

Arcanum

Arcanum is the Gestalt of the Tarot. His real name is Tyler Malloy. He is 26 years old.

He was born in California, an easy-going, carefree person who failed to learn discipline. After graduating college, his family refused to support him any further and he ended up helping a friend move to Texas. He continued on, ending up in Louisiana and taking a job at a mechanic's shop near New Orleans. He continued his high school and college tradition of dealing dope (after finding a reliable connection) to make money on the side.

Tyler took a casual interest in mixed martial arts and the occult during his time in California, and continued to do so in New Orleans. He met a girl named Priscilla and the two eventually struck up a relationship. Tyler found his "Princess" to be an attractive opposite: a good girl from a respectable family, with hopes and dreams and ambitions for her life. For her part, Priscilla found Ty's unsophisticated but sincere affection to be consolation enough for his lack of direction. The pair enjoyed over two years of happiness together. Despite their apparent compatibility, her fundamentalist parents strongly disapproved of Ty.

Priscilla was to take a trip to Europe as part of her college program. Only after she'd left did Tyler do a reading with the Tarot cards - one of his favorite pastimes - to determine how the trip would go. What happened next, he doesn't talk about. What is known is that the pair broke up and Priscilla was briefly hospitalized in Europe, and made a series of visits to hospitals and clinics once she returned stateside. Her parents, already wanting Ty out of the picture, found sufficient evidence of his drug dealing to have him arrested by the police, and filed several other charges (of which he was acquitted).

He spent the last few years in prison. When the fifth Gestalt Wave hit, he found himself with a deck of Tarot cards - not just imagining them while sitting in his cell, but real cards. He dealt a spread, and found himself transformed into something new.

Characteristics

Characteristics								
STR	10	0	OCV	8	25	PD	5	3
DEX	18	16	DCV	8	25	ED	5	3
CON	15	5	OMCV	8	15	REC	12	8
INT	15	5	DMCV	8	15	END	40	4
EGO	18	8	SPD	4	20	BODY	15	5
PRE	15	5				STUN	30	5

Running 12m, Swimming 4m, Jumping 4m

Total points: 167

Skills, Talents and Perks

	Skills		
Concealment	13	DEX	3
Contortionist	13	DEX	3
Gambling (Cards)	12	INT	3
KS: Occultism	12	INT	3
Lockpicking	13	DEX	3
Mechanics	12	INT	3
Paramedic	12	INT	3
PS: Drug Dealer	12	-	3
Power: Tarot Cards	13	EGO	3
Stealth	13	DEX	3
Streetwise	12	PRE	3

Martial Maneuvers:

- Legsweep [3]: half phase, OCV 10, DCV 7, 3d6 Strike, Target Falls
- Martial Block [4]: half phase, OCV 10, DCV 10, Block, Abort
- Martial Dodge [4]: half phase, OCV -, DCV 13, Dodge, Affects all attacks, Abort
- Martial Escape [4]: half phase, OCV 8, DCV 8, STR 25 vs. Grabs
- Martial Strike [4]: half phase, OCV 8, DCV 10, 4d6 Strike

Total points: 52

Powers

True Reading: Clairsentience (Sight and Hearing Groups, Precognition; Usable By Others, +1/4; Extra Time: 1 minute, setup only, -3/4; Gestures: must deal cards, -1/4; Precognition Only, -1; Vague and Unclear, -1/2) - 63 Active Points, 7 END [26]

Eternal Atonement: Gestalt Immortality (Resurrection only happens when someone deals the "fateful spread", -1/2) - 20 Active Points [13]

Seven of Wands: Resistant Protection (PD 10, ED 10) [30]

Master of the Tarot: Variable Power Pool (80 point pool, 80 point control; Gestures: must see and handle appropriate card, -1/4). Special effect is "physical manifestations of Tarot card imagery". [112]

Variable Power Pool slots:

1. *Ten of Swords*: Blast (8d6; Indirect, straight down, +½; No Range Modifier, +½; STUN Only, -0) - 80 Active Points, 8 END
2. *Eight of Swords*: Entangle 5d6 (Standard Effect: 5 BODY, 5 PD/ED; Backlash +½) - 75 Active Points, 8 END
3. *Ace of Pentacles*: Healing 8d6 (Standard Healing) - 80 Active Points, 8 END
4. *Seven of Cups*: Images (Sight, Hearing, Smell Groups, -2 PER; Area Effect, 5-8m radius, +½) - 39 Active Points, 4 END
5. *Knight of Wands*: Leaping 70m (Accurate) - 40 Active Points, 4 END
6. *Ace of Cups*: Mind Control 10d6 (Area Effect: 16m cone, +½; Only to inflict positive emotions, -1; No range, -½) - 75 Active Points, 8 END
7. *Major Arcana*: Multiform, 400 points - 80 Active Points

