Character Name: DET. PATRICK BAYDER **Age:** 25

Archetype: Rookie Cop **Theme Song:** Sweet Home Alabama (Lynyrd Skynyrd)

EMPIRE CITY POLICE
To Serve, Protect, & Kick Ass
DETECTIVE

PRECINCT '77

STATISTICS

ATTRIBUTES & SKILLS

Might 2D+1 Stamina: 3D+1, Melee: 3D

Agility 3D+2 Athletics: 4D+2, Guns: 4D+1

Wits 2D+2 Investigation: 3D+1, Legalese: 3D+1

Charm 2D+1 Undercover: 3D+1, Good Cop: 2D+2

PERKS

By the Book: You know the 'rules' like the back of your hand. Once this game you can use this ability to double any Charm or Wits roll.

COMPLICATIONS

Rookie: You are new to the department, and are still to learn its 'ins & outs'. Every time you roll a '1' on your Wild Die when attempting a policing skill, you automatically fail.

HISTORY

BACKGROUND

You are new to the force, fresh out of the academy, with a degree in Law from the University of Alabama behind you. You are actually one of the new bred of Empire City detectives, all keen young grads who, unlike traditional detectives, haven't worked their way up to the position.

Of course being the first brings it's own challenges. The rest of the detectives call the Rookie, but you'll show them that not only are you up to the task of policing Empire City! Hell, from what you've seen your fitter, stronger and faster than any of your colleagues, and that must mean something… right?

APPEARANCE

Although you are 25 you look as if you are barely out of your teens. With blond hair and steely grey eyes, there is something about you that says 'success'. Always smartly dressed in a prefectly pressed brown suit, and wearing one of your seemingly unlimited number of light yellow shirts, you are a sterling example of the new Empire City detective.

ABILITIES

DEFENCES

Blocking: 7

Dodging: 11 (21)

Base Parrying: 9

Soak: 7 + Armour

WOUNDS

Unharmed (0 or less)

☐ Stunned (1-3)

☐ Wounded (4-8)

☐ Sev. Wounded (4-8)

☐ Incapacitated (9-12)

☐ Mort. Wounded (13-15)

Dead (16+)

GEAR

WEAPONS

Beretta 92 9mm (3D+2)
Blackjack (3D)

OTHER STUFF

Two magazines (10 rounds) 9mm Para
Handcuffs
Mirrored sunglasses

CHALLENGES

TARGET NUMBERS

Very Easy (2-5)

Easy (6-10)

Moderate (11-15)

Difficult (16-20)

Very Difficult (21-30)

Heroic (31+)