

BULLDOG

Somedays it's like your face is made of fist-magnets. Here's what you do: You follow leads and not a one of them is easy. Doesn't matter how softball the case should be, you walk into trouble like it's giving free backrubs. Ostensibly, you're a private eye, a dick (you've heard all the jokes), so you can't exactly be picky about the cases you get. But would it kill the world to lob you a case now and then that doesn't end with your face pushed through glass, a butcher knife over your pinky finger, or a gun in your mouth?

You can take it though. You're tough, preternaturally so, and you just don't know better than to keep on keepin' on. You get your man. That's why people hire you. You get the job done no matter what.

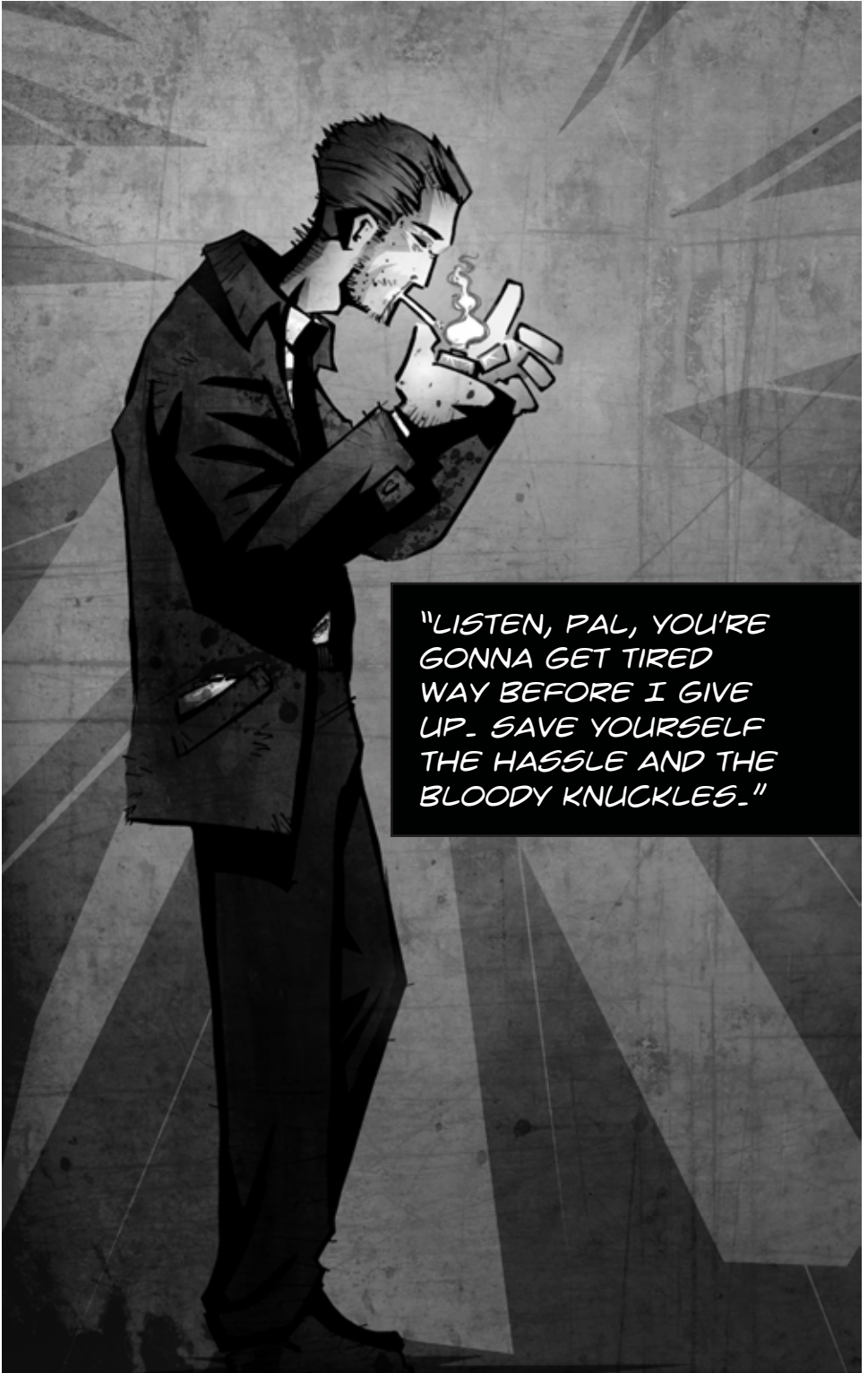
You're the kind of guy who advertises in the back page of the local alt-paper, between the private dancers and girls working through law/med school. Other brilliant marketing techniques have included scrawling your own cell number on bathroom walls, leaving matchbooks on buses, talking up weeping women in bars, flinging your business card through busted (by someone else) storefronts, and spraypainting the billboards by the highway. The cops didn't appreciate that last one.

But it's not like the cops (of which you might be a former member) have a lot of love for you anyway. You often poke your nose into their business, bug them for public and not-so-public details about cases, obstruct justice now and again, ask too many questions, and often attract the long end of their bully sticks for your trouble. Just one more in a long line of people looking to kick your ass.

