

Profile



Name: Myrddin ~~Abednego~~ Emrys

Nickname: Merlin / Merl

Breed: Cambion

Age: Approx. 1600 yrs.

Apparent Age: 35-40 yrs.

Height: 6'7"

Hair: Black (Peppered)

Eyes: Black

Complexion: Medium

Build: Athletic

Identifying Marks: Blue inked woad tattoos on arms, chest, and back. Hand print shaped burn scar on his sternum that interrupts the tattoos.

Primary Residence: "Deep Wood", England UK

Occupation: Wizard/Scholar/Good Samaritan

Weapon(s): His Staff, a dagger, and throwing ax.

Father: Asmodeus

Mother: Jessica Emrys

Sibling(s): Unknown

Children: None

Personality: He can be a bit like a little kid in an old body suffering from Attention Deficit Hyperactive Disorder in a casual mood. Witty, old world charm, stubborn, sharp and intelligent, wise, jovial, and confident. Somewhat prone to mischief. He can be very temperamental, but will usually keep a lid on it in a serious or grave situation. He's very quick to learn things and tends to put pieces together quickly. His intellect is great and he knows it so when he makes a mistake he often feels angry

with himself for failing with all the knowledge and power he wields. He can be a bit of a skulker and a recluse if left to his own devices.

Note(s):

- He just about always carries his staff with him though, for convenience in the new time, it is often minimized to a more portable form such as a wand, writing pen, torc, or bracelet.
- He wears reading glasses.
- His magical starting was as a Celtic Druid so he is very reverent of nature and it is something he is very in tune with. When he enters a forest he knows to avoid the bee hives and will not trip over unseen obstacles. He's an excellent game hunter. That sort of thing.
- It is good to note that Merlin had a function as a warlock or war mage while fighting in battles alongside Arthur. As such, he can whoomp an opponent when he's faced with no alternative. *Without his magic.*
- The tattoos on most of Merlin's torso and arms are runic in their nature, but are written in a personal code created by his former first mentor, Camoen, and were given to him by Camoen as an initiation ritual to complete his training and grant Merlin status as a full fledged adult druid. The tattoo is written in a cipher personal to Camoen and, as such, their meaning is not discernible without Camoen's help.

Typical Appearance: Shirts of any color and style though he's not fond of the colors pink and red unless it's a dark red. He usually wears jeans and work boots. He wears long coats so that he can carry his dagger, ax, and pouch of magical goodies without getting much trouble for it in public (though this is optional if he's not carrying those items). His skin is also a sun baked tone. He keeps his hair shoulder length and often keeps a number of braids and woven in decorative trinkets, sometimes drawn back with a scrunchie in bun or half-tail. He no longer keeps a beard and will sometimes have merely scruff or something slightly thicker in a around-the-mouth goatee. Or a combination thereof.

Chrono-Verses

I put Merlin's birth about a hundred years prior to Arthur's theoretical birth which was likely, based on the work of other researchers, at least 505 ACE if we assume Arthur's battle with Mordred was 540 ACE and Arthur died at a middle-aged, for the time, 25 to 30 years. That would start Merlin's timeline at approximately 400 ACE. That's where I'll be starting.

[**Cambion Spawn**] *402 - 407 ACE*

Myrddin Emrys, son of Sister Jessica Emrys and Asmodeus is born and grows astonishingly quickly. Quick enough to frighten any who live in the village his mother has taken to living outside of. Old enough to convince the local parish court not to hang his mother. His form remains that of an eight year old child by his third winter, but he advances mentally in leaps and bounds. He has a pet chicken named Madam Cluck and spends most of his time listening to the moral and spiritual teachings of his mother who does her best to nurture Myrddin's humanity to spite Asmodeus. She is largely successful and Myrddin is a happy, if shunned and feared, child with a kind, quiet, thoughtful, and somewhat mischievous demeanor.

[**Druid Sapling**] *407-431 ACE*

Myrddin begins to exhibit his powers as he matures physically out of childhood and into a young adult. Jessica is patient of this and accepting—though somewhat cautious as someone who feels strongly that magic is dangerous. However, as a devout Christian she does not believe her son is evil and does not believe her son's power is evil. She spends a little time letting Myrddin find out more from local pagans about his powers and is eventually sent to study with Camoen. Camoen is a Master Druid and comes to understand, by conversing with Jessica, of Myrddin's birth and why it is important to guide the young boy in a way that nurtures his better nature. Camoen is a stern and rigorous master, but he cares for Myrddin as his own kin. He bestows the nickname "Merlin" upon him. By the time Merlin is fully a Druid, Camoen is reaching the end of his life. Merlin moves on to learn more after his passing and soon becomes a traveling wizard. Expanding his power and knowledge beyond that of a druid.

