

PAZUSU

THE DEMON OF FLIES

Level: 12

Category: Natural (Nature 15)

Life Points: 170

Class: Mentalist

Str: 7 **Dex:** 10 **Agi:** 8 **Con:** 8 **Pow:** 10 **Int:** 11 **Wp:** 16

Per: 8

PhR 95 **MR** 100 **PsR** 120 **VR** 95 **DR** 95

Initiative: 125 Natural, 125 Channard Sphere

Attack: 280 Channard Sphere

Defence: 250 Channard Sphere

Damage: 65 Channard Sphere (Base Form)

AT: Complete Leather +10

CUT 3 IMP 2 THR 4 HEAT 3 ELEC 4 COLD

3 ENE 0

Psychokinetic Armor + Complete Leather +10

CUT 7 IMP 7 THR 8 HEAT 7 ELEC 8 COLD

7 ENE 0

Psychic Potential: +200 (+220 with the Channard Sphere)

Psychic Projection: 270 Base

Free Psychic Points: 21

Disciplines

Psychokinesis: Minor Psychokinesis, Psychokinetic Impact, Psychokinetic Shield, Psychokinetic Armor, Psychokinetic Trap, Ballistics, Shatter, Motion Detection, Psychokinetic Flight, Organic Psychokinesis, Major Psychokinesis, Atomic Restructuring.

Innates: 4

Ki Accumulations: Str 1 Dex 1

Agi 1 Con 1 Pow 2 Wp 4

Ki: Str 7 Dex 10 Agi 8 Con 8 Pow 10

Wp 22 **Generic Ki:** 65

Ki Abilities: Use of Ki, Ki Control, Use Of Necessary Energy, Presence Extrusion, Penalty Reduction.

Advantages and Disadvantages: Access to One Psychic Discipline, Add One Point to a Characteristic, Psychic Inclination (Psychokinesis), *Psychic Exhaustion*.

