

GENERIC CHARACTERS

AVERAGE POLICE OFFICER

Sometimes you don't want or need a detailed police officer; you just want someone convenient to the plotline. So if you need a uniformed officer to harass, question, or pursue your PCs, this is what they're like. A couple of these guys can be a real challenge to PCs who aren't geared towards combat, so use with caution. On the other hand, more experienced (or dangerous) PCs go through the average cop like a jackhammer through wet tissue. If that happens too often, it's time to throw an above-average cop at them—especially if they've been assuming all cops are created equal . . .

STATS

Personality: (Virgo) Serving and protecting.

Obsession: Help the downtrodden.

Wound Points: 50

Body: 50 (Good Condition)

General Athletics 35%, Restrain Suspect 45%

Speed: 50 (Juggles)

Drive 20%, Dodge 20%, Handgun 40%, Initiative 35%

Mind: 50 (Alert)

General Education 20%, Notice 40%, Authority 20%

Soul: 50 (Stern Exterior)

Charm 20%, Lie 20%, Good Cop/Bad Cop 40%

Violence: 4 Hardened 0 Failed

Unnatural: 1 Hardened 0 Failed

Helplessness: 1 Hardened 0 Failed

Isolation: 1 Hardened 0 Failed

Self: 1 Hardened 0 Failed

AVERAGE POLICE DETECTIVE

These people have been promoted from street beats, usually (but not always) because of talent and skill. They're a notch above patrol cops in terms of detective work, though sometimes they let their physical condition slip a bit.

If you think your PCs are going to have a lot of interaction with the police force, it's probably a good idea to develop a detective in a little more detail. You can either put the pressure on them by putting a really sharp investigator on them, or you can give them some breathing room by giving them a less-competent nemesis.

STATS

Personality: (Leo) It's my world. Ya better behave.

Obsession: Punishing the guilty.

Wound Points: 50

Body: 50 (Fast Food & Coffee)

General Athletics 25%, Subdue Suspect 45%

Speed: 50 (Ready to Throw Down)

Drive 20%, Dodge 15%, Handgun 40%, Initiative 25%

Mind: 60 (Sharp)

General Education 20%, Notice 45%, Authority 25%

Soul: 60 (Reads You Like A Book)

Charm 20%, Lie 20%, Interrogate Suspect 50%

Violence: 4 Hardened 0 Failed

Unnatural: 1 Hardened 0 Failed

Helplessness: 1 Hardened 0 Failed

Isolation: 1 Hardened 0 Failed

Self: 1 Hardened 0 Failed

STOCK THUG

Whenever you want an opponent of modest skill—a cultist, security guard at a mall, a mugger, whatever—you can probably use the stock thug. They're about equal to PCs who aren't designed for combat, and should only really threaten a group of PCs if they have a numerical advantage.

STATS

Personality: Duh.

Obsession: Dawk.

Wound Points: 50

Body: 50 (Tough)

General Athletics 30%, Rough You Up 30%

Speed: 50 (Quick)

Drive 15%, Dodge 20%, Handgun 30%, Initiative 25%

Mind: 40 (Single-Minded)

General Education 15%, Notice 30%

Soul: 40 (Simple Pleasures)

Charm 15%, Lie 20%, Intimidate 30%

Violence: 1 Hardened 0 Failed

Unnatural: 1 Hardened 0 Failed

Helplessness: 1 Hardened 0 Failed

Isolation: 1 Hardened 0 Failed

Self: 1 Hardened 0 Failed