

## MARLOWE / WOOLF

### Personality

*Knucklehead:* All your life you've been on the streets, and you have learnt to stand up for yourself. You're not a two-bit bully, though, and you only use your fists when you truly need them.

*Brawn:* You let the others do the thinking, while you turn their words into action. You need a leader to follow, a group to prove your worth to.

*Unsure:* You're the best at keeping your cool. As long as nobody asks you to take the lead.

### Con man

*The past:* You were nothing but a hoodlum, incapable of thinking any further than insignificant burglaries; but just when you thought you'd hit rock bottom, the winds changed. Three years ago, while you did your time for armed robbery, you met Chaucer/Austen, a real master of deception, and Byron/Shelley, an incredible genius: Together you founded the Three signatures, a trio of high-class con artists.

*The gang:* It was more than a new job for you: It was a complete change of pace. Besides teaching you the tricks of the trade, Chaucer/Austen imparted a simple but efficient code of honour to you—to sum it up, “bad deeds mean bad luck”. You're no longer a gorilla, wandering the streets with your pack to terrorise unfortunate bystanders; you're an artist, getting snobs off their high horses together with your two best friends.

*The plight:* Now you've come to the fateful last hustle, a big hit after which you plan to move to the other side of the world, and you're afraid you've made a foolish mistake: A month ago, to get back on your feet after a failed job with the gang, you went solo to scam a shop-owner who kept strutting around like he had all the money in the world. But of course the guy fell on hard times as a result of your work, and he brought his employees down with him. You're the only one who knows about this, but you're really worried that you broke the code, and you hope you won't pay too dearly for your honest mistake.

*The money:* You're not one of those ambitious people full of lofty goals. What you really want is to buy a nice house, to live in peace with Dido/Orlando, your better half. You feel like you'll lose the love of your life if you don't start planning your future together now: With your kind of background you're certainly not going to turn into a respectable person overnight, but you don't really care about honesty—some peace of mind would be enough. You're sick of dealing with elaborate, dangerous scams which drag on for months at a time. You want someone to tell you what to do and pay good money for it, you want a white-picket fence and your friends as neighbours to get together for a Saturday barbecue. If you need to go back to shooting and killing to obtain all this, so be it: What's important is that you stick to the essence of the code and only involve those who accepted the rules of the game.

*Quote:* “Bad deeds mean bad luck. I took everything from a desperate man and now the world is out to get me”.

## Bodyguard

You've spent months getting into Moriarty's good graces; they're a real big shot in the international art trafficking ring posing as a gallery owner, and now you're one of their most trusted bodyguards. The rest of the plan is up to your associates, all you need to do is escort your boss to the meeting and shoot a few blanks; even so, there's something that's bothering you.

During the time you spent shadowing Moriarty, you've learnt to respect them: They're cunning and ruthless, but they're also a fair boss with an old-fashioned code of honour. You got the impression they actually like you, and more than once you've heard them say that you're meant to become more than a shadow with a gun in hand. Before the Three signatures, you would have given everything to work for someone like them. Now you're mostly afraid that they're too big a fish for the three of you, and that things are going to go awry. Or maybe you just got a little carried away by the "bad luck" thing.

*Quote:* "Want me to handle this, mister Moriarty?"

## Body language

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