Size: 15

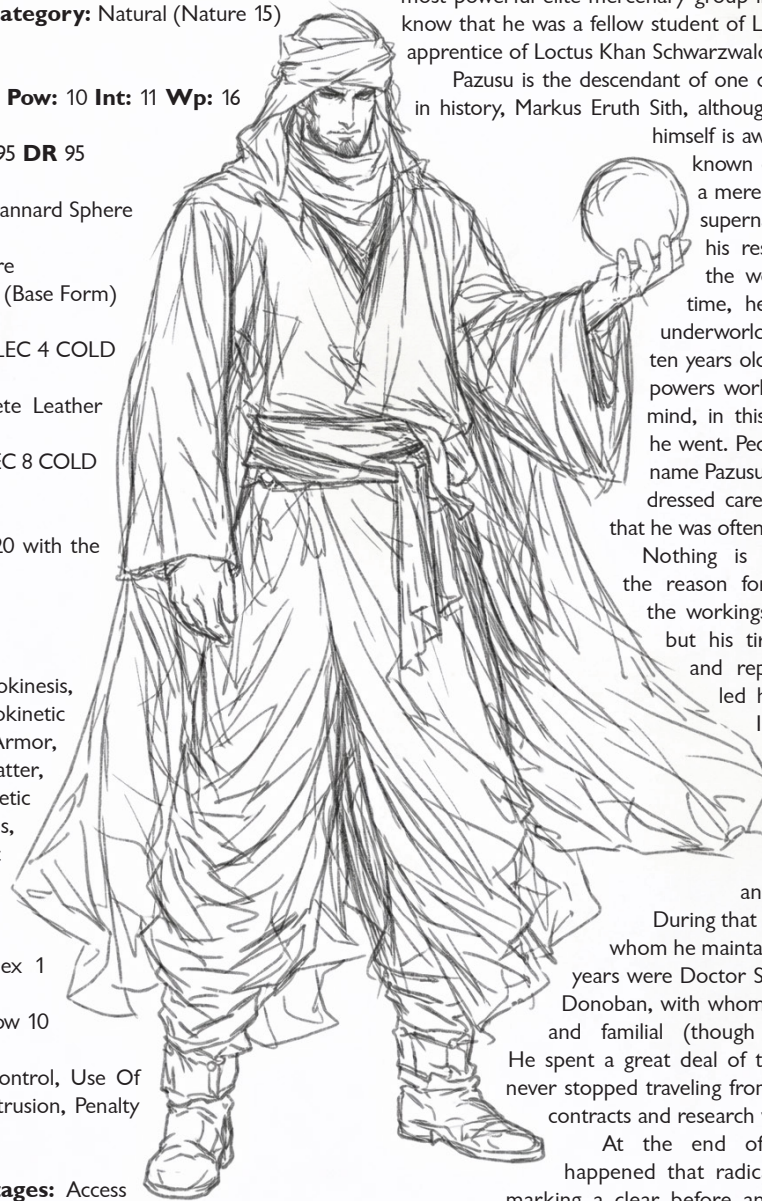
Movement Speed: 8

Regeneration: 2

Fatigue: 8

Secondary Abilities: Athleticism 35, Ride 55, Swim 35, *Composure* 120, Withst. Pain 105, Notice 130, Search 110, Track 105, Sciences 320, Logias 180, Herbal Lore 75, History 60, *Medicine* 200, *Memorize* 110, Navigation 45, *Occult* 110, Intimidate 105, Leadership 20, Persuasion 25, Theft 20, Stealth 15, Poisons 25, Forging 100, Sl. of Hand 65.

Note: The values in *italics* in Pazusu's secondary abilities represent those for which it has received a special bonus.



There is an enormous mystery surrounding the history of Marte Scrimm, the man known in the underworld of Gaia as Pazusu. To a few, he is the most powerful human psychic in existence; to others, a legend lurking in the shadows who leads the most powerful elite mercenary group in the world. Only a handful know that he was a fellow student of Lucanor and the first favored apprentice of Loctus Khan Schwarzwald.

Pazusu is the descendant of one of the most infamous figures in history, Markus Eruth Sith, although it is unlikely that even he himself is aware of it. Even today, little is known of his origins, except that as a mere child he began working as a supernatural mercenary to finance his research and experiments on the workings of the mind. For a time, he was quite famous in the underworld of Gaia, as a brat barely over ten years old endowed with such psychic powers working as a sword for hire (or mind, in this case) stood out wherever he went. People began to call him by the name Pazusu, the demon of flies, since he dressed carelessly and lived in such filth that he was often surrounded by them.

Nothing is known for certain about the reason for his early obsession with the workings of the brain and thought, but his tireless search for resources and repeated successes eventually led him to clash with both the Inquisition and the Order of Yehudah. His achievements were numerous, though even greater was the number of enemies he made due to his egotistical and haughty nature.

During that period, the only people with whom he maintained steady contact over the years were Doctor Schwarzwald and the scholar Donoban, with whom he established a very close and familial (though inconsistent) relationship. He spent a great deal of time with them, but Pazusu never stopped traveling from place to place, connecting contracts and research without rest.

At the end of that period, something happened that radically changed his character, marking a clear before and after in his life. He left behind his former exaggerated demeanor and became withdrawn and serious. He reclaimed the name Marte Scrimm and accepted an invitation from Schwarzwald to study under his patronage at the University of Ilmora, where he rose as the brightest student on campus until the arrival of his only rival: Lucanor Giovanni. Together with him (and competing against him), he developed numerous theories and breakthroughs, until he gradually fell behind the prince's unstoppable progress.

That sense of dissatisfaction led him to intermittently return to his former life, alternating between his identity as Pazusu the mercenary and Marte Scrimm the researcher. His accomplishments during this period were extraordinary, and the name of the demon of flies became a legend among Gaia's secret organizations. When Schwarzwald settled in Lucrecio, the psychic also traveled to the Principality and helped create the mental implants that, over time, would be used to stabilize the Process. In turn, he used the advances of Wissenchaft to perfect the opus magnum of his life: the Channard Sphere.

