

COUNTY PRECINCT POLICE STATION



A FREE V&V
ACTION MAP
BY
DAVE WOODRUM
AND STACY SMITH!

COUNTY PRECINCT POLICE

A



ACTION MAP LOCATION

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EDITORIAL INTRODUCTION

The Police Station is the second of what we hope will be a large selection of adventure locales for use with Villains & Vigilantes from Dave Woodrum and Stacy Smith. This is, like the earlier Pawn Shop, a location designed to be dropped into any campaign and to fill a void in completing a game world for such campaigns. The Police Station is probably useful more often and there are plans for other, similar types of locations that might be visited repeatedly and regularly by the player-heroes.

Dave Woodrum is also at work on adventures and larger locations which will be included in the planned V&V Giant Adventure books which will include several adventures in larger, thick books.

We all hope that you (the GM or Player) find these locations to be useful and that they add to your enjoyment of the game.

Scott B. Bizar, Editor-in-Chief

A WHOLE WORLD OF POSSIBLE LOCATIONS!

At Fantasy Games Unlimited we are very excited to offer you these fine map locations for your V&V gaming experience. There is a whole world (and beyond) of possible location types to cover and we are often not sure exactly which sort of place to detail next. What would you like to see? A warehouse? A roadside motel? A secret lab? A miniature golf course? A moon base? You name it, and we just may be able to map it out for you! Send your comments and location suggestions to us at orders@fantasygamesunlimited.net or to the author Dave Woodrum at woodrumworks@yahoo.com. Be sure to include V&V Map Location Idea in your email subject line.

A NEO-RETRO
FGU
 Classic Role Playing
GAME PRODUCT

INTRODUCTION:

The classic police station is the starting point for many heroes and the ending point for captured villains being brought to justice. While most of the actual battles between the villains and the heroes occur elsewhere, the heart of the story development often takes place within the walls of the local police station. This home away from headquarters is an area where the heroes often meet up the local officials to process clues, evidence, or drag the thugs in for booking. Once in a while there are a few brave criminals willing to show their prowess by wrecking havoc on the local station. When such situations arise it's a good thing to have an idea of how the police station might be laid out.

While creating this free action map location for the FGU website, I wanted to go a bit above and beyond. Although all existing and future action map locales merit a great deal of importance and reusability, the police station merits a bit of extra importance to the ongoing campaign. This is the sort of place that the heroes should find their selves visiting time and time again. In each interaction be-

tween the station and the character vigilantes there exists the potential for the characters to develop important friendships with the station's crew as well as the possible chance of stepping on a few toes.

The creation of the police station for the V&V gaming system also allowed me to incorporate many of my own personal interests for the growing direction of this wonderful role playing experience. A lot has happened in the real world since the early days of V&V and I had a lot of enjoyment adding certain elements of the 21st century to the product that you are now reading. As a die hard fan of V&V for over 20 years I wanted to help create a setting that was reflective of the change of times while still keeping the classic feel of Villains & Vigilantes safely intact.

On a final note, the police station is an FGU first for my co-writer, Stacy Smith. I look forward to working with Stacy on more similar projects down the road.

So grab those dice and let's have a bit of a rumble in the precinct parking lot!

Dave Woodrum

PART 1: THE STATION MAP

The following information contains the details for all of the lettered locations of the Game Master's copy of the station map. Feel free to use, omit, or modify such information as needed or desired.

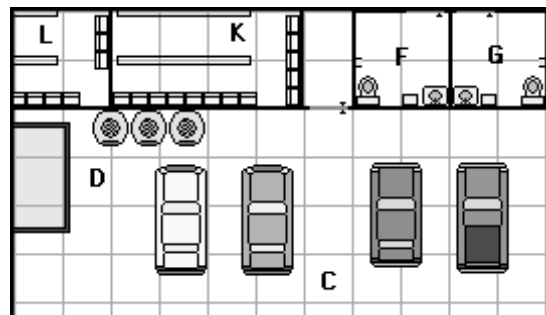
A. Front Parking Lot: A mixture of police cruisers and visitor vehicles fill up the main parking lot. It is not uncommon to find at least a half a dozen or so vehicles in this parking lot day or night.

B. Visitor Entrance: This is the primary entrance to the police station and the one that is mostly used by visitors. A sign stating general information is posted at the glass, shatterproof door along with a warning that no weapons are allowed on the premises (unless otherwise authorized). Two soda machines bearing the logos of a couple of nationally known soft drinks sit next to the entrance door. These machines are pretty reliable, robbing you of your change only around 25% of the time.

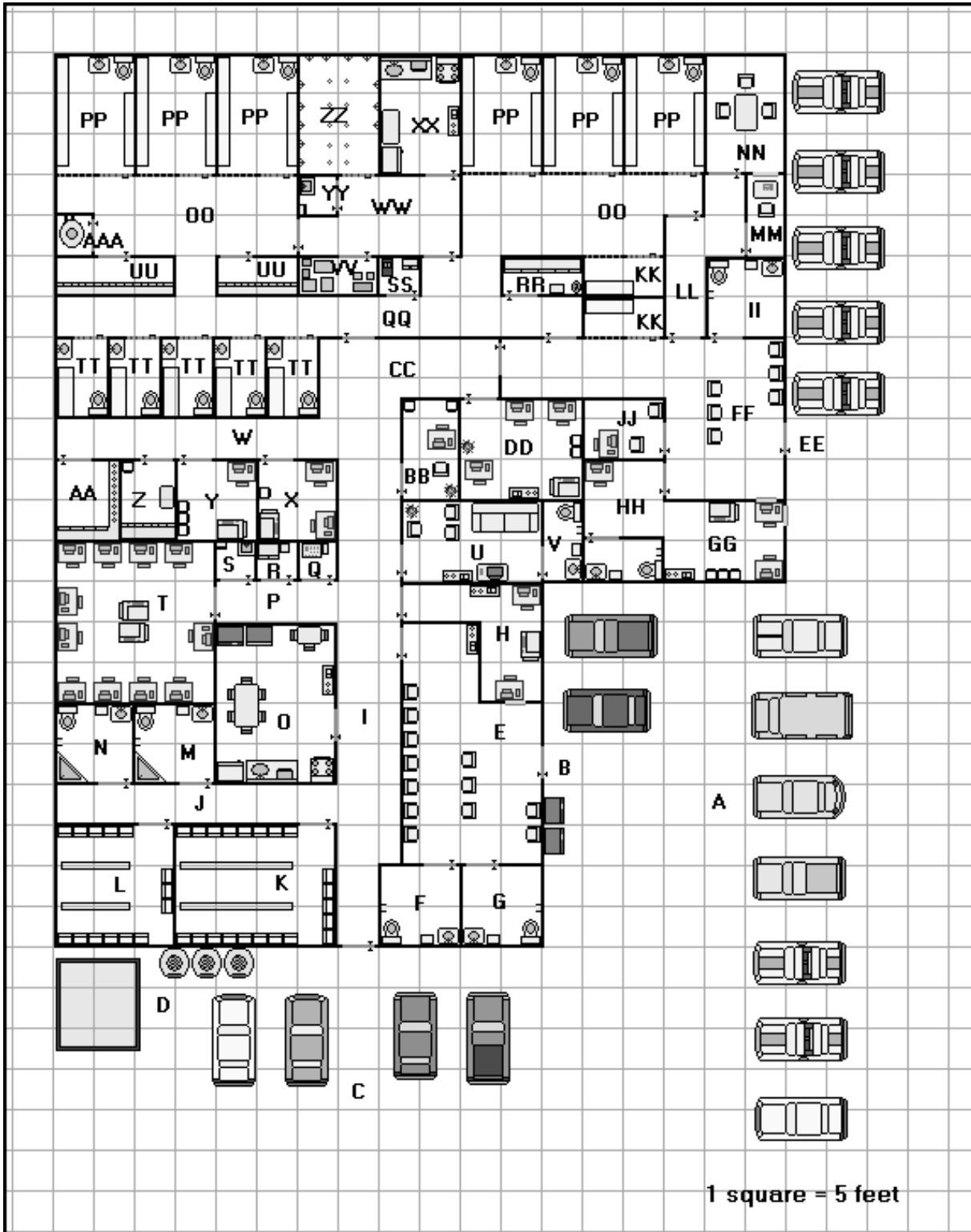
C. Employee Parking Lot: This parking area is usually for employees only. The primary entry for employees is located in this area. The door is constructed from reinforced steel with a small shatterproof window. This entrance is normally locked,

thus requiring a station issued key to enter.

D. Dumpster/Heat Pumps: At the edge of the employee parking lot one can find the station's dumpster along with three operating heat pumps. Judging by the quantity of cigarette butts scattered across the asphalt it appears that this area is also the unofficial employee smoking area. Simply hang around for at least ten minutes or so and there's a 20% chance that at least one employee will come out here to for a quick smoke break (such an employee will usually come out of the door described in map area C).



(LOCAL MAP AREAS)



STATION MAP: GM'S COPY

E. Visitor Lounge: This large, spacious area is the normal point of entry for the general public. The front-end clerk (located at a desk in Area H) typically greets any visitor from behind a bulletproof glass window and will ask if they can help the visitor. Overall the lounge is fairly plain in design. There are several chairs located here along with assorted dog-eared magazines and brochures about how to protect yourself from internet related crimes. If one happens to wander around the corner towards the steel doors that lead further into the station they will find a neglected coffee maker that may or may not have any available coffee. Taped up near the coffee station are numerous posters and face shots of different wanted criminals. A few of the posters feature warnings about methamphetamine labs and abuse.

F. Women's Restroom: This spacious public restroom features a toilet, sink, mirror, and warm air hand dryer. The fact that this restroom is located in a police station doesn't seem to deter the interests of graffiti. As such the gentle reader will find all sorts of useful information scrawled along the wall next to the toilet, including just who in town happens to be a big skank, who can offer "a really good time", which members of the police force are comparable to various assortments of pork products, and the general low down on a few notable pimps.

G. Men's Restroom: This spacious public restroom features a toilet, sink, mirror, and warm air hand dryer. The fact that the men's room is located in the police station doesn't stop the local graffiti artists from making their mark. Amongst the scrawled images of swastikas, anarchy signs, and poorly drawn obscene pictures are various tidbits of streetwise gossip. A curious reader will quickly discover what women in town offer the finest of evening pleasures, learn the names of persons that have fallen out of the good graces of the local scene for being "narks", and read a variety of vintage bathroom poetry. Curiously enough, carved deep into the walls with what appeared to have been a blade of some sorts are the words "Doctor Apocalypse Lives".

H. Clerk/Dispatcher Office: This large room connects to the front lounge (area E on the map) via a bulletproof glass window. Immediately behind the window sits a clerk at her desk, ready to meet and process any visitor that happens to walk enter the station lobby. Across from the clerk is the dispatcher's desk. If the shift happens to be particularly slow it is not uncommon to find the dispatcher offering temporary relief for the clerk. Also located

in this room one can find a copier/printer unit and a coffee station. Unlike the neglected coffee maker in the lobby, there's always a pot of freshly brewed java ready for the staff's consumption.

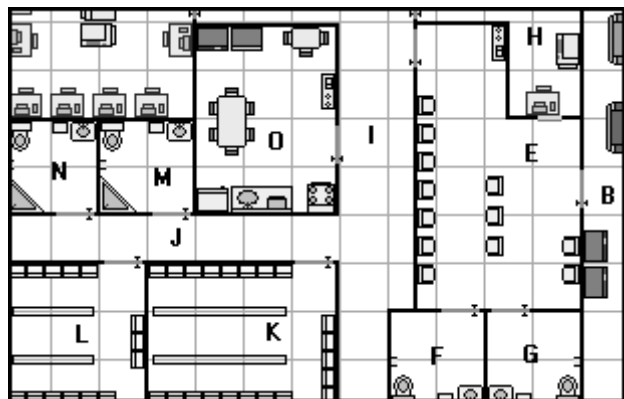
I. Main Employee Hallway: This long hallway connects to the main employee entrance. Along the walls of this hallway are numerous bulletins and bits of information taped to the walls. Such information includes worker's rights, injury claim information, information regarding insurance policy changes, building rules and regulations, and a note asking individuals not to litter up the employee parking lot (area D specifically) with their cigarette butts.

