

MARISSA DAVIS

Name: Marissa Davis

Alignment: Principled

Attributes: I.Q.: 17, M.E. 12, M.A. 14, P.S. 12, P.P. 14, P.E. 24, P.B. 18, Spd. 16.

Age: 26

Sex: Female

Height: 5' 8" (1.72 m)

Weight: 132 lbs. (59.9 kg)

Hit Points: 31

S.D.C.: 25

P.P.E.: 30

Disposition: Cheerful, confident, assertive, stubborn, and independent.

She has a dry sense of humour and quick wit. She's a huge fan of classic cinema, especially the Harold Lloyd and Marx Brothers movies.

Experience Level: 2nd level Arcanist/Mage

Natural Abilities: Understanding the Principles of Magic: 77%, Read Magic: 86%, Practiced Use of Magic, Sense Magic (120 ft. radius), Recognize Magic Enchantment: 58%.

Magic (P.P.E. Cost): Marissa knows the following invocations:

Level One Invocations: Blinding Flash (1), Globe of Daylight (2), See the Invisible (2), Sense P.P.E. (3), Thunderclap (2).

Level Two Invocations: Extinguish Fire (4), Fear (5), Levitation (4), Mystic Alarm (4).

Level Three Invocations: Energy Bolt (5), Impervious to Fire (5), Paralysis: Lesser (5).

Level Four Invocations: Astral Projection (7), Fire Bolt (7), Multiple Image (7).

Level Five Invocations: Escape (8), Eyes of Thoth (8), Fly (15), Sleep (10).

Level Six Invocations: Call Lightning (15), Mask of Deceit (15), Tongues (12).

Level Seven Invocations: Metamorphosis: Animal (25), Wind Rush (20).

Level Eight Invocations: Commune with Spirits (25), Exorcism (30), Metamorphosis: Human (35).

Level Nine Invocations: Metamorphosis: Insect (60), Protection Circle: Simple (45).

Psychic Powers: None

Level of Education: Special Training

Occupation: Author/Stage Magician/Arcanist

Scholastic Skills: Anthropology (63%), Archaeology (68%), Chemistry (78%), History (73%), Language: Arabic (83%), Language: Ancient Greek (83%), Language: English (98%), Language: Italian (83%), Language: Latin (83%), Lore: Demons and Monsters (73%), Lore: Geomancy and Lines of Power (68%), Lore: Ghosts and Faeries (73%), Lore: Religion (68%), Mathematics: Basic (98%), Research (88%), Writing: Academic Style (61%).



Journalist Program: Computer Operation (68%), Intelligence (51%), Photography (78%), Writing: Journalistic Style (61%).

Stage Magic: Concealment (53%), Detect Concealment (63%), Escape Artist (68%), Pick Locks (65%), Contortionist.

Secondary Skills: Athletics (General), Climbing (46% / 43%), Hand to Hand: Basic, Land Navigation (52%), Pilot: Automobile (88%), Pilot: Motorcycle (72%), Prowl (62%), Running, Swimming (66%), and W.P. Automatic Pistol.

Attacks per Melee: 2 physical or psychic

Bonuses: +3 to parry, +3 to dodge, +1 to strike with body block/tackle, +5 to roll with punch/fall, +1 to save vs. psychic attack/insanity, +4 to save vs. horror factor, +4 to save vs. possession, +4 to save vs. magic.

Other Abilities: +3% I.Q. skill bonus, trust/intimidate 30%, charm/impress 40%.

Savings: \$8,000 in the bank. She inherited \$20,000 in cash from her mentor, Aton Marvelostro. She owns a clunker of a car (4 years old).

Character Background: Marissa Davis is from Philadelphia, Pennsylvania. She grew up in a middle class home where her father was a medical doctor and her mother was a professor of American folklore. Marissa grew up hearing stories of her grandmother, Mama Butler's 'gift.' Mama Butler was said to have prophetic dreams, sensing disasters and destruction before they happened. The legend goes, that Mama Butler predicted her own death right down to the hour.

Since Marissa was a small child, she has been befriended by ghost of a 17th century white servant girl, by the name of Wee Maggie, who drowned while saving a young girl from the same fate. Wee Maggie is protective of Marissa, and will do whatever she can to help Marissa. Wee Maggie has no real power, but extensive knowledge about the 17th century and the spirit world (in general). Marissa communicates with Wee Maggie on a regular basis (via the commune with spirits or astral projection invocation spells).

Marissa learnt her stage magic (and eventually) real magic from her mentor, Anton Marvelostro. He taught her all he knew of his stage magician craft. After being his assistant for several years, Marissa discovered that Anton could perform real magic! He was reluctant at first but he agreed to teach her real magic. Anton was impressed how Marissa seem to intuitively grasp the principles of magic. To Marissa's horror, Anton Marvelostro disappeared one night after a stage show. He showed up two days later dead – apparently killed by a hit and run driver. Marissa suspects foul play.

Marissa has recently received an invitation to join Simon Descoteaux at the Arclight Foundation offices in New York city. He has offered her a retainer of \$5000, plus expenses, to come meet him and hear out his business offer. Marissa Davis is a new agent of the Arclight Foundation, under the direction of Simon Descoteaux.

Special Equipment: Marissa owns a Browning automatic pistol (135 ft. Range, 2D6 Damage).

Weapon Proficiency	Strike	Parry	Throw
W.P. Automatic Pistol	+3 +1 +0		