[**Master Wizard**] *432-510 ACE*

Merlin spends much time traveling, learns as much as he can around the world, then begins to become reclusive. He does not become wholly hermetic, but he does not actively make more than glancing friends. He participates in learning centers and

even teaches classes on reading and basic math in villages, and other humanitarian efforts, but he is otherwise keeping to himself.

[**Round Table Warlock**] 510 - 540 ACE

After a Vision, Merlin becomes entrenched in the life of an old Uther and a young Arthur. He mentors the estranged prince in traveling and hiding. Arthur coaxes Merlin out of seclusion and drives Merlin to *be involved*. By the time Arthur becomes king, they are close companions. Merlin is adviser and warmage as part of the Table. Merlin has great hopes and great fears in equal measure. Events thus transpire as in Aurling Legend. In the end, Morgana births Mordred and Nimue binds Merlin to a tree. Merlin misses the ending.

[**Obsolete Wizard**] 2011 - Present ACE

Default time period this blog takes place. He's woken up from the tree with some hidden intervention from Morgana to free him. He is adjusting, learning, and patiently waiting for Arthur. Among other adventures that occur in the meantime. Merlin keeps to himself, but still offers out good will to those that seek him out in need.

Extended Information

Merlin has his magical origins in druidism of the Scottish-Celtic peoples. His branches have since grown into most, if not all, practices of other cultures. He considers himself a scholar more than anything and considers learning to be his meaning of life.

He follows **Six Laws of Magic** (a code of magical conduct):

- 1- Killing other humans by magic is forbidden. The only exception being the unavoidable defense of self and others.
- 2- Unwilling transformation of other sentient beings is forbidden.
- 3- The exploitation of the psyche of other non-consenting sentient beings is forbidden. This includes enthrallment, mind-control, and other modifications of free will and memory.
- 4- Forceful and overwhelming resurrection of the Dead into Undead/Half-Life is forbidden.
- 5- Major manipulation of the flow of Time is forbidden.
- 6- Unregulated and abusive inter-dimensional manipulation and travel is forbidden.

As well as a personal set of ideals he does his best to follow. He strives to maintain a constant centered level of calm. (A **Personal Code of Conduct.**)

1. ~~No sexual behaviors. (Including self-gratification.) *~~
2. No excessive use of alcohol. (No getting excessively drunk.)
3. No excessive use of drugs. (Purely for ritual purposes.)
4. Always take responsibility for your actions. (Do not shirk your mistakes.)
5. No holding of positions of political/religious power. (You are the servant and never the king.)
6. No excessive holdings of wealth. (Wealth leads to positions of influence.)
7. Be aware of inner-self to resist negative thoughts, actions, and emotions. (Such as wrath, envy, gluttony, jealousy, sloth, etc.)
8. Always be willing to help others. (You serve.)
9. Always be alert of the less than good-willed. (Protect your power and your self from others.)
10. Always remember that you are a human more than you are a demon. (Never be your Father's Son.)

These personal ideals are held due to an exchange with his mother before she passed away having to do with a demon, his father. Later on this was enforced further by a visit from 'Daddy Dearest' who made Merlin an offer to become the 'Anti-Christ' and usher in a new age.

Merlin refused and has since been very diligent in not becoming his Father's son. His father is Asmodeus.

In this version of Merlin, his mother was a nun that had her family put through a Jobian situation by his devilish father before they impregnated her. Having removed by tribulation all obstacles between the incubus and Merlin's mother.

Merlin is watching for the return of Arthur, but he has had no Visions that would indicate what he should expect. He has been reading modern literature for hints as to what happened to Arthur, but they are as varied as his tale.

Merlin's energies that make him capable of magic are very disagreeable with modern technology. It's referred to as 'hexing', but is not a purposeful destruction of the device in question. Often computers/cellphones/anything more complex than a catapult or revolver (revolvers are even questionable) tends to short out or fail to

work properly. Merlin has devised a way to protect such items from 'hexing', but anything else with-in a half-dozen or so paces is likely to spontaneously die.