J. Side Hallway: This hallway branches off from the main employee hall. From here one can access the main employee restrooms, and the locker rooms. There's a note tacked up in the hallway regarding the pickup and delivery of uniforms.

M. Men's Restroom: The male employees use this spacious restroom. Inside the restroom there is a toilet, sink, hot air hand dryer, and small step in shower.

N. Women's Restroom: The female employees use this spacious restroom. Inside the restroom there is a toilet, sink, hot air hand dryer, and small step in shower.

O. Employee Break Room: The employee break room is equipped with standard kitchen appliances, sink, vending machines, and coffee maker. There are also a couple of tables with small plastic chairs. Taped to the door of the refrigerator is a note stating "Three Day Rule- If you leave it in the fridge after three days your food is fair game to anyone. If it happens to be tuna salad it will be thrown away! Thanks, Sgt. Perkins"



(LOCAL MAP AREAS)

P. Side Hallway: This hallway connects to the note processing/data room (area T on the map) as well as a few other smaller locations. Taped on the door that leads into the note processing/data room is a notice reading "Attention all personnel, this room is for business use only, not personal use. While visiting personal networking sites is allowed to check in on possible suspects, using it for your own pleasure is forbidden. Remember, Big Brother is watching you!"

Q. Server/Communications: This small room houses the police station's network and communications server. The station tech particularly hates this set up because you have to practically crawl over the equipment and tangle yourself up in the wires and cables in order to fix anything. One of the main fuse boxes for the station is also located in this area.

R. Office Storage: This room serves as storage of office supplies.

S. Janitor's Closet: This small room holds an array of mops, buckets, cleaning supplies, and a deep utility sink.

T. Note Processing/Data Room: This spacious office area features several pc workstations and a couple of copier/printer units. Officers needing to enter their reports are the primary employees that make use of this area. Taped up above the workstations is a note warning that use of the computers for personal reasons is against station policy.

U. Comfort Room: This room is primarily used for individuals that the police station is working to temporarily protect, such as witnesses and/or victims of a crime. It is also used for the temporary comfort and housing of individuals that are in an emergency situation and do not have other immediate/or nearby placement. This room features a few chairs, a comfortable couch with pillow and blanket, television, and coffee station.

V. Restroom: This restroom is primarily provided for temporary occupants of the comfort room. This small, plain restroom features a toilet, sink, and warm air hand dryer unit.

W. Side Hallway: This side hallway leads to the chaplain/lieutenant office, bookkeeping, the evidence room, and the weapons room. The hallway has a sterile, empty feel to it.

X. Chaplain/Lieutenant Office: This office serves the needs of the station chaplain and station lieutenant. There are two workstations here along with a printer/copier unit.

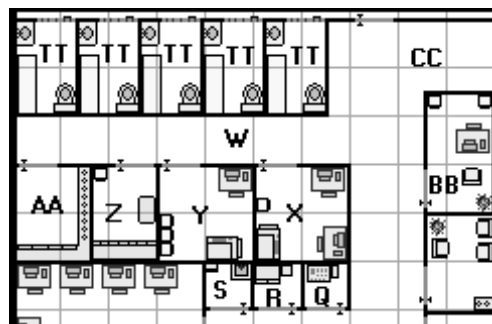
Y. Bookkeeping: This is the central bookkeeping office. There is a workstation here as well as filing cabinets and a printer/copier unit. Tacked up on a corkboard are notices regarding payroll adjustments, changes in insurance, and forms for signing up with the local credit union.

Z. Evidence Room: The evidence room contains an assortment of different shelves, folders, and storage cabinets. There's also a locked fridge and freezer unit for evidence that must be kept properly refrigerated. Any variety of evidence may be found here, from incriminating photos to samples of bodily fluids.

AA. Weapons Room: This is the station storage of handguns, rifles, shotguns, stun guns, ammunition, pepper spray, night sticks, batons, and any other items that would be considered to be weapons used or needed by a police officer. As most officers carry their personal sidearm with them, treat the items in this room as being backup equipment. There's typically enough gear in this area to fully equip at least a dozen men. Rules for new weapons are provided in Part 5: New Weapons.

BB. Captain's Office: This is the main office of the station's police captain (or sheriff). This office is equipped with a pc/desk workstation, printer/copier unit, and two filing cabinets.

CC. Wide Hallway: This spacious hallway connects the administrative side of the station to the booking end. There are various informative posters and different notices taped up in this area. Many of the notices concern various safety issues.



(LOCAL MAP AREAS)

DD. Investigators' Office: This office area includes three pc/desk workstations, filing cabinets, a coffee station, and a copier/printer unit. The station's police investigators share this work area. Taped up on the wall near the door to the office is a note with the following message "Have you seen my green stapler? I cannot seem find it and it is my favorite stapler. If you see it, please place it on my desk. Thanks! - Investigator Harris".

EE. Booking Entrance: This area of the police station parking lot is usually filled with patrol cars. A reinforced steel door with a small, shatterproof glass window serves as the main booking entrance. This door is electronically locked from the inside and in order to access this entrance one must report in with the clerk (directly south from the door, area GG on the map). If an officer is bringing someone in and the clerk happens to be watching the video monitors then the clerk will usually unlock the door automatically. The clerk can spot such arrivals via one the video cameras that is placed on the outer wall of the station near the booking entrance door.

FF. Booking Lobby: This open area is the station's booking lobby. This lobby serves as the central area of processing for offenders and suspects being brought in by the local police. It is also the point of entry for temporarily detained individuals brought in for reasons of mental health, suicidal gesture, or otherwise. While the booking clerk (area GG) initially handles all arrivals via a bulletproof glass window, the crisis advocate (area JJ) typically conducts the paperwork for the individuals that are brought in for mental health and/or suicidal reasons.

The lobby is a sparse place with uncomfortable hard plastic chairs that are secured to the floor. Video cameras cover the activities of the area, which can be viewed by the booking clerk or anyone else that is signed on to a pc in the station. Officers with clipboards help process the paperwork of recently admitted inmates. The lobby is an especially busy place during the weekend evenings and it is not uncommon to see a scuffle or two take place in this area.

GG. Booking Clerk/Station Tech's Office: The station's booking clerk and computer technician share this office space. Two service windows of bulletproof glass surround the clerk's desk. One window faces the booking lobby (area FF) and the other

faces the parking lot near the booking entrance (area EE). There are video cameras in the lobby and in the outside parking lot area that assist the booking clerk in monitoring who comes in and out of the lobby. In addition, the control switch for the electronic lock on the booking lobby's door is located at the booking clerk's desk.

The tech's workstation is littered with a variety of computer magazines, replacement parts, and science fiction related memorabilia. Hanging from around the tech's workstation monitor screen are numerous post notes regarding various pc problems and requested repairs or upgrades.

In addition to the workstations for the booking clerk and the technician the office features a copier/printer unit, filing cabinets, and a coffee station. A couple boxes of herbal tea sit next to the Styrofoam coffee cups.

HH. K-9 Sergeant Workstation: This open, almost seemingly empty office space is equipped with a desk and pc workstation. Numerous pictures of police dogs and family pets adorn the wall space immediately above the desk. There's a photo of a German shepherd in a brass picture frame that appears to be a memorial to a past police dog. Below the photograph of the dog's head one can read the following "Marshall: A most trusted and loyal officer. 1997-2009."

II. Booking Restroom: This spacious restroom features a toilet and sink composed of stainless steel as well as a warm air hand dryer. This bathroom is locked when not in use. The bathroom is typically provided for individuals that have been brought in for booking. A police officer often escorts the individual into the bathroom and remains with them during the time for the purpose of observation and security.

JJ. Crisis Advocate Office: This office space is typically reserved for the crisis advocate. There is a desk and pc workstation as well as comfortable client/visitor chairs. Individuals that have made a suicidal ideation or gesture or have mental health issues are often met in this area. Unlike the rest of the station, which tends to be fairly plain in appearance, the walls of this office are painted with textured blues and pleasing earth tones, giving the overall environment a more peaceful (and less institutional) appearance.

KK. Processing Cells: These two small “booking” cells are used to temporarily house an individual until they can be fully processed. These cells offer little comforts or privacy, offering only a narrow stainless steel slab to sleep or sit on. Such cells are primarily used during times when business is particularly heavy in the booking area.

LL. Side Hallway: This S shaped side hallway is brightly lit but otherwise non-descript and lacking in detail. The hallway connects the booking lobby to the interrogation area.

MM. Interrogation Monitor: Monitoring staff members use this dimly lit room during the active interrogation process. The room is equipped with a comfortable chair and table. Sitting on the table are a couple of ink pens and a legal pad as well as video and audio monitoring controls for the interrogation room. There is also a small phone unit on the wall beside the desk that is used to call into the interrogation room or to make outside calls if needed. The monitor can observe the interrogation area (area NN on map) via a two-way mirror.

NN. Interrogation Room: The station uses this room for interrogation. The room is sparsely equipped, featuring only a table, three chairs, microphones, telephone, and a video camera that is mounted above a mirror (which is actually a two way mirror that allows someone in area MM to view the interrogation).

OO. Holding Units: These open areas of floor space serve as the unit halls for the multiple occupancy holding cells (area PP).

PP. Multiple Occupancy Holding Cells: This large, multiple occupancy holding cells keep the bulk of the station’s temporarily detained individuals. There are six of these cells total and they are divided into two sectional units. The left unit typically houses the females while the right unit typically houses the males. The cells are drab, uncomfortable, and offer only the barest of comforts. Each cell offers a toilet and sink constructed from stainless steel as well as two slabs that can be used to sit or lay on. Most individuals that are held in these units do not remain here very long. Typically within 24 hours or less the individuals located in these cells are normally transferred a nearby regional prison or mental health facility, released, or moved to one of the station’s single occupancy cells (area TT on map).

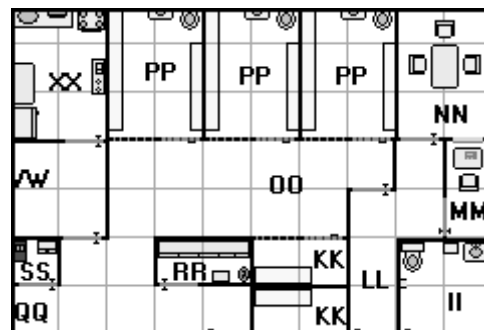
QQ. Hallway: This long, narrow hallway connects the booking and housing units of the station to the

administrative and visitor related areas. Due to the hallway’s length, rigid straightness, and connectedness to the different departmental areas, the officers of the station have often nicknamed this hallway “the spine”. Interestingly enough, the walls of “the spine” are often decorated with various inspirational and motivational posters, particularly near the main time clock (located next to the door that leads into area CC on the map).

On a local cultural note, the nickname for the hallway has worked its way into the knowledge of the street culture, particularly amongst adolescent delinquents. This is due to the fact that a few officers often tell these underage offenders “when you go and show your backside to the world you end up walking the spine”. This is primarily in reference to the fact that juvenile offenders are housed in the single occupancy cells (area TT on the map), located at the end of the hallway.