Total points: 181

Complications

Accidental Change: when major arcana are appropriate to the current situation (Uncommon, 11- to change) [-10]

Distinctive Features: nearby presence can be detected by dealing cards, which always show a recognizable spread (No Concealable, Simple Test) [-10]

Physical Complication: must grant Clairsentience to anyone dealing cards nearby (Minor) [-5]

Psychological Complication: goal of providing assurance and security to people (Very Common, Strong) [-20]

Psychological Complication: wants luck, mysticism or coincidence to provide him with easy ways out (Common, Strong) [-15]

Social Complication: convicted drug dealer, suspect in other crimes (Frequent, Major) [-15]



Major Arcana Themes

~~The Fool - drunken master/evasion tank, able to survive most forms of attack. Minimal offensive ability.~~

~~The Magician - telekinetic with balanced offense, defense and mobility.~~

~~The High Priestess - a collective telepath focusing on finding, linking and synergizing people rather than psychic combat.~~

The Empress - nature control and strong healing powers.

The Emperor - earth control and strong defensive/fortification/barrier powers.

The Hierophant - social influence and leadership.

~~The Lovers - Duplication/Mind-Link/Teamwork focused martial artists using speed and coordination to Stun enemies.~~

The Chariot - an armored, highly mobile fighting hero.

Strength - ??

The Hermit - ??

Wheel of Fortune - ??

Justice - ??

The Hanged Man - ??

Death - ??

Temperance - ??

The Devil - mental Entangles, Mind Control, Presence attacks.

The Tower - Dispel, Drain, Suppress.

Star - ??

Moon - ??

Sun - ??

Judgement - ??

The World - ??

Minor Arcana

Ace of Wands: Luck

Three of Wands: enterprise, trade, commerce

Eight of Wands: teleportation

Three of Pentacles: Skill Level

Page of Pentacles: Cramming

King of Pentacles: social status (perks)

Two of Swords: blind-fighting

King of Swords: +INT

Page of Swords: Invisibility

The Fool

The Fool is the first of the major arcana that Ty has mastered. He carries a bindlestick, or a hobo's walking stick with a few meager possessions wrapped in a sack.

The Fool is an "evasion tank" - a character with seemingly no ambition or combat usefulness, but an endless ability to avoid serious injury (and responsibility). He can't be intimidated because he doesn't know to be afraid, and can't be dissuaded from the long journey ahead of him by such minor details as supervillains' attacks. His fighting style, such as it is, consists of accidentally avoiding attacks, finding things going his way unexpectedly, and being a nuisance.

Characteristics

Characteristics								
STR	10	0	OCV	8	25	PD	5	3
DEX	10	0	DCV	10	40	ED	5	3
CON	10	0	OMCV	3	0	REC	12	8
INT	10	0	DMCV	9	18	END	40	4
EGO	10	0	SPD	4	20	BODY	15	5
PRE	20	10				STUN	30	5

Running 12m, Swimming 4m, Jumping 4m

Total points: 141

Skills, Talents and Perks

Skills			
Charm	13	PRE	3
Combat Skill Level: +5 to Block			10
Persuasion	13	PRE	3
Power: Tarot Cards	12	EGO	5

Total points: 21

Powers

Wasn't Paying Attention: Flash Defense (10 vs. Sight) [10]

Eternal Atonement: Gestalt Immortality (Resurrection only happens when someone deals the "fateful spread", -½) - 20 Active Points [13]

Bindlestick: Hand-to-Hand Attack 4d6 [20]

Lucky Sidestep: Knockback Resistance (10m) [10]

Obliviousness: Mental Defense 20 [20]

Unnecessary Optimism: PRE +20 (Only to protect against Presence attacks, -1) [10]

Careless Evasion: Resistant Defense (PD 20 ED 20; Hardened, + $\frac{1}{4}$; Impenetrable, + $\frac{1}{4}$; Luck-Based, - $\frac{3}{4}$; Nonpersistent, - $\frac{1}{4}$) [45]

Serendipitous Coincidence: Variable Power Pool (60 point pool, 60 point control; No skill roll to change, +1; No choice of when or how powers change, -1) [120]

Total points: 238

Complications

Accidental Change: when major arcana are appropriate to the current situation (Uncommon, 11- to change) [-10]

Distinctive Features: nearby presence can be detected by dealing cards, which always show a recognizable spread (No Concealable, Simple Test) [-10]

Psychological Complication: goal of providing assurance and security to people (Very Common, Strong) [-20]

Psychological Complication: run into situations regardless of risk or good sense (Common, Total) [-20]

Social Complication: convicted drug dealer, suspect in other crimes (Frequent, Major) [-15]

The High Priestess

The High Priestess is a manifestation of Arcanum's power. She is the embodiment of revealed secrets, intuition, and connection.

