

THE THIN BLUE LINE • A Detroit Police Story

Name: Maie Bulsara Sex: Female Age: 38

Police Duty: Parapsychologist

AGILITY	d6	SMARTS	d8	SPIRIT	d6	STRENGTH	d4	VIGOR	d6
DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +
Boating		Gambling		Guts	x	Athletics	x		
Driving	x	Healing		Intimidation					
Fighting	x	Investigation	x	Persuasion	x				
Piloting		Notice	x						
Riding		Repair		Unskilled rolls are made with (d4-2). For every 4 points above the Target Number, you gain a Raise.					
Shooting	x	Streetwise							
Subterfuge		Survival							
Throwing		Taunt							
		Tracking							
		Know. (Law)	x						
		Know.(Parapsy.)	x						
		Know.							

CHARISMA	PACE
Base : +0	Base : 6
0	6
PARRY	TOUGHNESS
Fighting/2 +2	Vigor/2 +2
4	5

HINDRANCES

Anemic
Bad Eyes (Minor)
Curious
Vow (To Serve and Protect)

EDGES

Alertness
Brave
Fanaticism
Jaded
Legal Authority

WOUNDS -1 -2 -3 INCAPACITATED -2 -1 FATIGUE

DELIRIUM ● ● ● ○ ● REASON

GEAR

Parapsychology Tool Kit, Canister of Paranormal Aerosol Irritant, Handcuffs, Radio, Heavy-duty Flashlight, Multi-Tool, Smartphone, Extra batteries, Disposable Gloves, Notepad, Markers, Pencils, and Pens.

HISTORY

Police Officer Maie Bulsara is a first-generation Detroiter. Her parents, Iraqi Chaldeans, fled their home during the Iran-Iraq war in the early 80s and settled in Chaldean Town in Detroit's North End. A bright and curious child, young Maie did well in school and after graduating from high school attended Wayne State University. At WSU, she studied criminal justice and psychology, and in what little downtime she had she devoured stories about the paranormal and Detroit's strange and turbulent past. After graduation, seemingly on a whim and against her parents' strong protests, she enrolled in the police academy and became a DPD officer.

Her brush with the paranormal came early in her career as a DPD officer. Responding to a report of strange noises and lights from an abandoned building, she stumbled on to an attempted ritual summoning. Although she was too late to help the sacrificial victim and was deeply shaken by the bloody scene, she rallied and captured many of the fleeing cultists. In the wake of this troubling encounter, Officer Bulsara took two weeks of sick leave to gather her wits and recover from her shock. During her leave, she was visited by a Corktown Talent Scout and began her new career as a Corktown parapsychologist soon after.

WEAPONS

Name	Range	Damage	RoF	AP	Wt	Shots	Ammo	Notes
Glock 22	12 24 48	2d6+1	1	—	3	15	○○○○○○○○○○○○○○○○○○○○	Semi-Auto
							○○○○○○○○○○○○○○○○○○○○	
							○○○○○○○○○○○○○○○○○○○○	
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THE THIN BLUE LINE • A Detroit Police Story

Name: Joshua Hobbs Sex: Male Age: 25

Police Duty: Empathic Investigator

AGILITY	d6	SMARTS	d6	SPIRIT	d6	STRENGTH	d6	VIGOR	d6
DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +
Boating		Gambling		Guts	x	Athletics	x		
Driving	x	Healing		Intimidation					
Fighting	x	Investigation	x	Persuasion	x				
Piloting		Notice	x	Psychic					
Riding		Repair		Unskilled rolls are made with (d4-2). For every 4 points above the Target Number, you gain a Raise.					
Shooting	x	Streetwise	x						
Subterfuge		Survival							
Throwing		Taunt							
		Tracking	x						
		Know. (Law)	x						
		Know.(Parapsy.)							
		Know.							

CHARISMA	PACE
Base : +0	Base : 6
+1	6
PARRY	TOUGHNESS
Fighting/2 +2	Vigor/2 +2
4	5

HINDRANCES
All Thumbs
Habit (Minor - Alcohol)
Heroic
Vow (To Serve and Protect)

EDGES
Arcane Background (Psychic)
Charismatic
Legal Authority
Power Points

WOUNDS	-1	-2	-3	INCAPACITATED	-2	-1	FATIGUE
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DELIRIUM	REASON
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GEAR
Handcuffs, Radio, Heavy-duty Flashlight, Multi-Tool, Smartphone, Extra batteries, Disposable Gloves, Note-pad, Markers, Pencils, and Pens.