When Schwarzwald underwent the Process and lost his sanity, Pazusu and Lucanor became enemies, and the psychic fled Lucrecio, allegedly taking elements of utmost importance to the Process with him. In the following years he vanished completely from the face of Gaia, and not even the finest Ravens of Wissenschaft managed to find him, much to Lucanor's frustration. When he reappeared a couple of years later, he had joined the Conclave, a small but extremely powerful group of mercenaries, of which he remains a member to this day.

Pazusu is a pragmatic and methodical man. He does not speak much, but when he does, he always has something important to say. He possesses a colossal intellect, combined with extensive experience that only a life as hectic as his (filled with unique encounters and events) could grant. Although capable of it, he dislikes devising exceptionally complex plans, believing that acting directly is far more effective.

Pazusu considers himself an amoral monster, but the truth is far from it. He is usually polite, never harms anyone of his own volition, and only acts violently when something threatens his group or is part of his mission. One way or another, those who come to know him even slightly soon realize that he carries an enormous weight on his shoulders, something that torments him and occupies his mind at all times, turning him into the silent, bitter, and contemplative individual he is now.

He possesses a dazzling scientific mind, surpassed only by Schwarzwald and Lucanor himself. Nevertheless, although his medical and lodge knowledge is vast, his specialty (and personal obsession) has always been the functioning of the brain, the human mind, and psychic powers; a field in which he has no equal and in which he notably surpasses even his two former colleagues.

Physically, he is an extremely tall man (around two meters), though not particularly bulky. He has dark skin, but it is difficult to tell whether his features are of Tahayan, Vildian, or mixed origin. His hair is black and greasy, falling carelessly over his shoulders when he is not using a turban or hood to tie it back. He always wears loose garments, often of Al Eneath origin, but anything seems suitable to him as long as it allows him to conceal his weapons comfortably beneath. Fortunately (especially for his companions), his personal hygiene has improved greatly since childhood, and he no longer emits any unpleasant odor.

Currently, he and the Conclave operate as elite mercenaries while pursuing their shared personal objectives. Upon his return, he managed to reach an agreement with Lucanor to leave their "dispute" behind, and the Prince of Lucrecio not only rescinded the order to kill him but has become the group's most frequent contractor. Nevertheless, although their jobs for Wissenschaft are the most common, the Conclave is bound to no one, and anyone capable of offering them something of interest can hire them.

MODUS OPERANDI

Pazusu fights as he thinks: in the most effective and devastating way possible. His experience as a legendary mercenary allows him to adapt to any situation, and after surviving so many complicated battles throughout his life, he intuitively discerns the most effective course of action.

Those who can see psychic powers claim that the shape of his matrix is perfectly geometric, of incomparable beauty and harmony.

In his youth, he used a combination of distance weapons and pure telekinetic power to fight, but since taking possession of the Channard Sphere, it has become his primary weapon. Pazusu's mastery of the artifact is such that it makes him one of the most effective combatants in Gaia, capable of facing monstrous titans and entire armies single-handedly.

If his enemies are not very powerful or he needs to keep up appearances, he will simply use telekinetic powers to capture them, hurl them through the air, or even break their arms or legs; he has no qualms about killing, but will avoid it if possible. In the rare cases when his killer instinct awakens, he has no problem using the Channard Sphere in a terrifyingly effective manner, constantly changing configurations to adapt to the needs of combat.

If circumstances arise in which the Sphere cannot be used, Pazusu also carries several other supernatural weapons, which he can project using Ballistics, in addition to activating his own telekinetic powers.

PAZUSU AND THE CONCLAVE

Pazusu is part of an elite mercenary group known simply as the Conclave, a name that many have associated with a covert nod to the ancient Brotherhood of Rah.