RR. Hazardous Materials/Meth Squad Supply: This cramped little area has a history of being used to store gear and supplies related to hazardous materials and environmental concerns. Such use of this area first originated during the height of the Cold War. Back in those days of the station’s administration became concerned about the officers’ ability to react in the event of a bio, chemical, or nuclear related incident. Attention towards the storage of needed equipment slipped during the nineties but suddenly became regarded as highly important after the events of September 11, 2001. In recent years, however, the increasing problem of meth abuse and home lab manufacturing has taken over emergency response needs. The station now mainly uses this area to store equipment for cleaning up meth labs.

SS. First Aid/Medical Closet: This area is used to store a manner of first aid and medical emergency equipment. In addition to a first aid cabinet there is an emergency crash cart that includes an AED unit, vital signs monitoring equipment, emergency related drugs, and various other medical related supplies.



(LOCAL MAP AREAS)

TT. Single Occupancy Cells: These single inmate occupancy cells are typically reserved for special needs. Such needs usually include the holding of adolescent offenders, inmates having a high risk for violent or suicidal behaviors, and the occasional picked up individual that simply needs to sleep and puke off their intoxication. These cells are also often used for inmates that the station will be holding for more than 24 hours.

UU. Occupancy Storage: These storage closets are lined with individual shelving units that are used to store the personal items of inmates. Although some brief stay inmates are allowed to keep their basic clothing it is against station policy to allow them to hold on to items such as their belt, purse, wallet, or keys. Inmates that will be staying for more than 48 hours will also give up their basic clothing and will be issued a prison uniform and foam resin shoes. Such inmates are often assigned to the single occupancy cells (area TT).

VV. Storage Closet: In addition to housing the shower supplies and linens for the inmate shower area (area ZZ on map), this location is home to most anything that is need of being tucked away for further use. This includes, but is certainly not limited to, the station's holiday decorations, extra brochures, and a fluffy mascot suit resembling a guard dog that is dusted off and used when the officers put on a presentation for the children.

WW. Open Hallway: This side hallway is plain in appearance and connects the rest of the station to the weapon room (area AA), evidence room (Z), and a couple of administrative office rooms.

XX. Kitchen: This kitchen is primarily used for the purposes of storing, preparing, and/or distributing simple meals to individuals being retained in the holding cells. The staff also uses the kitchen during rare emergency situations where officers and other staff might be retained on duty for extended amounts of overtime. The kitchen offers the general expected offerings, including a stove, microwave, refrigerator, dishwasher, and coffee maker station. There's also a preparation table and an overhead cabinet containing plain plastic serving trays and paper bags for the purpose of distributing inmate meals.

YY. Janitor's Closet: This small room holds an array of mops, buckets, cleaning supplies, and a deep utility sink.

ZZ. Inmate Shower: This open, communal shower area can supply the needs for up to a dozen inmates at a time. The station provides shampoo, washcloths, towels, and soap. Such supplies are typically retrieved from the storage closet (area VV on the map).

AAA. Hot Water Heater: This small area houses the station's hot water heater.

PART 2: MEMBERS OF THE FORCE

The following notes contain information regarding the more notable employees of the station and members of the police force. This list is by no means a complete list of individuals working for the station. It does, however, provide many of the more notable ones, allowing the GM to have a decent amount of staff to work with.

2.1 Notable Support Staff:

Clerk Amy Richards: Amy typically pulls the day and early afternoon hours at the station working the front desk for the visitor's area. Amy is a competent employee that has a flawless record. Game Stats: Staff 1

Clerk Barbara Vernon: Barbara serves as the clerk over the visitor's area of the station during the evening hours. She is a chatty, middle-aged woman that seems to know virtually everyone in the surrounding the community. Barbara is also a notable source of gossip, which has proven to be both a blessing and a curse to the station. Game Stats: Staff 1

Clerk Heidi Moore: Heidi serves as a booking clerk during the morning to early afternoon hours. Although petite in stature and quite lovely on the eyes, Heidi is tough as nails and has no problems with taking care of herself when dealing with an aggressive client. Game Stats: Staff 3

Clerk Jessica Harris: Jessica typically works evenings as the clerk of the booking department. Jessica usually keeps to herself and does not associate much with the rest of the station employees. Although some assume that Jessica is merely shy or simply a busy body, others know that Jessica has a rather negative view of police officers and has referred to many of them as “pigs” outside the station. As such, it’s a wonder that Jessica remains at the station rather than moving on to gain employment elsewhere.

The real reason that Jessica remains as a clerk is the fact that she is friendly with many individuals involved in the local drug scene and keeps tabs for such acquaintances. The local drug dealers consider Jessica to be a worthy insider as she keeps her ears open in regards to planned busts, shakedowns, or narcotic setups. Game Stats: Staff 5

Crisis Advocate Carrie Greer: Although fairly new at the job, Carrie is a competent crisis worker that can remain calm even in severe situations. Since starting at the station Carrie has dealt with everything from schizophrenia to suicide attempts. Game Stats: Staff 5

Crisis Advocate Beverly Moore: Beverly is a middle-aged woman that has worked as a social worker and crisis advocate for nearly thirty years. She has a great deal of knowledge in her field and personally knows most of the folks that come in and out of the station. Game Stats: Staff 1

Custodian Vernon Morris: Vernon is a cheerful, middle-aged gentleman that has served the station as custodian for over twenty-four years. Although some of the younger officers tend to overlook Vernon, the older officers respect the fact that Vernon probably knows more about the workings of the station than anyone. Likewise, Vernon is familiar with all of the regularly booked citizens and knows exactly how to probably approach and deal with each and every one. In addition to his custodial duties Vernon also helps prepare many of the meals for the detained inmates. Game Stats: Staff 3

Dispatcher Ann Tiller: After losing her job as a secretary at a local factory Ann was able to gain employment at the station as a dispatcher. She is an older woman, having only four or five years left until she can retire. Ann has little interest in work-

ing her way up in the station and pretty much just does what is expected of her. Game Stats: Staff 1

Dispatcher Daniel Moore: Daniel is a busy body lot that receives a great deal of compliments because he always seems to be on the ball with phone calls and dispatches. Always willing to come in and work overtime, Daniel has gained the favor of the police chief and station lieutenants and it has often been stated that Daniel should consider taking night classes so that he could eventually become an officer.

What most folks at the station fail to notice is that a great deal of the work that Daniel is constantly doing is not in the station’s better interests. Daniel is secretly in cohorts with some of the more notorious local criminals and acts as a set of eyes and ears for these underground elements. Many of the phone calls and paperwork that officers passing by witness Daniel engaged in is not of police business but rather an attempt to gather information and/or tip off his criminal employers. The most suspicious about Daniel’s true activities is Senior Dispatcher Susan Chan, who wonders why the workload on Daniel’s shift would be so much busier than any other time and where all the paperwork that Daniel appears to be working on is actually going. Game Stats: Staff 2

Dispatcher Eric Green: Eric has been only on the force for about a year and a half. A bit of a cut up, Eric seems to constantly stay in trouble at the station and there is some suspicion that he may be fired soon if his work ethic does not significantly improve. To make matters worse, Eric stays out of work constantly and there is suspicion that he may be abusing drugs. Game Stats: Staff 2

Dispatcher Frank Moore: Frank is an obnoxious slob that keeps the dispatcher’s desk littered with food crumbs and discarded candy bar wrappers. Senior Dispatcher Chan has attempted to redirect Moore’s lack of courtesy on numerous occasions but has not been successful thus far. Game Stats: Staff 4

Senior Dispatcher Susan Chan: Susan Chan is the head dispatcher for the station. She is a quiet, no nonsense type that is a bit of a workaholic. It is not too uncommon to find Susan working late in the evening as well as covering weekends in addition to her 9 to 5, Monday through Friday shift. Game Stats: Staff 2

Station Technician Robert Altizer: Robert Altizer serves as the station computer and information technician. Clumsy and disorganized, Robert's desk stays cluttered with a variety of spare parts and assorted notes. Despite lacking in organization skills, Robert is highly valued by the members of the station due to his sense of humor, patience with the technologically challenged, and his superior knowledge of computers and electronics. Game Stats: Staff 4

2.2 Notable Police Officers:

Officer Alice Walker: Alice is a middle aged, no nonsense sort of lady that has served on the force for nearly thirty years. Although she has never shown any interest in promotion, and has turned down the offered position of sergeant on at least two occasions, many of the other members at the station look up to her as though Alice was a superior. Even the captain often goes to Alice for advice on various matters from time to time. Game Stats: Officer 7

Officer Annie Yearly: Annie is a quiet, often melancholy individual that seldom interacts socially with the other members of the police force. Prior to becoming a police officer Annie worked for five or six years as a child advocate and it is often said that she left her former job at being witness to a very tragic event. Feeling that she is trying to heal over old emotional wounds, the station chaplain has tried to reach out to Annie on a few occasions but has not been able to fully form a bond with her. Out of all the officers on the force, Annie is considered to be the "mystery" out of the bunch. Game Stats: Officer 3

Officer Barry Hammer: Barry is the self declared "ladies man" of the station. A shameless flirt and consistently concerned about his gradually receding hairline, Barry is a womanizing metrosexual turned playboy cop. Although still reasonably secure in his job, Barry has had to be called out on a few different occasions for his lack of paying attention to details or keeping his mind on the task at hand. Barry often becomes easily distracted when an attractive woman in the room and there is a degree of suspicion that Barry sometimes does favors for suspects and booked inmates that strike his fancy. Game Stats: Officer 5

Officer Gary Milford: Despite the fact that he has been on the force for a mere two years, Gary is

highly respected as a member of the force and considered to be a seasoned veteran. He shows a great deal of compassion, understanding, and bravery when dealing with out of control and unpredictable individuals. Likewise, Gary doesn't back down from a difficult assignment, including those rare times when the station is required to assist in getting a super powered threat off the streets.

Gary is also highly valued by the station for the fact that he serves as a good advocate for the LGBTI community. A gay man who is secure in his orientation and having no hang ups, Gary offers a great deal of education and support in regards to helping the station gain a better sense of relations with the alternative lifestyle community. Game Stats: Officer 1

Officer Gerald Patter: Although having a gruff and grizzled exterior, Gerald Patter has a heart of gold deep down. This middle-aged patrolman often responds to the situations that the younger, thrill seeking officers prefer to ignore. As such, it is not uncommon to witness Gerald helping with the rescue of a pet trapped in the drain lines, assisting with an elderly woman in need, or making general routine checks about the community. Game Stats: Officer 7

Officer Chaplain Henry Hill: In addition to being a police officer, Henry Hill also serves as the station's chaplain. Henry is a quiet, kind man that is driven towards serving others rather than ruling with an iron hand. When not patrolling the neighborhoods, Henry is often helping his community by serving as a counselor or volunteer of assorted charity related interests. Game Stats: Officer 6

Officer Henry Riley: Best friend to Gerald Patter, Henry Riley shares much of his fellow officer's concern for the daily needs of the community. Henry is a slightly heavysset man with a round face that becomes beet red whenever he's embarrassed or angry. Game Stats: Officer 4

Officer John Blevins: John is one of the youngest officers and well liked although most of the seasoned crew considers him to be a bit naïve. John also happens to always be the butt of practical jokes around the office, which he usually takes in good-natured stride. Game Stats: Officer 10

Officer John Ravage: John Ravage is Chief Ravage's first cousin and thus also the cousin of Ronnie Ravage, aka Invulnero Man. When the chief is not around to bail Ronnie out of trouble it is usually John's duty to come to the rescue of his super powered cousin. John is a bit less tolerant of Ronnie's issues and secretly wishes that the tables would soon turn against Ronnie. As John is a fairly new member of the local force he doesn't share the same clout as the police chief and is more concerned about his career than constantly coming to the rescue anytime Ronnie decides to get wasted and act out. Game Stats: Officer 9

