

DIVISION 9 – PLAYER CHARACTER BRIEFING

Confidential Agent Selection Profiles – Spring 1992

Erik Weiss

Age: 39

Nationality: German

Profession: Detective Inspector
(Kriminalkommissar)

Europol Rank: Rank 3

Division 9 Role: Senior Investigator

Vibe: Stoic, precise, and principled.

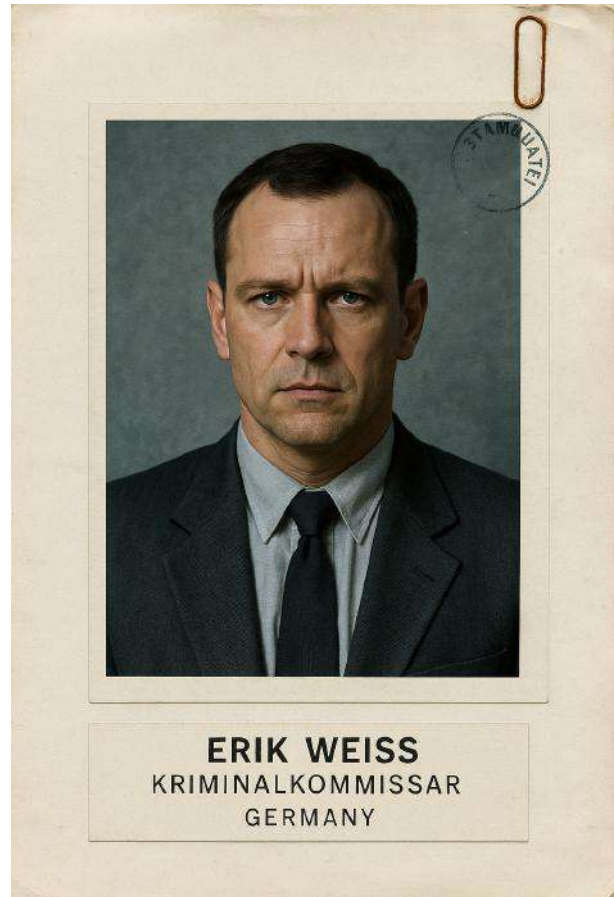
Known For: Calm leadership under pressure and airtight casework.

Bio: A seasoned BKA investigator from Germany, Weiss is known for his procedural rigor and unwavering sense of duty. His experience includes high-profile homicide cases and international task forces. Though he comes off as reserved, his colleagues respect his quiet authority and methodical mind.

Appearance: Broad-shouldered, clean-cut, and carries himself like a man who doesn't waste words. Scar on his jawline, always in neatly pressed attire.

At Division 9: Appointed for his diplomatic professionalism and tactical mindset. Serves as a steady hand and de facto team coordinator.

Why You Might Play This Character: Ideal for players who enjoy calm, tactical leadership, investigative focus, and moral clarity. Suits those who like being the "rock" in a team.



Eleanor "Ellie" Hayes

Age: 34

Nationality: British

Profession: Surveillance Specialist
(Detective Sergeant, Special Branch)

Europol Rank: Rank 2

Division 9 Role: Technical Surveillance &
Intelligence Ops

Vibe: Quiet competence with dry wit and sharp instincts.

Known For: Watching everything and missing nothing.

Bio: Recruited from London's Special Branch, Ellie is a field surveillance expert with deep counter-terrorism experience. She blends technical precision with social subtlety, often pulling insights from the smallest clues.

Appearance: Slim, ponytail, alert eyes. Dresses down to blend in, always carrying subtle tech.

At Division 9: Chosen for her ability to monitor targets without being noticed and interpret field data under pressure.

Why You Might Play This Character: Perfect for players who enjoy shadow work, clever observation, and subtle social manipulation. Excellent in urban ops and intelligence gathering.



Claire Montaigne

Age: 36

Nationality: French

Profession: Criminal Profiler (Capitaine de Police)

Europol Rank: Rank 3

Division 9 Role: Behavioral Analyst

Vibe: Calm, analytical, emotionally attuned.

Known For: Seeing straight through people with unnerving accuracy.

