

## Omar Little – [From a Victorian version of \*The Wire\*](#)

### **The Five Questions.**

Humble Beginnings: Omar began in the slums and rookeries of the city, along with untold other children. The streets became his veins, the fumes his air, the crime and violence his bread and milk. Cut into him, and you can see a network of roadways and buildings: he has always been the city's creature.

Follies of Youth: Why prey upon the weak, when the strong have more of what you want to take? Stealing from the violent scum who hawk opium and gin is an inroad directly to money and fame, assuming you survive.

First Awakenings: Of course, doing so makes you famous and gathers a rich harvest of enemies, both among the criminal quarter and those who profit from them despite keeping their own hands clean. Yet at the same time, his lawless response to lawlessness and brazen cheer in reaping the work of hardened fiends can also earn a certain respect from officers of the law, who cannot endorse his work yet are heartened by it.

Great Failing: Omar is a lover as well as a fighter, and this is far from a failing. What crosses the line into recklessness is his tendency to bring his (often younger) partners into his profession, and exposing them to the horrifying risks of his profession. Should harm come to those who are close to him, he will strike back at the wrongdoers with a degree of focus and dedication that chills the hearts of even soulless fiends. But the question should be asked: would they have been hurt at all, if not for following Omar into hell itself?

High Concept: Intelligent Urban Brigand of the Rookeries

Social Class: Under Class

Skills: (47: 30 Baseline + 4 X Skilled Gift. 3 Skill Points left over.)

Great (+4): Brigandage (E)

Good (+3): Contacting, Athletics

Fair (+2): Presence, Deceit,

Average (+1): Brawn, Stealth,

Unique and Strange Skills:

Brigandage (31 Skill Points)

Power Tier: Extraordinary (-1 Refresh)

Trappings: Environment [Urban], Examine, Information, Initiative [Mental], Initiative [Physical], Insight, Menace, Networking, Notice, Resist Damage, Security, Shoot, Stress Capacity [Composure], Stress Capacity [Health], Treatment [Physical], Willpower

Major Complication: (-2) "Omar comin', yo!"

Conviction: (-2) Never Let People Get Away With Shit

Gifts: Impact.

Gifts: (1 Free)

Skilled X 4

Impact X 1.

Aspects:

High Concept: Intelligent Urban Brigand of the Rookeries  
Social Class: Under Class  
Conviction: Never Let People Get Away With Shit  
Gay and Black in an Age Which Accepts Neither  
A Hunting We Will Go  
Omar Comin, Yo!  
Talks to the Cops  
1 Free Aspects

Stress Tracks:

Health: (()) (())  
    Armour 1  
Composure: (()) (())  
    Armour 1  
Reputation: (())

Consequences:

Trifling:  
Middling:  
Grievous:

Refresh:

Base Refresh: 6  
Power Tiers: -1  
Gifts: -4  
Adjusted Refresh: 1.