

# MARWAY BEAUREGARD, CONSULTING DETECTIVE

**Archetype:** *Law Man*

**Motivation:** *Fame*

**Style:** 7

**Sanity:** 5

**Health:** 4

## Primary

<b>Body:</b> 2	<b>Charisma:</b> 3
<b>Dexterity:</b> 2	<b>Intelligence:</b> 3
<b>Strength:</b> 3	<b>Willpower:</b> 2

## Secondary Attributes

<b>Size:</b> 0	<b>Initiative:</b> 5
<b>Move:</b> 3	<b>Defense:</b> 4
<b>Perception:</b> 5	<b>Stun:</b> 2

Skill	Base	Levels	Rating	Average
Brawl	3	2	5	(2+)
Bureaucracy	3	1	4	(2)
Con	3	1	4	(2)
Connoisseur	3	2	5	(2+)
Diplomacy	3	2	5	(2+)
Empathy	3	2	5	(2+)
Firearms	2	2	4	(2)
Investigation	3	3	6	(3)
Linguistics	3	1	4	(2)
Performance	3	1	4	(2)
Spying	3	1	4	(2)
Stealth	2	2	4	(2)
Streetwise	3	1	4	(2)

## Talents

Rapid Shot (May attack same opponent twice in the same round with -2 to each attack roll)

## Resources

Artifact 1 (Mechanical Dog)
Fame 1 (+2 Social bonus)
Followers 0 (Mechanic)
Rank 1 (Epicurean Society; +2 Social bonus)
Status 1 (+1 Social bonus)

## Flaw

Obese (+1 Style point whenever his weight slows him down or causes him difficulty)

## SNACK (GUARD DOG)

**Enhancements:** Follower 1 (+2 Enhancements), Increased Damage: +2L (+2 Enhancements), Increased Duration: One day (+2 Enhancements)

**Limitations:** Flaw: Conspicuous (-2 Enhancements), Requires Maintenance: Difficulty 2 (-2 Enhancements)

### Follower 1

**Archetype:** *Artifact*; **Motivation:** *Duty*

**Primary Attributes:** Body 4, Dexterity 2, Strength 3, Charisma 0, Intelligence 1, Willpower 2

**Secondary Attributes:** Size -1, Move 5, Perception 5, Initiative 3, Defense 7, Stun 4, Health 5

**Skills:** Athletics 5, Brawl 5, Intimidation 4, Stealth 3

**Talents:** Alertness (+2 Perception rating)

**Resources:** None

**Flaws:** Automaton (+1 Style point whenever its lack of creativity causes difficulty), Conspicuous (-2 Stealth penalty due to the grinding of metal and stench of smoke), Maintenance (Craft: Mechanics roll with a Difficulty 2 is required every day to keep it operational)

**Weapons:** Bite 8L

## JEFFRIES (ODIOUS HENCHMAN)

### Follower 0

**Primary Attributes:** Body 1, Dexterity 1, Strength 2, Charisma 1, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 0, Move 3, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

**Skills:** Craft: Mechanics 5, Science: Engineering 4

**Talents/Resources:** None

**Flaws:** Repulsive (+1 Style point whenever his repulsive habit or trait causes him or his party to suffer in social situations)

**Weapons:** Punch 0N

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Heavy revolver	3L	0	7L	(3+)L

**Languages:** English, Romance

XPS

STYLE POINTS

2



## BACKGROUND

Formerly Inspector Beauregard of the Yard, Marway began life as a common beat cop. His insight into the workings of the criminal mind, coupled with his relentless pursuit of larcenous individuals, quickly led to him being made a detective. He took great pride in apprehending criminals, but he loved the respect of his superiors and the adulation of the general public more.

Marway quit the force after his superiors forced him to cease his investigations into a mysterious crime lord known only as The Brain. More than once the name had cropped up during his investigations, but the trail went cold in every case. In many cases it literally went cold, with suspected henchmen committing suicide rather than risking interrogation. Whoever The Brain was, he had a firm grip over his minions.

In truth, Marway had become fixated on capturing the rogue, for he believed, and still does believe, that he (or she) is a more dangerous menace to society than Professor Moriarty ever was. Not only that, but apprehending such a criminal genius would undoubtedly boost his reputation. No longer able to use the Yard's resources, Marway became a consulting detective, a role well-suited to his lust for fame and his independent streak.

Since leaving the force, Marway has earned a good living as a consulting detective, pitting his intellect and wits against numerous foes. Aside from The Brain, whose

trail he still pursues when time and clues permit, no villain has yet escaped his long and somewhat flabby, reach.

Much of his income is invested on living the good life. A man of exquisite and expensive tastes, he spends a fortune on food, drink, and tobacco each month. These necessities, as he calls them, have caused him to gain more than a few pounds since he left the force. A member of the Epicurean Society in good standing, he spends long hours dining at the Club while pondering the nuances of his latest investigation.

He rooms at 223B Baker Street. His landlady, Mrs. Hyacinth Anastasia Hobson, is, fortunately, a woman of great tolerance, for Marway's experiments and cases frequently cause no end of disruption in the household. Marway has thoroughly checked her background and is certain she is not The Brain.

He remains close friends with Inspector Lestrade (too dim to be The Brain), though he disdains their mutual acquaintance—the drug-addled, violin-playing idiot in the house next door (who has the intellect but not the ruthlessness to be The Brain).

Aside from his trusted friend and lodger, Dr. John Sinit (also not The Brain by dint of his total lack of charisma), his most faithful companion is Snack, a mechanical guard dog gifted him by a grateful patron. Ferociously loyal, and trained to obey his master's verbal commands, Snack has saved Marway's life more than once. It is very doubtful Snack is The Brain, given he's a mechanical dog of limited intellectual capacity.

In order to ensure the mechanical mutt remains in working order, Marway has enlisted the services of a mechanic, a repulsive and odious creature known only as Jeffries. Though possessed of many vile personal habits, Jeffries lacks the intellect to be The Brain.

## PREVIOUS NOTABLE CASES

- The Duplicate Jewel Thief
- The Endangered Princess
- The Ghostly Pirates
- The Knotted Scarf Killer
- The Langdale Bible
- The Last Big Game Hunter
- The Last Man Standing
- The Magician's Granddaughter
- The Queen's Fireworks
- The Rebellious Gentlemen
- The Secret Chinese Recipe