Officer Kay Richards: In addition to her standard duties as a trooper, Kay is training to be a K-9 officer. Kay is a polite and kind but no nonsense police officer and many members of the force say that Kay's mannerisms and style mimic those of Officer Alice Walker. Kay is very serious about her role as an officer and is considered to be "untouchable" when it comes to giving in to bribery or persuasion. Game Stats: Officer 3

Officer Kyle Worth: Kyle is a bit of a firebrand and many of his fellow officers feel that Kyle takes his job just a bit too seriously. Kyle is by the book, quick tempered, and has zero tolerance for anyone that he books and brings in. This has resulted in quite a few enemies for Kyle and most suspects are more apt to try to resist arrest and fight their way out of a situation when Kyle is called on to the scene. Due to this risk of increased liability, the chief has tried to talk to Kyle about toning down his demeanor on several occasions but so far such attempts have shown very little promise. While Kyle is generally considered to be "untouchable" in the manner of corruption, he does have one major weakness. Kyle is dissatisfied with merely being an officer and feels that he's top-notch material for a promotion to sergeant. Such confidence has not helped Kyle, however, and he's generally looked over when opportunities for promotion come around. Kyle has grown to detest many of the sergeants, particularly Sgt. Investigator Carlton, and feels that he would do a much better job. Becoming increasingly dissatisfied with his position, Kyle isn't above a few dirty tactics if it means a promotion to sergeant status. Game Stats: Officer 3

Officer Norman Davis: Norman is a plump, middle-aged officer that possibly spends more time in the local bars during his off hours than he does at his own home. While his loose drinking causes some degree of negative reputation for the officer it is a

known fact that Norman's presence in the bars helps with the acquisition of useful gossip and rumors. If something important is slurred out at the bars then there's a good chance that Norman knows about it. Norman is kind, relaxed sort of officer that is known for his understanding and consideration towards others. Although his demeanor is frowned upon by the more "by the book" officers, particularly Officer Kyle Worth, the local residents tend to look up to Norman and are typically very cooperative with him. Norman has a tendency to be more lenient on the local drunks when he can, usually offering them rides home or offering to follow them home instead of bringing them in for booking or arresting them for DUI charges. Game Stats: Officer 6

Officer Walter Coldwell: Walter is a quiet, business conscious police officer that is usually concerned only about carrying about business in a coordinated fashion and then clocking out to go home. He keeps to himself and has few known friends in the community. Game Stats: Officer 5

Officer Wendy Moore: Wendy is one of the newest members of the station, having been sworn in for only a couple of months or so. This young police officer is a bit shy about taking a great deal of personal initiative for fear of receiving a negative initial evaluation. Game Stats: Officer 2

Officer Winston Davis: Winston Davis was originally a forklift operator and general laborer at a local fabrication shop before going back to school to train to be a police officer. He has a strong bond with the local blue-collar community and is said to have a soft spot for a hard working individual that is simply down on their luck. Game Stats: Officer 8



Sergeant Carl Perkins: Moody and hot headed, Carl is not the sort of individual that you want to run into on a bad day. Although he does his job and does it well, Carl has been in hot water a few times for excessive force. Game Stats: Officer 8

Sergeant, K-9 Wesley Green: Wesley Green has a heart of gold and is most particularly fond of animals. Leading up the station's K-9 division, it is not uncommon to find more than a few dog hairs scattered across Wesley's police uniform. In addition to training and helping take care of the station's police dogs Wesley also works extensively with the local animal control. In his spare time he is a member of a local volunteer animal rescue. Game Stats: Officer 5

Sergeant Richard Walker: Sgt. Walker is a quiet, solemn man that has served on the force for a bit over twenty years. Although he was once a very enthusiastic member of the force, Sgt. Walker is a bit burnt out with his job and has been thinking about moving on to other ventures. It's no secret that Richard Walker has been taking classes at a local community college and has the eventual goal of leaving the force for a human resources position in the private industry sector. Game Stats: Officer 4

Sergeant Investigator Barry Carlton: A seasoned member of the force and a long time resident of the community, hardly anyone knows the local streets and neighborhoods like Sgt. Investigator Carlton. Having served on the force for over fifteen years, the sergeant has developed his own effective style of handling justice and often changes strategy and technique depending on the situation at hand. Although some of his methods are a bit unorthodox at times, the captain and other senior members of the force say little because Sgt. Carlton gets the job done and usually manages to keep his nose clean. If there is one major objector to Sgt. Carlton's way of handling business it is Officer Kyle Worth. Officer Worth has been pining away for a promotion to sergeant quite some time and often tries to call out Sgt. Carlton's methods and place this superior in a negative light. Needless to say there's a fair amount of tension between Sgt. Carlton and Officer Worth. Game Stats: Officer 7

Sergeant Investigator Fred Harris: Although a bit bumbling at times and often forgetful, Investigator Harris is highly respected amongst the other investigators and the captain of the squad for his keen insight and ability to stitch together shreds of evi-

dence into a much bigger picture. Citizens have often commented on how Sgt. Investigator Harris will aimlessly wander up and down a street as though he were in some sort of daze. What most do not realize is that all the while the sergeant investigator is taking all of his surroundings in and calculating what he sees and what he knows.

Game Stats: Officer 4

Lieutenant Jack Hill: Lt. Hill is a tall, lean, solemn faced man that towers over the other officers with his often blank, expressionless demeanor. Although some of the junior officers have questioned whether or not there is an ounce of emotion or even thought going on behind Jack's blank stare, the seasoned members of the force know Jack's inner workings a bit all too well. Jack Hill is a calculated man that knows precisely how to keep his cool and how as well as when to act in the toughest of situations. He is also another member that can bring in the most out of control citizens with minimal problems.

Unknown to most citizens and members of the force, Lt. Hill saved Chief Ravage's hide from getting killed on at least two occasions when the two were young officers on the force. Chief Ravage has never forgotten Jack's heroic bravery and the two are extremely close friends to this day. When Douglas Ravage was encouraged to put in for the position of chief he tried to promote Jack instead, stating that he was the better man. Hill refused, however, and told Ravage that he had the special skills needed to deal with the public as well as the rest of the force. Although Ravage reconsidered and accepted the position of chief, he was determined to elevate Hill and promptly promoted him to lieutenant from sergeant, despite Hill's further protests. Since promotion, Hill has repeatedly proven himself to be an effective, if not mostly silent, leader in times of dire circumstance. Game Stats: Officer 7



Lieutenant Investigator Cedric Jones: When he grew up in the rough parts of town, Cedric was surrounded by the problems of poverty and crime. His father had ditched on the family when Cedric was very young and his older brother spent most of his time in and out of prison. Cedric had a dream, however, and that dream was to work his way up out of the negative elements and make a better life for himself as well as his mother and younger sister. Game Stats: Officer 9

When in college studying to be a history teacher, Cedric took up music performance as a side interest and performed in a small hip hop/acid house fusion act under the moniker of DJ Cee-Jay Groove. This side interest came to a sudden end when a member of a street gang killed Cedric's best friend and fellow recording artist. Cedric dropped his interest in performing and switched his major to police science. During this move he vowed to dedicate the rest of his life towards making the world a better place. While studying the lessons that the university had to offer, Cedric spent his off time studying the criminal activity and culture that was taking place on the streets. He learned the lingo of the local gangs and how to decipher a great deal of the meanings behind their cryptic graffiti.

Lt. Investigator Jones has applied his knowledge of street culture and crime and has used it to better the force. Although he has only been a member of the station for a mere ten years, Cedric quickly rose up through the ranks and is recognized as being one of the most trustworthy, loyal members of the local police.

Chief Douglas Ravage: Well respected for both his police ability and his down to earth, friendly demeanor, Chief Douglas Ravage leads up the police station. Douglas is a native to the community and his father served on the police force for many years before retiring. Douglas has been on the force for over twenty-five years and has served as the chief for the last five years. He is generally well liked in the community and has a great deal of connections within local politics.

If Chief Ravage has one major flaw it is his super powered brother, Ronnie Ravage. Ronnie has been on several out of control drinking binges and rages and every single time his brother and the rest of the station have managed to cover up the ex-super hero's civil disobedience. Looking out for his brother's interests is starting to take its toll on Chief Ravage's reputation. Game Stats: Officer 1

2.3 Staff And Officer Statistics:

The following sets of game stats may be used for additional officers and administrative personnel as well as the provided employees of the station.

Staff 1 Level: 1 Hits: 3 Power: 42 Agility: 10 Move: 30 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: none
 Staff 2 Level: 1 Hits: 7 Power: 45 Agility: 9 Move: 36 Dmg Mod: 0 Accuracy: 0 HTH:1d6 Wpn: none
 Staff 3 Level: 1 Hits: 6 Power: 48 Agility: 11 Move: 37 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: none
 Staff 4 Level: 1 Hits: 4 Power: 38 Agility: 8 Move: 28 Dmg Mod: 0 Accuracy:-2 HTH:1d4 Wpn: none
 Staff 5 Level: 1 Hits: 5 Power: 45 Agility: 13 Move: 36 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: none
 Officer 1 Level: 1 Hits: 8 Power: 46 Agility: 13 Move: 36 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: varies*
 Officer 2 Level: 1 Hits: 2 Power: 44 Agility: 13 Move: 27 Dmg Mod: 1 Accuracy: 1 HTH:1d3 Wpn: varies*
 Officer 3 Level: 1 Hits: 3 Power: 44 Agility: 13 Move: 28 Dmg Mod: 1 Accuracy: 1 HTH:1d3 Wpn: varies*
 Officer 4 Level: 1 Hits: 3 Power: 33 Agility: 9 Move: 20 Dmg Mod: 0 Accuracy: 0 HTH:1d3 Wpn: varies*
 Officer 5 Level: 1 Hits: 6 Power: 49 Agility: 17 Move: 44 Dmg Mod: 0 Accuracy: 2 HTH:1d6 Wpn: varies*
 Officer 6 Level: 1 Hits: 4 Power: 32 Agility: 9 Move: 27 Dmg Mod:-1 Accuracy: 0 HTH:1d4 Wpn: varies*
 Officer 7 Level: 1 Hits: 6 Power: 45 Agility: 12 Move: 35 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: varies*
 Officer 8 Level: 1 Hits: 13 Power: 53 Agility: 15 Move: 41 Dmg Mod: 1 Accuracy: 2 HTH:1d6 Wpn: varies*
 Officer 9 Level: 1 Hits: 11 Power: 56 Agility: 13 Move: 44 Dmg Mod: 1 Accuracy: 1 HTH:1d6 Wpn: varies*
 Officer 10 Level: 1 Hits: 7 Power: 44 Agility: 10 Move: 34 Dmg Mod: 0 Accuracy: 0 HTH:1d6 Wpn: varies*

*Most officers carry a combination of weapons, ranging from pistols, billyclubs, batons, stun guns, and pepper spray. Some may also be armed with rifles and shotguns.

