

## Jason Corvus

20 years old - July 18th - 5' 11"

He/Him - Asexual and Aromantic

## Kaos

Ancient Deity - Unknown age

She/Her

Full Story Character Sheet:

 [MotM Character Sheet](#)

## BACKGROUND INFORMATION:

*Mage* - a person with Magic

*Mortal* - a non-magical person

*The Forsaken* - the specific group of zealots/idealists that Jason grew up with and is now actively hunting

*Grym* - a category of Magic generally referred to as Dark or Shadow Magic

*Darkspawn* - Evil creatures created by or from Grym Magic

## HOW MAGIC WORKS:

- Mages (Magi) have Magic.
- Mortals do not have Magic.
- Creatures can be magical or non magical depending on the creature
- Magic can only be “obtained” in a few set ways:
  - Your soul is created with it or “selected” (Born with it)
  - It’s passed down from your parents
    - Generational magic is weaker with every new generation
    - Magi’s kids can also be born with full Magic if their soul is “selected”
  - You are possessed by a Celestial or a Demon
  - You are gifted Magic itself by a Celestial
    - Demons/ Demonic deities cannot gift Magic
  - You are corrupted or cursed by a Magic item or entity
- Magic cannot be learned by a Mortal unless a Celestial gifts them Magic.
- Magi have marks appear on their hands in the form of rings on their fingers by the time they are teenagers, indicating the form and type of magic they can wield.

- These marks are only visible to other Magi and are invisible to mortals.
- There are two forms of Magic:
  - Celestial
    - This Form is identified by the Mark on the thumb
    - Tends to be more “set” magic
    - Less fluid
  - Demonic
    - This form is identified by the Mark on the pinkie
    - Tends to be more versatile and chaotic
  - Cursed or corrupted magic tends to be very unstable and can lead to injury or death
- There are three types of Magic
  - Elemental
    - This type is identified by the Mark on the first finger.
    - This usually consists of control over a single “element”
    - There are 16 total elements.
      - The main subgroups of elements are Fire, Water, Earth and Air.
      - The most common secondary subgroups are Lava, Ice, Electricity and Sand.
      - The second most rare subgroups are Light, Blood, Shadow and Void
      - The most rare subgroups are Heat, Life, Time and Gravity
    - Elemental Magi can summon, manipulate, and otherwise control their specific Element.
    - The rarest form of Elemental Magic is when a Magi is a “True Elemental”. This only occurs if the Mage has Demon blood. They are the jack of all trades of the Elemental type. They can control a little bit of all the elements, and can master up to three.
  - Versatile
    - This type is identified by the Mark on the middle finger.
    - Versatile Magi are always jacks of all trades. They can do a little bit of everything, but they’re not experts at anything, except maybe healing.
    - Most Versatiles are the “healer” of their squads.

- Magi of this type usually have set “mana” and can struggle to do magic after an extended period of time.
- With more practice, the stronger their stamina will become and the longer they can go without recharging.
- Manual
  - This type is identified by the Mark on the third finger.
  - Manual Magi have magic that can enhance, hinder or otherwise affect entities, including themselves.
  - The most common subgroups of manual magi include Strength, Shapeshifting, Nightvision, and Teleportation

## BASIC PLOT (SO FAR)

- Jason and his Mother are kidnapped by the Forsaken, but while his mother knows this is not good, Jason just sees them as ‘taking them in’ after his other mothers death.
- He befriends [Jasmine](#) and [Callum](#), the Crow twins who happen to be the next-in-line for the Forsaken Leadership. They form a training group and add [Tamara](#) the Chosen One, and [Seal](#), a shapeshifter prodigy.
- Jason can control and summon fire, Jasmine can heat and cool anything she can see (terrifying), Callum can control the air, Tamara is a versatile mage and can do a bunch of different stuff, and Seal shapeshifts.
- They quest and undertake missions for the Forsaken, climbing the ranks until they become Jackals- the highest ranking ‘military’ squad after the previous team is killed.
- Jason’s mother eventually becomes aware that the training between the ages of 15-20 often results in the death of the recruit, ESP for the Jackals as they receive much harder training. She exchanges her knowledge as a ‘resistance’ (I don’t have a name for the good guys yet lol) leader for Jason’s to go free
  - Except.. Jason has now grown up in this cult and knows far too much so...

- Jason's memories since he was kidnapped (age 7ish) are wiped or altered, completely screwing up his internal timeline etc etc
- He seeks out the help of Zorro, the underworld deity that he accidentally met and helped raise him pre-kidnapping and Zorro brings Jason's mental maturity up to speed with his body as best he can, but there's only so much that can be done.
- Jason is left very scarred after being kicked out, and now has to struggle with not knowing what the hecc happened to him- his voice doesn't work most of the time because his throat had been slashed at one point but he can't remember how.
  - He also has all this muscle memory of fighting and being alert all the time etc etc but also can't remember why he knows these things
- Eventually Zorro sends him towards the resistance in hopes that they have ways to fix his memory. He meets Reese, Mike, and David and through a quest together they are able to help restore bits of his memory. In exchange, he joins the resistance to help take down the forsaken.
- They find Cora- who is the other half of Tamara prophecy- take her in, help train her and get over her fear of her own magic. Around this time Seal and Tamara are figuring out that the lies they've been fed for their entire lives are in fact lies and begin to start trying to break out of the Forsaken without letting the crow twins know
  - After Jason's disappearance (from the jackals pov he betrayed them and escaped) Jasmine (who liked/loved him) grew to be super angry and reserved, trying to figure out where to find Jason.
  - Callum (who was pretty close to Jason but closer to his sister) after Jasmine turning her back on him to focus on revenge/the search gets very upset because he's very protective and idk he does his own thing, I haven't gotten that far lol
- Yeah still working on it :P

