

CARMEN DELGADO

THE MANAGERIAL MARKSMAN

Not everyone who ends up on the somber streets of Middelburg bring with them skills from their past life that they can put to good, if nefarious, uses. However, everyone brings with them a story.

Carmen grew up in Valeron, the most prosperous of the Shield Maiden nations and furthest from the great Shield Wall that separates East from West, Progenitorists and Prodigalists from the heathen Neoists and Completists.

She should have lived a simple and quiet life.

Should have, until her parents died. The murderer was never found, but Carmen was the only one of her six siblings to not cry about the event or even ask what happened.

Seven orphans are a responsibility too great for most folk and even the local Progenitorist temple balked at taking them all in. It looked like it would have been a short life for Carmen, until Samir al-Rashid ibin Naseem offered to take them all in.

Samir was the Kaín, the priest, of the local Neoist temple. An outcast from polite society, the old man catered to his small flock and kept to himself. He was a kind hearted man, and incredibly wealthy and did not see it as a strain to take in the seven orphans.

And so Carmen became on the pitiful few Neoists in Valeron, made even stranger by the fact she and her siblings was blond and green eyed while every other Neoist in the country was raven haired and brown eyed. She was an outcast among outcast and so she remained at the temple, never leaving it unless absolutely necessary.

The one time she thought she could enter in the larger world, for love of course, she found that her own could not see past her faith and saw a foreign invader rather than child of their own.

It was a quiet and lonely life, but an academically productive one. Carmen had a knack for numbers and figures and soon she began to account for the temple's books and funds.

She found a bit of happiness, but like all good things, it came to an end. With someone else tending to the temple's books, records and accounts,

old Samir decided to get back to his old hobby of runology. Many a year did he spend on trying to discover a new rune to aid his people and he decided to continue his grand work.

He was close, ever so close, but the array exploded with the force of a cannon and he was dead before he hit the ground.

Carmen's eldest brother, now Kaín of the temple, blamed her for their adoptive father's death and exiled her forever from the temple. In one fell swoop she had lost her entire family, her home and everlasting she knew.

Eventually, as the bards say, all sorrows find their way to Middelburg, and Carmen did too. It is a city to lose oneself in and for a time that is exactly what Carmen did, but in a city as concerned with material wealth as this one, there is always a need for people skilled with making numbers and figure do exactly what they need to.

Carmen soon found work at a small store in Rose Heights making sure that the store was handling its money properly, and she supplemented her income with some night time excursion at the docks. This latter part would eventually be her downfall as it became a vice to feed her ever hungering greed.

Carmen's ability with numbers soon caught the attention of the Ooston guilds and soon she was even able to afford a small home in the nouveau riche district.

For a dozen long years she settled accounts and cooked books for the various Ooston guilds but once again her greed got the better of her when the government came to call.

The Grand Mayor had need of someone of her computational calibre at City Hall and she had thought her career was made, until less than a week later she and Mayor met at opposite ends of a bed in a high end brothel in Nieuton.

The Mayor could not afford a scandal and so she was quickly and quietly left out on the street. Not too quietly unfortunately as the Ooston guilds could not afford her potential scandal to touch them and their eternal war with the Merchant League.

THE RUINED SOULS

With nowhere left to go, the murky alleyways called. Crunching numbers and cooking books, however, helped no one in the middle of the night when footmen running about and she thought that, at last, this would be how her life ended.

Until she discovered that not all skills are learnt. Some people are just blessed with innate abilities.

Like her aim, for example. On her first job for a small time gang, she found she had the aim of a long term military veteran. Having never held a firearm before she could still pick off the testicle off a fly from thirty paces.

Her old life is now utterly left behind and she has become a new person, a new Carmen, one who perhaps, just perhaps, can survive on the streets of Middelburg.

However, her new life has already become far more stranger and dangerous than she had hoped. In the month's time since she gave up her past life, nearly half a dozen of her previous "clients" has ended up dead and dismembered in these Ruined Murders.

With the city crashing in on itself in fear and panic, is she somehow involved? Is she to be the next one to be so gruesomely murdered? If she is to survive, she must uncover the mystery behind these murders.

EQUIPMENT

- Standard clothing that covers all Hit Locations.
- Steel dagger.
- Two wooden and Steel Pistols with lead rounds.
- Two holdout pistols with bronze rounds.
- One wooden and steel musket with lead rounds.

RUNIC ARRAYS

- *Imperial Zephyr* Defensive array on clothing and mask.
- *Splinter* Offensive Array on dagger.
- *Manstopper* Offensive Array on standard pistol rounds.
- *Sculptor* Offensive Array on hold out pistol rounds.
- *Long Shot* Offensive Array on musket rounds.

