

D'ARCY ROWAN MARTINDALE

Name: D'Arcy Rowan Martindale

Alignment: Scrupulous

Attributes: I.Q.: 12, M.E. 13, M.A. 11, P.S. 12, P.P. 13, P.E. 21,
P.B. 14, Spd. 12.

Age: 29

Sex: Male

Height: 5' 10" (1.8 m)

Weight: 223 lbs. (101.2 kg)

Hit Points: 37

S.D.C.: 13

P.P.E.: 7

Disposition: Eccentric, dedicated, freethinking, inquisitive, and energetic. He loves his various gadgets and talks to them like they were people. He calls his portable magnetometer, 'Matilda,' and his pocket ionization sensor, 'Archie.' He has absolutely no fashion sense what-so-ever.

Experience Level: 4th level Parapsychologist

Natural Abilities: Understand the Principles of Magic: 62%,
Read Magic: 46%, Recognize Real Psychic Powers: 55%,
Recognize Mind Control: 65%, Knowledge in the Use of
Equipment: 82%.

Magic: None

Psychic Powers: None

Level of Education: Special Training

Occupation: Parapsychologist/Field Team Leader

Scholastic Skills: Anthropology (75%), Biology (80%), Chemistry (90%), History (85%), Language: English (98%), Lore: Demon & Monsters (75%), Lore: Geomancy & Lines of Power (70%), Lore: Ghosts & Faeries (75%), Mathematics: Advanced (98%), Mathematics: Basic (98%), Paramedic (92%), Parapsychology (75%), Psychology (85%), Read Sensory Equipment (80%), Writing: Academic Style (71%).

Journalist/Investigation Program: Computer Operation (90%), Intelligence (79%), Photography (90%),
Research (90%), Writing: Journalistic Style (71%).

Language Program: Language: French (95%), Language: German (95%), Language: Latin (95%).

Secondary Skills: Astronomy (65%), Athletics (General), Forgery (45%), Hand to Hand: Basic, Land
Navigation (2nd level: 45%), Language: Japanese (70%), Language: German (70%), Pick Locks (2nd level:
40%), Pilot: Automobile (88%), Prowl (70%), W.P. Automatic Pistol, and W.P. Rifle.

Attacks per Melee: 3 physical or psychic



Bonuses: +3 to parry, +3 to dodge, +1 to strike with body block/tackle (1D4 damage), +4 to roll with punch/fall, +2 to save vs. psychic attack/insanity, +3 to save vs. horror factor, +2 to save vs. possession, +12% to save vs. coma/death, +3 to save vs. poison, +5 to save vs. magic, +4 to save vs. mind altering drugs.

Other Abilities: Trust/intimidate 15%, charm/impress 20%, kick attack that does 1D6 damage.

Savings: \$38,000 in the bank. Grandpa had a thing for antiques and now they are his things (value of \$40,000; will take 4 to 16 months to get full value).

Character Background: D'Arcy Rowan Martindale is from London, England, of the United Kingdom. He studied at Cambridge for a time before he caught the attention of Simon Descoteaux of the Arlight Foundation who recruited him straight from university (Descoteaux saw great potential in D'Arcy). D'Arcy was tutored at the foundation by the best, Professor Ambrose Schaffer – a renown parapsychologist and anthropologist. D'Arcy was present in Greece during the Medusa Incident where Professor Schaffer fell victim to the gorgon's curse – petrification. That was when D'Arcy realized that foundation work had the potential for great personal risk but it was worth it if it means that the world gets to see another dawn.

Simon Descoteaux, the CEO of the Arlight Foundation, has recruited a new team of agents that he has placed under the leadership of D'Arcy to show them the ropes. D'Arcy is well respected within the foundation. He can often swing special equipment or travel allocations because of this respect.

Special Equipment: D'Arcy usually has the following equipment: Multi-Optics Goggles (infrared, ultraviolet, and night sight optic settings), a portable magnetometer, pocket ionization sensor, electronic stopwatch, and a self igniting micro-torch. He has a foundation issued automatic pistol (Range 165 ft. / 50 m, 2D6 Damage) but prefers not to carry it unless it is truly necessary.

Weapon Proficiency	Strike	Parry	Throw
W.P. Automatic Pistol	+4 +2 +0		
W.P. Rifle	+4 +2 +0		