The organization is made up of five elite mercenaries whom many consider (probably correctly) the best in the world. According to cryptic statements by its members, the group exists solely to find, hunt, and destroy one person; something for which they require vast resources. Thus, they take on the role of top-tier mercenaries, asking in return whatever may help them in their task, whether information, unique artifacts, or far more unusual elements.

Their most frequent client is Lucanor Giovanni, from whom they request access to the vast resources of Wissenschaft in exchange for undertaking impossible missions.

Many believe Pazusu is the leader of the group, as he is the one who meets with potential clients and acts as the visible voice of the Conclave. However, the psychic has always shunned that role, insisting that it belongs solely to Lemures. As far as he is concerned, he prefers to serve as an advisor, remaining silent unless he believes his companions are making a mistake. As a vast source of experience, he is always there when any of them need guidance on the path to follow.

In addition to Pazusu, the members of the Conclave are:

Lemures: The theoretical leader of the group. A blond young man with a wide mark over his left eye. He is cold and pessimistic, and although he always behaves politely and pleasantly, everything he says is laden with biting, cruel irony.

He wields a strange sword that is difficult to place within any particular culture, but it is terrifyingly effective at killing anything.

According to Pazusu, Lemures is potentially the greatest fighter of all time, and the only one capable of surpassing humanity's limitations while retaining his nature intact.

Solomon: Lemures's brother (older? younger?). He is a colossus over two meters twenty tall, his body wrapped in chains and straps filled with supernatural symbolism. He never speaks and limits himself to groans and meaningless shouts. His physical power and endurance are completely inhuman, and when he advances, nothing seems capable of stopping him.

Lemures is extremely overprotective of him, although he does not like spending much time at his side.

Celia: A former renegade assassin of Selene, with a talent so devastating that she could potentially have aspired to become the heir of Alaxa, matriarch of the organization. Her skill is such that it is said she has, in the past, been capable of killing a god.

She has complicated feelings toward Lemures.

Krauser: A former inquisitor who proclaims himself the greatest hunter in the world. Large, heavily built, and bearer of a unique Legislator, he is obsessed with undertaking missions that put his life at risk, as only at the edge of death does he feel truly fulfilled.

His personality grants him a connection to Noah, but Krauser constantly tries to do things that annoy the Shajad and innately lower this affinity, as he does not want gifts external to his own power. He has lost ridiculous and unthinkable fights for him solely to try to repel the entity, though he does not always succeed, as he entertains the Shajad with his rebellious attitude.

He is also the self-proclaimed best friend of Malachi, although there is some truth to that claim.

EQUIPMENT

THE CHANNARD SPHERE

Although the Sphere is not the most powerful matrices artifact in existence, it can be stated without difficulty that it is the most advanced psychic combat device ever created in Gaia; some even consider it a miracle in itself, one that required entire lifetimes to complete.

It is a small, compact machine that employs the same technological principles as the Logias of Solomon, with the difference that instead of feeding on magic, it uses the energy of psychic matrices as its power source.

Pazusu named the Sphere after his grandfather, Channard Scrimm, as he used the prototype Channard had developed as the basis to complete it. However, the true origins of the artifact trace back to the research of Markus Eruth Sith himself. Channard merely studied the notes his family had inherited and devoted his life to locating and assembling the components of what he simply called "the Sphere." Unfortunately, neither his psychic capacity nor his personal talent were sufficient to finish it, and it would be Pazusu who, decades later, would complete the work. To do so, he first employed his own knowledge and resources, later reinforcing the artifact with the technology he developed alongside Lucanor Giovanni.

