Precinct '77

A Mini Six Game of Bitchin' Cars, Big Collars & SideBurns

EMPIRE CITY POLICE
To Serve, Protect, & Kick Ass
DETECTIVE
PRECINCT '77

Character Name: DET. ALEX CRANE   **Age:** 32

Archetype: Angry Cop   **Theme Song:** Casey Jones (Grateful Dead)

STATISTICS

ATTRIBUTES & SKILLS

Might 4D   Muscle: 4D+1, Brawling: 4D+2

Agility 2D+2   Throw: 3D+1, Guns: 3D+1

Wits 2D   Jimmy Locks: 3D+1

Charm 2D+1   Bad Cop: 3D+1, Snitches: 3D+1

PERKS

Ladies Love the 'Stache: Once during this game you can double any Charm skill roll except *Bad Cop* or *BS Detector* when dealing with a woman.

COMPLICATIONS

Bad Divorce: It didn't work out. Actually it went nuclear. Not only do you have less money to live on than your fellow detectives, your ex or her lawyer has an annoying habit of popping up at the worst times.

Bad Rep: You're a loose cannon who has a rep for going off the deep in. This has tarnished you, even when you attempt to do the right thing.

HISTORY

BACKGROUND

You have every right to be angry. Messy divorce, demanding lawyers and a bourbon habit that just won't quit. You're a good cop, it's just that you won't let procedure and paper work get in the way of the case, no matter what the Lieutenant says. Hell, it's all bullshit anyway!

You've just come back from your third suspension, they say it was for your own good… and for the perps you've been bringing in. Man, that's just more bullshit. If the scum gives you lip, its well within your rights to shut them up.

APPEARANCE

Blond hair and blue eyes, you might actually be attractive if it wasn't for your aggressive demeanour. Normally dressed in a wide collared shirt, muted flares, boots and a worn brown leather jacket, you carry your trusty .38 in a shoulder holster especially made for easy access.

ABILITIES

DEFENCES

Blocking: 14

Dodging: 8 (18)

Base Parrying: 8

Soak: 12 + 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

.38 Revolver (3D+2)
Ext. Tuncheon (5D+1)

OTHER STUFF

Speed loader .38 (x2)
Handcuffs

CHALLENGES

TARGET NUMBERS

Very Easy (2-5)

Easy (6-10)

Moderate (11-15)

Difficult (16-20)

Very Difficult (21-30)

Heroic (31+)