3 Longarms 6 Medicine 6 Nautical Mechanic 1 Navigation (Stars and Sunrises +2) 3 Negotiation 6 Palming 6 Perception 6 Pilot Aircraft 2 Pilot Ground Craft (Motorbike) 6 Pilot Watercraft (Sail Boats) 5 Pistols 6 Ritual Spellcasting 6 Running 4 Shadowing 5 Software 3 Spellcasting 7 Survival 4 Swimming 5 Throwing Weapons 4 Tracking 5 Unarmed Combat 6

Spells: All.

Notable Gear: Excalibur, Force 9 Weapon Focus Longsword.

Quickened Spells*: Increase Attribute (Logic), Increase Attribute (Willpower), Increase Attribute (Charisma), Increase Attribute (Body), Increase Attribute (Intuition), Increase Reflexes, Physical Mask, Astral Armour, Deflection, Area Thought Recognition, Combat Sense

*All spells at Force 11 and quickened with double karma for dispelling purposes. It can be assumed where relevant that maximum hits have been obtained, through the use of Edge, spirit aid and the opportunity over 5,000 years to make plenty of attempts. Note that with Extended Masking, Harlequin is able to conceal up to 12 quickened spells or foci.

Anchored Spells: Heal. Trigger: Extensive physical damage.

Powers: Immunity to Aging. Immunity to Toxins. Immunity to Disease.

Notes:

Notes: There are a few minor rules violations. These are the possession of two exceptional attributes and the possession of two aptitudes. Seems reasonable for someone who is over 5,000 years old.

The physical stats of Harlequinn represent someone who is healthy, and was once a soldier of great renown (Earthdawn sources), but who relies primarily on speed and skill rather than gross physical power.

It is recommended that one of the unknown metamagics that Harlequinn possesses allows passing masked spells through wards without disrupting them. In the module Harlequin, he also demonstrates the apparent ability to teleport. Whether or not this is actually the case, it is possible that one of the metamagics is something along these lines.