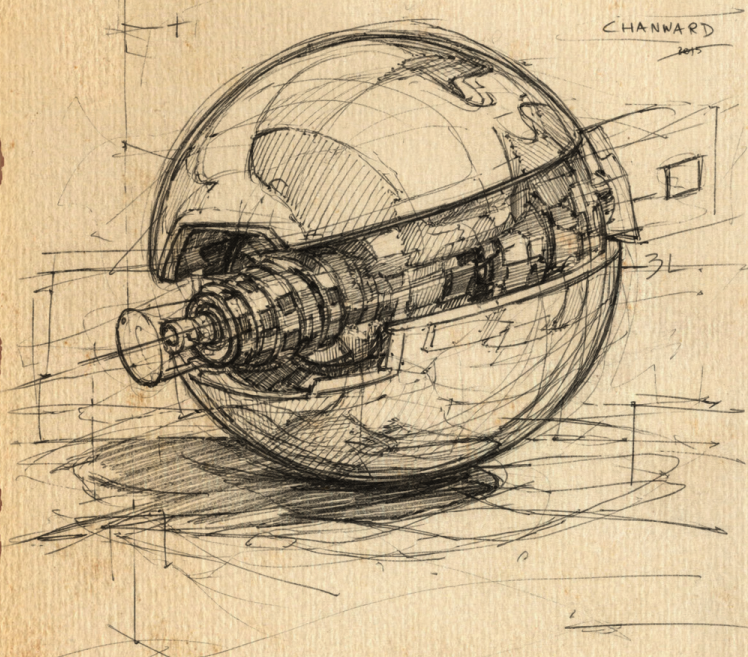
At first glance, the Channard Sphere is nothing more than a ball of polished, reflective metal; however, upon closer inspection, its surface is covered in fine geometric lines. The Sphere has the capacity to contain numerous combat subsystems within it, so it opens and twists whenever it adopts a different configuration, though it almost always retains its spherical shape.

The artifact generally remains hidden beneath Pazusu's cloaks, but when he enters combat it naturally floats around him.

Table: 240 / 320 / 440

Bonding (Ritual): To activate properly, the Channard Sphere must first bond to a user or "owner," which requires it to be fully opened (this operation requires a thorough understanding of the artifact's internal workings) and for the blood of its new owner to be poured into its core. Finally, the user must take the connector inside the Sphere (a small metal spike just over one centimeter long) and drive it into their head or neck, sealing the bond between them.

A person without access to psychic powers is incapable of establishing this bond, and while the spike remains in their body, they will suffer an immense headache and severe dizziness.



While bonded, the Channard Sphere cannot be controlled by telekinetic powers other than those of its owner, and with regard to supernatural effects, both are considered to be in physical contact at all times.

Continuous Use: To control the Channard Sphere, its owner must constantly maintain a Minor Telekinesis power, which determines the artifact's movement speed. If the Flight type is 8 or lower, the Sphere's owner applies a -30 penalty to their Psychic Projection when using it; if it is 12 or higher, they apply a +10 bonus.

Spatial Vision (Use Notion 4): By closing their eyes and consuming 1 PP, the Sphere's user can see radially through it, regardless of the distance between them. Once active, the power lasts up to a maximum of 10 minutes, but the psychic may choose which senses are used at any given moment. This ability does not function through sealed walls or barriers.

Quality: The Channard Sphere is made of Stellar Metal, and although it is not a weapon per se, for game purposes it is considered Quality +25 when calculating its resistance and presence. These bonuses do not apply to its Quality as a weapon.

Basic Weapon (Use Notion 3): The Sphere innately acts as a natural weapon for the psychic, who can use it to attack at range using their full offensive Psychic Projection. In these cases, it has an effective range of 50 meters, and its attacks are considered thrown projectiles with Damage 30 (Blunt) plus the owner's Willpower bonus.

It can also be used to block attacks, although the psychic applies a -30 penalty to their Psychic Projection when defending with it. Due to its supernatural nature, it can parry energy-based attacks.

Multi-Configuration (Use Notion 4): The Channard Sphere is a techno-psychic artifact that can alter its appearance to adopt different combat systems called "configurations." The controller must concentrate for one turn to reconfigure the artifact, during which time it cannot be actively used. However, any configuration can be forced automatically by investing 1 PP in the process, even multiple times in the same round (for example, it would be possible to physically attack as a Basic Weapon using Alpha and defend with a Telekinetic Shield enhanced by Gamma in the same turn).