PART 3: CRIMINALS AND DETAINED CITIZENS

3.1 Notable Criminals And Detained Locals

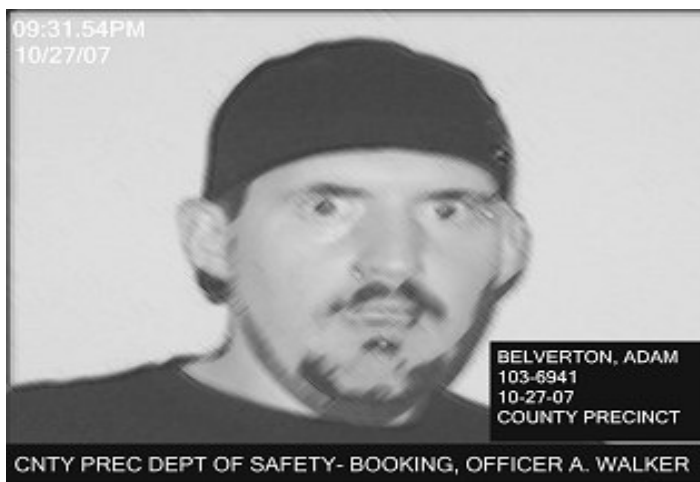
The following texts provide the flavorful backgrounds of a variety of individuals that frequent the station's booking department. This is by no means a complete list of possible inmates and detained civilians. Feel free to use any of these that you desire when adding the police station to your own V&V campaign.

Adam Belverton: A local party head with a diagnosis of bipolar disorder, Adam has spent most of his adolescence and adult life either locked up in the slammer or confined to a mental ward. While the young man adamantly refuses the medications he actually needs, Adam has no qualms about introducing his mind and body to seemingly any other substance on the planet. It is likely that Adam may be intoxicated and/or having a psychotic episode during the time that he is being brought in for booking and may be behaving erratically. Adam often becomes loud and threatening towards officers and staff and may need to be restrained during the course of processing. Adam hates the processing cells (area KK on the map) worse than any other confinement and if placed in one of these cells he will usually try to spit at people through the bars when they walk by.

Adam has a colorful history with another station regular, Billy Coalson. They are around the same age and were once friends until Billy robbed some valuables from Adam's home when Adam was serving some time at the regional jail. In addition to the pilfered goods, Billy was also dating Adam's younger sister but ditched her after Billy learned that she was pregnant with his child. Billy

has failed to pay child support thus far and Adam sometimes helps his sister raise the child and thus takes on a sense of fatherly role that Billy has failed to provide. As Adam's own father abandoned his family shortly when he was very young, Adam holds this lack of responsibility against Billy and has grown to hate him for it. If Billy happens to be in the facility when Adam is admitted and he becomes aware of Coalson's presence then Adam will become exceptionally hostile and start making threats about murdering Billy and anyone that stands in his way. Game Stats: Criminal 4

Allison McCready: A 20 year old female with a diagnosis of borderline personality disorder, Allison is regularly brought into the station to see the crisis advocate. A victim of abuse and neglect as a child, Allison bears a great number of scars both emotionally and physically. Allison began behaving erratically by early adolescence and was admitted to a local mental health facility after her first suicide attempt at age 14. During this initial stay Allison fell in with another girl that had similar problems as her and Allison soon learned that cutting on her self helped relieve the stress and emotional pain that she felt. These acts of self-mutilation combined with suicidal gestures caused the majority of Allison's adolescent years to be spent in mental health care. At age 20, Allison's plight in life is no better. The young woman has a history of trying to manipulate anyone that has entered into her life and she complains about not fitting into society. In truth, Allison is very isolated and alone at times. If befriended, however, she will soon embark on a destructive cycle of manipulating and devaluing her newfound acquaintance. Stats: Criminal 8



Billy Coalson: Young and handsome but defiant, Billy Coalson is a local “heartbreaker and dealmaker”. This charismatic sociopath has an extensive criminal history that covers everything from distribution of controlled substances to statutory rape. When not on the streets or locked up in the regional jail it is likely that 24 year old Billy can be found at the station being booked for yet another weekend’s misdeeds. Although Billy only cares about his own self and his true colors eventually shine through, Billy is initially a very likable person and he is the kind of common criminal that likes to elevate his status through association with others. Should an associate of a super criminal (or the criminal their own self) happen to be brought into the station it is almost certain that Billy will immediately test the waters of socially interacting with this potentially resourceful villain. Stats: Criminal 7

Candace Neighbors: Once a promising but financially struggling collage student, Candace turned to working at a local strip club to help finance her studies. She quickly learned that she could make a better living pole dancing and turning tricks than a future in marketing would probably offer her. Making a poor judgment on her life options, Candace ditched her studies during her sophomore year and turned to stripping and prostitution as a full time profession. Candace’s career choice has regularly landed her in the slammer but since her bail bondsman is also a regular client, this attractive young hooker is usually released from the station within several hours of being booked. Candace is fairly knowledgeable of the local criminal underground and doesn’t care to talk as long as she is paid to be an informant and her involvement is kept strictly confidential. Stats: Criminal 9

Carl Cole: Thirty something mechanic turned criminal, Carl is often actively involved with the activities of a local chop shop. Carl’s criminal record ranges from civil disobedience and domestic violence to grand larceny and he may be currently in the slammer for any given number of reasons. Carl is generally described as a rather mean individual that seems to be utterly lacking in any sense of moral consciousness. Carl tends to favor powerful criminal elements that can keep his wallet stuffed with cash, his

frig filled with beer, and the judges paid off or properly intimidated anytime he has to show up for court. The local police particularly detest Carl. The rogue mechanic is an obnoxious smart aleck that often causes fights with cellmates and acts as if he is above the law. When being brought in or processed by a female officer or staff member Carl takes a particular interest in bragging about how he could “put her in line” the same way that he does his wife. Stats: Criminal 3

Carrie Otis: Psychotic hell raiser Carrie Otis is a frequent flier at the station. She’s spent so much time locked up in the cells, in fact, that Carrie refers to the station as “home” and calls her time out as being “crashing with friends over the weekend”. Foul tempered, loud, obnoxious, and abrasive, the officers at the station usually admit Carrie straight to a single occupancy cell for fear of the fights that she will inevitably start in the multiple occupancy cells. Carrie is also extremely particular about which cell, demanding that she get “her room” no matter whether it is being currently occupied or not. Carrie’s “room” is the single occupancy cell that is at the very end of the hallway. Carrie prefers this room for a combination of privacy, sentimental reasons, and the fact that she doesn’t wish to be disturbed while she’s coming down off a fix or sleeping off a drunken weekend.

Carrie’s appearances at the station are often a combination of reckless behavior and mental health concerns. Although she was often transferred to the local mental health facility in the past, it has been determined that much of Carrie’s problems lie in the behavioral nature. Also, when Carrie is transferred to a care facility she becomes immediately demanding in regards to getting drugs. Carrie is particularly fond of painkillers and benzodiazepines and will pull any stunt possible to get them issued to her. Although Carrie does have a significant mental health problem and has carried a diagnosis of bipolar disorder most of her adult life, there is little that mental care can do for her until she decides to make a sincere effort to work towards her treatment goals. Until then, Carrie’s issues are best handled with a temporary stay in the slammer until she comes down from whatever she happens to be on at time. Stats: Criminal 1

Daniel “Danny Dreg” Hartsock: Danny is a member of the local punk/hardcore scene and a self-proclaimed anarchist. He sees social disruption as being a way of life and often goes out of his way to get arrested. When not causing mischief, Danny sings and plays guitar in a few local punk rock acts under the name of “Danny Dreg”. A bit naïve at times, Danny tends to quickly fall in with any negative influence as he views as being a “bug in the social machine of the evil corporate society”. This makes Danny a ripe target for a villain needing a young, unruly lackey to go out and spread some trouble. Stats: Criminal 6

Johnny Jenkins: A young, sly adolescent with a criminal record a mile long, Johnny specializes in shoplifting, larceny, and the occasional dealing of marijuana. Coming from squalor with little to no supports in the family and community, many officers at the station will quietly admit that “Johnny got it honest” and wish that there was something that they could do to help the youth change his ways. Unaware that life could be better for him if he just changed his ways, Johnny has not been too receptive to intervention thus far. His delinquent behaviors are becoming more and more of a concern and juvenile detention further hones Johnny’s criminal skills.

Although the station does their best to keep the adolescents and the adult inmates separated, Johnny had the chance to meet Rico Billings during a previous visit. This initial acquaintance led to Rico taking young Johnny under his wing as a criminal apprentice. Although their working relation is still very casual it is believed that Johnny has helped Rico push illegal substances towards high school aged clients on a handful of occasions. Furthermore, there is suspicion that Rico might be fencing stolen goods for Johnny. Stats: Criminal 5

Leroy “Leroy Luscious” James: Leroy James, or rather Leroy Luscious as he is commonly known on the streets, is a local pimp and sometimes hustles himself when business is particularly slow. Leroy’s criminal involvement in the local prostitution scene dates back nearly thirty years and as such he is no stranger to the police station. Although almost always guilty of whatever crime he is being booked for, Leroy is

actually somewhat liked amongst the staff due to his charming and often cheerfully joking personality. Leroy is also generally known for treating his stable of prostitutes with kindness and respect. As such, the aging pimp has a fairly good sense of reputation on the streets, especially amongst hookers. Aside from actively participating in the illegal trade of prostitution, Leroy keeps a low profile and doesn’t cause any other trouble for the police or the local community. When being booked or locked up at the station it is a fairly common site to see Leroy joking around with a couple of the other officers and talking about the “good old days.” Many of the officers often ask Leroy why he doesn’t just move to Nevada where he could practice his trade legally and Leroy will usually answer by saying “You know I’d miss you folks too much, as well as this marvelous hotel that I have the pleasure of spending the evening in!” Ironically, Leroy is being fairly sincere instead of sarcastic. Having no surviving relatives in the community, the staff and officers at the station have become somewhat of a surrogate family for Leroy Luscious and he’s often joked that when he retires from being a pimp that the station should set him up as a permanent resident. “You know I’d stay just so I could wake up to that wonderful coffee every morning,” Leroy will tell the police officers with a laugh.

Leroy is so unusually fond of the police that he has actually attempted to physically protect the officers on different occasions. Despite the officers’ attempts to ensure Leroy’s safety and ask him not to get involved, the aging pimp is persistent to protect those that he considers to be “family”. Leroy is especially protective of the female officers and staff and once had a verbal altercation with Carl Cole after the thug mechanic threatened to slap around a female officer. Leroy will sometimes recall this event by saying “when a pimp has to give you a lesson on how you should probably treat a lady, then you know you’re nothing but a worthless piece of trash.” Carl hates Leroy for this past event but keeps quiet about it due to Leroy’s reputation on the streets and in the station. Stats: Criminal 9

Molly Hash: A well-known “tweaker” in the community, Molly has spent most of her life in a downward spiral of drug addiction and crime. She smoked her first joint at age 11 and has been addicted to one form of illegal substance or another since. As her interests changed from smoking pot to doing cocaine, Molly took up prostitution to fund her habit. When meth began showing up on the streets, Molly was immediately hooked and soon started baking up her own supply. When the local authorities started clamping down on heavy purchases of the materials to make methamphetamine, Molly once again turned tricks to keep herself in steady supply.

Molly is best described by a few of the local officers as being a “walking train wreck”. Although she is in her late thirties, Molly resembles someone that might be in their mid fifties. Her mental and emotional health has also suffered and Molly is brought in as much for mental health crisis issues as she is for prostitution or drug related charges. Molly is always desperate for cash and drugs, and will readily align herself with anyone that can promise to keep her up in one or the other. Stats: Criminal 9

Pierre LeStrange: Pierre LeStrange, AKA Pete Tyler, is an old school career criminal who fancies himself as the Cary Grant of petty transgressions. When at the age of nineteen he learned that he was of French descent, he changed his name to suit his new chosen vocation of con artist. Gifted with piercing blue eyes and strikingly handsome looks, Pierre started hustling at the age of twenty. After reading a few books on romance and psychology, he perfected his craft of targeting wealthy older women who were bored and looking for a good time. And Pierre always gave them that while stealing small trinkets from them in the process. He was busted for the first time at age twenty-two when one of his paramours/victims awoke to find him pocketing a diamond brooch. Pierre jumped from her balcony and escaped, but was arrested when caught a few days later. Now approaching forty, Pierre is still handsome and charming, and still up to his old tricks. Often the women he robs choose not to press charges as they are smitten with him and convinced that he just needs a little psychiatric care and the love of a good woman (them) to help him mend his ways. For his part, Pierre just smiles at them and blows them kisses as he is led out to freedom, saying “merci, belle!”