Bio: Claire is one of France's top profilers, with a refined mix of criminology training and empathetic insight. She's helped solve serial cases and complex kidnappings using psychology and careful interview techniques.

Appearance: Poised and elegant. Subtle makeup, professional clothing, and a steady gaze.

At Division 9: Appointed to help anticipate criminal behavior and extract truth in tense situations.

Why You Might Play This Character: Great for players who enjoy empathy-based investigation, profiling suspects, and reading the emotional temperature of any room.



Mats Eklund

Age: 42

Nationality: Swedish

Profession: Forensic Pathologist (Civilian Consultant)

Europol Rank: Rank 0

Division 9 Role: Medical Examiner & Biological Forensics

Vibe: Cold precision, emotionally distant, morally complex.

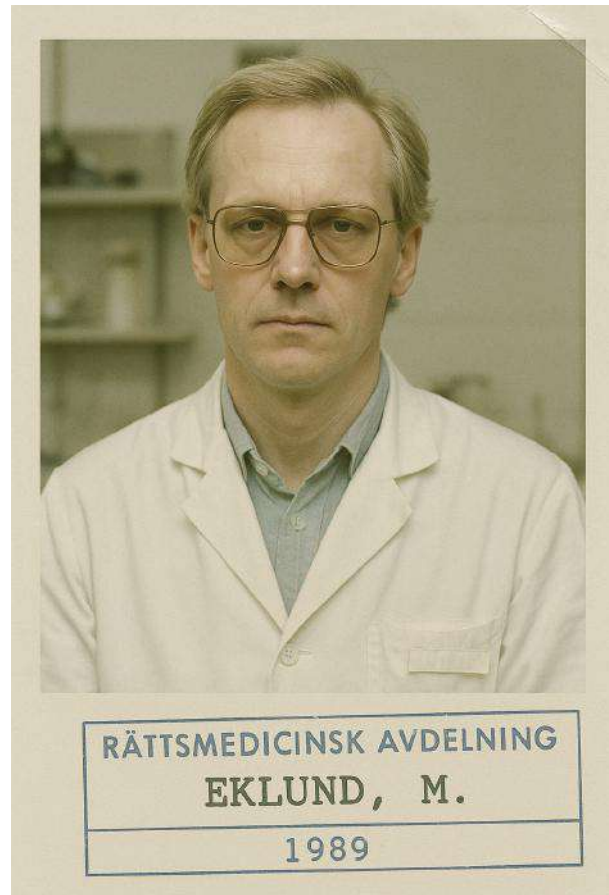
Known For: Quiet brilliance in the lab and at crime scenes.

Bio: A veteran pathologist from Sweden's national lab, Eklund is brilliant but difficult. He's worked on high-profile deaths and state-involved cases, delivering facts with surgical clarity.

Appearance: Tall, pale, and reserved. Often in gloves and neatly tailored lab attire.

At Division 9: Brought in to ensure world-class autopsy and scene analysis during cross-border investigations.

Why You Might Play This Character: Ideal for players who enjoy forensics, detail-oriented problem solving, and playing an emotionally detached but intellectually intense figure.



Luca Romano

Age: 33

Nationality: Italian

Profession: Undercover Operative
(Ispettore Capo)

Europol Rank: Rank 3

Division 9 Role: Undercover Ops &
Infiltration

Vibe: Street-smart charm with just a touch
of danger.