Characteristics

Characteristics								
STR	10	0	OCV	8	25	PD	5	3
DEX	18	16	DCV	8	25	ED	5	3
CON	15	5	OMCV	8	15	REC	12	8
INT	15	5	DMCV	8	15	END	40	4
EGO	18	8	SPD	4	20	BODY	15	5
PRE	15	5				STUN	30	5

Running 12m, Swimming 4m, Jumping 4m

Total points: 167

Skills, Talents and Perks

Skills			
Concealment	13	DEX	3
Contortionist	13	DEX	3
Gambling (Cards)	12	INT	3
KS: Occultism	12	INT	3
Lockpicking	13	DEX	3
Mechanics	12	INT	3
Paramedic	12	INT	3
PS: Drug Dealer	12	-	3
Power: Tarot Cards	13	EGO	3
Stealth	13	DEX	3
Streetwise	12	PRE	3

Total points: 34

Powers

Eternal Atonement: Gestalt Immortality (Resurrection only happens when someone deals the "fateful spread", $-\frac{1}{2}$) - 20 Active Points [13]

Shield of the Faith: Mental Defense 40 (Usable By Nearby, +1; Nonpersistent, $-\frac{1}{4}$; Defense scales with number of people in Mind Link, $-\frac{3}{4}$) [40]

Images of Heaven: Mental Illusion 6d6 (Cumulative, x2 limit, $+\frac{3}{4}$; Reduced END, half, $+\frac{1}{4}$; Cannot cause harm, $-\frac{1}{2}$; May only create illusions supplied by Mind Link or Telepathy, $-\frac{1}{2}$) - 60 AP, 3 END [30]

Unity of Faith: Mind Link (any eight minds; Link, Mental Defense, $-\frac{1}{4}$) [24]

Guidance from Above: Mind Scan 8d6 (+10 to search roll; Cannot attack, $-\frac{1}{2}$) - 60 AP, 6 END [40]

Understanding: Telepathy 6d6 (Cumulative, x2 limit, $+\frac{3}{4}$; Reduced END, half, $+\frac{1}{4}$; Feedback, -1) - 60 AP, 3 END [30]

Redemption: Major Mental Transform 3d6 (AVAD, vs. Mental Defense, +0; Variable Effects: change target's mind into any other form, +1; Works against EGO, not BODY, $+\frac{1}{4}$; Target must voluntarily accept the change, -1) - 67 AP, 7 END [35]

Total points: 212

Complications

Accidental Change: when major arcana are appropriate to the current situation (Uncommon, 11- to change) [-10]

Distinctive Features: nearby presence can be detected by dealing cards, which always show a recognizable spread (No Concealable, Simple Test) [-10]

Psychological Complication: goal of providing assurance and security to people (Very Common, Strong) [-20]

Psychological Complication: provide reconciliation, repentance and mental healing for those in need (Common, Total) [-20]

Social Complication: convicted drug dealer, suspect in other crimes (Frequent, Major) [-15]

The Lovers

The Lovers are a fighting team, male and female, who resemble Ty. They wear form-fitting clothes vaguely resembling a martial arts uniform.

The Lovers are fast martial artists who specialize in hard-hitting teamups and combination attacks. They can effortlessly coordinate their attacks with each other, analyze their opponent's fighting style, and distract him

from two places at once. The Lovers fight to protect what is most precious to them: they fight for family, friends, and for love itself.

Characteristics

Characteristics								
STR	20	10	OCV	10	35	PD	12	10
DEX	23	26	DCV	10	35	ED	12	10
CON	15	5	OMCV	4	3	REC	10	6
INT	10	0	DMCV	4	3	END	50	6
EGO	10	0	SPD	6	40	BODY	25	15
PRE	15	5				STUN	40	10

Running 16m [4], Swimming 4m, Jumping 10m [3]

Total points: 226

Skills, Talents and Perks

Skills			
Acrobatics	14	DEX	3
Analyze: Fighting Style	11	INT	3
Breakfall	14	DEX	3
Climbing	14	DEX	3
Rapid Attack (Hand to Hand Only, -1)			5
Teamwork	14	DEX	3