Of course, they never hear from him again: but he gives them a warm memory to take with them from the courtroom.

Pierre is crafty, attentive and empathetic with women. Any female cop who spends at least an hour with him will gain sympathy towards him. With men, however, he gets boisterous, aggressive and competitive, though he never threatens or harms anyone. Stats: Criminal 5.

Rebecca Adams: a twenty-nine year old with a history of wrecking havoc in town, Rebecca has almost become a legend with her crazy antics. She lost her parents when she was nineteen, and has spent a few years living on the streets in between times when her remaining family members can't handle her staying with them. Extremely intelligent, she was offered a scholarship to a top ten university as a high school senior, but turned it down, saying she had no interest in becoming a worker ant in a hive. At times she seems to live in some secret world that only exists in her own head: making bizarre pronouncements about a race of bird people or having conversations with imaginary people. She has been under psychiatric care a few times in the past decade, but never for long, as she has an uncanny knack for how to act and what to say to get discharged. The high point of her record is the stabbing of a police officer in the arm three years earlier when he tried to drag her out of her cardboard box home. Charges were not pressed when it came to light that the cop had used excessive force on her. She was sent for evaluation after this incident, however, and released about four months later.

Rebecca is a curious, contradictory troublemaker. Whenever she's incarcerated, she is very popular with other inmates because she has a knack for predicting race winners, whether it is horses or NASCAR. She is very friendly and loves to sing and play guitar, performing songs she writes herself. However, her sweetness can turn sour with just one wrong word, and then she can become a terror, flying into fits of anger and muttering about her “list” of people. She seems to have a special dislike for men who smoke cigars, although she refuses to explain why. If brought within seeing or smelling distance of a cigar, lit or not, she will attempt to grab and destroy it.

Stats: Criminal 5

Rico "Puerto Rico" Billings: Although born Robert Clemson, this seasoned criminal went under a half a dozen different aliases until he settled on the identity of Rico Billings. This was partially due to the fact that Charles had turned state's evidence to save his own butt from criminal charges. This, of course, led to being hunted down by former drug associates for ratting to the federal authorities. Robert changed his name to Rico Billings and spent nearly ten years living in the Caribbean Islands before drifting back to familiar turf. Although family and a few old friends and acquaintances know his original identity, most folks simply call him Rico or "Puerto Rico" Billings. This small potatoes crook also simply goes by the name "Puerto" when he's dealing out of town. Although his criminal interests have cost him a great deal of hardships throughout the years, Rico sense of aspirations has stayed the same.

Rico is a conman, drug dealer, fence of stolen merchandise, and scumbag pimp. If he can find a way to line his own pockets with an easy, low effort crime, Rico will become involved in it without hesitation. Although now in his early forties, he prefers to hang with a much younger crowd and likes to show off by driving flashy cars, owning chromed out motorcycles, and hosting regular weekend parties. Considering his self to be somewhat of a lady's man, Rico keeps a fake tan and dresses in a manner that's considered generally a bit loud and excessive for a man of his age and assumed means. Rico is a boastful man with an inherent need to brag and impress. Such boastfulness has led to being busted on a handful of occasions. Fortunately for Rico, he's always managed to retain a well-paid lawyer to cover the middle-aged playboy's tracks for him.

Stats: Criminal 2

3.2 Criminal/Detained Civilian Stats:

In addition to using these game stats for the mentioned individuals you may wish to use them for additional crooks, inmates, and suspects.

- Criminal 1 Level: 1 Hits: 8 Power: 48 Agility: 10 Move: 38 Dmg Mod: 0 Accuracy: 0 HTH:1d6 Wpn: knife
- Criminal 2 Level: 1 Hits: 9 Power: 50 Agility: 13 Move: 38 Dmg Mod: 1 Accuracy: 1 HTH:1d6 Wpn: pistol
- Criminal 3 Level: 1 Hits: 12 Power: 47 Agility: 13 Move: 38 Dmg Mod: 1 Accuracy: 1 HTH:1d6 Wpn: knife
- Criminal 4 Level: 1 Hits: 14 Power: 52 Agility: 16 Move: 41 Dmg Mod: 1 Accuracy: 2 HTH:1d6 Wpn: chain
- Criminal 5 Level: 1 Hits: 6 Power: 45 Agility: 11 Move: 36 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: knife
- Criminal 6 Level: 1 Hits: 9 Power: 49 Agility: 13 Move: 36 Dmg Mod: 1 Accuracy: 1 HTH:1d6 Wpn: nothing
- Criminal 7 Level: 1 Hits: 5 Power: 46 Agility: 12 Move: 37 Dmg Mod: 1 Accuracy: 1 HTH:1d6 Wpn: pistol
- Criminal 8 Level: 1 Hits: 6 Power: 37 Agility: 12 Move: 31 Dmg Mod: 0 Accuracy: 1 HTH:1d4 Wpn: nothing
- Criminal 9 Level: 1 Hits: 2 Power: 27 Agility: 6 Move: 18 Dmg Mod: 0 Accuracy:-2 HTH:1d3 Wpn: nothing
- Criminal 10 Level: 1 Hits: 4 Power: 37 Agility: 9 Move: 26 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Wpn: knife



PART 4: THUG MAKER

The Thug Maker is a set of random tables designed to allow the quick and easy creation of criminals and street thugs. The creation process is simple. Just follow the steps and you will be able to quickly make up the statistics of a down and dirty nonplayer character thug.

4.1 First Name:

All thugs have a first name that they go by. While some may adopt a moniker or nickname, such as "Grubby", "MC Flash", or "Scumbucket", thugs are people to and thus they have a first name. If the thug is being brought in for a crime then a real first name is important. Some thugs may have other normal first names that they go by, which are aliases that are usually made up by the thug to hide their true identity.

The first thing to determine is whether or not the

thug is a male or female. Once you have decided this then you would naturally choose to consult the male names chart or the female names chart. Granted, in some situations, there are males that go by female first names and vice versa. Usually, however, the first name will be in line with the thug's actual gender.

4.1A Male Names Chart:

Below is a chart containing 100 male first names. If you do not have a particular male in mind then feel free to roll the percentile dice and refer to the chart below for an instant first name. Some male thugs go by different first names when around different people. If you would like different alias first names then roll 1d4 for a total number of different alias names and roll the percentile dice each time for a varying first name alias.

MALE NAMES CHART:

01 Adam	26 Darren	51 Jack	76 Perry
02 Alex	27 David	52 Jeff	77 Peter
03 Andrew	28 Derek	53 Jim	78 Randy
04 Art	29 Deron	54 Joe	79 Raymond
05 Austin	30 Earl	55 Joel	80 Richard
06 Barry	31 Eddie	56 John	81 Robert
07 Bart	32 Evan	57 Jordan	82 Rusty
08 Ben	33 Felix	58 Ken	83 Sam
09 Billy	34 Fletch	59 Kevin	84 Scott
10 Blake	35 Floyd	60 Larson	85 Shawn
11 Bobby	36 Flynn	61 Lenny	86 Stan
12 Brady	37 Fred	62 Leon	87 Stewart
13 Brian	38 Gary	63 Logan	88 Tad
14 Buford	39 Gavin	64 Mark	89 Tai
15 Carl	40 George	65 Matt	90 Tano
16 Cecil	41 Gerald	66 Max	91 Tim
17 Cedric	42 Grant	67 Mike	92 Tom
18 Charles	43 Greg	68 Mitch	93 Travis
19 Chris	44 Hal	69 Monty	94 Trevor
20 Cody	45 Hank	70 Nigel	95 Troy
21 Cory	46 Harold	71 Nolan	96 Tyler
22 Coy	47 Horace	72 Norman	97 Vernon
23 Curtis	48 Hugh	73 Owen	98 Waylon
24 Cyruss	49 Ian	74 Paul	99 Wesley
25 Dale	50 Ivan	75 Percy	00 Zack

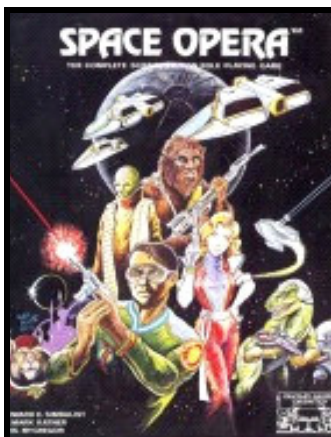
4.1B Female Names Chart:

Below is a chart containing 100 female first names. If you do not have a particular female in mind then feel free to roll the percentile dice and refer to the chart below for an instant first name. Some female thugs go by different first names

when around different people. If you would like different alias first names then roll 1d4 for a total number of different alias names and roll the percentile dice each time for a varying first name alias.

FEMALE NAMES CHART:

01	Alicia	26	Donna	51	Lauren	76	Ruth
02	Amber	27	Doris	52	Leslie	77	Sabrina
03	Amy	28	Elaine	53	Lisa	78	Samantha
04	Andrea	29	Elizabeth	54	Maggie	79	Sandra
05	Angela	30	Emily	55	Mandy	80	Sarah
06	Anita	31	Felicia	56	Marry	81	Sheila
07	Barbara	32	Georgia	57	Marsha	82	Sophia
08	Becky	33	Ginger	58	Megan	83	Stacy
09	Bernice	34	Gretchen	59	Melissa	84	Stephanie
10	Brenda	35	Hannah	60	Mia	85	Susan
11	Bridgett	36	Hazel	61	Michelle	86	Tabitha
12	Brooke	37	Heather	62	Mindy	87	Tammy
13	Candy	38	Heidi	63	Missy	88	Tasha
14	Carla	39	Helga	64	Mitzi	89	Teresa
15	Carma	40	Hope	65	Molly	90	Tiffany
16	Caroline	41	Isabella	66	Monica	91	Tina
17	Cathy	42	Janet	67	Morgan	92	Trudy
18	Cheryl	43	Jennifer	68	Naomi	93	Veronica
19	Cheyenne	44	Jessica	69	Nicole	94	Victoria
20	Christy	45	Jill	70	Olivia	95	Virginia
21	Cindy	46	Joan	71	Patty	96	Vivian
22	Clarissa	47	Julia	72	Polly	97	Wanda
23	Courtney	48	Karen	73	Rachel	98	Wilma
24	Darlene	49	Kelly	74	Roberta	99	Zelda
25	Davia	50	Kim	75	Rose	00	Zoe



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4.2 Last Name:

All thugs, male or female, should have a last name. Some will go by a made up surname while others may not openly reveal their true last name. A last name still exists for most, however, and it might be good to have this portion of the thug's

true identity. If you do not have a particular last name in mind then feel free to roll the percentile dice and consult the chart below. If you wish to give the criminal additional aliases, then roll 1d4 for a total number of different last names and consult the percentile chart each time.

