

Detective Frank Whistler [200pt]

Attributes [125]: ST 11 [10], DX 12 [40], IQ 13 [60], HT 11 [10], HP 11, Will 13, Per 14 [5], FP 11, Basic Lift 24, Damage 1d-1/1d+1, Basic Speed 5.75, Basic Move 5, Ground Move 5, Water Move 1

Social Background

TL: 8 [0]

Cultural Familiarities: Western (Native) [0].

Languages: English (Native) [0]; Spanish (Accented) [4].

Advantages [78]: Appearance (Attractive) [4], Charisma (1) [5], Common Sense [10], Fit [5], Legal Enforcement Powers (1) [5], Police Rank (3) [15], Smooth Operator (2) [30]

Disadvantages [-70]: Code of Honor (Police) [-5], Curious (12 or less) [-5], Duty (Police department) (15 or less (almost always)) [-15], Honesty (12 or less) [-10], Obsession (Find out about supernatural) (Short-Term Goal) (12 or less) [-5], Pacifism (Cannot Harm Innocents) [-10], Secret (Knows about the Supernatural) (Utter Rejection) [-10], Sense of Duty (Society) [-10]

Quirks [-5]: Broad-Minded [-1], Dislikes coffee [-1], Habit (Whistles tunelessly) [-1], Imaginative [-1], Likes Wearing blue [-1]

Packages [0]: Investigator (Basic Set) [0], Police Officer (Horror) [0] [modified]

Skills [72]: Acting IQ/A - IQ+2 15 [2]*, Administration IQ/A - IQ+0 13 [2], Area Knowledge (Beat) IQ/E - IQ+2 15 [4], Boxing DX/A - DX+0 12 [2], Brawling DX/E - DX+0 12 [1], Carousing HT/E - HT+3 14 [2]*, Climbing DX/A - DX+0 12 [2], Computer Operation/TL8 IQ/E - IQ+0 13 [1], Criminology/TL8 IQ/A - IQ+0 13 [2], Detect Lies Per/H - Per+0 14 [1]*, Diplomacy IQ/H - IQ+0 13 [1]*, Driving/TL8 (Automobile) DX/A - DX+0 12 [2], Fast-Talk IQ/A - IQ+2 15 [2]*, First Aid/TL8 (Human) IQ/E - IQ+0 13 [1], Guns/TL8 (Pistol) DX/E - DX+2 14 [4], Guns/TL8 (Shotgun) DX/E - DX+1 13 [2], Hidden Lore (Conspiracies) IQ/A - IQ+0 13 [2], Intimidation Will/A - Will+3 16 [4]*, Law (Police) IQ/H - IQ-1 12 [2], Liquid Projector/TL8 (Sprayer) DX/E - DX+0 12 [1], Observation Per/A - Per+1 15 [4], Occultism IQ/A - IQ+1 14 [4], Politics IQ/A - IQ+1 14 [1]*, Psychology (Human) IQ/H - IQ-1 12 [2], Research/TL8 IQ/A - IQ+2 15 [8], Running HT/A - HT+0 11 [2], Savoir-Faire (Police) IQ/E - IQ+2 15 [1]*, Search Per/A - Per-1 13 [1], Sex Appeal (Human) HT/A - HT+2 13 [1]*/**, Shortsword DX/A - DX+0

12 [2], Stealth DX/A - DX+0 12 [2], Streetwise IQ/A - IQ+2
15 [2]*, Wrestling DX/A - DX+0 12 [2]

*includes: +2 from 'Smooth Operator'

**+1 from 'Appearance'

Stats [125] Ads [78] Disads [-70] Quirks [-5] Skills [72] =
Total [200]

Frank has no interest in combat, aside from learning how to be reasonably good in a fight. He particularly has no desire to *ever* use his gun outside of a firing range. In his experience, it's always easier to get what he wants via quick thinking and a winning smile. And he can! People like to talk to Frank. People who don't like *cops* like to talk to Frank. He takes full advantage of this.

Background: Five years ago, Detective Frank Whistler found himself in the craziest case of his life. It involved theft, murder, an active conspiracy to cover up both, internal corruption, the unambiguous use of supernatural abilities, and the successful escape of one of the minor suspects via some sort of mystical or hyper-technological portal. Frank's not sure of the exact details: while he was able to clear the case to both the satisfaction of his non-corrupt superiors -- and, more importantly, his own

internal moral code -- he was left quite without proof that there was anything at all non-mundane about the crime.

Some men would shrug it off; others would go functionally mad. Frank instead started doing *research*. And not the kind of research normally associated with the credulous and half-mad, either. He's methodical, logical, skeptical when he needs to be; his records are meticulous and comprehensive. If somebody involved in the Conspiracy has acted publicly enough to make the news in the last three years, there's a folder about the incident in Frank's files. And while that file might be incomplete, it will be remarkably free of disinformation.

If and when the Conspiracy ever finds out about Frank, they'll have two options: shoot, or recruit. Recruiting would likely be the preferred option: a police detective with Frank's skills and mindset would be a glittering prize, and he would have no inherent objection to joining a secret society. But he'd only voluntarily join a *benevolent* secret society. If he's instead recruited into a group with horrible methods and goals, Frank will bide his time, collect more information -- and wait for the perfect moment to betray them to some group with hopefully cleaner hands. And he won't do anything stupid right up to that moment of betrayal, either.

250 Points: Add Intuition [15], Danger Sense [15], Voice [10], and +2 to PER [10]. Above that, add Allies, Ally Groups (other cops), Contacts, Favors, Patron (the police department), and possibly more Police Rank. Illuminated was deliberately avoided because this character is meant to be completely 'mundane,' but the GM is encouraged to alter this writeup to suit.

- Moe Lane

- <http://www.moelane.com>

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