

# DJ Scarlet Knight

**OVER THE  
EDGE**

## Concept

DJ Scarlet Knight is Jenkyn Carmouche, a telekinetic underground DJ who plays as a hero while he is DJing. His gigs take him around the world, where he gets to sample the illicit sex and drugs he can find along the way. He has used his hacking abilities to aid in his acquisition of said drugs. He is a glory seeker so will always ham it up for an audience.

## Traits & Signs

**Telekinetic (Psychic):** Can manipulate and move objects with the power of his mind. (5 shots/day) (2 dice)

**Sign:** The air begins to smell of ozone and crackles with energy as he uses his powers.

**Underground Music DJ:** Playing in the underworld dance clubs. (3 dice)

**Sign:** He likes to wear his flashy DJ outfit with his iconic helmet and horns.

**Hacking Electronic Security Systems:** If it has a keypad, he can hack it. (2 dice)

**Sign:** His fingers glide effortlessly across the security panel and the building's lights fall under his control.

**Flaws:** He is addicted to several types of drugs – various stimulants, downers, and psychedelics.

**Sign:** He is so sluggish without his *reds* and can't relax without the *yellows*; only psychics find the *greens* mind-blowing (bad trip for anyone else).

## Motivation

To consume the many illicit pleasures of sex and drugs of Al Amarja nightlife. He is playing in Al Amarja so he can continue to finance his illicit tastes. He wants to be a hero but he isn't sure if he has it in him.

## Secret

Five years ago in Rome, Jenkyn woke up one morning to find two dead hookers in bed with him. Their throats had been slit and he was covered in their blood. The blade was in his right hand. He has no memory of the night before. Did he kill these women? Why would he kill them? Who were they? He has so many questions but little in the way of answers.

## Important Person

*Professor Ivo Gamble*, a para-psychologist who used his own psychic power to unlock Jenkyn's latent telekinetic power. They are currently estranged. The good Professor didn't like Jenkyn supplying his daughter with drugs.

**Hit Points**

23

**Psychic Pool**

2 dice

**Experience Pool**

1 die

## *Physical Description*

Tall, thin, and gangly. His professional clothes include a red trousers and jacket, and a sci-fi inspired helmet. He always carries his cell phone, his hacking keypad, and his music player.

## *Personal Description*

Jenkyn Carmouche always had a love for super-heroes, especially those of the Japanese Sentai series. He modelled his DJ performance persona after these colourful heroes. He became DJ Scarlet Knight – the crimson defender of the beat. That's Jenkyn's idea self, a hero but in reality, he is a drug addict who is burning through his life.

## *Wounds*

## *Possessions*

Motorcycle helmet with techno-horns

Cell phone

Personal electronic hacking keypad

Multiple small, hidden compartments on his clothing and footwear.

Boombox and microphone

## *Drawing*