LAST NAMES CHART:

01 Adams	26 Darling	51 Johnson	76 Salvador
02 Akers	27 Davis	52 Jones	77 Shoemaker
03 Anderson	28 Drake	53 Kilmer	78 Smith
04 Arden	29 Dunford	54 Kramer	79 Snitch
05 Armstrong	30 Dyvers	55 Landon	80 Snodgrass
06 Arnold	31 Emerson	56 Lopez	81 Stone
07 Atkins	32 Farmer	57 Love	82 Thomas
08 Bakers	33 Fielding	58 Martinez	83 Thompson
09 Barker	34 Fisher	59 Melkowski	84 Tilson
10 Beavers	35 Fletcher	60 Miller	85 Torres
11 Berry	36 Francis	61 Moore	86 Umbarger
12 Beverly	37 Gardner	62 Morris	87 Underwood
13 Billings	38 Garrison	63 Newberry	88 Vance
14 Bizar	39 Giles	64 Norman	89 Wallace
15 Black	40 Glenn	65 Oswald	90 Watson
16 Bledsoe	41 Glover	66 Patrick	91 West
17 Blevins	42 Goldstein	67 Pepper	92 White
18 Bolton	43 Goodman	68 Peters	93 Wilder
19 Brewer	44 Grove	69 Picklesimer	94 Williams
20 Brown	45 Hart	70 Pink	95 Wilson
21 Chan	46 Hernandez	71 Planner	96 Wolfe
22 Clemson	47 Hill	72 Reynolds	97 Wong
23 Clowers	48 Jackson	73 Richards	98 Woods
24 Coleman	49 Jefferson	74 Robinson	99 Young
25 Cooper	50 Jenkins	75 Rogers	00 Zelinski

4.3 Identifying Traits:

Most thugs have some sort of feature about them that makes them a bit easier to identify. Some of these traits are temporary while others are a permanent. If you like, you may create certain traits for your thugs. If you wish, however, you can use the below chart to randomly roll up a trait or two with the percentile dice. Feel free to modify, change, or elaborate on the provided traits, quirks, and notable features as much as you like.

IDENTIFYING TRAITS CHART:

01 Abnormally pale skin	26 Distinctive earring	51 Loves animals	76 Shuffles feet
02 Always wears black	27 Dresses flamboyantly	52 Lustful behaviors	77 Shy/timid personality
03 Annoying laugh	28 Easily angered	53 Misshapen ears	78 Significant body scar
04 Avoids eye contact	29 Eats/drinks a lot	54 Missing front teeth	79 Skinny
05 Bad breath	30 Exaggerated body motions	55 Missing limb	80 Slouches
06 Birth marks	31 Extremely prejudiced	56 Nervous around females	81 Sniffles
07 Bizarre conversations	32 Eye patch	57 Nervous around males	82 Snobbish attitude
08 Boastful	33 Facial moles	58 Nervous twitch/tic	83 Spendthrift
09 Body jewelry	34 Facial scar(s)	59 Nervously glances about	84 Spits when talks
10 Body odor	35 Gambling habit	60 Noticable bruises	85 Strong perfume/cologne
11 Brightly dyed hair	36 Glassy eyes	61 Overly apologetic	86 Stuttered speech
12 Broken nose	37 Gossips a lot	62 Overly friendly	87 Sunburn
13 Burn marks	38 Guady jewelry	63 Overly talkative	88 Talks fast
14 Chain smoker	39 Hates animals	64 Overweight	89 Tattoo on face/forehead
15 Chews on toothpick a lot	40 Heavy drinker	65 Picks nose/ear a lot	90 Threatens to sue a lot
16 Cold sore on lip	41 Hoarse voice	66 Pock marks	91 Unusual clothing
17 Cold, piercing stare	42 Hyper religious	67 Prominent tattoo	92 Unusual dialect/accent
18 Complains a lot	43 Is cold/hot a lot	68 Rambles when speaks	93 Unusually short
19 Compulsive liar	44 Is excessively nosey	69 Red, swollen eyes	94 Unusually tall
20 Constantly tells jokes	45 Itches/scratches a lot	70 Repeats self a lot	95 Vain about appearance
21 Coughs a lot	46 Laughs a lot	71 Rigid walk	96 Walks with cane
22 Covered in dog/cat hairs	47 Limp	72 Sarcastic demeanor	97 Wandering eye
23 Critical demeanor	48 Lisp	73 Scabs cover body areas	98 Whispers when speaks
24 Crying fits	49 Lots of freckles	74 Sexist behaviors	99 Whistles/sings/hums a lot
25 Dirty hands	50 Loud voice	75 Shaved/bald head	00 Wrinkled face

4.4 Criminal Charges:

Many thugs will either be a suspect or confirmed guilty of committing a crime. If you do not wish to come up with a particular crime yourself then feel free to roll the percentile dice and consult the below chart for a crime. For multiple crimes, roll 1d6 to get a total number of crimes and then roll the percentile dice an equal number of times to allow a much more complex criminal history. If you do not wish to have a criminal history (known or unknown) for your thug then feel free to skip this section of the generator.

CRIMINAL CHARGES CHART:

01 - 02	Arson	51 - 52	Identity theft
03 - 04	Abuse/neglect of minor or elder	53 - 54	Illegal gambling
05 - 06	Assault and battery	55 - 56	Illegal hunting/poaching
07 - 08	Blackmail	57 - 58	Indecent exposure
09 - 10	Brandishing firearm	59 - 60	Indecent liberties with minor
11 - 12	Burglary	61 - 62	Kidnapping
13 - 14	Carjacking/hijacking	63 - 64	Malicious wounding
15 - 16	Check forgery	65 - 66	Manslaughter
17 - 18	Conspiracy	67 - 68	Menacing
19 - 20	Cruelty to animal	69 - 70	Money laundering
21 - 22	Desert/non-support of spouse/child	71 - 72	Murder
23 - 24	Disorderly conduct	73 - 74	Obstruction of justice
25 - 26	Domestic violence	75 - 76	Petty theft
27 - 28	Driving under influence	77 - 78	Prostitution
29 - 30	Driving without a license	79 - 80	Rape
31 - 32	Drug possession/distribution	81 - 82	Receive stolen goods
33 - 34	Drunk in public	83 - 84	Robbery
35 - 36	Embezzlement	85 - 86	Sexual assault
37 - 38	Extortion	87 - 88	Shoplifting
39 - 40	False pretenses	89 - 90	Solicitation
41 - 42	Forgery	91 - 92	Stalking
43 - 44	Fraud	93 - 94	Treason
45 - 46	Grand larceny	95 - 96	Trespassing
47 - 48	Harboring offender	97 - 98	Vandalism
49 - 50	Hit and run	99 - 00	Violation of protective order

4.5 Other Interesting Features:

At this point you may wish to add other interesting features for your thug character. Feel free to use your own imagination to help flesh out a truly interesting individual. If you are having trouble creating more interesting tidbits about the individual then you may want to use the Villains & Vigilantes Rulebook for good ideas. Section 4.3 Generating Nonplayer Characters of the V&V Rulebook is an excellent source of such information.

4.6 Thug Stats:

The following pre-generated stats may come in handy if you need some quick game stats for your thugs and do not wish to spend a lot of time rolling up and calculating new statistics. Just pick a thug number that suits the nonplayer character you have created best and throw them in the ac-

tion.

Thug 01 Level: 1 Hits: 3 Power: 40 Agility: 11 Move: 34 Dmg Mod:-1 Accuracy: 0 HTH:1d3 Wpn: knife/pistol
 Thug 02 Level: 1 Hits: 11 Power: 46 Agility: 16 Move: 39 Dmg Mod: 0 Accuracy: 2 HTH:1d4 Wpn: none
 Thug 03 Level: 1 Hits: 3 Power: 34 Agility: 4 Move: 26 Dmg Mod:-2 Accuracy:-4 HTH:1d4 Wpn: none
 Thug 04 Level: 1 Hits: 1 Power: 29 Agility: 4 Move: 23 Dmg Mod:-2 Accuracy:-4 HTH:1d4 Wpn: pistol
 Thug 05 Level: 1 Hits: 4 Power: 39 Agility: 14 Move: 24 Dmg Mod: 0 Accuracy: 1 HTH:1d3 Wpn: none
 Thug 06 Level: 1 Hits: 9 Power: 52 Agility: 8 Move: 40 Dmg Mod: 0 Accuracy:-2 HTH:1d6 Wpn: knife/pistol
 Thug 07 Level: 1 Hits: 14 Power: 48 Agility: 14 Move: 40 Dmg Mod: 0 Accuracy: 1 HTH:1d8 Wpn: knife
 Thug 08 Level: 1 Hits: 9 Power: 47 Agility: 12 Move: 39 Dmg Mod: 0 Accuracy: 1 HTH:1d8 Wpn: rifle
 Thug 09 Level: 1 Hits: 16 Power: 53 Agility: 12 Move: 42 Dmg Mod: 1 Accuracy: 1 HTH:1d8 Wpn: club/pistol
 Thug 10 Level: 1 Hits: 7 Power: 41 Agility: 12 Move: 26 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: shotgun
 Thug 11 Level: 1 Hits: 3 Power: 33 Agility: 10 Move: 26 Dmg Mod:-1 Accuracy: 0 HTH:1d4 Wpn: knife
 Thug 12 Level: 1 Hits: 3 Power: 37 Agility: 6 Move: 21 Dmg Mod:-1 Accuracy:-2 HTH:1d4 Wpn: knife
 Thug 13 Level: 1 Hits: 11 Power: 44 Agility: 10 Move: 35 Dmg Mod: 0 Accuracy: 0 HTH:1d6 Wpn: club
 Thug 14 Level: 1 Hits: 16 Power: 57 Agility: 13 Move: 41 Dmg Mod: 1 Accuracy: 1 HTH:1d8 Wpn: knife/pistol
 Thug 15 Level: 1 Hits: 3 Power: 40 Agility: 11 Move: 34 Dmg Mod:-1 Accuracy: 0 HTH:1d6 Wpn: none
 Thug 16 Level: 1 Hits: 13 Power: 53 Agility: 15 Move: 37 Dmg Mod: 0 Accuracy: 2 HTH:1d4 Wpn: none
 Thug 17 Level: 1 Hits: 9 Power: 43 Agility: 12 Move: 30 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Wpn: club
 Thug 18 Level: 1 Hits: 10 Power: 49 Agility: 17 Move: 36 Dmg Mod: 1 Accuracy: 2 HTH:1d4 Wpn: knife
 Thug 19 Level: 1 Hits: 3 Power: 46 Agility: 5 Move: 34 Dmg Mod:-1 Accuracy:-4 HTH:1d8 Wpn: knife
 Thug 20 Level: 1 Hits: 2 Power: 26 Agility: 7 Move: 21 Dmg Mod:-1 Accuracy:-2 HTH:1d3 Wpn: pistol

PART 5: NEW WEAPONS

The standard gear of police officers adds a new array of additional weapons for the Villains and Vigilantes campaign. Some of the more common weapons are described in this section.

Weapons:

Baton	To Hit Mod: +3	Damage: HTH+1d3
Billy Club	To Hit Mod: +2	Damage: HTH+1d3
Pepper Spray	To Hit: Mod:+3	Damage: 1d4 plus chemical*
Stun Gun	To Hit Mod: nil	Damage: 1d8 electrical
Tear Gas Grenade	To Hit Mod:+2	Damage: 1d3 plus chemical*
Weighted Glove	To Hit Mod: nil	Damage: HTH+1d3

*See weapon description for additional rules regarding chemical effects.

Baton: The collapsible metal baton is a modern evolution of the classic billy club. This baton delivers an impressive punch and can be fully extended for service by a mere flick of the wrist. When not in use the baton is quite easy for an officer to carry around and conceal.

Billy Club: The billy club is a classic police melee weapon. Although the metal baton is becoming more popular amongst most police officers, there are still quite a few patrolmen that still rely on their trusty old billy club.

Pepper Spray: In addition to causing a burning, painful sensation, pepper spray also causes temporary blindness to living, organic targets that can see by normal means. For the purpose of attacks, treat pepper spray as a chemical power with a total range of 2 inches. A target that is successfully stricken by pepper spray must succeed a saving throw vs 11 or be blinded for a total of 1d4 turns. Consult rules on darkness control for handling any blinded target that is attempting to move about.