POWERS
Detect arcana
Empathy
Fear
Power Points: 15

HISTORY
Officer Josh Hobbs began his career as a social worker in Detroit's beleaguered foster system. A native of Ann Arbor, MI and a graduate of the University of Michigan's school of social work, Hobbs was an eager, wide-eyed, and ready to take on the world when he accepted his first job. His innocence and enthusiasm were short lived, however. The gut-wrenching work of working with foster children and foster families in a fundamentally broken system, exacerbated by his powerful empathetic gifts, burned him out quickly. Within a year he quit, it was either that or suicide. He spent a summer crashing on friends' couches, drinking too much, and volunteering with a handful of charitable organizations. All the while he felt a nagging need to help, to make a difference. The abuses he saw in the foster system and the crime he experienced living in some of the poorer neighborhoods on the East Side drove him to police work, where he felt he could do the most good.
Hobbs has been on the force for just over two years. Within six months of his first posting, a Talent Scout in his precinct noticed his gifts and his desire to improve the lot of everyone around him. It took six months of work, but eventually the Talent Scout convinced Hobbs to accept a transfer to Corktown, where he uses his empathic gifts to great effect.

WEAPONS								
Name	Range	Damage	RoF	AP	Wt	Shots	Ammo	Notes
Glock 22	12 24 48	2d6+1	1	—	3	15	○○○○○○○○○○○○○○○○○○○○	Semi-Auto
							○○○○○○○○○○○○○○○○○○○○	
							○○○○○○○○○○○○○○○○○○○○	
							○○○○○○○○○○○○○○○○○○○○	

THE THIN BLUE LINE • A Detroit Police Story

Name: William "Bill" Cliphus Sex: Male Age: 52

Police Duty: Archivist Investigator

AGILITY	d6	SMARTS	d8	SPIRIT	d6	STRENGTH	d6	VIGOR	d4
DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +
Boating		Gambling		Guts	x	Athletics			
Driving	x	Healing		Intimidation					
Fighting	x	Investigation	x	Persuasion	x				
Piloting		Notice	x						
Riding		Repair		Unskilled rolls are made with (d4-2). For every 4 points above the Target Number, you gain a Raise.					
Shooting	x	Streetwise	x						
Subterfuge		Survival							
Throwing		Taunt	x						
		Tracking							
		Know. (Law)	x						
		Know.(Parapsy.)	x						
		Know.							

CHARISMA	PACE
Base : +0	0
Base : 6	7
PARRY	TOUGHNESS
Fighting/2 +2	4
	Vigor/2 +2
	5

HINDRANCES

Gambler
Glass Jaw
Obese
Vow (To Serve and Protect)

EDGES

Alertness
Connections (Detroit Restaurant Association)
Fleet-Footed
Jaded
Legal Authority

WOUNDS

-1

-2

-3

INCAPACITATED

-2

-1

FATIGUE

DELIRIUM



REASON

GEAR

Handcuffs, Radio, Heavy-duty Flashlight, Multi-Tool, Smartphone, Extra batteries, Disposable Gloves, Notepad, Markers, Pencils, and Pens.

HISTORY

Bill Cliphus grew up dreaming of being a police officer. He studied hard, received a degree in Criminal Justice from University of Detroit Mercy, graduated from the police academy, and began a career policing the Northwest side. Thanks to a knack for problem solving and a good eye for detail, he rose to homicide investigator.

That ended abruptly on a freezing November night. During a murder investigation at Imogen Hospital, Cliphus was caught in a paranormal incursion that killed his partner and left him comatose. When he recovered, Bill was a changed man. He became lazy and sloppy, cutting corners in his work. He began to drink, gamble, and take risks. It became clear he didn't care about himself or anyone else. He hurt his back and went on semi-permanent desk duty, where he gained weight and made a nuisance of himself in the squad room.

Cliphus became the kind of officer other cops hate. A fat, loud-mouthed, overbearing know-it-all; all swagger and bluster with little to back it up. After a handful of disciplinary actions, he was put on administrative leave. During his forced vacation, a Corktown Talent Scout contacted him. Seeing one last chance to stay on the force, he took the transfer.