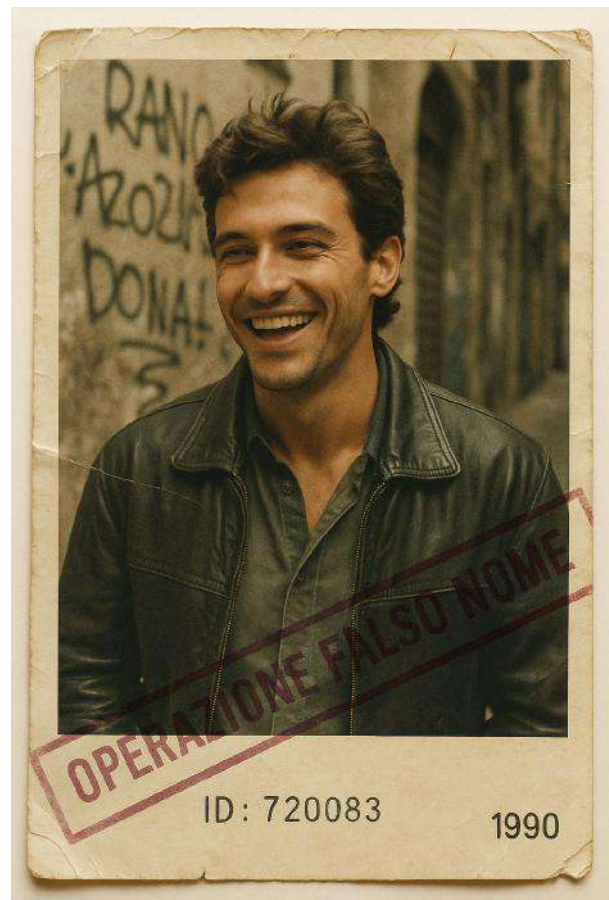
Known For: Talking his way in and out of
almost anything.

Bio: Luca has spent years deep in
organized crime circles, posing as
gunrunners, smugglers, and brokers. He
knows how criminals think—and how to gain
their trust.

Appearance: Stylish, confident, sunglasses
indoors. A chameleon when needed.

At Division 9: Brought in to operate in legal gray zones and deal with underworld contacts directly.

Why You Might Play This Character: Best for players who enjoy roleplaying deception, improvisation, and morally grey choices. A fun, flashy wild card.



Sjoerd van Dijk

Age: 29

Nationality: Dutch

Profession: Cybercrime Analyst (High Tech Crime Unit)

Europol Rank: Rank 2

Division 9 Role: Digital Forensics & Hacking

Vibe: Brilliant introvert with a dry sense of humor.

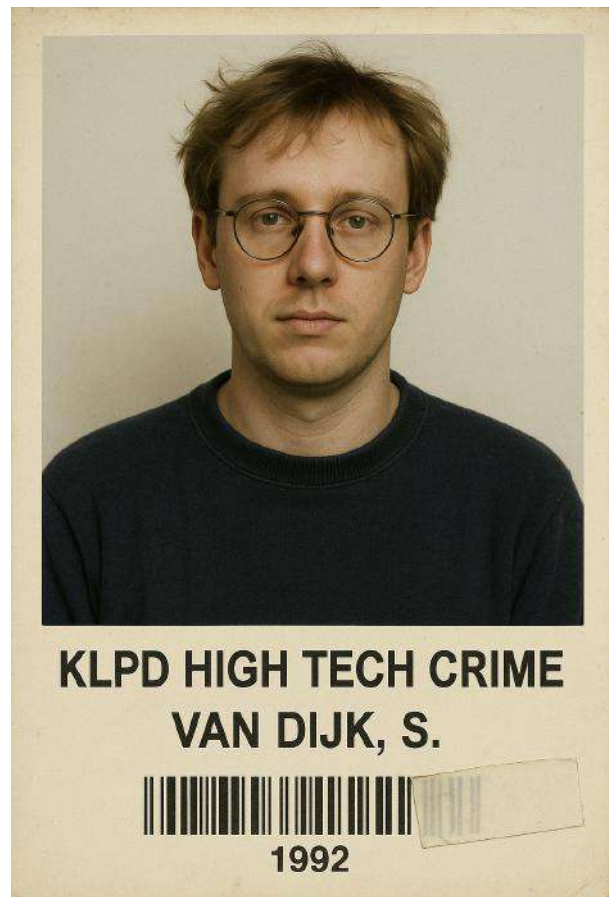
Known For: Quietly solving complex problems while everyone else argues.

Bio: A prodigy from the Netherlands' cybercrime division, Sjoerd is a specialist in digital forensics, cryptography, and hacking. Socially awkward, but indispensable.

Appearance: Messy hair, round glasses, tech gear always within reach.