## JASON'S TLDR AND ITEMS

- Jason is an Elemental mage that can summon and control fire, and later water (unlocked by Kaos being too powerful.)
  - Fire that is under Jason's control is green. Any fire that is created by Jason will continue to burn green, whereas fire that is taken from elsewhere will turn green when being manipulated, then return to its original color after he releases control.
- Jason is left handed, but can dual wield his twin swords Storm and Severance.
  - When both are in use, they feel lighter in the wielder's hands and therefore become faster. When used separately, they are heavier and thus do more damage.
- Jason is the current owner of "Nocturn's Cloak," a magical coat that is inhabited by the soul of the Twilight deity Nocturn. The unidentifiable fabric is woven with a Grym Magic that makes it impenetrable.
  - When zipped, it provides full 180 protection, but it starts to burn the wearer if it's zipped for a long period of time.
  - Because of this, Jason must be at least semi-vulnerable a good chunk of the time, but it does provide good protection against most surprise attacks.
  - The coat has the appearance of the Minecraft End Portal and soaks up most light, but will still reflect some.

## SUMMARY OF KAOS

- Kaos is one of the oldest Grym deities (the most powerful single deity the Celestials had ever seen) and little is actually known about her, other than the fact that she is the deity that has been prophesied to [Be the Big Bad.]
  - The original prophecy was lost to time, but Magi know that Kaos = the end of the world pretty much. Because of this, she was outcast by Elder Celestials and Demons alike and supposedly sealed away forever.

- Kaos escaped this seal around the time when Jason was born, and chose his soul to inhabit while she regained some of her strength.
- She lay dormant for years, until his memory was wiped by the Forsaken.
  - They also wiped the mental walls his Elemental magic had automatically built around the invasive Grym magic, which awoke Kaos to his mind.
- Over time, she got used to his magic and would speak to him occasionally, waiting until she was ready to take over his body permanently so she could use it as a vessel to begin wreaking havoc on the world as revenge on the deities that sealed her away.
- She started trying to take control of his body around 15 years old. The worse his mental state, the easier it was to force control.
  - Whenever Jason's emotions or thoughts get wild, she can bypass his control and take over his body. It was difficult for her to do it at first, but the more she did it the easier it became, until Jason turned 17.
- When he turned 17, he started cracking down on holding Kaos in his mind. He started getting better at regulating his emotions and she found it much harder to force control.
  - Now, she can only force control when Jason is at an extreme end of any emotion, mainly rage, terror, or desperation, which is rare- or when he is exhausted which is much less rare.
  - There are a few occasions where he actually gives her control because he knows that's the only way to get out of some situations, as she has access to much more magic than he does.
  - There are very rare occasions when Jason actually harnesses a portion of Kaos' power. He becomes very scary when this is the case.

## KAOS' EFFECTS ON JASON

- The most notable effects of Kaos' magic on Jason's body are the fact that the longer she is in control, the more his appearance changes.

- His complexion gets darker as her Grym magic seeps into his blood, starting with his fingertips and his eyes.
- His hair pigment is also severely damaged each time she forces control, and the surge of power turns his hair completely silver. His hair starts growing the normal color whenever Jason eventually regains control of his mind.
- The sheer power of Kaos' Grym magic often also damages normal functions in Jason's body.
  - Most of the time, this results in Jason's vocal cords being so strained that he cannot speak and has to resort to ASL or writing.
  - After longer episodes of possession, he may also go blind or even deaf for different periods of time until Kaos heals him out of necessity or his internal magic does it slowly naturally.
- Kaos has access to both her magic and Jason's magic when she's in control. However, if she uses his elemental magic the colors of his flames change from his normal green to her blue.
- Kaos is right handed, whereas Jason is left handed.

## TLDR:

Jason is an Elemental mage who can summon and control green fire. His preferred weapons are his twin swords, Storm and Severance, which he can dual wield. He is inhabited by an ancient "Grym" (dark magic) deity called Kaos, who would destroy humanity if given the chance, simply to spite Din, the all-creator. She periodically will take control of his body which puts major constraints on the level of power she can use, but also causes major physical and mental damage/changes to Jason's body such as his hair losing pigment/turning silver, Grym magic seeping into his blood and thus giving him a shadowy complexion starting with his fingertips and eyes, and overall exerting

way too much strain on his mortal body. When he's not being used as a puppet he is a dual wielding swordsman who also can manipulate/summon fire. Any fire currently under his control is green- if he summoned the fire it stays green once he's done controlling it, but if he's using fire that was already around/maybe someone else summoned it, it goes back to the original color it was before he was using it. Kaos' fireballs are more blue the longer she's in control.

# Images

