

Markus Garrison

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Gender:	Male
Race:	Demon
Age:	247
Faction:	Independent
Occupation:	Private Investigator
Rank:	N/A
Height:	6'4"
Weight:	245 lbs

Physical Appearance

Markus is a tall, bulky individual characterized by four large, black horns protruding out of his temples that jut forward, the ones in front being significantly longer than the ones behind them. His skin is beige. His hair is a reddish-brown tone and is cut into a fluffy taper. His eyes always have a bored look to them with Soft grey irises.

Inside his mouth, all of his teeth are actually quite sharp, making the sight of him smiling a lot more fearsome than it is welcoming, though some find it endearing. His facial structure is akin to that of an oval, though his narrow chin gives it more of a shield-like shape.

Biography

A lot happens over the course of a demon's life. Especially when it's been almost a quarter-century since birth. Markus Garrison was born the son of two lesser demons, but was placed upon Ayenee as a child due to their inability to raise him. It was then that he was found by a pair of explorers: Tim and Amber Garrison, who took it upon themselves to not only raise the Demon child, but study him.

As he grew older, he grew a fondness for novels - specifically mystery ones, and enjoyed hearing about what sort of creatures dwell in the world of Ayenee, oblivious to his nature as one of those anomalies. It wasn't until schooling started that he had learned that he was different from most of the others. And yet, he was not treated as an outcast. Surprisingly, the others had embraced him, and he had even amassed a small group of friends that he grew up with in his small town just south of what was beginning to be the Capital City we know today.

Years went by, and Markus eventually went to a university, where he began to study philosophy and literature. He found enjoyment in attempting high mathematics and grew curious for the sciences (despite having some troubles wrapping his head around magic theory).

He found himself working for a Police department, serving at first as a guardsman, but eventually working up the ranks to head detective of his branch. He was not a perfect detective, with a track record that was a tinge less than par for the course, but it was the best that could be done with the resources on hand.

Beyond work, he had fallen in love with a young alchemist by the name of Marceline Rose. The two had met one day as he stopped by her shop to pick up a few potions that would assist in an investigation. It eventually became a regular thing, and it didn't take much longer until the two had grown attached to one another. *"She was like looking into a window on a clear day"* Markus had written in a letter to one of his colleagues. *"While inside may be dark and confusing, you can always gaze out and see the bigger picture."* After a few years had gone by, he proposed to her, and yet, she seemed reluctant to do so despite saying yes.

He never understood why that was the case until he saw her skin begin to grey while his youth remained. The same applied to his friends, and even his parents. The latter passed away when he was 68. And most of the former were gone by the time he turned 89.

At age 90, he saw Marceline's health begin to flicker away and, despite all of his efforts to find a way to restore her life, she refused. *"You know what you are, Markus..."* She would say. *"I do not wish to burden you for eternity. I just want to be grateful that I could spend what little time I had with you."*

Since then, Markus has devoted himself to his studies. At age 120, he opened up his own private investigation service, and despite it running for over a century, he has kept its operations minimal and humble, with little to no other employees at any given time.

He's been known to take practically any job so long as the pay is right.

Personality

Markus tries to keep a facade of cold indifference and yet he's more than unable to maintain it. He devotes his heart and soul into any job he takes, seeking to find out as much as he can about whatever the job is before calling it complete - even after the goal is accomplished. He considers himself somebody who's very traditional and conservative, the result being something somewhat uptight and some might even say snobbish - but it's put up with simply because he knows what he's doing.

When he finds a case or a person particularly interesting, his movements become rather bouncy and his gestures are more outgoing. He's quick to rush over if something has been found and even quicker to go in and investigate it if he can.

Likes: Craft beer, Pipe smoking, Collecting Ships in Bottles, Collecting old books Dislikes: Doggy-Eared pages, Cheap Wine, Video Games, Know-it-alls

Abilities

Demon's Cells

To prevent from being horribly disfigured over the course of an eternity, injuries tend to regenerate after a given period of time. However, blessed weaponry or items can severely hinder that time, often doubling it or even tripling it depending on severity and strength of the blessing. Slash or bullet wound can usually recover within three days to a week, while a broken bone can take two weeks. Three weeks if a limb is taken off (and is usually the most annoying period for Markus). Poisons and toxins affect his body normally, but if he isn't killed, it will still take a period of time to regenerate, and will often be painful.

Hellspawn Boost

There is a moderate boost to his speed, strength, and dexterity, but not enough to be incredibly significant. He is not a fighter, and tends to rely on firearms whenever in a combat situation.

Nine Ring Bullets

One of the few magics that Markus understands how to use is that of runic bullets. At any given time, he will make sure to have a limited number of special rune bullets on hand. They are kept in a series of loops on the inside of his trenchcoat.

Bullet Types:

All base bullets are equivalent to a .44 Magnum

Type: BaE:L

(Ballistic Enchantment: Lead)

Number of rounds kept on hand at any given time: 12

Effect: Superheated Lead capable of piercing light armor.

Downside: A full cylinder used in succession can lead to a temporary overheat for about five minutes, or could even burn the user.

Type: PAeMo:N

(Personal Aerial Movement: Nickel)

Number of rounds kept on hand at any given time: 6

Effect: A lack of an actual bullet instead creates a powerful blast that could knock anything in front of it away

Downside: Extreme recoil. Will launch user in the opposite direction. Brace yourself before using.

Type: BEle:Th

(Blasting Elemental: Theory)

Number of rounds kept on hand at any given time: 4 (1 fire, 1 water, 1 earth, 1 wind)

Effect: Instead of launching a bullet, the round channels energy into the barrel of the gun, drawing in and condensing a certain amount of the element in question if it is in the area at the time. This is the only round that can be recharged, however, each round only has one shot per use.

Downside: Lack of ammunition per use. The elements in question must be present and cannot be generated by the shot. Due to its abundance, the wind shot is the weakest. Earth cannot use soil and requires stones. Fire must use an open flame. Water must have a body and cannot use humidity.

Type: AsMo:Deus

(Assault Mortar: Deus)

Number of rounds owned overall: 0

Effect: "The dragon-slaying round." A massive, concentrated blast of energy that can punch a hole through heavy metal.

Downsides: As far as Markus is concerned, not only is it mythical, but if it existed, it would have probably been used by now.

Items

- Two Khaki Trench Coats
- Plenty of white dress shirts and plaid sweaters for days
- several pairs of dress pants
- Wooden smoking pipe and tobacco
- Zippo-style lighter

- Two pairs of Boat loafers
- Underbarrel .44 Automatic Revolver

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OOC Notes

I did not expect to put this much effort into this guy's page. If there are any questions, feel free to ask.

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