



Markus Astar

Basic Description

Name: Markus Astar; also, The Arbiter, Black Blood, Sorcerer's Bane

Sex: Male

Race/Species: Northern Centrian; human

Age: 26-27

Backstory: Markus Astar is the sole heir to the Astar line. He was the youngest of Clarice and Anthony Astar's five children. Born a mage (or sorcerer) into a non-magic bloodline in a land that despises 'tainted bloodlines' and is ruled by sorcerers, he was indirectly the cause for his family's destruction. After the emperor, Cassio Galatheon, received intel detailing Anthony's involvement in a coup plot, he ordered the family killed, and sent the Huntress, Elmira Sama, to assure the task was complete. Markus was 7 at the time, and he and his elder sister Brusica (10) were spared thanks to the efforts of their father's steward and friend, Lyam Prato. Fleeing to the northern regions, where magi were more appreciated than in the south, Markus and his sister spent a year in Linka. The next seventeen years passed in Lurembrux where they posed as Prato the Apothecary's children. While in Lurembrux Prato did his best to provide for his wards, and continued teaching Markus what little he knew about magic in the hopes that Markus would use and appreciate his gift rather than curse it.

Soon after Markus turned twenty-six Lyam was murdered by Elmira Sama, who had tracked Markus and Lyam down in the intervening years. Broken by grief and filled with hate, Markus went to Portobella to warn his sister, only to find she had been killed days earlier. Torn with grief and rage, he set out to find a way to exact vengeance against those that killed his family, and the Magi of Elia.

Intelligence: Markus is highly intelligent, both in book smarts and practical skills. If he sets his mind to learn something, he will usually achieve that goal in a shorter time than average. Lyam often said that Markus was the smartest of the three of them that escaped and would have made an excellent philosopher but for his unfortunate inability to sit still after three minutes.

Education Type and Level: A scholar at heart, Markus can learn anything and everything he sets his mind to and received early primary education from his family. After the massacre, Lyam did his best to educate Markus and his sister through books and practical teaching, being too poor to afford to hire a tutor or send them to one of the schools in Lurembrux. As Markus got older, he began self-teaching subjects Lyam didn't think to teach him, subjects he didn't think was worth learning, or subjects of which Lyam had little to no understanding. When he wasn't working the teenage Markus was often found in the stacks of Lurembrux's three libraries. Because of this he has a basic understanding of most subjects, and a strong understanding of diverse magic forms, apothecary practices, history, literature, and astronomy.

Economic Background: Born into an affluent family, Markus wanted for nothing until he was 7. After escaping the massacre that destroyed his childhood, Markus was well-enough off to not be poor thanks to Lyam's efforts, but he was never affluent again, and often had to search for odd jobs to help make ends meet when the apothecary shop had low traffic.

Profession: He is a skilled apothecary and enchanter by trade. He also worked as a tutor to some of Lurembrux's wealthier families until he was forced to leave after the attack. Unofficially he is one of Elia's most powerful Magi, and he takes every opportunity to become stronger.

Vocabulary: He has a large and diverse vocabulary, though few people get to experience his handling of language. For the most part Markus is soft-spoken. When provoked to conversation he can be surprisingly verbose.

General Attitude: Markus is generally broody and reticent and uses as few words in conversation as necessary, with a Choleric and Melancholy temperament. He has a sense of humor and an appreciation for irony that would rival any court jester, though only those with whom he is close ever get to experience his scathing wit and repartees. When in company with Lyam he is inclined to discuss philosophical theories about magic.

He is an extremely just person and loathes the fact that the political system of Elia is biased against Magi when, historically, they have done nothing but exist to deserve the bigotry and hatred of sorcerers. Markus is also an extremely dedicated person, and once his mind is set on something it can be difficult to sway him from his course. That said, if someone appeals to his sense of justice and provides logical argument, he is more inclined to consider another course of action.

Markus's temperament is fairly even, and he is a logical person at heart. However, he has a very short fuse and sometimes makes split-second decisions and judgements without thinking them all the way through.

Deeper Dive

Desire: Markus's primary desire is to get the justice he believes he and his people (the magi and his family) are owed for the persecution of Magi in Elia. His reasoning is that if Magi weren't considered abominations or unnatural, and if they had been respected from the beginning, then none of the pain of the past would have happened. But while his desire for revenge drives him, he also wants to live in peace and not hide who he is. His goal in exacting revenge is to make Elia safer for Magi and to give others like him a chance of having a peaceful life. Because of his dedication to give the magi of the future a chance he will stop, at nothing, will do anything, to see his oath fulfilled.