With this kind of abuse, maybe you should charge more.

PLAYING A BULLDOG

A well-placed fist might break your nose but it never breaks your spirit. Taking a punch is just part of your process and you don't really sweat it. In fact, you use your god-given talents to your benefit. Folks think they can intimidate you with a threat of violence but, shit, you've had worse than they can dish out. You smile through the blood, feign defeat to put your adversary in a vulnerable position, and wear bruisers out so you can get to their bosses. When you take cases, you get the job done.



"LISTEN, PAL, YOU'RE
GONNA GET TIRED
WAY BEFORE I GIVE
UP. SAVE YOURSELF
THE HASSLE AND THE
BLOODY KNUCKLES."

CREATING A BULLDOG

Hey there, gumshoe, have a seat. Here's what you need to do. If you have any questions, see the Savage Worlds Deluxe corebook.

1. THE BASICS

Bulldogs begin with a d4 in every Attribute but Vigor. You get a d6 in that. You get 5 points to advance your Attributes as you see fit, to a max of d12 in most but a max of d12+2 in Vigor.

2. SKILLS

Bulldogs have Fighting (SWD), Streetwise (SWD), and Determination (SoB). Shooting (SWD) is also helpful.

You have 15 points to distribute between these Skills and whichever other skills you like (see the Exceptions + Exclusions sidebar though).

3. EDGES + HINDRANCES

All Bulldogs get the following:

WALKS INTO TROUBLE: It truly is remarkable how trouble seems to find you, almost as if the fates have it out for you personally. Just when you get close to finalizing a case, some big brawler will put himself in between you and your objective. You cannot solve a case without a knock-down, drag-out confrontation preceding it. At least one. Usually several. Good thing you...

CAN TAKE A PUNCH: Damage rolls stemming from fists, feet, elbows, knees, headbutts, blunt weapons, and the like need two raises to cause a Wound. If you're not Shaken, a single success from these attacks will cause you to be. It's not that these attacks don't do the damage in the fiction, but it's that the wounds don't affect you like most people. Your skin still bleeds and your bones still break but you just. keep. going.

4. CHOOSE YOUR BAGGAGE

Here's a thing folks don't know about you: You have a reason you keep going. You? You're making up for something. Something you did wrong, or didn't do at all when you damn well know you should have. One time, long ago or maybe yesterday, you messed up. How so? Pick one of the following:

4a. The One that Got Away

You had your chance, and you blew it. You had that son of a bitch in your crosshairs and got distracted, had a moment of weakness, or maybe you just missed. No matter, he got away from you. And you've been looking for him ever since. Coming along with you are:

EVERY WAKING MOMENT: Because of this, your character has the Vengeful Hindrance (SWD). Up to you whether it's major or minor but remember this is

CHAPTER 2: PEOPLE IN TROUBLE

a game of extremes. You hate this person more than anyone in the world. And one day he's gonna pay. Though it may be with your life.

SHELL SHOCK: On a failed Fatigue roll, in addition to the standard penalties and effects, your character starts having a mental breakdown. At the Fatigued level, he begins to have auditory and visual hallucinations. As time goes on, even if his Fatigue level doesn't increase, your character begins to become more and more paranoid and jumpy. If the level does increase, the Bulldog's paranoia reaches high-psychotic levels. He can be temporarily calmed through drugs but only permanently soothed by resting and removing all Fatigue levels.

4b. The One who Paid the Price

As an investigator, you go through people. And most of them don't mean much of nothing. Except her. She mattered. Your girlfriend, your daughter, your mother, your childhood friend. You pick who she was, but her fate's the same. She took a bullet intended for you. She was home alone when the heavies busted down the door. Now's she a vegetable, or fertilizer, or maybe she's still missing. In addition to a lifetime of guilt, you get:

A TON OF BRICKS: The weight of causing someone you care about so much pain bears down you like a landslide of pianos. You are emotionally distant, incapable of truly feeling joy or love. To maintain your sanity, or at least dull the pain, you have a major Habit Hindrance (SWD). For most, it's booze. Others, painkillers. But maybe your vice is trying to find the soul of the one you love inside the flesh of another. Any other. Every other.

CONSTANT REMINDER: You carry something that reminds you of her with you at all times. You may hide it or you may wear it around your neck. It means the world to you and woe to he that attempts to separate you from it.

5. DERIVED STATISTICS

Use the standard equations and bases for your Charisma, Pace, Parry, and Toughness as you would a normal character.

6. GEAR

Along with the basics, your Bulldog begins with a pistol of your choosing, a trenchcoat, an ill-fitting suit, 1d4 permanent scars (or 1d2 broken bones, your choice), 1d6 temporary injuries, and \$200 starting cash.

7. PERSONALIZE

Okay, look over all this and now add any Edges, Hindrances, Skills, and Gear you can afford to personalize your character.

Once you're happy with your character, flip back to page 40 and continue to Step 3.