

Marquis Alastair: Character Powers and Weaknesses

By Nuallán

Known Capabilities

Aetherite Bombs: He often carries pellets of solidified aetherite. By overcharging them with occult energy, he can set them to explode within a few seconds. These can be as weak as mere stun bombs, or as powerful as a bundle of TNT. He usually launches them by flicking them with his middle finger. In a pinch he may even throw a handful of them to produce a number of small explosions.

Demonic Transformation: At the expense of a great deal of energy, he may take the form of a pitch-black, winged western dragon like demon with piercing green eyes. In this form he becomes a melee powerhouse for about a minute or so but then becomes exhausted.

Eldritch Arc: He can generate enough electricity from his hands to power small appliances or act as a taser. Theoretically he may be able to power this up to higher levels to kill but the ability is very taxing beyond a simple jolt.

Eldritch Flight: The Marquis may fly at about ten miles per hour. (16 KMH)

Fencing Rapier: While he first used axes and bows, his body has sustained enough damage over the years that he's not as strong as he once was, instead he relies on a fencing rapier that he can charge with occult energy.

Flock of Spectral Crows: He can temporarily summon a flow of spectral (demonic) crows to attack the damned. They seek out a target they designate and fly towards them. While they can be 'killed' they return at the next summoning. The crows do not last long in the world, perhaps only a few minutes. He may summon a singular one to deliver a message for him across any distance, but after the message is delivered, the crow returns to the spirit world.

Frightening Appearance: While not a supernatural ability, his appearance, such as his odd fur color, his piercing green eyes (when he's on the prowl as a vigilante) and his strange costume are enough to startle and frighten weaker foes and even unnerve sturdier witnesses.

Hellfire: He can summon a burst of eerie blue flame like a flamethrower, however he most often uses this flame on the tip of his thumb to light pipes and cigars.

Life-Seed Tincture: These healing potions are produced via recipes he has in his laboratory, downing a draught of this wormwood-tasting stuff can heal minor wounds but requires multiple vials to heal more severe wounds.

Occult Beam: He may fire a solid beam of neon-green arcane energy.

Occult Blast: He may fire bolts of piercing neon-green energy to damage foes.

Occult Burst: By overwhelming his body with arcane energy, he can unleash a shockwave of pure occult energy able to send foes flying backwards, but leaving him unharmed. This is very taxing on

him.

Occult Sigil: He can summon a temporary shield from his outstretched arm. This is an incredibly tough shield but not impenetrable. It has been seen to stop small arms fire but a light cannon managed to shatter it.

Phantom Noises: He can manifest noises, he usually uses things like phantom whispers, and other spectral noises to unnerve criminals before he strikes. He doesn't bother using this against spirits and supernatural forces as they aren't going to be fooled by it.

Scent of a Hellhound: The Marquis can smell infernal creatures, spirit creatures, and eldritch abominations just as readily as other creatures.

Shackles of the Damned: The Marquis may summon chains from his body, he has absolute control of these and they often writhe from his form like snakes. They appear like heavy, wrought-iron chains. He often uses these to subdue foes, grapple away weapons, and can strangle opponents with them. These chains are exceptionally strong, and while their true strength is unknown, they have managed to tear doors clean off the hinges!

Stalactites of Hell: He can summon a wall of unguided, arcane spear-like projectiles to fly towards the general direction of a foe. They rapidly fade after hitting a target but can puncture through flesh and wood.

Sight of the Dead: He has the ability to see in utter darkness, and can see souls. This includes the soul gems used to encase souls in automata.

Teleportation: He can step through the realm of darkness, this appears like him rapidly being consumed by darkness and reappearing with a 'whuff' noise. He cannot teleport into objects and can only teleport into places he can physically see.

Weaknesses

Chill of the Damned: While not an active ability, if he's using his occult powers (usually is while in his vigilante form) he exudes an aura of unnatural cold in an area of about 50 feet (15 meters). While it's not cold enough to kill, it's cold enough to allow someone to see their breath. For many criminals they describe this as 'feeling like someone walked over your grave'.

Church Incense: Ever since his initiation as a warlock, he can't stand the smell of temple incense which causes him to feel disoriented and even sickened. He can tolerate any other type of incense just fine. Citing religious scripture or evoking the names of gods does nothing to him, however, and has led to many petty crooks getting thrashed.

Eldritch 'Torch': As a powerhouse of occult energy, to the person who knows the art of witch/warlock hunting, this fellow is like a magnet. A true psychic will feel him in his vigilante form at a distance of a hundred feet or 30 meters.

Familiar: He has a familiar named Anuna, she appears as a small red or black dragoness but can take a wide variety of forms. While he doesn't necessarily need her anymore, they are very close and if she's at risk he'll try to protect or save her if he can. This may lead to a conflict of interest. It should be noted that his familiar isn't necessarily a pushover herself...

Honors the Custom of Sanctuary: He honors the custom of church sanctuary. If a criminal enters an active church ground and cries sanctuary, he'll begrudgingly leave. This has led to the misunderstandings that he can't enter church ground, or that his powers don't work on church ground.

Mortal: For all his powers, the Ghost Marquis isn't an actual ghost, but a mortal blessed with occult powers and training by spiritual forces. That's right, for all the powers he has, he can still be killed via conventional means!

Salt: The Marquis has trouble with salt. When exposed to pure sea salt, it causes him an uncomfortable burning sensation. While it won't kill him like a spirit, it's a major irritant.

Tainted Blood: If he's been using his abilities, his blood starts to glow green, this glow fades over time but if he's injured it may make him easier to track. Against inexperienced foes this effect may be deeply unnerving.

Temper: If pushed very hard, he may enter a rage mode. In which case he assumes the form of a black dragon-like demon with piercing neon green eyes. His occult power is doubled and he casts spells more instinctively and aggressively. However, his actions become a bit more predictable, if not more powerful. He can't maintain this form for very long, and after such a bout of temper he'll no doubt be physically and spiritually exhausted.

Known Ultimates/Finishers

Eldritch Rift: He opens up a portal to another realm (deep space in a hell dimension) and starts hitting them with massive, semi-truck sized bolts of pure arcane energy before pulling two meteorites together to smash his foes between.

Hellgate: For the truly damned, if he has properly prepared, he may summon a portal to the hells themselves, where needy demonic arms will reach through, pulling the damned soul kicking and screaming into the nether-realm. This requires a great deal of preparation, and would almost certainly require an elaborate trap to lure the foe into the hellgate circle.