PERSONS OF INTEREST

- Carmen's four adopted children - *appreciative and*

concerned

- Grand Mayor Lukas Smit - *paranoid loathing*
- Ooston guilds - *distant and unresponsive*
- Brothels and "dockworkers" - *understanding*

MOTIVES

- Care for her adoptive family.
- Make enough money to feed her newly accustomed rich lifestyle.
- Find out who the Ruined Murders' killer is and discover if she is next.



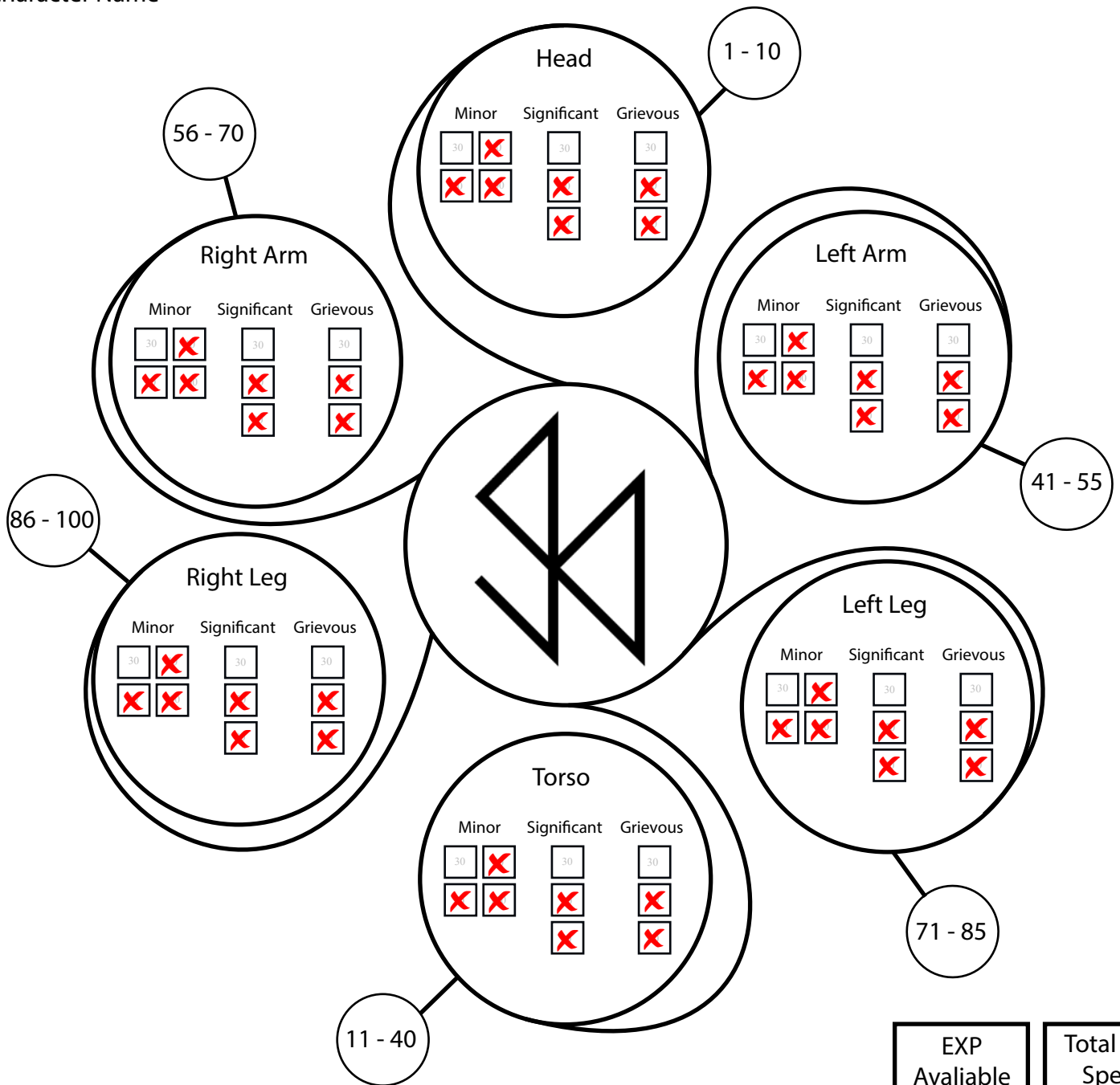
Gender: Female
Age: 29
Culture: S. Maiden
Religion: Neoist

Skin Colour: Fair
Hair Colour: Blonde
Eye Colour: Green
Build: Slender

Sigils
Available

Carmen Delgado

Character Name



EXP
Available

Total EXP
Spent

Skills

Athletics	30	Intimidate	39
Burglary	30	Investigate	30
Constitution	35	Lore	35
Contacts	43	Perception	37
Craft	33	Perform	31
Deceive	49	Runes	45
Diplomacy	37	Shoot	50
Drive	35	Stealth	38
Fight	32	Wealth	42
Insight	44	Will	37

Specialised Skills

[illegible]