



DEXTER “DEX” RAYMOND

Hard-boiled Shamus

INVESTIGATIVE ABILITIES

- Accounting
- Assess Honesty
- Bargain
- Cop Talk
- Cryptography
- Evidence Collection
- Intimidation
- Inspiration
- Law
- Locksmith
- Photography
- Reassurance
- Research
- Streetwise

GENERAL ABILITIES

- Athletics
- Cool
- Conceal
- Devices
- Driving
- Filch
- Fighting
- Preparedness
- Sense Trouble
- Shadowing
- Stability
- Stealth

STORY

Archetypal hardboiled private investigator Dex Raymond prowls Los Angeles’ haunted streets as an outsider by choice. With his smarts and grit, he could have wormed his way into its corrupt power structure. Instead, he operates on its fringes, righting wrongs for a modest fee, plus expenses. In addition to his contacts, he counts one more key friend— LAPD Detective Sergeant Ted Gargan, a rare honest man in a town where cops can be bought by the barrel.

SOURCES

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| VIRGINIA ASHBURY, Scientist
Astronomy, Biology, Chemistry, Forensics, Geology. | <i>A slim, somewhat birdlike woman typically seen in her white lab coat, Dr. Virginia Ashbury dotes on Dex as she would on a younger brother.</i> |
| MADAME EVA, Fortune Teller
Cthulhu Mythos, Occult. | <i>This harmless grifter can assist Dex with information on the world of cults, spiritualism, and hermetic magic.</i> |
| DR. JEFF “MACK” MACKINTOSH, Shrink
Medicine, Outdoorsman, Pharmacy, Psychology. | <i>Dex bounce questions off him, provided he can sit in his chair and puff on his pipe while doing it.</i> |
| ALFRED KELHAM, Professor
Anthropology, Archaeology, History, Languages, Oral History, Theology. | <i>Proudly pedantic and a touch paternalistic, Kelham sees in Dex an echo of his own son, a soldier killed in WWI.</i> |
| MAX WEYL, Production Designer
Architecture, Art History, Bureaucracy, Craft, Flattery. | <i>He’s always willing to entertain Dex’s questions on the art world or movie gossip, provided he doesn’t have to stop moving.</i> |