

DARIUS VINCENT

Name: Darius Vincent

Alignment: Unprincipled

Attributes: I.Q.: 15, M.E. 22, M.A. 14, P.S. 17, P.P. 20, P.E. 17, P.B. 14, Spd. 26.

Age: 32

Sex: Male

Height: 6' 2" (1.88 m)

Weight: 198 lbs. (89.8 kg)

Hit Points: 29

S.D.C.: 34

P.P.E.: 8

Disposition: Blunt, plain speaking, stoic, demanding, and abrasive.

He is fiercely dedicated to the Arlight Foundation and would give his life to save others. He doesn't understand the whys and hows of what he is fighting against, but he will fight it nonetheless.

Experience Level: 3rd level Nega-Psychic

Natural Abilities: Needs to roll a 10 or higher to save vs. psychic attack (automatic saves to each psychic attack including hypnosis and non-hostile communication); Serves as a disruptive force (within 10 ft. range).

Magic: None

Psychic Powers: None

Level of Education: Military Specialist

Occupation: Mercenary/Helicopter Pilot/Assistant Field Team Leader

Scholastic Skills: Concealment (45%), Detect Ambush (65%), Detect Concealment (55%), Intelligence (65%), Language: English (80%), Mathematics: Basic (98%), Sniper, Tracking (55%), W.P. Automatic Pistol, W.P. Automatic Rifle, W.P. Blunt, W.P. Chain, W.P. Energy Pistol, W.P. Heavy, W.P. Knife, W.P. Revolver, W.P. Rifle, and W.P. Sub-Machine Gun.

Advanced Piloting Program: Navigation: Space (85%), Navigation: Air, Land, Water (85%), Pilot: Basic Helicopter (83%), Pilot: Combat Helicopter (75%), Read Sensory Equipment (65%), Weapon Systems (69%).

Secondary Skills: Athletics (General), Body Building, Escape Artist (40%), Hand to Hand: Martial Arts, Land Navigation (50%), Pilot: Automobile (84%), Prowl (62%), Running, and Wilderness Survival (50%).

Attacks per Melee: 2

Bonuses: +7 to parry, +7 to dodge, +5 to strike, +6 to strike with body block/tackle (1D4 damage), +1 hand to hand damage, +3 to roll with punch/fall, +6 to save vs. psychic attack/insanity, +3 to save vs. horror factor, +3 to save vs. possession, +5% to save vs. coma/death, +1 to save vs. poison, +4 to save vs. magic.

Other Abilities: Trust/intimidate 30%, charm/impress 20%, Karate-style kick attack that does 1D8 damage.



Savings: \$58,000 in the bank. He has \$24,000 in cash and multiple passports in various identities (hidden away for emergencies). He owns a brand new car (that is fully paid for).

Character Background: Darius Vincent is from Sydney, Australia. He grew up in a working class family and enlisted into the Australian Army at the age of eighteen. He started as a private and quickly found himself transferred to Special Forces. He rose to the rank of Lieutenant, only to be busted down to corporal after disobeying an order from a superior officer (an order that would have got his men killed so he refused). It was in Special Forces where he learned to fly a helicopter.

While on a classified mission strike at a triad run drug manufacturing complex on an undisclosed island in the Coral Sea, Darius and his unit discovered that the triad had awoken a sleeping vampire that killed most of the inhabitants of the complex and converted a handful to be his minions. Darius and his men were lucky to get out of the complex with their lives. A few strategic explosives took care of the vampire and its spawn as the complex collapsed upon itself. Darius didn't understand what had happen. He soon left the armed forces after that encounter.

Simon Descoteaux (the CEO of the Arclight Foundation) had heard of Darius' encounter with a vampire and he saw a potential recruit. It was one of his best decisions, as Darius soon became indispensable (even if he played havoc with the abilities of the psychics). After a few missions, Darius found his place on field team, Echo-3, as D'Arcy Rowan Martindale's second in command. Besides, according to Darius, a field team of academics need a person of his sort around for when the crap hits the fan (as it usually does, time after time).

Special Equipment: Darius has access to most modern firearms as the case may be; he currently has access to an experimental energy pistol (Range 600 ft. / 183 m, 5D6 Damage, 10 blasts per e-clip) that is being developed by the foundation. He also wears a pair of (passive) night sight goggles.

Weapon Proficiency	Strike	Parry	Throw
W.P. Automatic Pistol	+3 +1 +0		
W.P. Automatic Rifle	+3 +1 +0		
W.P. Blunt	+4	+4	
W.P. Chain	+4		
W.P. Energy Pistol	+3 +1 +0		
W.P. Heavy	+3 +1 +0		
W.P. Knife	+4	+4	+4
W.P. Revolver	+3 +1 +0		
W.P. Rifle	+3 +1 +0		
W.P. Sub-Machine Gun	+3 +1 +0		