Stun Gun: The stun gun is a classic non-lethal weapon used to take down a hostile offender. Though classified as a melee weapon, stun guns do not add the individual's normal HTH to the damage. The damage caused by the stun gun is of an electrical nature and thus special effects that deal with electricity, such as vulnerability or resistance, apply when dealing with the damage that this melee weapon causes.

Tear Gas Grenade: Tear gas grenades have a more powerful effect than pepper spray and are usually employed in riots or other situations where there are multiple threats. A tear gas grenade is thrown as any other weapon and upon impact it fills all squares that immediately touch the 1 inch square in which the tear gas lands (hence the gas fills up a 5 ft. area plus an additional 5 radius surrounding the 5 ft. area on all

sides). Once the tear gas grenade is activated it can cause damage to any normal living target that moves through the area for a total duration of 3 turns. A single tear gas grenade can cause damage to a single target for each turn that the target remains in the affected area until the duration of the effect is finished. For the purpose of attacks, treat a tear gas grenade as a chemical power. A target that is successfully stricken by the effects of tear gas must succeed a saving throw vs 11 or be blinded for a total of 1d4+2 turns. Consult rules on darkness control for handling any blinded target that is attempting to move about.

Weighted Glove: The weighted glove is a very sturdy leather glove that is reinforced with embedded metal shot. This allows the wearer to give an extra boost to their punch.

PART 6: BONUS SCENARIOS

6.1 The Trouble With Invulnero Man

Ronnie A. Ravage, aka the Invulnero Man, was once a promising new member of CHES. Realizing that his super heroic abilities set him apart from the average, everyday citizen, Ronnie became a bit too cocky about his abilities and his overconfidence got the best of him. During a failed mission the C.R.I.M.E. operatives Psi-lancer and Stallion quickly defeated Invulnero Man.

Although he survived the failed mission, the blow to Invulnero Man's ego was a bit too much and he

turned to his old vice of drinking. Invulnero Man quickly became a slave to the bottle, giving CHES no other choice but to remove him from their ranks.

Returning home, Ronnie figured that his brother could get him a job with the local police but his alcoholism, ego, and reckless behaviors proved to be a problem. Ronnie became infuriated with his brother and the local force and threatened to tear the town up, starting with the police station first.



After smashing up the front of a store and a couple of patrol cars, Ronnie was subdued and securely locked up before being transferred to a mental health facility. His brother, Chief of Police Douglas Ravage, managed to smooth over the aftermath caused by Ronnie's drunken rage under the condition that his brother seek continual counseling. Ronnie initially agreed but quit after the first few months.

Since the initial incident, Ronnie has started back on the bottle and has had a few incidents of being hauled in due to drunk and disorderly conduct in public. His brother has managed to get him off the hook so far but at a price to the Chief's reputation

in the community. As thanks to his brother's sincere efforts, Ronnie manages to up the envelope each time he goes off on an embarrassing drunken rage.

The local police officers are hesitant to deal with Ronnie due to his super heroic abilities. So far Ronnie has not caused any serious harm but his mental condition is gradually deteriorating and Chief Ravage worries that it is only a matter of time before his brother seriously injures or kills someone. As such, the Chief has asked at least one (if not all) of the heroes to be on call in case the station needs additional assistance in handling his brother.

Invulnero Man

Identity: Ronnie A. Ravage

Sex: Male

Side: Neutral (Good)

Level: 3

Age: 32

Powers:

Invulnerability: -13 to damage taken per turn.

Speed Bonus: +90" ground speed

Heightened Experience: Unarmed combat, +4 to hit.

Weakness Detection: +4 combat bonus upon determined weakness.

Psychosis: In addition to his alcohol addiction, Ronnie has grandiose idealizations and has been diagnosed as being bipolar. His drinking binges heighten these mental health issues, making Ronnie somewhat difficult to control.

Weight: 190 lbs

Basic Hits: 4

Agility Mod: -

Strength: 15

Endurance: 15

Agility: 13

Intelligence: 11

Charisma: 10

Reaction to Good: - Evil: -

Hit Mod.: 4.5864

Hit Points: 19

Damage Mod: +1

Healing Rate: 1.6

Accuracy: +1

Power: 54

Carrying Cap: 463.125

Basic HTH: 1d6

Movement Rates: 133" ground

Det. Hidden: 8%

Det. Danger: 12%

Inventing Points: 3.3

Inventing: 33%

Origin & Background: Born the son of a police officer, young Ronnie always fancied fighting crime. One day, when playing out his law enforcement fantasies, Ronnie and his older brother Douglas decided to pretend to be "cops and robbers"

in a nearby waste dump. Although his father had warned him about going into the area because of its dangers, Ronnie and his brother had snuck into the area before and found the old buildings and strange looking containers to be an exciting backdrop for their childhood games.

While running around during the made up games, Ronnie stumbled into a strange looking barrel and a weird glowing fluid splashed out on him. His body suddenly felt very heavy and his mind fuzzy. Ronnie called out for his brother to help him and then quickly collapsed. He woke up several days later in a hospital room.

Ronnie recovered from his exposure to the strange chemical but as he got older he began to develop special powers. By his mid twenties these super abilities fully manifested their selves and Ronnie was able to fully control and utilize his new powers. Eager to show off what he could do, Ronnie was approached by an agent of CHES and Invulnero Man was born. While tracking down the C.R.I.M.E. member Black Orchid, Invulnero Man ran into the villainous Psi-lancer and Stallion. A battle ensued and to his surprise Invulnero Man was defeated and left for dead. The fallen super hero recovered but his loss was a powerful blow on Ronnie's ego. He turned to drinking and began suffering from mental health problems. Although CHES tried to provide proper intervention, Ronnie refused the help and his days as a full-fledged champion of justice were soon over.

Since then Ronnie has become an irresponsible drunk that supports his self mostly from the charitable contributions of his old hometown fans and family members. He often goes on drunken rages and has caused a considerable amount of trouble for the local police.

Combat Tactics/M.O.: When Ronnie acts out he is usually intoxicated or actively experiencing a mental health related crisis. He is initially very belligerent and threatening but will sometimes back down. This is especially true if someone approaches him with open, positive regard and a level headed bit of reasoning over threats of unleashing brute force. Ronnie is also quite fond of his brother and if asked not to cause problems for Chief Douglas Rash he may eventually comply. When all else fails, Ronnie will break out into a violent rage and rely on an unarmed combat style of dirty fighting.

6.2 The Baffling Issue Of Bail

Despite past problems with overcrowding in the temporary detainment cells, the police station has had no ordeals with delayed releases lately. This has been mostly in part to a new bail bond agency that recently moved into the area. Guaranteed quick and speedy bail at little to no hassle is the agency's motto. So far this new business has lived up to their hefty claim. In all honesty, the station members should be happy. Within 8 hours or less of being booked, most detained citizens are right back out the door and very few of them are back on the streets causing trouble.

This sudden change of trend is worrying Chief Ravage, however, because things just don't seem right. There's been some gossip floating around about the bail agency but so far the investigators have not turned up any real dirt against the new business. Some folks on the street say that many of the released criminals have not returned to their homes or their old stomping grounds, and

those that do seem to be somehow different in behaviors or appearances. The grapevine has many different explanations, though none of them have any hard evidence to back the talk. There's been word that a crime boss is actually running the bail agency and promises release at any cost for those that serve him. There has been some local reports of strange new super villains roaming the nearby cities creating havoc. Ironically, some of these villains resemble the old "frequent flyers" of the station's holding cells. A few paranoid bums say that dull colored vehicles show up behind the bail agency building at night and those that enter the trucks never return.

Whatever is going on appears to be a mixed blessing of sorts, if not a horrible curse for the community altogether. Fearing that dark, dangerous schemes are about to take place, Chief Savage has asked the heroes to use their special abilities to investigate the situation further.

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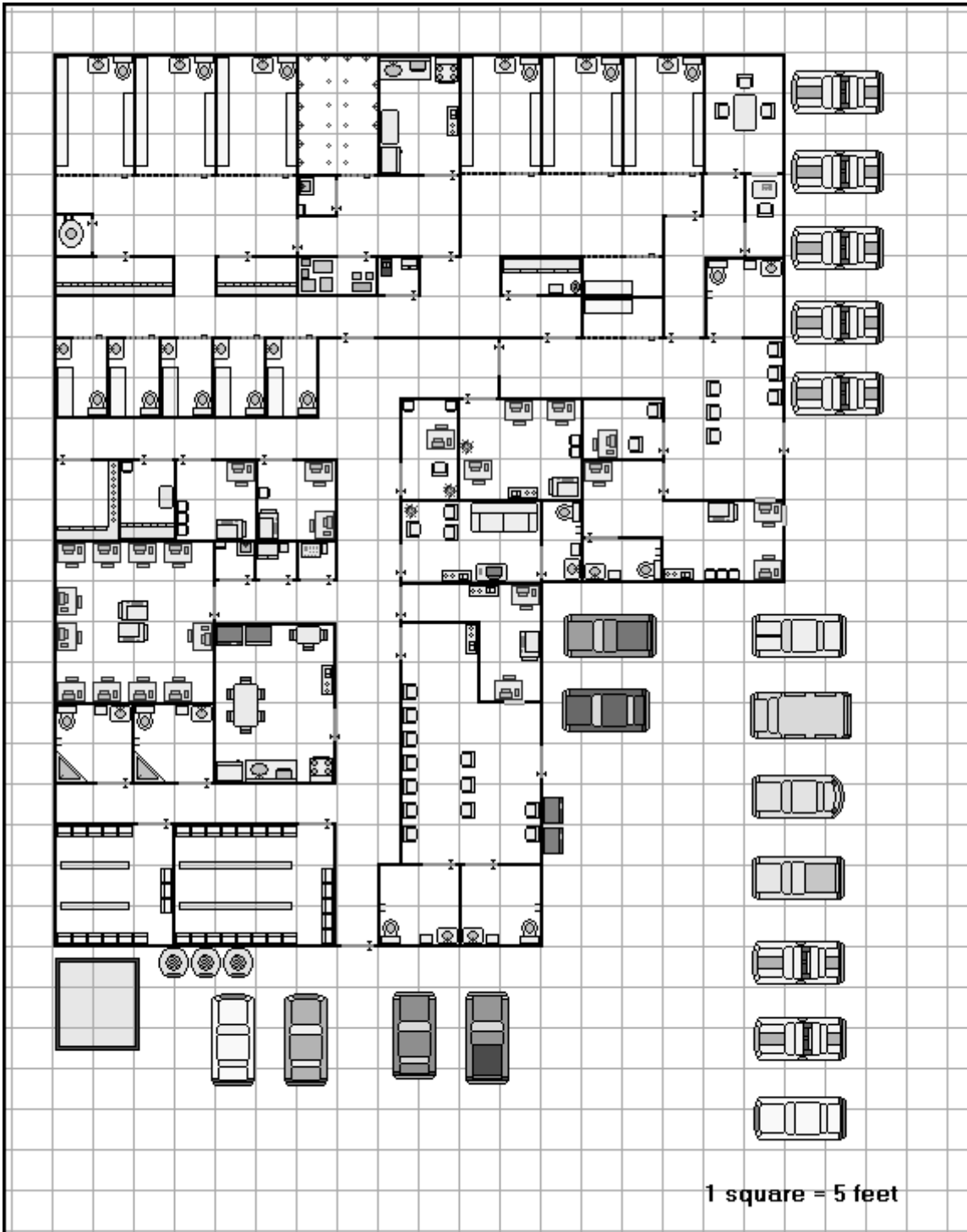
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