Likes: Despite his quiet nature Markus loves a good debate and as a child and teenager often bested adults in arguments with his wit and logical thought process. He loves classic literature and reading in general and spends as much time learning from books as escaping reality. A man of simple tastes, Markus enjoys simple food more than the finery that is sold in restaurants and enjoys eating a baguette with jam for most meals. Strawberry jam is his favourite. He enjoys music of all kind and is extremely fond of cello sonatas and operas. Despite being a born Centrian and a circumstantial Northron, he loves the heat and the sun. He loves brightly colored clothes in spite of his upbringing. Somewhat surprisingly, he is a bit of a savant on the piano.

Dislikes: As determined and hardheaded as he is, Markus cannot stand is weak-willed people, or people with weak principles. He finds high society and social gatherings tedious and would rather spend a quiet evening at home than partake of social circles. He hates cold weather and snow, having been forced to endure the long winters of the north in his youth.

Values: Markus values a strong will, determination, and dedication to one's cause. He also values silence, solitude, and educated conversation. Because of how he grew up he believes that everyone, regardless of gender or social status, deserves an opportunity to learn what they want and that resources should be available for those who wish to self-teach. Even as a young man, Markus donated what he could to his favourite library in Lurembrux.

Key flaw(s): One of Markus's main flaws is hardheadedness. While his determination is admirable, his unwavering dedication to a goal and stubbornness often stand in the way of his growing as a person. His temper and occasional impulsiveness are also flaws that caused grief many times as a teenager. Though he doesn't drink often, he's an angry, churlish drunk and was the cause of a number of brawls in his late teens.

Vices: Books. As someone who grew up without much wealth, Markus takes advantage of any opportunity to add to his personal library. He's the type of person to spend money

on a new book instead of on food or a new coat. And though he tries to manage himself, he is also a bit of a spendthrift and won't spare a cent on gifts for people.

Character Arc/Change: The biggest change in Markus's arc is his realization that not all Sorcerers are against him. He goes from having the myopic vision to see the end of the entire royal family, to realizing that people are more than they appear. Throughout his arc he goes from being broody and reserved to opening up a little more to the people he comes to call friends. And though it's gradual, his grief torn heart begins to heal enough for him to seek companionship.

Visuals

Physical attributes: Markus is tall (6'1"). He has a narrower frame and is strong from his swordsman training but doesn't isn't bulky in musculature. His medium-length hair is red-blonde, and he has dark blue eyes. He's pale, and freckles and burns in the sun. Markus also has less than straight teeth, but this makes his elusive smile more endearing.

Movement: He moves fluidly from his training as a swordsman, and walks on his toes, poised for action. His gestures are jerky and aggressive from his mage and sword training. When standing he stands with his weight to one side with relaxed shoulders. For a time after getting shot in the leg by Elmira he has a slight limp that manifests when he's cold or tired.

Clothing: Markus dresses simply and practically. He often wears trousers, well-worn boots, a tunic, scarf, fingerless gloves, and long sheepskin jacket. When it's cold he adds an emerald green cloak that has numerous inner and magic pockets. As he progresses through his quest, he picks up pieces of armor and eventually puts together a full set of light armor conducive to sword and magic combat methods.

Weapons/Paraphernalia: As a mage Markus needs few things in terms of combat. He carries a journal of favourite spells and notes in a leather satchel, which also holds a few premade potions and ingredients. He wears his family's signet ring on his left hand, and a pendant to enhance his enchanting. He keeps a knife in his boot and carries his great grandfather's sword and a secondary sword within easy reach at both hips.

Casting/Audio

Voice age: mature (20's)

Reference actor(s): Bradley James

Accent: Northern British or Scottish

Other Notes: In combat Markus needs to verbally say some of the spells in order to cast them. These are in a number of different languages, but most of them are in a language similar to Latin. When he isn't casting in combat, he makes sarcastic remarks about his opponents.

Sample, defining dialogue lines:

“How on earth did you survive long enough to learn to walk, let alone speak?”

“Who taught you to speak? A troll?”

“If I have to endure one more tittering comment, I’ll end myself.”

“Gods’ sake, Dagan! What are you doing?!”

“Don’t worry. Not all of us can be magical prodigies.”

“Someone please explain to me how this moronic cuckold is allowed to advise our esteemed, affluent leader.”