

Info



Info

Name: Marcus, Calder.

Gender: Male, He/Him

Age: 48

Birthday: May 20th, 2031

Height: 188cm | 6'2"

Species: Enlightened (Mage)

Affiliation: Technocratic Union

Alignment: New World Order, Operatives

Occupation: Chief commissioner at the Meteor City Police Department

Paradigm: The Ultimate Truth. To Marcus, magic is science the public isn't ready for yet because it is dangerous, even more so when it is wielded in the wrong hands. He perceives his psychodynamic abilities as an extension of the forensic psychology methodologies he was taught in school.

Focus: Hyperscience. Aside from his aptitude for mind-reading being perceived as super forensic analysis, he can use technology developed by the Technocratic Union.

Attributes

Strength: ●●●●○	Intelligence: ●●●●○	Charisma: ●●○○○
Dexterity: ●●○○○	Wits: ●●○○○	Manipulation: ●●○○○
Stamina: ●●○○○	Resolve: ●●○○○	Composure: ●●○○○

Health:

Skills

Athletics: ●●●○○	Academics: ●●●○○	Animal Handling: ○○○○○
Brawl: ●●○○○	Awareness: ●●●○○	Connections: ●●○○○
Driving: ●○○○○	Basic Tech: ○○○○○	Expression: ○○○○○
Marksmanship: ●○○○○	Cybertech: ○○○○○	Intimidation: ●●●○○
Sleight of Hand: ○○○○○	Medicine: ○○○○○	Leadership: ●●●○○
Stealth: ○○○○○	Occult: ●●○○○	Persuasion: ●●○○○
Survival: ○○○○○	Science: ●○○○○	Streetwise: ●○○○○
Weaponry: ●●●○○	Security: ○○○○○	Subterfuge: ○○○○○





Merits	Flaws
<p>Deviant hunter: Marcus has encountered his fair share of reality deviants over the years. He rolls with +1 when it comes to investigating things related to the supernatural.</p> <p>Head of the MCPD: Marcus is the police commissioner, and that comes with its own perks. Aside from police immunity, Marcus has access to restricted areas. Sure, he might not have a warrant for it at times, but most citizens don't want to piss off the police commissioner.</p> <p>[Locked]</p>	<p>Paradox: If a mage rolls two 1s in a check to invoke a vulgar magical effect, and there's a chance for a human witness in the area, a Paradox will occur. The effect of the Paradox can be up to the player or the host, depending on how bad they were and/or how many paradoxes were building up. The mage may take damage, have their magic backlash, have a Paradox Spirit visitation, etc.</p> <p>Scientific limitations: Much like most enlightened scientists, without his abilities to use hyperscience tools, he can't use his powers. The only exception to this is the use of psychodynamics, as he doesn't require any hyperscience to use this ability. He also can't build his own hyperscience equipment.</p> <p>Well known around town: Marcus's appearance is pretty distinctive, and most people have seen him in both news interviews and in the screamsheets. He takes a -2 dice penalty to rolls that have to do with blending into crowds or making himself not seen.</p>



Spheres

<p>Psychodynamics (Mind) - Affinity Sphere</p> <p>●●●●○</p>	<p>Marcus understands psychodynamics as advanced methodologies that allow him to access other people's minds and gather information they aren't so readily willing to part with. While he isn't the sort to do it, he can also use his ability to mind-control people. There are no records of him ever attempting this beyond small commands.</p> <p>Additionally, Marcus has a small implant surgically implanted under his skin, which supposedly has amplified his mind-reading abilities, allowing him to reach a greater range and even have full conversations with people through thought alone if he lets the connection go both ways.</p>
<p>Primal field theory (Prime)</p> <p>●○○○○</p>	<p>Another tool in his toolkit for profiling and tracking, primal field theory provides Marcus an extra layer of understanding when it comes to the cases he is solving. Prime is the smallest building block in the universe, and, like bloodstains or fingerprints, it leaves a trail that can help him discover new information about a scene or persons.</p>



Personality

[Devoted / Efficient / Structured / Hard-working]

[Quiet / Calculating / Punctual]

[Blunt / Intimidating / Callous / Withdrawn]

When you work for the Technocratic Union, it's expected to be the best of the best. Luckily for Marcus, he possesses the exact skills the Union values highest.

He's **devoted** to a fault, whether it's to his career at the MCPD, the Union, or whatever unseen objective has been handed down to him. Give him a task, and he does it without complaint, and without the need for someone hovering over his shoulder. He's a hard worker, too, and when he sets his mind to a task, he works **efficiently**, with the results speaking for themselves.

People often describe Marcus as **intimidating**, though he rarely tries to be. There's just something about his **quiet**, restrained demeanor that can come across as unnerving, especially given his position at the MCPD. His **bluntness** doesn't help. Marcus is the type of guy who speaks plainly, cutting straight to the core of an issue, whether or not the truth is comfortable to hear.

Off the clock, he doesn't change much, but you usually won't see him much off the clock anyway. Marcus keeps to himself, more comfortable in quiet solitude than in any crowd. He recharges by **withdrawing**, sorting thoughts, and settling back into the order he builds for himself. He's not unkind, but he can seem distant, almost **callous**, especially to anyone expecting emotional warmth. People joke that they've never seen him smile.

And honestly, most are convinced they never will.



Public Records

Marcus's public records are nothing short of remarkable.

Born in 2031, He graduated from high school shortly after the end of the second corporate war and went on to study forensic psychology. His skills in the field first landed him a position at the state's Department of Public Safety in Iowa, after which the FBI recruited him for his aptitude in criminal profiling. He's had a pretty prestigious career in the bureau, which, through a few strings pulled, has landed him in the position of Police Commissioner at the MCPD.

In supernatural circles, Marcus's name is spoken with some fear and a lot of disdain. His work with the FBI has long been rumored to be a front for his work with the Union, as operatives in the NWO are well known to be often embedded in government bodies. His name has come up frequently in connection with the destruction of a handful of Tradition chantries in the Midwest, who were accused of being terror cells by the US government.

How exactly he's working with the Union at this point is unknown, but with the number of union members who seem to be overlooked by authorities in town, one can make a guess. Seeing his face about town is bad news, and unless you're on his good side, it's best to avoid him if you can.

Likes

- **Weightlifting:** Most of Marcus's time outside of work is spent at home, where he has a little mini gym in his apartment.
- **Smoking e-cigs:** He picked up the habit decades ago when he was still in college, and hasn't been able to kick it since. Sometimes he uses his smoke break to listen to the murmur of people's thoughts around him. It's calming.
- **Rainy days:** When it rains on the surface, there are less people out and about, and the streets are quiet.
- **Literature:** While he doesn't look the sort, he's actually surprisingly academically gifted. He still keeps up with sleeper psychology journals and academic texts when he has time.

Dislikes

- **Raw vegetables:** They make his stomach hurt. To compensate, he knows a decent amount about cooking.
- **Parties and large gatherings:** Marcus has never been especially fond of crowds. They tire him out. He usually leaves as soon as he can from events he has to socialize at or speak at.



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- **Concerts:** Same reason as disliking parties, but now with loud live music! He can be persuaded to go to a symphony or a play, but no more than that.

Extra

- **MBTI Type:** INTJ-A - The Architect
- **Alignment:** Lawful neutral
- **Relationship status:** Single.
- His brain implant has left a slight incision scar behind his left ear.

Inventory:  SoT: Marcus Inventory

Visual App

Player Character

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SHADOWS OF TOMORROW

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MARCUS CALDER

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