

# UNIFORM POLICE OFFICER

**Identity:** Various

**Side:** Good (20% Evil)

**Experience:** 9000

**Age:** Adult

**Sex:** Male (25% Female)

**Level:** 4th

**Training:** +1 Revolver HTH Combat Accuracy

## **Powers:**

**1. Heightened Expertise:** +4 to hit with standard Police Weapons (i.e. Revolver, Billy Club and Shotgun). +7 Hit with Police Revolver (includes Training Bonuses).

**2. Natural Weaponry (*Unarmed Combat Training*):** +1 to Hit, +2 Damage.

**Weight:** 178 lbs.

**Agility Mod.:** --

**Endurance:** 15

**Intelligence:** 12

**Reactions from:** Good: +1    Evil: -1

**Hit Mod.** (1.2)(1.8)(1.3)(1.1) = 3.0888

**Damage Mod.:** +1

**Accuracy:** +1

**Carrying Capacity:** 329 lbs

**Movement Rates:** 42" ground.

**Detect Hidden:** 10%

**Inventing Points:** 4.8

**Inventing (36%):**

**Origin and Background:** Standard uniform Police Officer.

**Basic Hits:** 4

**Strength:** 13

**Agility:** 14

**Charisma:** 14

**Hit Points (13):**

**Healing Rate:** 1.6

**Power (54):**

**Basic HTH Damage:** 1d6

**Detect Danger:** 14%

**Cash:** \$

**Knowledge Areas:** Law Enforcement

## **Training Bonuses:**

2nd Level: +1 Revolver HTH Combat Accuracy

3rd Level: +1 Revolver HTH Combat Accuracy

4th Level: +1 Revolver HTH Combat Accuracy

## **Equipment:**

Revolver: +3 Hit, 1d6 Damage, Range Ax6"

Billy Club: +2 Hit, HTH + 1d4 Damage

Shotgun: +2 Hit, 2d6 Damage, Range A"