He does have his Staff and a bracelet inscribed with symbols and embedded with crystals (very carefully chosen and assembled) he wears habitually in an attempt to reign in these energies while he learns to naturally dampen himself down. Otherwise, he'd be putting city blocks back into the Dark Ages—Figuratively speaking. Constantly.

Merlin's magical proficiency is high and diverse. His roots start in druidism, but his scholarly habits have given him knowledge of everything from voodoo to Christianity to Aztec shamanism.

As such, he respects all creeds and religions. He is from a time when all religions and deities were of equal right to *exist*. In which everyone's patron deity was respected in a manner related to that particular entity. He carries this practice forward. When in a Catholic Church, he will cross himself with a small prayer to God, Christ, or a particular Saint, for example. Whether or not he has any religious belief in Christianity.

Due to this diversity and acceptance, his use and capabilities with magic are nearly limitless. All the same, he does have *strengths* and *weaknesses*.

His magic strengths lie in physical magic. The sort of magics you can manhandle and touch. Illusion, transmutation, combat magics, etc. He works magic like mathematical algorithms to alter 'reality'. If he can make an 'equation' out of something then he's going to be able to make it happen. He is also proficient at 'off the cuff' magic. Throwing together an idea and setting it off (with his fingers crossed if he's never done anything like it before).

His weakness lies in complex healing, divination, weather, etc. He is almost incapable of making potions. It typically takes him five explosions and horrid chemical burns to manage one.

He does have Vision. The Sixth Sense, Evil Eye, Inner Eye, so on and so forth. What this means is that he is able to see the non-physical and/or the Past/Future. Anything he Sees he cannot Unseen. What this means is that when he uses his Inner Eye he can never remove anything Seen from his memory. Ever. It will never fade and it will never leave him.

As to Visions of events that have been or are to come: He *cannot* control them. He is not a divination magi. The Visions choose when they will come and what they will show him. Including forcing his Inner Eye wide open for him. Sometimes this uncontrolled ability is inconvenient in timing (he's got a few scars to prove it) and other times they're the only reason he's not dead.

Merlin's largely untapped Cambion heritage has certain traits and powers that he keeps very carefully moderated. Due to his father being Asmodeus, a Royalty of Lust, Merlin has certain incubi/succubi/concubi abilities. These abilities include Energy Consuming, Dream Walking, Mind Alteration, and innate proficiency of 'sexual magic' that enhances sexual desire, pleasure, and generation of shared energy output during such activities. These abilities are not entirely upstanding in the eyes of both his magical and his personal morals. As such, he avoids their use.

**Since a certain failure in keeping his Humanity for a span of time, he has returned to Balanced state and has decided that his previous celibate denial and avoidance of any and all sexual activity has done him a disservice in regard to his ability to properly control his demonic traits when put under extreme pressure. He is exploring sex and hopes to learn a proactive approach to keeping his humanity when engaged in sexual activity.*

Extra Information

- Loves cheeseburgers.
- Owns a hex warded mobile phone and laptop, several other small electronics in the house given such treatment. Such as; TV, DVD player, fridge, and desk fan.
- Merlin is a powerhouse of energy and he lacks any 'evolution' in modern practitioners that minimizes the potency with which his energies effect the complex machinery and devices around him.
- Has developed, with help from Harry Dresden, a ring (and bracelet) which absorbs and gently defuses his idle energy footprint. Spikes in heavy usage of his magic overshoots the jewelry's capacity and hexing issues resume.
- Owns a 1965 F100 Ford Pickup.

- Enjoys hunting game. Preferable with a throwing ax, but occasionally with bow and arrow.
- Not much of a drinker, but will enjoy a glass from time to time. He refuses to get drunk.
- Merl places a strong emphasis on the concept of “Balance”. And believes that all things have equal parts of a collective whole. As such, all beings, immortal or otherwise, are treated with respect and kindness until their actions prove immediately dangerous to himself or others.
- With this in mind, he will not begrudge a vampire from eating (it is only natural that they do for the sake of their health and the balance), but a vampire that feeds in front of him or behaves disreputably, such as commits a murder where he is directly aware of it, will be met with a very angry wizard. For example.
- Merl’s first moving picture was the newest film adaptation of ‘The Sound of Thunder’.
- Merlin is pretty dang polite. Kind of old world about it.
- His elemental affinity is lightning.