At Division 9: Essential for tracking financial data, intercepting comms, and identifying digital vulnerabilities.

Why You Might Play This Character: Great for players who love tech-savvy characters, subtle humor, and solving puzzles behind the scenes.



Carmen Ibáñez Serrano

Age: 38

Nationality: Spanish

Profession: Counter-Terror Officer
(Subinspector)

Europol Rank: Rank 3

Division 9 Role: Tactical Command & Field
Strategy

Vibe: Tough, fearless, and direct.

Known For: Getting things done—fast and
clean.

Bio: A veteran of anti-terror raids in Spain,
Carmen is highly trained, cool under fire,
and respected as a tactical leader. Her
background includes explosive ordnance
and hostage response.

Appearance: Muscular, clean-cut,
no-nonsense presence in or out of armor.

At Division 9: Serves as tactical team lead
when force is required. Brings paramilitary
training and frontline experience.

Why You Might Play This Character: Ideal for action-oriented players who also value
discipline, loyalty, and team protection.



Thanos Kalogeropoulos

Age: 41

Nationality: Greek

Profession: Financial Crimes Auditor

Europol Rank: Rank 3

Division 9 Role: Money Trails & Bureaucratic Oversight

Vibe: Methodical, sharp, and stubborn.

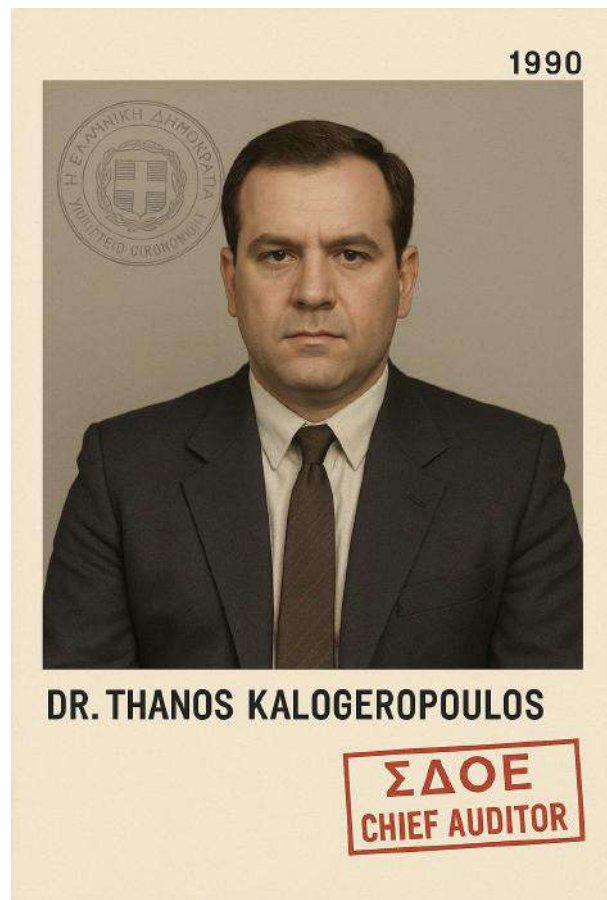
Known For: Following the money until something breaks.

Bio: A career fraud investigator and economic auditor, Thanos is known for untangling tax evasion and shell networks. More of a courtroom killer than a street chaser, but a vital asset.

Appearance: Neatly dressed, slightly disheveled, always with his father's watch.

At Division 9: Brings cross-border financial analysis and legal navigation skills.

Why You Might Play This Character: Great for players who enjoy strategic thinking, paper trail hunting, and staying calm under political pressure.



Piotr Zieliński

Age: 37

Nationality: Polish

Profession: Ballistics & Firearms Expert
(Lieutenant)

Europol Rank: Rank 2

Division 9 Role: Ballistics, Tactical Support

Vibe: Old-school grit with a scientist's brain.

Known For: Making the bullet speak.

Bio: Former milicja turned modern police expert, Piotr blends hands-on combat experience with a technician's approach to firearms. Highly respected for matching guns to crimes across borders.

Appearance: Stocky, always cleaned up, with soldier's posture.

