

DETECTIVE NICK SPENSER

Type: Police Detective/Forensic Investigator

Player: Jim Varian

Age: 35

Gender: Male

Height: 5'9"

Weight: 160 lbs.

Physical Description: Rugged good looks and a charming grin; Dark brown, kept neatly trimmed; Blue eyes; Keeps in good physical shape.

Personality: Nick is a macho, down-to-earth, tough-guy who deals with the supernatural in the only way he knows how - like any other cop with special forces training: Find out what they are and what their weaknesses are, then hit 'em hard and fast! But killer mutants, walking dead, and slavering extra-dimensional horrors are tougher than most of the street thugs and drug addicts he's used to, so he has to usually resort to overwhelming firepower!

Quirks: Works out every day; Overconfident; An honest cop ("Untouchable").

Background: Nick is an spent several years as a member of an elite Black Op/Special Forces unit. After he left the service, he joined the police force and worked his way up to detective. As a detective he started in vice and transferred to homicide. He joined the Night Shift after working on a murder case that had supernatural elements.

PHYSIQUE: 3D

Climbing/Jumping 4D, Lifting 3D+2, Stamina 4D+1

REFLEX: 3D+2

Dodge 4D+1, Firearms 5D+2, Grenade 4D, Heavy Weapons 4D, Running 4D+2, Martial Arts: (Commando Training) 1D, Melee Weapons 4D, Melee Weapons Parry 4D, Throwing Weapons: Knife 4D, Unarmed Combat 4D, Unarmed Combat Parry 4D, Weapons Expert: (Knife Combat) 1D

CANNY: 3D+1

Combat Training 4D, Evidence Disposal 4D, Find 5D+1, Gambling 4D, Guerrilla Warfare 4D, Hide/Sneak 4D+1, Lock-picking 4D+1, Research 4D+2, Streetwise 4D+1, Surveillance 4D+1, Survival 4D+1, Tracking 4D+1, Writing 5D

EDUCATION: 2D+1

Crime 4D, Law 2D+2, Esoteric Science 4D+2, Law Enforcement 4D+1, Locale: (Campaign City) 3D, Parapsychology 3D+1, Psychology: (Criminal) 3D, Supernatural Creatures 3D

TECHNICAL: 2D+1

Communications Technology 4D, Computers 3D, Criminal Investigation 4D+1, Demolition 4D, Gunsmith 3D, Electronic Surveillance 3D+2, First Aid 3D+1, Motor Vehicle Operations 3D+2, Motor Vehicle Repair 4D, Navigation 4D, Photography 3D+1, Security Technology 3D+1, Sensors 3D

WILL: 3D+1

Interrogation 4D+2, Intimidation 4D, Meditation 4D, Mental Defense 4D+1, Persuasion 4D, Sanity 4D+1

Move: 10

Karma Points: 2

Survival Points: 15

Life Points: 35

Special Abilities: None.

Equipment: Shoulder holster, police badge, flashlight, hand cuffs, three extra .45ACP clips, '69 Ford Mustang

Weaponry: (on-duty): Smith & Wesson M640 .38; (off-duty): SigSauer P220 .45ACP w/manstopper rounds; Combat Knife