A configuration remains active until the Sphere's owner decides to switch to another or revert it to its natural state.

Configurations:

Alpha (Spur): The Sphere opens on one side, forming an exceptionally sharp frontal spur. If used together with a Ballistics power, it acts as a projectile with Base Damage 120 (Penetrating / Cutting), ignores 4 points of the defender's Armor, and grants a special +20 bonus to the owner's Psychic Projection. If used as a Basic Weapon, it has Base Damage 40 (Cutting / Penetrating) plus the owner's Willpower bonus and ignores 2 points of the defender's Armor.

If during this configuration the weapon deals enough damage to cause a critical (whether or not it produces effects), the owner may spend 1 PP to have the artifact lodge itself in the opponent's body and, at will, expand the blade inside like a network of small metal roots. This maneuver devastates the opponent internally as it exits their body, forcing them to pass an PhR check against 160 or suffer damage equal to the degree of failure. This maneuver lasts one full turn and cannot be the same turn in which the Sphere becomes lodged.

In the case of a being with Damage Resistance, it is enough to deal damage deemed appropriate by the DM for it to lodge in the creature.

Beta (Implosion): Allows the psychic to use a Telekinetic Impact power around the Sphere, striking with the force determined by the achieved potential against all targets within a 20-meter radius of the artifact. The attack uses the psychic's full Psychic Projection.

Gamma (Repulsion): The Sphere slightly flattens to convert psychic energies into magnetic fields. In this form, it allows its owner to enhance their Telekinetic Shields, causing a strong magnetic disruption that applies a -40 penalty to the attacker's skill whenever the strike comes from metallic weapons or means susceptible to magnetism. If used as a Basic Weapon, this value also applies to its parry skill.

Delta (Restraint): In this configuration, the Channard Sphere opens into four parts, externalizing a tangle of tiny black-steel chains specialized in grabbing and immobilizing opponents. The psychic may perform a grapple or disarm maneuver with the Basic Weapon, applying only a -10 penalty to their Psychic Projection and using a Strength attribute of 12. If used to enhance a Telekinetic Grip power, it applies an additional +2 bonus to the achieved Strength attribute.

Naturally, while restraining someone, the artifact cannot continue moving.

At the owner's will, the Sphere may detach from the chains (which will leave the target bound like a bundle) and continue moving normally, although it loses the ability to use this configuration again until the chains are replaced (it is possible to retrieve and reuse the same ones).

Epsilon (Nail Mine): The Sphere opens almost completely, firing in all directions a dense rain of sharp black-steel nails with tremendous speed and power.

For game purposes, the Sphere produces an attack in a 25-meter area around it, within which targets cannot be chosen, with a final skill difficulty of Inhuman (320) and Damage 80 (Penetrating). If the bearer spends an additional PP during activation, the difficulty increases to Zen (440) and Damage to 100 (Penetrating).

Due to nail saturation, the mines deal an additional base damage of 40 points against creatures with Damage Resistance (which doubles normally if the attack area covers at least half of the target's body).

The Channard Sphere can hold up to three nail-mine charges. The ones Pazusu uses are made of Black Steel of Quality +10 and are filled with runes that allow them to damage energy, although lower-quality nails can also be used, in which case the damage dealt would be much lower.

Reloading each nail mine is extremely slow and laborious; Pazusu spends at least a couple of hours repositioning them, which is why, whenever possible, he prefers not to activate the mines.

Psychic Enhancer: When held in hand, the Sphere acts as a Psychic Crystal +20 for calculating the potential of Telekinetic powers.

Range: The Sphere does not need to be near its owner to function as long as the owner is aware of the artifact's location and surroundings. However, the owner applies a -20 penalty to their Psychic Projection if the artifact goes beyond 500 meters from their position, and control diminishes even further if it goes beyond one kilometer.

Gestures : Although the artifact is controlled by the mind, the Sphere responds far better to its owner's impulses when they gesture, so the owner must make small hand movements to control it or suffer a -20 penalty to their Psychic Projection.

