

DONALD BAUGHMAN

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| Appearance: | American Tourist |
| True Nature: | Confused Academic |
| Job: | Professor |
| Motivation: | To make sense of life |
| Secret: | There is something, but he has forgotten what it is |
| Hit Points: | 5 |

Donald is a rather confused person. Apart from the last few days, his memories are a blur. Prior to that, the last thing he remembers is a flash of light and pain and then being icy cold. He woke up by the side of an underground river (some might say a natural sewer). Nearby, he found his wallet with his drivers license and a hotel room receipt. Not quite knowing where he was or where the hotel was, he wandered the streets for a time trying to collect his thoughts, but his head throbbed in pain and he realized there was dried blood on the back of his skull. He was disgusted when a horrible street person wearing a ridiculous Daniel Boone hat, suddenly came up to him and rubbed herself closely against him. Scared that she was making a sexual advance he ran quickly away.

Dazed he asked strangers the whereabouts of the hotel and went seeking refuge. The hotel staff didn't recognize him but they called down Eleanor, who he couldn't remember either. She was his wife, and he realized to his horror that all his memories were gone. He obviously had been attacked and probably robbed but he can't remember who did it. Eleanor took care of him and tended to his injuries and he now feels physically better though mentally he feels drained and his memories haven't come back yet

He noticed that he has some kind of a strange brand mark on his chest - it resembles an Egyptian hieroglyph. He asked Eleanor where he got it from and she said it was an accident when they were in Cairo - that he had been interested in a strange scarification technique and the confused natives performed it on him before he could protest. Quite frankly it sounded like a bullshit answer.

Eleanor also revealed that she was addicted to a drug known as 'Fugue' which she has been buying from that shady street person, Mathurin Turgot. She claims she needs \$2000 for her next hit, but she is broke. Poor old Donald is broke, too and he cannot remember the account codes for his bank account.

Apparently Donald is a professor who had been working on some sort of theory. However he can't find any note or books on whatever this was - he thought if he could find them it might jog his memory. The notes were probably lost in the river - or perhaps someone stole them

Tonight he is meeting his friend Bruno Roth the author, whom he also can't remember a thing about. He tried to read Bruno's book "The Perpendicular Grimm" to try and remember something, but there were so many long words in it that he only got through the first couple of chapters.

He was waiting for both Eleanor and Bruno in a private booth at Sad Mary's Bar when he saw the disgusting street person again going into one of the private booths. Curious he eavesdropped on her conversation and found out her name was Hippensteel (sounds like an orthopedic hip replacement). She was telling Mathurin, the drug dealer, that she had seen the prostitute Faith kill a blind pencil seller. This hit Donald with a jolt - he remembers an image of a blind pencil seller talking to him and giving Donald money and then sharp pain of a syringe in his chest. The memory only lasted a moment but it

was very vivid. Mathurin gave Hippensteel something small in return for this information. Something which made a tinkling noise.

He also saw Hippensteel sneak off to the men's toilets earlier this evening. As soon as she left the elderly Elias Bettelheim sneaked away after her. Is there no end to the depravities in this place?

OBJECTIVES

- Find out what happened to you, which caused you to lose your memory
- Get some money to pay Mathurin. God only knows what Donald could sell to raise money in a seedy and desperate town like the edge.
- Find out what the drug 'Fugue' is. What does it do and why does Eleanor use it. What are her chances of kicking the addiction? Find a cheaper source of the drug than that shyster Mathurin Turgot.

ABILITIES

Discerning Eye: You have a sharp eye and can spot things that most other people would miss. You may use this ability on another player by showing them this card. You may then select a random item in their possession to examine. In addition, they must show you any Body Feature abilities they possess. Usable 5 times. (General Ability)

Sensible: You are particularly adept at clearing your mind and concentrating on your consciousness and self-control. You may use this ability to shrug off the effects of any drugs or other mental effects for the next 5 minutes. Usable 5 times. (General Ability)

Devoted to Wife: Eleanor is the light of Donald's life. You'd hate for anything bad to happen to her. Anytime she is targeted in a combat of which you are a part, you may use this ability to step in the way and take her place in the combat this round. When doing this you win ties in combat the first round. Usable 5 times. (General Ability)

Strange Symbol: You have some kind of a strange brand mark on his chest - it resembles an Egyptian hieroglyph. If anyone sees or examines your bare chest, show them this card. (Body Feature)

OBJECTIVES

- Wallet with about \$6 (someone stole the rest)
- ID