

Name: Col. William "Bill" Kent

US Army Law Enforcement Officer Sleuth 7 Detective 3 (O-5)

Init: +9 (+7 Class, +2 Dex)

Defense: 18 (+6 Class, +2 Dex)

Speed: 30 ft

WP: 13

VP: 57

Attack: +9 melee, +10 ranged

SQ: Adaptable, Alertness +2, Grill (Always Get Your Man),

Human Nature 2/session, Interview +3, Little Details 1/session

(+1), Macro-Specialty (Search and Profession (Military) as

class skill, +3 Reflex save bonus, +4 bonus with awareness checks), P.I. (basics), P.I. (False Start),

Sources (Information), Street Smart

SV: Fort +5, Ref +13, Will +8

SZ: M



Abilities: Str: 12, Dex: 14, Con: 13, Int: 14, Wis: 14, Chr: 15

Skills: Bluff +7, Bureaucracy +9 (19-20), Concentration +7, Cultures +7, Demolition +9 (19-20), Diplomacy +7, Driver +3, Escape Artist +7, First Aid +3, Forgery +7, Gather Information +17 (19-20), Innuendo +7, Intimidate +8/+9 (19-20), Knowledge (Forensics) +7, Knowledge (Law) +7, Listen +9 (19-20), Open Lock +7, Profession (Military) +4, Search +14 (19-20), Sense Motive +14 (19-20), Spot +14 (19-20), Surveillance +14 (19-20)

Feats: Alertness, Armor Proficiency (light, medium), Breaking Point, Hard Core, Point Blank Shot, Police Training, Promotion, Undermine, Weapon Group Proficiency (handgun, melee, rifle) Attacks

Beretta Model 92FS +10 1d10+1

Unarmed +9 1d3+1

Gear: SG Team Bundle, other bundles as needed (by mission).

Background:

U.S. Army Colonel William Kent was born in Malibu, California, USA.

Crimes can happen anywhere and the Army is no exception. Fortunately, the Army has their own law enforcement and security specialists to handle crimes committed on Army property or that involve Army personnel. Military Police protect lives and property on Army bases by enforcing military laws and regulations, preventing crime and responding to emergencies.

Military Police are primarily responsible for providing support to the battlefield by conducting area

security, police intelligence operations, internment and resettlement, maneuver and mobility support, and law and order operations.

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