

Precinct '77

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



Character Name: DET. DEMARCUS JAMES **Age:** 28

Archetype: Soul Cop **Theme Song:** Dance to the Music (Sly & the Family Stone)

STATISTICS

ATTRIBUTES & SKILLS

Might 2D+1

Melee: 3D

Agility 2D+2

Dodge: 3D, Drive: 3D+2, Guns: 3D

Wits 2D+1

Hotwire: 3D+1, Jive: 3D, Mechanic: 3D+1

Charm 3D+2

PERKS

City Kid: You grew up in the city and know the culture and people intimately. You gain 1D to all Charm skills when dealing with them.

Sweet Ride: Janice is your green & black 1968 Ford Mustang; one mutha of a sweet ride. Named after your first girlfriend, she is your pride and joy!

COMPLICATIONS

Complicated Relationship: Things are starting to look up for you and Cath, your current squeeze. Man, its serious. As such, you are unable to use the use the Seduction skill during this game.

HISTORY

BACKGROUND

You are born and bred Empire City. Raised in the backstreets of the downtown district, you are one of the few who have not fallen into a life of crime, drugs and guns. Riding the fine line between law enforcement and law breaking, you are always at odds between your past and your future. Still, you the grooviest cat on the force, and the soul of the Empire City Police department!

You are currently in a long term thing with your missus, Cath. She's one fine native girl, but kinda jealous of your life undercover. The others say that she's a little obsessed with you, but they can keep their opinions to themselves.

APPEARANCE

One fine looking African-American man. Your trend setting style is the envy of the others, be it the ever changing bright-coloured flares, floral shirts or the meanest looking collection of leather jackets this side of the Rockies. You exude an air of confidence, because - you know - everything is cool man!

ABILITIES

DEFENCES

Blocking: 7

Dodging: 9 (19)

Base Parrying: 8

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

Colt .44 Magnum (4D)
Switch Blade (3D+1)

OTHER STUFF

Twenty .44 rounds
Handcuffs
Afro Comb

CHALLENGES

TARGET NUMBERS

Very Easy (2-5)

Easy (6-10)

Moderate (11-15)

Difficult (16-20)

Very Difficult (21-30)

Heroic (31+)