



## BYRON / SHELLEY

### Personality

*Misunderstood genius:* The more people tell you to keep your feet on the ground, the more your head goes up in the clouds. You have the gift of a superior intellect and you know this very well.

*Jaded exterior:* You're sick of bastards putting a price on everything, but you don't want to come off as vulnerable. So you pretend you're cynical.

*Melodramatic:* Half-measures are not worthy of you: When the situation is critical, the only way to react is with equal and opposite force.

### Con man

*The past:* An IQ north of 150 is not a ticket to success, and not just because those tests are shit. In a perfect world, you'd have a nice office with degrees and diplomas hanging on every wall, but in today's England you only got a Willesden library card. There you gathered enough knowledge to put any Oxford dandy to shame. As if poverty weren't enough of an obstacle, three years ago you had the brilliant idea of telling off a cop, which set you on the fast track to a jail sentence.

*The gang:* Just when you thought you had hit rock bottom, you started to rise again: In jail you met Marlowe/Woolf, a real knucklehead, and Chaucer/Austen, a grand master of deception. With them you founded the Three signatures, a trio of con artists. Devoting your genius to crime was a hard choice to make, but now you have a sure way to turn a profit with your skills.

To tell the truth, it's not just about the money: Your associates Chaucer/Austen and Marlowe/Woolf are good people, and they even have their own cheesy code of honour. But relationships are not your strong suit, and even your two friends can't breach the wall you've built around yourself.

*The plight:* A few months ago, you had a run-in with Her Majesty's Security Service—but instead of locking you up, they offered you a position in the agency. In exchange, they want your help in framing Moriarty, a big shot in the English underworld. Even though you've never liked cops, you must admit that the idea of having their funds and their equipment at your disposal is more than a little intriguing. This is why you came up with a plan involving Moriarty without telling the others about your new establishment friends. Even if you weren't considering their offer, you know they won't just let you go on your way and to get them off your back you need to discover everything you can about the infamous ringleader. They made a point of telling you they want Moriarty alive, but you shouldn't have anything to worry about: The Three signatures never kill.

*The money:* You still haven't made up your mind about the Security Service's offer, but the plan allows you to keep your options open. You're sick of hustling anyway, and you're starting to think of money as the lever that can lift the world. For Her Majesty or for yourself, you want to buy the chance to put your genius to good use.

*Quote:* "If I had a penny for every time I heard that bullshit, I'd ditch the two of you and buy myself a greek island".

## Art scholar

For the first time since you got in the gang, you were the one to come up with the plan, and you gave yourself the role of a German art scholar who believes to have found the authentic Wanderer above the Sea of Fog by Friedrich, in spite of the forgery exhibited in Hamburg. After hurriedly fleeing the country, you tried to sell it to a British antiques dealer. Since they didn't have the five hundred thousand pounds you asked for, they in turn got the famed gallery owner Moriarty in on the deal.

Even though you itch to break character and tell them just what you think about the kind of person that treats a Michelangelo like a batch of drugs, you're pretending to know nothing about Moriarty's art trafficking and you let their experts examine your painting. The forgery should hold up to the first round of scrutiny, but as you wait for the results you need to think of this meeting with Moriarty as your only chance to talk them into risking a quarter million pounds to gain six.

*Quote:* "As Caspar David Friedrich used to say, in order to one day live eternally, one must often submit oneself to death".

## Body language

*Heron* (Metaphorical reference to help with the physical portrayal of the character, from posture to gestures)