

Sorcerer: Freedom on the Seas

Player Handout

Character Informaion

Samuel Preston

Samuel is the eldest son of James Preston, a wealthy merchant in St Kitts. He grew up watching the seas and dreaming of a life of adventure and excitement. He read obsessively, filling his life with stories. He grew up in the close company of the governor's daughter Katherine, and the two were constant companions. Everyone assumed that they would marry, and they became engaged shortly after his twentieth birthday. His father, now ageing and wishing to enjoy his retirement, began to coach his son for the day when the business would be his. Samuel saw his whole life stretch ahead of him, planned and ordered. He panicked. He booked passage on a ship, and began a transformation of his life.

Although he dreamed of a life of piracy, he knew that without his father's resources he would be unable to afford a ship of his own. Katherine and Samuel had read somethings about sorcery when he was young, and he sought and read many books on the subject, becoming an expert. He learnt the location of a chest that could turn rocks into gold (temporarily), and used this gold to purchase a ship, and hire a crew. Thus, he began living his dream. He has found that the chest is greedier than he is. He is pushed to be greedier and more brutal than he would otherwise be.

Katherine Elrington

Katherine is the eldest child of William Elrington, governor of St Kitts. She grew up in the company of Samuel, energised by the dreams of adventure they shared. She was in constant conflict with her father, who thought her behaviour undignified and constantly referred to her as willful. She could see little hope of excitement in the life that her father that lay before her in St Kitts. When Samuel disappeared just weeks after their engagement, not even leaving a note, she was heart-broken. She cut herself off from the world, and thought of ways that she could make a life of her own. She thought of the stories of sorcery that she and Samuel had read and thought that she could give herself entirely to anyone who could take her away from her life.

When the mysterious Captain Blackdeed appeared and asked her to sail with him, she knew that he wasn't human. The hand print that was burnt into her shoulder proved that. By being with him, she got a ship of her own to command (through him) and the life of adventure she had always wanted. Blackdeed's inhumanity is beginning to bother her though. For all his talents he doesn't have human empathy or understanding. At their last stop, they took on a sixteen year old girl, Celeste, as a deck hand and Katherine and Celeste have been becoming good friends.

Richard Preston

Richard is Samuel's younger brother, and always felt himself somewhat in his brother's shadow. His brother was the bright one, the important one, the one who would inevitably take over the business. It was his brother who was the favourite of the governor's daughter. Richard found himself at a loose end,

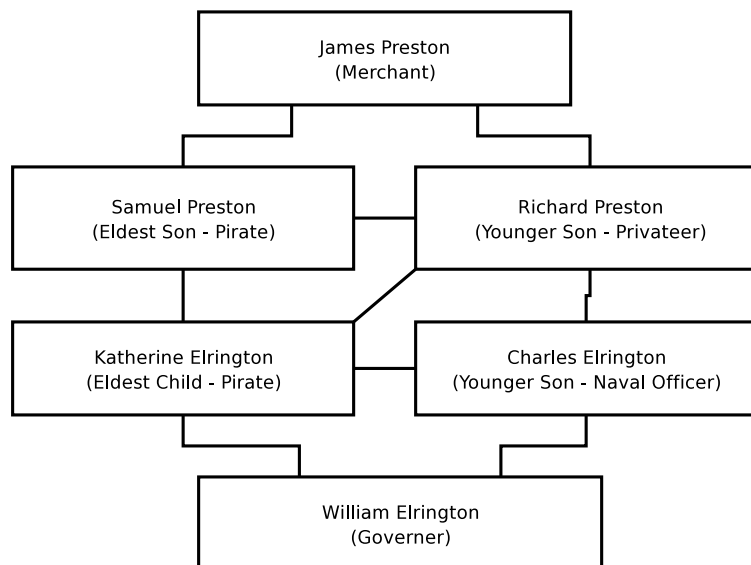
in constant search for purpose and meaning. When his brother ran away, Richard found himself unexpectedly carrying the weight of his father's expectations. He joined the navy, and used the subsequent disappearance of Katherine as an excuse to avoid returning home.

Within the navy is a group of Sorcerers, a coven that summons demons to enforce the wishes of the crown. Richard found this group, and they taught him a few things. He borrowed money from the governor to help with the rescue of his daughter, and bought a vessel of his own. He sought a letter of marque from the coven, and with their help summoned a demon in the form of one. The letter authorises him to prey on enemy shipping, primarily dutch. In addition he works to bring in pirates. He makes a good living this way, but has never stopped looking for his brother and Katherine. He dreams of one day rescuing her, bringing her home to a glorious heroes welcome and being granted her hand in marriage. In addition, James Preston is very ill and would like to make peace with Samuel before he dies.

Charles Elrington

Charles Elrington is the younger brother of Katherine and the son of the governor of St Kitts. From an early age he got a reputation for laziness and incompetence and over time he came to believe it himself. His father is a demanding man, a perfectionist, always expecting the best from everyone. He was glad to see Charles join the navy and get out of his way. It was as if his father wished that Samuel was his son. He was never very close to his sister, though he cared for her deeply. He used to be competent naval officer

Charles is a dreamer, an idealist, he believes in freedom and what he sees around him does very little to encourage his ideals. He's serving as a representative of the crown aboard the privateer ship operated by Richard Preston. He's deeply cynical about the ship and what they are doing. He's cynical many things. He came across some of his sister's notes about sorcery. He carried out a large ritual hoping for something that could help him change the world. He got Lanoria, a shadow that can take the form a mermaid or even a ship made of water. She brought him dreams, she lay with him each night giving him glorious visions of heroic rescues and glorious adventures. She hasn't given him anything real though. His ability to do anything aboard ship has been destroyed by the insomnia caused by Lanoria's visions.



Kickers

Samuel's ship has just lost an exchange with a merchant ship. He's sinking and there's no way to get the ship to safety. Katherine's ship has just arrived on the scene and they've spotted the sinking ship. Richard's ship has just encountered the merchant ship which has given them the name and directions to Samuel's ship. Richard recognises the name of the ship. Just shortly after this, the navigator approaches Richard and tells him that he believes that Charles is a liability to the ship. Charles overhears this.

Rituals

Sorcerers are powerful and can carry out a number of rituals. Each of these rituals takes some time to set up and perform. They can be done quickly (during combat!), but it's very difficult.

Ritual	Sorcerer	Demon	Effect
Contact	Lore	Power	The sorcerer seeks out the demon type they wish to summon and communicates with them. The player describes the demon they want.
Summon	Will - Humanity	Power	The sorcerer calls the demon physically into the world.
Bind	Stat	Will	The sorcerer and the demon establish a relationship. The sorcerer agrees to fulfill the demon's need, the demon to obey the sorcerer. Depending on the type of <i>negotiation</i> the sorcerer could roll Will, Stamina or Lore.
Punish	Will	Stamina	Reduces the demons power by the number of victories rolled.
Banish	Will + Humanity	Power + Will	Gets rid of the demon.
Contain	Lore	Power	Traps a demon within (or outside) an area defined by the ritual.

In addition, sorcerer's can issue commands to demons, using their Will and knowledge of sorcery to force demons to obey them. They can also use their Lore to identify demons and sorcerers and to discover a demon's weaknesses.