

Precinct '77

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



Character Name: DET. SGT. JURGEN WILKS Age: 58

Archetype: Old Cop Theme Song: Fishin' Blues (Taj Mahal)

STATISTICS

ATTRIBUTES & SKILLS

Might 1D+2

Stamina: 2D+2

Agility 2D+2

Guns: 3D

Wits 3D+2 First Aid: 4D+2, Investigate: 4D+2

Charm 3D Good Cop: 4D+1, BS Detector: 3D+2

PERKS

Veteran: You've seen and done it all before. Once during this game you can reroll any skill attempt.

Connections: Your only son, Charlie, is an Assistant DA with the Empire City District Attorney's office. You might not see eye-to-eye, but he's still your boy.

COMPLICATIONS

Nearing Retirement: Life just ain't that easy, and you're starting to think that you might never actually make retirement age. When strange or unlucky things happen, they always seem to happen to you.

HISTORY

BACKGROUND

You are due to retire in 2 years, and for your fellow detectives it can't come soon enough. While most of your contemporaries have moved on or up, you've refused every promotion (and desk job) to stay on the streets. You're an institution in the Precinct, and while some of the beat cops look up to you for advice, most see you a fossil of a by-gone age.

Still this ain't the Empire City of the 40s or 50s, these days the bad guys play for keeps. You still love the job, but you aren't so sure of the results. Hell you've been on the job so long that you've got married, had a son (Charlie), got a divorce, watched the boy graduate and attended his first day as Assistant DA all in uniform.

APPEARANCE

With an aging, weather-crackled face you have eyes that seem to echo all the good and bad you've seen in your life. Dressed in a faded brown suit, trenchcoat, and a hurriedly ironed shirt, you look as if you've stepped out of a Bogart movie!

ABILITIES

DEFENCES

Blocking: 5

Dodging: 8 (18)

Base Parrying: 8

Soak: 5 + 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)

OTHER STUFF

A dozen loose .38 rounds
Handcuffs
Note pad and numerous pencils

CHALLENGES

TARGET NUMBERS

Very Easy (2-5)

Easy (6-10)

Moderate (11-15)

Difficult (16-20)

Very Difficult (21-30)

Heroic (31+)