At Division 9: Tracks ballistic signatures and provides field-ready insight into arms flows.

Why You Might Play This Character: Best for players who love hands-on tactical work and forensic realism. A tough but thoughtful role.



Declan O'Rourke

Age: 40

Nationality: Irish

Profession: Hostage Negotiator (Detective Garda)

Europol Rank: Rank 2

Division 9 Role: Negotiation, Mediation, Morale

Vibe: Warm voice in a cold world.

Known For: Talking people off ledges—literally and figuratively.

Bio: A career negotiator and mediator, Declan is a calming presence even in chaos. He has de-escalated armed standoffs and political crises alike, using empathy, psychology, and old-fashioned Irish wisdom.

Appearance: Tall, broad, kind eyes, with a well-worn suit and a tea thermos.

At Division 9: Serves as the conscience of the team—and the voice that might keep everyone alive.

Why You Might Play This Character: Perfect for players who love dialogue, tension defusion, and emotional depth.



Freja Madsen

Age: 35

Nationality: Danish

Profession: Crime Scene Technician
(Civilian Forensics)

Europol Rank: Rank 0

Division 9 Role: Evidence Collection &
Scene Integrity

Vibe: Quiet technician with surgical focus.

Known For: Leaving no trace unexamined.

Bio: Freja has processed more crime scenes than most detectives see in a lifetime. Her specialty is clean documentation and flawless preservation—sometimes working in near silence for hours.

Appearance: Pale, slight, meticulous in posture and movement. Always in gloves.

At Division 9: Ensures scenes are preserved across jurisdictions, and forensic inconsistencies are resolved.

Why You Might Play This Character: For players who enjoy methodical roles, quiet depth, and technical mastery.



Brigitta Farkas

Age: 39

Nationality: Hungarian

Profession: Counterintelligence Analyst

Europol Rank: Rank 2 (Intelligence Liaison)

Division 9 Role: Intelligence Liaison & Analysis

Vibe: Controlled mystery with a Cold War past.

Known For: Seeing patterns and secrets where others see facts.

Bio: Brigitta is an old-school intelligence analyst turned transnational operator. Her experience stretches from Soviet surveillance to modern counterintelligence—making her quietly feared and deeply necessary.

Appearance: Understated, composed, always two steps ahead.

At Division 9: Provides strategic analysis, threat identification, and intelligence liaison work.

Why You Might Play This Character: Excellent for players who enjoy espionage, subtle power, and morally grey decisions.



Ádám Varga

Age: 37

Nationality: Hungarian

Profession: Counterintelligence Analyst
(Senior Analyst, National Security Office)

Europol Rank: Rank 2

Division 9 Role: Intelligence Review &
Counterintelligence

Vibe: Stoic, suspicious, and exacting.

Known For: Seeing infiltration risks before
anyone else realizes there is a leak.

Bio: A veteran of Hungary's state-security technical apparatus, Varga survived the collapse of the old order by making himself useful to the new one. He built his career on intercepted traffic, hidden archives, codebooks, and the quiet bureaucratic warfare of intelligence work. In the uncertain post-Cold War landscape, he has become particularly valuable in tracking ex-security personnel, freelance cutouts, and smugglers trafficking in information rather than weapons. He is not warm, but he is almost always right.



Appearance: Lean, severe, and watchful; short dark hair, tired eyes, controlled posture, dresses like a bureaucrat who expects a tail.

At Division 9: Appointed to identify compromised channels, assess liaison reliability, and make sure nobody on the team mistakes changing politics for disappearing threats.

Why You Might Play This Character: Ideal for players who enjoy pattern recognition, secrets, institutional paranoia, and being the one who notices the hidden danger before everyone else.

Dr. Ingrid Holmström

Age: 41

Nationality: Swedish

Profession: Forensic Pathologist (Civilian Consultant)

Europol Rank: Rank 0

Division 9 Role: Medical Examiner & Biological Forensics

Vibe: Cold precision with a fierce ethical core.

Known For: Making the dead testify with absolute clarity.

