

# “Snoops” McKenzie



*All part of a complete breakfast.*



ORIGINAL RECIPE CLICHE...

Howdy partner! The name's Sheriff McKenzie, and I patrol these here space lanes. I keep this part of the frontier free from asteroid rustling, claim jumping – and indeed leaping to conclusions of any kind – and quorg piping. (Truth to tell, I don't know what that is, but I'm sure I'd know it if I saw it.) The Floating Vagabond is my local haunt, but I never touch anything stronger than milk.

Aim	6	Nimbleness	3
Common Sense	3	Smarts	1
Cool	3	Strength	2
Luck	3		

Oops! Points 15

**Skills:**

- Defence 2
- First Aid 5
- Hurt People 4
- Present Good Example for Children 10
- Shoot Things (guns) 9
- Sports 4
- Track 5

**Shtick: The Roy Rogers Effect (12).** You're such a master of the shootist's art that no degree of cover, obstacles, or movement can reduce your chance to hit. You ignore all such penalties when you're shooting. The downside is that you can't take a life. You'll shoot the gun from their hand, shoot a lighting rig so that it falls and pins your enemy, or shoot a pressurised cylinder so it jets up and strikes your opponent's head, knocking them out. You just can't shoot to kill.

Unless it's a showdown at high noon.

...OR WITH A TWIST?

The name on your dog collar reads "Snoopington J. McKenzie," but everyone calls you Snoops. Your parents always hoped you'd grow up to be a breakfast cereal mascot, and you made their dream come true – for about a week. Things went horribly wrong when you staked Count Chocula – he's a vampire, how does nobody know this?! But you lost your endorsement deal and wound up blacklisted by Big Breakfast. Now you work the shady side of the morning meal industry, as a private eye specialising in breakfast-related crime.

Aim	3	Nimbleness	2
Common Sense	6	Smarts	2
Cool	1	Strength	3
Luck	4		

Oops! Points 17

**Skills:**

- Brute Force 4
- Deduce 10
- Defence 2
- Dirty Fighting 5
- Fiddle with Electronic Gadgets 3
- Hurt People 4
- Make Wiseass Remark 4
- Shoot Things (guns) 5
- Sports 5
- Track 9

**Shtick: The Escher Effect (8).** When you use this shtick, you temporarily defy the Laws of Physics – borrow material from Looney Tunes if you're stuck for an idea. The downside is that, when you least desire it, the Laws of Physics will skip town on you.

**Shtick Track** - To use your shtick, roll the smallest listed die that hasn't been crossed out. Then cross out that die.

d4 → d4 → d6 → d8 → d10 → d12 → d20 → d30 → d100