

# THE ETERNAL

**Name:** The Eternal (current), formerly Mr. Paganini, and

Hesheqem the Syvan before that

**Alignment:** Miscreant

**Attributes:** I.Q. 19, M.E. 20, M.A. 13, P.S. 15, P.P. 13, P.E. 12,  
P.B. 8, Spd. 10.

**Age:** Immortal                      **Sex:** Male

**Horror Factor:** 13

**Height:** 6' 5" (1.96 m)      **Weight:** 188 lbs. (85.3 kg)

**Hit Points:** 149                      **S.D.C.:** 70                      **A.R.:** 13

**I.S.P.:** 200                      **P.P.E.:** 30

**Disposition:** Arrogant, cruel, sadistic, ambitious, and patient.

After all, when one is immortal, they have time to wait. He enjoys manipulating others, ruining their lives, and then robbing them blind. He considers himself a virtuoso of violence.

**Experience Level:** 7th level

**Natural Abilities:** See the invisible, nightvision 90 ft / 27.4 m

(can see in total darkness), normal colour vision, recognize all illusions (and therefore NOT affected by them): 90%.

**Magic:** The Eternal knows a ritual invocation that grants nightvision to the recipient (along with bleeding from the eyes as a side effect). He uses this ritual to initiate people into his cult.

**Psychic Powers:** Bio-Manipulation (10), Clairvoyance (4), Ectoplasm (6 / 12), Empathic Transmission (6), Exorcism (10), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Increased Healing (10), Induce Pain (2), Induce Sleep (4), Mind Block (4), See Aura (6), Suggestion (Hypnosis) (2), and Telepathy (4).

*Special:* Automatically senses emotions around him. Can identify the source of specific emotions at 80% accuracy. The Syvan can be considered a sort of empathic receiver. Can also sense the presence of supernatural beings within 300 ft. (91.5 m).

**Level of Education:** Special Training

**Occupation:** Criminal Mastermind/Cult Leader

**Scholastic Skills:** Dance (86%), Detect Ambush (85%), Detect Concealment (75%), Escape Artist (75%), Intelligence (81%), Interrogation (85%), Language: Arabic (98%), Language: Ancient Greek (98%), Language: Carcosan (98%) (native language), Language: English (98%), Language: German (98%), Lore: Demons & Monsters (75%), Lore: Religion (85%), Mathematics: Basic (98%), Play Musical Instrument: Violin (80%), Prowl (98%), Research (90%), W.P. Automatic Pistol, W.P. Sword, and W.P. Rifle.



**Secondary Skills:** Athletics (General), Climbing (98% / 65%), Computer Operation (1st level: 65%), Electronics: Basic (75%), Forgery (1st level: 35%), Hand to Hand: Basic, Land Navigation (69%), Pick Locks (5th level: 55%), Pilot: Automobile (98%), Pilot: Motorcycle (89%), Running, Swimming (98%), and Wilderness Survival (5th level: 65%).

**Attacks per Melee:** 2 physical or three psychic

**Bonuses:** +2 to parry, +2 to dodge, +1 to strike, +0 to strike with body block/tackle (1D4 damage), +0 to roll with punch/fall, +3 to save vs. psychic attack/insanity, +2 to save vs. magic.

**Other Abilities:** +5% I.Q. bonus, trust/intimidate 25%, charm/impress 4%.

**Character Background:** Hesheqem the Syvan is originally from the interdimensional city of Carcosa. He was transported to earth in 1840 CE when he was plucked from his world by a small cult meddling with mystic powers they did not understand. Hesheqem took great pride in telling the cult what they wanted to hear while he used his psychic abilities to manipulate them in doing what he wanted. He took great pleasure in tearing down their sanity and manipulating them to perform the vilest of deeds. It got to the point where the members, lost in madness and paranoia, preceded to kill each other in a disturbing orgy of violence. That was when Hesheqem knew he would enjoy his time on this world.

It was a new beginning so he adopted a new name, Mr. Paganini, as his nom de plume. His reasoning was thus, Paganini was a violin virtuoso, and he was a virtuoso in violence – close enough in his mind (and anyone who questioned it, never got a second chance to do so).

Mr. Paganini drifted around Europe for several decades, working his way into the lives of the rich and bored. He played to their vanities and promised them great riches as he psychically manipulated them. He would ruin each and every one that he touched with his influence. Whole family dynasties were wiped out (both literally and monetarily) after having Mr. Paganini take an "interest" in them.

With the funds that he had stolen from his victims, he established himself a criminal empire that extended across Europe like a wildfire. It soon had cells in each major city and in several key strategic ley line locations. This organization was no longer just a criminal organization for its members had begun to worship their leader as a god. At this point, Mr. Paganini became the Eternal, an immortal god among men. The cult believes that the Eternal will shepherd humanity to its true destiny. They are fanatically devoted to the Eternal and would gladly give their lives for him.

**Special Equipment:** Paganini is armed with an enchanted sword cane that has an eternally sharp, indestructible blade that never dulls (1D8 + 3 damage). He also has an automatic pistol (Range 165 ft. (50 m), 4D6 Damage, 7 round mag.) hidden on his person.

Weapon Proficiency	Strike	Parry	Throw
W.P. Automatic Pistol	+4   +2   +0		
W.P. Rifle	+4   +2   +0		
W.P. Sword	+2	+2	