



Character Name: Drake Gideon
Occupation: Private Eye
Species: Human
Alignment: Neutral
Weight: 210 LB
Height: 6'1"
Move 10

Age: 42

Gender: Male



Reflexes 2D
 acrobatics _____
 bawling 2D+2
 climbing _____
 contortion _____
 dodge _____
 flying _____
 jumping _____
 melee combat _____
 riding _____
 sneak _____

Presence 3D
 animal handling _____
 charm _____
 command _____
 con 3D+1
 disguise _____
 intimidation _____
 persuasion _____
 willpower _____

Coordination 3D
 lockpicking 3D+1
 marksmanship 4D+1
 missile weapons _____
 piloting _____
 sleight of hand _____
 throwing 3D+1

Knowledge 2D
 business _____
 demolitions _____
 forgery _____
 languages _____
 medicine _____
 navigation _____
 scholar _____
 security 2D+1
 tech 2D+2

Physique 2D
 lifting _____
 running _____
 stamina 3D
 swimming _____

Perception 4D
 gambling 4D+1
 hide _____
 investigation 4D+2
 know-how 5D
 repair _____
 search _____
 streetwise 4D+2
 survival _____
 tracking 4D

Magic 1D
 alteration 2D+2 (technomancy)
 apportation 2D
 conjuration _____
 divination _____

Spells
Open Lock (App. Diff: 5 - d6 Adv. Pg98)
Deadly Bullet (Alt. Diff: 10 - d6 Adv. Pg 98)

Funds 3D **Char. Pts** 5
Strength Dmg. 2D **Fate Pts** 3

Body Pts 27 Taken

Wound Level	Body Pts Range	
Stunned	22	16
Wounded	16	11
Severely Wnd	11	5
Incap.	5	3
Mortally Wnd	2	0
Dead (0)	0	

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Advantages:

Contacts (R1) - street people; Contacts (R2) - sentinels (Albredura and Galitia); Equipment(R2) - 6 runeslugs with *lighting bolt* spell; Fame(1) - fairly well known among the setinels and some elements of the underground pf Albredura; Arcane Knowledge (Metal) **Special Abilities:** Great Luck (R1) *pg 36-37 d6 Adv.*; Hardiness +1 to damage resistance totals;

Disadvantages

Advantage Flaw: Contact (r2) street people strike hard bargains and are often reluctant to help you; Burn-out: Contacts(R1) you will lose your contacts if you embarrass the sentinels badly.; Debt (R1) owes 2 months back rent to landlady.; Debt (R2) owes money to a loanwurm (who you suspect is a Vampire). She is growing impatient.; Enemy (R1) The Mayor's election campaign coordinator - a lady you used to get to the the information that got you kicked out of Albredura.; Hindrance: Bad Knee (R1) - +1 to acrobatics, jumping, and running difficulties. Price: Equipment runeslugs - you have a source, but they are expensive.

Equipment:

.38 Gelvash Revolver (damage 4D. Ammo: 6, range 10/15/40) - lead ammo (24 rounds) and runeslugs (24 rounds); Glowstone handlight; leather trenchcoat (AV: +2); Enchanted Hat (Detect Magic Alarm - 12 charges. Hat vibrates slightly when in the presence of Magic. One charge is burned for every time you are in the presence of magic with in 50m. The hat must be on your head for this to work. Taking it off temporary "turns off" the detection.); switchblade (+1D)

Description:

You're a regular mug trying to make his way through life the best way he knows how. You don't know much about the craziness people talk about - Godwars, demons, blood cults and such - and you don't want to know. You yourself have learned a few spells, but that's just magic. Most everyone can do some kind of magic. But anything beyond the simple magic spell, and you stear clear. You are not a big fan of what they call Unnaturals and prefer not to tangle with them. You want the simple cases (if there are any). It's not a hatred, it's not a fear - you just like to keep things simple and Unnatural things make things complicated. You might have worked for one or two of them but as long as they keep it in their closet or coffin, you are fine with it. Also, going outside the city walls is not an option for you. You have heard things get way too complicated out there.

You are from Albredura and had an operation there (where Unnaturals are not as welcome as they are in Galitia). The problem is you got kicked out of Albredura by the newly elected Mayor (through his Deputy Mayor), after an investigation you were on found some hidden money being funneled into his campaign for election. You still do not know the full story behind it, but there is definitely something else at work in Albredura that is way beyond the regular powers-that-be.