Bio: Holmström trained in medicine before moving into forensic pathology, where she quickly earned a reputation for exact reports, difficult postmortem timelines, and a refusal to bend scientific conclusions to political need. Her work includes maritime recoveries, industrial-environment deaths, and cross-border identifications where paperwork and chain of custody matter almost as much as anatomy. She is quietly feared by sloppy investigators and deeply respected by serious ones.

Appearance: Tall, composed, and clinical; pale blond hair tied back, wire-rim glasses, immaculate gloves, expression unreadable until she chooses otherwise.

At Division 9: Brought in to give the task force credible forensic authority, discipline around medical evidence, and a specialist willing to say “we do not know” when others want false certainty.

Why You Might Play This Character: Excellent for players who enjoy forensics, exact thinking, emotionally restrained characters, and solving crimes through bodies, timelines, and physical truth.



Dr. Nikos Argyros

Age: 40

Nationality: Greek

Profession: Financial Crimes Auditor (Chief Auditor)

Europol Rank: Rank 3

Division 9 Role: Money Trails, Customs Fraud & Asset Mapping

Vibe: Methodical, sharp, and relentlessly patient.

Known For: Turning boring paperwork into prison time.

Bio: Argyros came into police work through economics, shipping finance, and a growing disgust with the respectable language used to hide criminal money. He has spent years reconstructing VAT fraud chains, shell companies, port bribery, false manifests, and laundering schemes linking the eastern Mediterranean to northern Europe. He is not flashy, but his case files are dreaded because they are so clear that even a hostile magistrate can follow them.

Appearance: Impeccably dressed and visibly tired; strong nose, careful hands, expensive-looking cuffs on an officer's budget, gaze built for ledgers and liars.

At Division 9: Selected to follow transnational money flows, decode corporate camouflage, and give the team hard evidence against criminals who hide behind invoices and legal complexity.

Why You Might Play This Character: Great for players who enjoy long-game investigation, paper trails, bureaucratic combat, and the satisfaction of dismantling criminal empires with intelligence instead of gunfire.



Hélène Caradec

Age: 34

Nationality: French

Profession: Behavioral Investigator (Capitaine de Police)

Europol Rank: Rank 3

Division 9 Role: Interviewing, Profiling & Victim Liaison

Vibe: Calm, humane, and quietly formidable.

Known For: Getting people to talk without them realizing how much they have revealed.

Bio: Caradec began in juvenile protection and family violence work before moving into major crimes and behavioral cases. Those early years taught her how institutions fail frightened people—and how to recover truth without turning every interview into a battle. She later worked kidnapping, coercive-group violence, and politically delicate investigations where empathy and memory mattered more than threats. Her first impressions are famously accurate, but her real strength lies in patience.

Appearance: Elegant, alert, and understated; auburn hair usually pinned back, intelligent gaze, dresses like a magistrate who expects fieldwork anyway.

At Division 9: Appointed to manage witness interviews, suspect debriefs, and victim-facing investigations where emotional intelligence matters as much as legal procedure.

Why You Might Play This Character: Best for players who enjoy social insight, reading rooms, emotionally intelligent investigation, and solving problems through conversation rather than force.



Lucía Torres Valera

Age: 35

Nationality: Spanish

Profession: Counter-Terror Officer
(Subinspector, Guardia Civil)

Europol Rank: Rank 3

Division 9 Role: Tactical Planning &
High-Risk Interventions

Vibe: Hard, disciplined, and
uncompromising.

Known For: Counting the casualties before
the briefing is over.

Bio: Torres built her career in Spain's anti-terror campaigns, moving through surveillance support, breaching, and explosives-related operations. Her reputation comes from preparation: route planning, rehearsals, containment, and after-action reports sharp enough to embarrass superiors who cut corners. She has handled armed cells, barricades, bomb threats, and raids where politics made the operation more dangerous than the suspects did. She is respected because she is brave, but valued because she is never careless.



Appearance: Athletic and compact; close-cropped dark hair, scar at the jawline, economical movements, eyes that keep measuring distances.

At Division 9: Chosen to plan entries, assess explosive risk, and ensure the team has a credible answer when investigations turn into doors, vehicles, and live rounds.