WEAPONS

Name	Range	Damage	RoF	AP	Wt	Shots	Ammo	Notes
Glock 22	12 24 48	2d6+1	1	—	3	15	○○○○○○○○○○○○○○○○○○○○	Semi-Auto
							○○○○○○○○○○○○○○○○○○○○	
							○○○○○○○○○○○○○○○○○○○○	
							○○○○○○○○○○○○○○○○○○○○	

THE THIN BLUE LINE • *A Detroit Police Story*

Name: Jessica Halloran **Sex:** Female **Age:** 29

Police Duty: Telepathic Beat Cop

[illegible]

HINDRANCES

Big Mouth
Quirk (Deeply Sarcastic)
Victim
Vow (To Serve and Protect)

EDGES

Arcane Background (Psychic)
Legal Authority
Luck
One of the Chosen
Scavenger

WOUNDS

-1

-2

-3

INCAPACITATED

-2

-1

FATIGUE

DELIRIUM



REASON

GEAR

2 extra magazines for Glock, Canister of CS Gas, Canister of Paranormal Aerosol Irritant, 2 pairs Handcuffs, Radio, Heavy-duty Flashlight, Utility Knife, Multi-Tool, First Aid Kit, Smartphone, Extra batteries, Disposable Gloves, Notepad, Markers, Pencils, and Pens.

POWERS

Confusion
Speak Language
Truth Read
Power Points: 10

HISTORY

Jessica Halloran has been a DPD officer for nearly a decade now. Born in the northern exurbs, Sgt. Halloran comes from a long line of police officers, all the way back to her great-great-grandfather who was a patrol officer out of Corktown at the turn of the twentieth century. After a thoroughly average high school education, Halloran was looking for some challenge and excitement in her life. In keeping with the family business she enrolled in the Detroit Police Academy where she excelled. After graduation, Halloran served in precincts on the West and Southwest side, constantly shuffled around and reassigned due to her loud mouth and erratic behavior. After using her psychic gifts around a Talent Scout in the course of responding to a bad, multi-vehicle accident in Delray, she was recruited and transferred to Corktown.

Halloran's tenure at Corktown has been rocky. She is deeply sarcastic and has trouble keeping her mouth shut. She tends to speak without thinking, cares little for the feelings of her colleagues, and has difficulty dealing with authority and the chain of command.

WEAPONS

Name	Range	Damage	RoF	AP	Wt	Shots	Ammo	Notes
Glock 22	12 24 48	2d6+1	1	—	3	15	○○○○○●○○○○○●○○○○○●	Semi-Auto
Baton		Str+d4		—	1		○○○○○●○○○○○●○○○○○●	
							○○○○○●○○○○○●○○○○○●	
							○○○○○●○○○○○●○○○○○●	



THE THIN BLUE LINE • A Detroit Police Story

Name: Marquita Alvarez Sex: Female Age: 31

Police Duty: CET Beat Cop

AGILITY	d8	SMARTS	d6	SPIRIT	d6	STRENGTH	d6	VIGOR	d6
DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +
Boating		Gambling		Guts	x	Athletics	x		
Driving	x	Healing		Intimidation	x				
Fighting	x	Investigation		Persuasion					
Piloting		Notice	x						
Riding		Repair		Unskilled rolls are made with (d4-2). For every 4 points above the Target Number, you gain a Raise.					
Shooting	x	Streetwise	x						
Subterfuge		Survival							
Throwing	x	Taunt							
		Tracking							
		Know. (Law)	x						
		Know.							
		Know.							

CHARISMA	PACE
Base : +0	Base : 6
0	6
PARRY	TOUGHNESS
Fighting/2 +2	Vigor/2 +2
6	5

HINDRANCES

Disrupted Psyche
Overconfident
Stubborn
Vow (To Serve and Protect)

EDGES

Jaded
Legal Authority
Martial Artist
Quick

WOUNDS -1 -2 -3 INCAPACITATED -2 -1 FATIGUE

DELIRIUM ● ● ● ○ ● REASON

GEAR

2 extra magazines for Glock, Canister of CS Gas, Canister of Paranormal Aerosol Irritant, 2 pairs Handcuffs, Radio, Heavy-duty Flashlight, Utility Knife, Multi-Tool, First Aid Kit, Smartphone, Extra batteries, Disposable Gloves, Notepad, Markers, Pencils, and Pens.

HISTORY

Marquita Alvarez is a dangerous woman—dangerous to criminals, the paranormal, herself, and her fellow officers. Aggressive and hot-headed, Alvarez grew up in a dangerous section of Southwest Detroit. The youngest of seven children, and the only girl, she grew up fighting with her older brothers. When her peers fell prey to drugs, violence, and prison, she swore to get out of the neighborhood and make a difference. She enrolled in the police academy the day after she graduated high school and finally found a positive outlet for her drive.

