**Character Bio for Travis R. Harrison**

**Name**: Travis Ryan Harrison

**Family**: Father – Unknown (Fae)

 Mother – Joyce Harrison

 Step-Father – Larry Harrison

**Age**: 17

**Eye Color**: Blue

**Hair Color**: Blond **Length**: Short

**Distinguishing Marks**: Slight surgical scars on the tips of his ears.

**Race**: ½ Human ½ Fae **Nationality**: American

**Gender**: Male **Dominant Hand**: Right

**Height**: 6' 6" **Weight**: 153 lbs

**Appearance**: Travis is a tall thin and pale teenager. He dresses casually in clothing typical of a middle-class family.

**Bio**: During the Fae war one of the Fae soldiers decided that he was going to enjoy his time on Earth and take advantage of the lower lifeforms, humans. After slaughtering this human family, he found a teenager girl that met his fancy. Nine months later she gave birth to a son, Travis. She had a difficult time raising her son since he reminds her of his heritage. Luckily her grandparents were still alive and gave her a lot of support. The three of them raised Travis. Joyce even made enough time to go to college and then off to medical school. Once she became proficient in plastic surgery, she took her eight-year son into the hospital and rounded out his ears. While she was in school, she met and married her husband Larry. A short time after the operation they moved to Rancho Bonito. When Travis turned twelve, he discovered Baseball and fell in love with the game. Things changed for Travis when he turned fourteen and discovered that he had magical powers. Fearing rejection, he kept this change a secret from everyone. So, in secret he collected as many books about magic as he could.

**Weakness:** Allergy to Synthetic fabrics. (i.e. Polyester, Nylon, Polyethylene, Teflon, Epoxy, etc…)

**Skills**: European History, Baseball, Drive a car, Spell casting, Jeweler (Basic), Woodworking (Basic), Sewing (Basic),

**Languages**: English, Gaelic, & Norwegian.

**Licenses:** Car Driver

**Powers**:

**Innate Magical Fae Powers:** SEE DAN

**See Magic:** Can see magic with a slight effort.

**Magic:** Can cast Spells but Travis has not learned to cast spells without an unique focus for each style of spell.

**Know Spells:**

 **Minor Illusions:**

This spell creates illusion of the caster’s desire but of a limited ability. The illusion only effects up to three senses and only moves as long as the caster continues to pays attention to the spell. The less senses that the spell effects the easier the illusions are controlled. The caster must understand the natural action of the illusion to make a realistic illusion. The spell lasts long as the caster concentration on the spell.

**Simple Sphere of Light:**

This spell creates a ball of light in any color that the caster wishes. The light floats near the caster, with in an arm’s length of the caster. The amount put out by the sphere is the same about of a torch. The spell last until the sun rises, sets or the caster ends the spell.

**Repair:**

This spell quickly repairs a single piece of clothing to it’s original condition. This spell only effects natural fabrics. The effect of this spell is permanent.

**Minor Forces:**

This beginning spell lets the caster move or touch objects magical energies in the form of solid object. This version of the spell is limited to 200 psi or the same amount average person’s pushing on an object. The spell last long as the caster concentration on the spell.

**Ignite:**

This spell creates a small amount of fire. About the same amount of fire as a lighter or a match. Once the fire has been created it is normal fire and will only continue if there is a fuel source.

**Wind:**

This spell creates a minor amount of wind. The spell limits the wind speed to 10 mph. The spell last long as the caster concentration on the spell.

**Cloak of Space:**

This spell surrounds the caster bending any physical object around the caster. As long as the spell is active the caster can’t be affected by physical objects. But at the same time the caster can’t physically affect any objects either. This spell does allow the caster to walked through walls or other large solid objects, but doing this requires more magical effort. The spell last long as the caster concentration on the spell.

**Minor Runes Enchantment:**

Through the use of runes, the caster can imbue items with magical powers. The runes will only work when someone with innate magical powers touches the runes. The runes need to be re-activated once every thirty days unless the spells the runes are powering are stressed. Then the runes will need to get reenergized sooner.

**Wind Walking:**

This spell allows the spell caster to walk on air as if it was solid ground. It does not enhance the speed of the caster. The spell last long as the caster concentration on the spell.

**Floating:**

This spell allows the spell caster to fly in a limited fashion. The caster can fly through the air no faster than an average person can jog. The spell last long as the caster concentration on the spell.

**Lighting:**

This combat spell allows caster to summon a single lighting from the sky and then redirect it to a single target. The spell only works during cloudy days and with a clear sight of the sky.

**Force Shield:**

This spell creates a magical force kite shield to appear on the non-dominate arm of the caster. This shield can be used to block energy or physical attacks. This spell does not grant the knowledge or skill in using the shield. The spell last long as the caster concentration on the spell.

**Force Weapon:**

This spell creates a magical force weapon to appear in the dominate hand of the caster. This weapon is only slightly more then it’s steel version. This spell does not grant the knowledge or skill in using the weapon. The spell last long as the caster concentration on the spell.

**Breath of Air:**

This spell creates air for the caster to breath. This spell will protect the caster from lack of air or air born attacks. The spell last long as the caster concentration on the spell.

**Seal:**

This spell creates a magical seal between two objects. The bond is extremely hard to pull apart. The spell does not provide any protection to the two objects; hey can be broken normally. The spell last long as the caster concentration on the spell.

**Force Darts:**

This spell creates a small burst magical force attack against a single target. The damage done is no greater than a dagger thrown by an average person.

**Runes of Summoning:**

When these runes are activated they teleport the items with the runes on them to the caster. Or when activated the runes return to their original location.