Why You Might Play This Character: Ideal for players who like tactical realism, disciplined action, mission planning, and characters who protect the team by thinking harder than everyone else.

Marco Bellandi

Age: 36

Nationality: Italian

Profession: Undercover Operative (Ispettore Capo)

Europol Rank: Rank 3

Division 9 Role: Infiltration, Sources & Criminal Rapport

Vibe: Charming, dangerous, and improvisational.

Known For: Becoming exactly the man the room wants him to be.

Bio: Bellandi rose from dockside contraband work into deeper organized-crime investigations, proving unusually good at living inside criminal social worlds for long periods. He has posed as smugglers, brokers, facilitators, and mid-level operators with ambitions just believable enough to be trusted. His gift is not swagger alone: he notices appetites, status rituals, and insecurities quickly, then builds the version of himself that will open the next door. He is highly effective and quietly expensive to himself.

Appearance: Good suit, dangerous smile, and the posture of a man who has spent too long belonging everywhere and nowhere.

At Division 9: Assigned to penetrate gray-market networks, handle sources, and move in spaces where formal police identity would end the investigation on contact.

Why You Might Play This Character: Excellent for players who enjoy deception, social maneuvering, improvisation, morally gray choices, and high-risk roleplay in criminal environments.



Séamus Kelleher

Age: 43

Nationality: Irish

Profession: Hostage Negotiator (Detective Garda)

Europol Rank: Rank 2

Division 9 Role: Negotiation, Witness Handling & Team Mediation

Vibe: Warm, grounded, and unshakeable.

Known For: Lowering the temperature in impossible rooms.

Bio: Kelleher came up through difficult local policing, where gossip, memory, and grief often mattered more than official statements. After successfully de-escalating a barricade incident expected to end in blood, he moved into negotiation, protest liaison, and politically sensitive interviews. Since then he has handled hostage crises, armed domestic sieges, prison standoffs, and incidents with paramilitary shadows over them. His strength is not flowery rhetoric but patience, respect, and the ability to hear the sentence a desperate person is waiting for.

Appearance: Broad-shouldered, kind-faced, a little worn at the edges; graying hair, patient eyes, moves like a former athlete who stopped needing to prove it.

At Division 9: Chosen to calm witnesses, talk down suspects, smooth internal friction, and keep tense situations from becoming funerals.

Why You Might Play This Character: Perfect for players who enjoy dialogue-heavy scenes, emotional intelligence, de-escalation, and being the team's moral and interpersonal center.



Willem de Graaf

Age: 28

Nationality: Dutch

Profession: Cybercrime Analyst
(Rechercheur, High Tech Crime Unit)

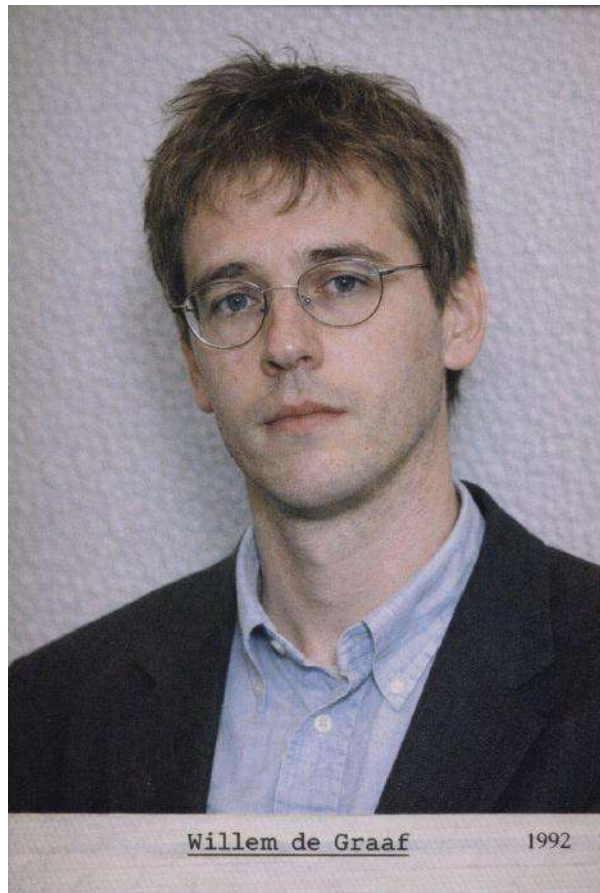
Europol Rank: Rank 2

Division 9 Role: Digital Forensics &
Telecom Tracing

Vibe: Awkward brilliance with restless focus.