The beginning of her career was textbook. She excelled at exams, showing aptitude for policing and the more physical aspects of the job. After a few years as an officer, she joined DPD's Special Response Team. During a raid, Alvarez and her team encountered a paranormal entity that killed three colleagues and left her with deep emotional trauma. After the event, her personality changed. She rushed headlong into encounters with criminals, putting herself and her colleagues in serious danger. After one particularly harrowing night which landed her in the hospital, her superiors put her on medical leave. While in the hospital, she was contacted by a Corktown Talent Scout, and within the month she was back on the street.

WEAPONS

Name	Range	Damage	RoF	AP	Wt	Shots	Ammo	Notes
Glock 22	12 24 48	2d6+1	1	—	3	15	○○○○○○○○○○○○○○○○○○○○	Semi-Auto
Baton		Str+d4	—	—	1	—	○○○○○○○○○○○○○○○○○○○○	—
		—	—	—	—	—	○○○○○○○○○○○○○○○○○○○○	—
		—	—	—	—	—	○○○○○○○○○○○○○○○○○○○○	—

THE THIN BLUE LINE • A Detroit Police Story

Name: Matt Robinson Sex: Male Age: 31

Police Duty: K-9 Officer

AGILITY	d6	SMARTS	d4	SPIRIT	d8	STRENGTH	d6	VIGOR	d6
DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +	DIE TYPE	4 6 8 10 12 +
Boating		Gambling		Guts	x	Athletics	x		
Driving	x	Healing		Intimidation	x				
Fighting	x	Investigation		Persuasion					
Piloting		Notice	x						
Riding		Repair		Unskilled rolls are made with (d4-2). For every 4 points above the Target Number, you gain a Raise.					
Shooting	x	Streetwise							
Subterfuge		Survival							
Throwing		Taunt	x						
		Tracking	x						
		Know. (Law)	x						
		Know.							
		Know.							

CHARISMA	PACE
Base : +0	-2
Base : 6	6
PARRY	TOUGHNESS
Fighting/2 +2	5
	Vigor/2 +2
	5

HINDRANCES
Cautious
Heroic
Ugly
Vow (To Serve and Protect)

EDGES
Beast Bond
Beast Master
Danger Sense
Jaded
Legal Authority

WOUNDS	-1	-2	-3	INCAPACITATED	-2	-1	FATIGUE
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DELIRIUM	REASON
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GEAR
2 extra magazines for Glock, Canister of CS Gas, Canister of Paranormal Aerosol Irritant, 2 pairs Handcuffs, Radio, Heavy-duty Flashlight, Utility Knife, Multi-Tool, First Aid Kit, Dog Treats, Leash, Smartphone, Extra batteries, Disposable Gloves, Notepad, Markers, Pencils, and Pens.

HISTORY
Corporal Robinson is a combat decorated Iraq War veteran and five-year member of the Detroit Police Department. A Military Working Dog handler in the US Army, Robinson served three tours in Iraq with his canine partner Zeus. Half way through his third tour, Robinson and Zeus were part of a patrol that was ambushed by insurgents in a Fallujah neighborhood. During the skirmish, Zeus was killed and Robinson received a vicious shrapnel wound to his face and neck, permanently scarring him. After recovery and a medical discharge, Robinson returned to his home town of Detroit where he joined the DPD, training as a K9 officer.
Poorly treated PTSD made Robinson an unreliable cop. He clashed with superiors, sank into depression, and spent more and more time with his new partner, a DPD canine named Cassius. During a routine patrol, he and Cassius encountered a pack of hellhounds on the near East Side. The encounter shook him, and although he and his partner survived, Robinson decided to quit the DPD. He was about to submit his resignation a Corktown Talent Scout contacted him. Robinson and Cassius have been at Corktown precinct over a year now. He has responded well to counseling and since reassignment his disciplinary record has remained clear.

WEAPONS								
Name	Range	Damage	RoF	AP	Wt	Shots	Ammo	Notes
Glock 22	12 24 48	2d6+1	1	—	3	15	○○○○○○○○○○○○○○○○○○	Semi-Auto
Baton	— — —	Str+d4	—	—	1	—	○○○○○○○○○○○○○○○○○○	—
	— — —	—	—	—	—	—	○○○○○○○○○○○○○○○○○○	—
	— — —	—	—	—	—	—	○○○○○○○○○○○○○○○○○○	—