

Player	Edmund Freeman
Character	Johnny Mortis

Background	Johnny Mortis started as a cop in 1920's Chicago. He was bent, but tried to protect the truly innocent. When prohibition ended the game got really rough. Johnny tried to play both ends but his luck ran out in 1933; he was killed by the mob boss he was working for. He went straight to Hell, 9 th circle, where St. Peter gave him an offer Johnny couldn't refuse - go back to Earth and be a good cop. He spent to 30's and 40's in Chicago, hunting first gangsters then Nazis. He helped start Neopolis's police department in 1949. Despite his seniority Johnny Mortis has never been promoted past Detective because of a combination of bad attitude and lack of desire. Johnny has never really gotten used to it not being Chicago of the 1930's. He just doesn't get computers.
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Qualities					
Cop	+6 (Master)	+4	+2	+0	-2
Charming	+6 (Master)	+4	+2	+0	-2
Connected	+6 (Master)	+4	+2	+0	-2
Dead Guy Reflexes	-2 (Poor)				

Powers			
Dead	+2 (Good)	+0	-2
Investigation	+2 (Good)	+0	-2

Stunts		
Name	Base	Notes
In the Box	Cop	Johnny is great at getting confessions in the interview box.
Do the Right Thing	Charming	Johnny is very good at convincing people to do the right thing.

Hero Points		
Current	Max	Ticks
8	10	III