Known For: Finding the one boring system everyone forgot to secure.

Bio: Recruited after demonstrating serious weaknesses in supposedly secure government systems, de Graaf quickly found his niche in telecom abuse, bulletin-board intrusions, stolen data, and fraud schemes that begin with a modem tone and end with vanished money. He is part detective, part engineer, part scavenger of neglected hardware. He works best when allowed to disappear into a technical problem and emerge with answers nobody else knew were recoverable.



Appearance: Tall, slightly underfed, permanently sleep-deprived; wire-frame glasses, ink on fingers, distracted expression that vanishes the second a system stops making sense.

At Division 9: Appointed to track digital intrusion, protect case data, recover deleted evidence, and explain to skeptical veterans why computer crime is about to become everyone's problem.

Why You Might Play This Character: Great for players who like puzzle-solving, early-tech realism, dry humor, and being the young specialist who sees where the world is heading before anyone else does.

Maja Gruber

Age: 27

Nationality: Austrian

Profession: Criminal Inspector
(Kriminalinspektorin)

Europol Rank: Rank 1

Division 9 Role: Alpine Border
Investigations & Smuggling Routes

Vibe: Sharp, self-contained, and quietly stubborn.

Known For: Reading mountain routes and border habits like other people read witness statements.

Bio: Raised in Tyrol by an Austrian father and a Slovenian mother, Gruber grew up moving easily between languages, customs, and the practical realities of border life. She entered criminal investigations young and earned notice through cases involving vehicle theft corridors, contraband runs, forged transit papers, and disappearances that were easier to hide in tourist traffic than city police liked to admit. Her work taught her that mountain borders are rarely lines on maps; they are habits, family ties, shortcuts, and old silences. Though much younger than many counterparts, she has a reputation for disciplined fieldwork and an unusually mature eye for cross-border patterns.

Appearance: Lean, fit, and serious; dark blond to light brown hair worn simply, alert gray-green eyes, practical early-1990s professional clothes, posture of someone used to steep ground and long drives.

At Division 9: Seconded to help the task force understand alpine transit networks, local smuggling culture, and the human geography of the Austrian-German border region.

Why You Might Play This Character: Ideal for players who enjoy grounded investigation, border-region realism, bilingual social scenes, and a younger detective who earns respect through competence rather than swagger.



Josef Sepp Auer

Age: 49

Nationality: German

Profession: Criminal Inspector
(Kriminalhauptkommissar)

Europol Rank: Rank 2

Division 9 Role: Border Homicide, Rural
Major Crimes & Bavarian Liaison

Vibe: Traditional, patient, and tougher than he looks.

Known For: Never seeming to hurry—and still arriving first.

Bio: Auer is a veteran Bavarian investigator shaped by rural murders, smuggling cases, tourist disappearances, family feuds, and long winters in districts where everyone knows more than they say. He looks like the stereotype of an old-school Bavarian policeman, and often lets people underestimate him on purpose. Behind the accent and conservative manners is a deeply experienced detective with strong instincts, excellent memory for people and places, and a refusal to let local prestige interfere with an honest case. He crossed paths with Maja Gruber on several border investigations; while the two are temperamentally opposite, each came away respecting the other's professionalism.

Appearance: Broad-shouldered, weathered face, short graying hair, steady blue eyes, conservative jacket and tie, the kind of presence that reads as dependable before it reads as dangerous.

At Division 9: Brought in to provide border-region experience, rural investigative judgment, and a steady hand in cases that cross from local crime into international significance.

Why You Might Play This Character: Excellent for players who enjoy old-school detective work, quiet authority, rural realism, stubborn persistence, and a character who seems simple until he has already solved half the case.