Martial Maneuvers:

- Leg Sweep [3] - OCV 12, DCV 9, 9d6 Strike, Target Falls
- Martial Block [4] - OCV 12, DCV 12, Block, Abort
- Martial Dodge [4] - DCV 15, Dodge, Affects All Attacks, Abort
- Martial Strike [4] - OCV 10, DCV 12, 10d6 Strike
- Martial Throw [3] - OCV 10, DCV 11, 8d6 + v/5, Target Falls

Total points: 38

Powers

Life Partner: Duplication (single 400 point dupe; No recombination, -0) [80]

Eternal Atonement: Gestalt Immortality (Resurrection only happens when someone deals the "fateful spread", -½) - 20 Active Points [13]

Combination Fist: Hand Attack 4d6 [20]

Lovers' Bond: Mind Link (with Duplicate) [5]

Distraction Dodge: Resistant Defense (PD 8 ED 8; Hardened, +¼; Impenetrable, +¼; Luck-Based, -¾; Nonpersistent, -¼) [18]

Total points: 132

Complications

Accidental Change: when major arcana are appropriate to the current situation (Uncommon, 11- to change) [-10]

Distinctive Features: nearby presence can be detected by dealing cards, which always show a recognizable spread (No Concealable, Simple Test) [-10]

Psychological Complication: goal of providing assurance and security to people (Very Common, Strong) [-20]

Psychological Complication: fight to protect family, friends and the cause of love (Common, Total) [-20]

Social Complication: convicted drug dealer, suspect in other crimes (Frequent, Major) [-15]

The Magician

The Magician unites the power of heaven and earth through cultivation of the spirit.

The Magician is a mystic archetype filtered through two additional molds: first, the overriding nature of the Gestalts (which is psionic in nature), and second, the larger archetype of "wizard" that exists in the public consciousness. While his powers nominally stem from drawing down supernal power from a larger source, this source is the Gestalt Dimension and his abilities therefore reflect a distinctly psychic quality. In spite of that, he uses Latin phrases to invoke his offensive abilities.

The Magician is the next step on the Fool's Journey. While the Fool himself is Ty's most elemental desire to avoid responsibility and inconvenience in life, the Magician is his growing acceptance of his role as a superhuman.

Characteristics

Characteristics

STR	10	0	OCV	8	25	PD	10	8
DEX	18	16	DCV	8	25	ED	10	8

CON	15	5	OMCV	12	27	REC	12	8
INT	15	5	DMCV	12	27	END	40	4
EGO	23	13	SPD	5	30	BODY	15	5
PRE	15	5				STUN	40	15

Running 12m, Swimming 4m, Jumping 4m

Total points: 226

Skills, Talents and Perks

Skills

Combat Skill Level: +1 to Blast, Deflection, Telekinesis				3
KS: Occultism	12	INT		3
Lang: Latin (fluent, accented)				3
Power: Tarot	14	EGO		3

Total points: 12

Powers

Psychokinetic Trick: Extra Limbs (Invisible Power Effects; inobvious, +½) [8]

Master of Heaven: Flight, 16m (Reduced END: 0, +½) [24]

Eternal Atonement: Gestalt Immortality (Resurrection only happens when someone deals the "fateful spread", -½) - 20 Active Points [13]

Psychokinetic Mastery: Multipower (80 point pool; all powers require Incantations, -¼) [64]

- *Psychokinetic Force*: Blast 10d6 (ACV, OMCV vs. DCV, +0; Line of Sight, +½; Incantation -¼) - 75 AP, 8 END [12]
- *Psychokinetic Parry*: Deflection (no range modifier, +½; physical attacks only, -¼; Incantation, -¼) - 30 AP, 3 END [2f]
- *Psychokinetic Motion*: Telekinesis (ACV, OMCV vs. DCV, +0; Line of Sight, +½; Works vs. EGO not STR, +¼; Mental Defense adds to EGO, -½; Incantation, -¼) - 79 AP, 8 END [9]

Master of Earth: Resistant Defense (PD 10 ED 10) [30]

Total points: 162

Complications

Accidental Change: when major arcana are appropriate to the current situation (Uncommon, 11- to change) [-10]

Distinctive Features: nearby presence can be detected by dealing cards, which always show a recognizable spread (No Concealable, Simple Test) [-10]

Psychological Complication: goal of providing assurance and security to people (Very Common, Strong) [-20]

Psychological Complication: demonstrate superhuman power in everything he does (Common, Total) [-20]

Social Complication: convicted drug dealer, suspect in other crimes (Frequent, Major) [-15]