Power Level: 4

THE WEAPONS OF THE DEMON OF FLIES

Although he generally fights using only the Sphere, Pazusu also possesses four weapons that he used especially in his early days as a mercenary; four blades called Plague, Pestilence, Delirium, and Storm. When he was very young, Pazusu purchased them from Black Sun for an obscene amount of money and gave them to Schwarzwald to modify using his knowledge of Lost Logias.

Although they have the shape and proportions of short swords, the Weapons of the Demon of Flies have no conventional hilt. This is because they are designed to be thrown using only telekinetic powers, and being "all blade" makes it much more difficult for Pazusu's opponents to grab them (or pull them out of their bodies).

Quality: They are considered equivalent to four Short Swords of Quality +15 capable of damaging energy.

Earthy Nature: Although capable of damaging energy, the four blades are not bound to supernatural forces and therefore cannot be detected as mystical objects.

Retractable (Use Notion 2): When not active, the blades retract into themselves thanks to a device created by Schwarzwald, making them much shorter and easier to carry.

Power Level: 2+

NOTES

-Pazusu is the most powerful human mentalist to have existed in Gaia over the last five centuries, although his powers are highly specialized.

-In Pazusu's case, the bonding spike of the Channard Sphere is embedded inside his skull, to improve control of the artifact and ensure that control can never be taken from him.

-There are two additional prototypes of the Channard Sphere that were discarded for lacking the perfect finish of the artifact in Pazusu's possession. They are neither as powerful nor do they possess all of the Sphere's functions, but even so they are incredibly effective objects in the hands of a capable psychic.

-His relationship with Lucanor is, so to speak, complicated. Pazusu detests the Prince of Lucrecio as a person and feels repulsed by his behavior, though he greatly respects his scientific genius. Lucanor, by contrast, seems to enjoy speaking with Pazusu, especially trying to annoy him just enough without becoming his enemy. On one occasion, he said that Marte was "the closest thing I ever had to a friend during my studies, and the only one left in this world who can still perceive part of my goals."

-Ironically, he is the only human who has ever made Lucanor bleed.

-He loves strange food. Whenever he goes somewhere new, he always orders the weirdest dish on the menu, even if he only ends up eating a bit of everything.

-As a child, he behaved like a chunibyouto (though in this case with real powers), posing and inventing things that made him feel "cooler." He earned an endless list of enemies for it and still feels quietly ashamed when thinking about that time.

-Markus Eruth Sith had around twenty children with different servants, all of whom died due to the experiments he conducted on them. The only one who survived was Pazusu's ancestor, as he had not yet been born when Markus died, and his mother was tasked with safeguarding some of Markus's notes, which were passed down from generation to generation.

-He despises superstitious people.

-Pazusu never speaks of his family or origins with anyone, as if he intends for them to remain forever buried and undiscoverable. Nevertheless, some speculate that Schwarzwald and he were somehow related. The origin of this theory is that, during his time at the University of Ilmora, the doctor left written instructions that if anything happened to him, Marte Scrimm would be his heir, granting him legal guardianship over any other member of the Schwarzwald family.

-Reist Ebersbacher and Pazusu get along particularly poorly.

-He has always had a love-hate relationship with the Order of Yehudah. At times he has worked with them, at others against them, and he was even briefly invited to join their ranks some time before entering the Conclave.

-When he was young, Killrayne heard so much about him and his legend that he always wished to cross paths with him and have a reason either to fight or to have a drink together.

-Stories have greatly embellished his nickname "demon of flies"; instead of attributing it to his filth as a child, they claim he was always bathed in so much blood from his enemies that flies swarmed around him.

-He has a certain moral code that has always prevented him from accepting missions involving the death of people who, from his personal perspective, do not deserve it. In fact, this way of being caused him to fail his only incomplete mission, which involved killing a woman (a rather bad person) whom Pazusu did not know was pregnant when he accepted the contract.