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The Precinct

by Charles Rice and Chris Davis

Campaign Model

This campaign model casts the PCs as an experimental police precinct stationed in one of the most dangerous neighborhoods of a large city (New York, Chicago, Los Angeles or Miami would be perfect for this). This neighborhood has been overrun with gang violence so a special task force of the police department has been assigned to patrol this area and let the scum on the streets know who's in charge.

Captain David Greer

Hand picked by the Mayor to head up this new precinct, Captain Greer is a veteran of over twenty years on the force who patrolled these very streets as a rookie walking his first beat. Despite a reputation as a bit of a maverick, the Special Task Force is a rough and ready operation that simply *has* to succeed. The Mayor campaigned on it and is willing to turn a blind eye to some "unorthodox" tactics as long as crime comes down significantly.

Captain David Greer (Tough Hero 3/Charismatic Hero 3/Bad Cop 4): CR 10; Medium-size humanoid; HD 3d10+6 plus 3d6+6 plus 4d10+8 plus 3; HP 73; Mas 14; Init +0; Spd 30 ft; Defense 18, touch 15, flatfooted 18 (+5 class, +3 equipment); BAB +6; Grap +8; Atk +9 melee (3d6+6, nonlethal unarmed strike), or +6 ranged (2d6, Ruger .38S); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL precinct; SV Fort +10, Ref +4, Will +2; AP 5; Rep +3; Str 15, Dex 10, Con 14, Int 12, Wis 8, Cha 15.

Occupation: Law Enforcement (Gather Information, Intimidate)



Skills: Bluff +8, Diplomacy +8, Drive +3, Gather Information +16, Intimidate +16, Investigate +5, Knowledge (Civics) +4, Knowledge (Streetwise) +11, Knowledge (Tactics) +5, Profession +2, Sense Motive +3, Spot +2

Feats: Armor Proficiency (light), Brawl, Frightful Presence, Improved Knockout Punch, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Simple Weapons Proficiency, Streetfighting

Talents (Tough Hero): Robust, Damage Reduction 1/—

Talents (Charismatic Hero): Coordinate, Inspiration

Talents (Bad Cop): Bad Cop (Unfriendly Persuasion), Street Cred, Bad Cop (Beat Down 1/day +1d6)

Possessions: Undercover vest, Ruger .38S

Lieutenant Allison Stockton

Considered by many a PR pick for the squad's second in command, Lt. Stockton is pretty, smooth and good with the press. Despite her youth and the fact that she used an assignment in the Mayor's office to catapult through the ranks much more rapidly than most cops, she has a reputation for closing cases that is well deserved. She has come into this assignment determined to make a difference the *right* way that is frequently at odds with Capt. Greer's old school style of law enforcement.

Lieutenant Allison Stockton (Charismatic Hero 3/Smart Hero 2/Good Cop 4): CR 9; Medium-size humanoid; HD 3d6+6 plus 2d6+4 plus 4d8+8; HP 54; Mas 14; Init +5; Spd 30 ft; Defense 21, touch 18, flatfooted 17 (+3 banter, +1 Dex, +4 class, +3 equipment); BAB +4; Grap +4; Atk +4 melee (1d4, pistol whip), or +5 ranged (2d6, Ruger .38S); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL law, precinct; SV Fort +6, Ref +5, Will +6; AP 4; Rep +5; Str 10, Dex

12, Con 14, Int 14, Wis 8, Cha 16.

Occupation: Law Enforcement (Diplomacy, Knowledge [Civics])

Skills: Bluff +13, Computer Use +6, Diplomacy +16, Disable Device +4, Gather Information +15, Intimidate +9, Investigate +16, Knowledge (Behavioral Sciences) +12, Knowledge (Civics) +9, Knowledge (Current Events) +8, Knowledge (Streetwise) +12, Knowledge (Tactics) +6, Listen +3, Profession +5, Research +4, Search +4, Sense Motive +3, Spot +3

Feats: Armor Proficiency (light), Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Trustworthy

Talents (Charismatic Hero): Charm, Favor

Talents (Smart Hero): Savant (Investigate)

Talents (Good Cop): Good Cop (Friendly Persuasion), Banter*, Undercover Persona, Good Cop (Ear to the Ground), Street Contacts 1/day

Possessions: Ruger .38S

Sgt. Desmond Major

Simply known as "Sarge" or "Sgt. Major", this brash detective was hand picked by Greer to run the Tactics division of the Special Task Force. He is big, tough and mean and those comments come from the people who *like* him. He does not get along with Lt. Stockton at all and frequently goes over her head to Greer when he plans on doing something shady (which is often).

Sgt. Desmond Major (Tough Hero 3/Strong Hero 2/Bad Cop 2): CR 7; Medium-size humanoid; HD 3d10+6 plus 2d8+4 plus 2d10+4 plus 3; HP 54; Mas 14; Init +2; Spd 25 ft; Defense 23, touch 17, flatfooted 21 (+2 Dex, +5 class, +6 equipment); BAB +5; Grap +7; Atk +8 melee (2d6+6, nonlethal unarmed strike), or +7 melee (1d6+3, rifle butt), or

+8 ranged (2d6, HK MP5); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL precinct; SV Fort +9, Ref +3, Will +1; AP 3; Rep +1; Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Law Enforcement (Intimidate, Knowledge [Tactics])

Skills: Climb -1, Drive +6, Intimidate +10, Investigate +3, Knowledge (Current Events) +3, Knowledge (Streetwise) +11, Knowledge (Tactics) +12, Profession +2, Spot +2

Feats: Armor Proficiency (light), Armor Proficiency (medium), Brawl, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Simple Weapons Proficiency

Talents (Tough Hero): Robust, Remain Conscious

Talents (Strong Hero): Melee Smash

Talents (Bad Cop): Bad Cop (Unfriendly Persuasion), Street Cred

Possessions: Tactical vest, HK MP5

Sgt. Henry Hudson

The precinct's desk sergeant, Henry Hudson is still doing a young man's job nearing the age of 50. Although he rarely hits the streets, he is the one figure in the precinct universally respected from Capt. Greer to the greenest rookie on the beat. He doesn't talk much but when he does it seems everyone stops to listen. Known affectionately by the men as "Double H," Hudson handles the booking and processing of prisoners between the precincts' holding cells and the county jail.

Sgt. Henry Hudson (Strong Hero 2/Smart Hero 3): CR 5; Medium-size humanoid; HD 2d8+4 plus 3d6+6; HP 30; Mas 14; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+3 class); BAB +3; Grap +2; Atk +3 melee (1d6-1, nonlethal unarmed strike), or +2 melee (1d4-1, pistol whip), or +3 ranged (2d6, Ruger .38S); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +5, Ref +1, Will +6; AP 2; Rep +4; Str

8, Dex 10, Con 14, Int 12, Wis 14, Cha 15.

Occupation: Law Enforcement (Diplomacy, Knowledge [Civics])

Skills: Computer Use +4, Craft (writing) +3, Diplomacy +12, Gather Information +4, Investigate +7, Knowledge (Behavioral Sciences) +4, Knowledge (Civics) +10, Knowledge (Streetwise) +8, Knowledge (Tactics) +4, Profession +5, Research +6, Search +6

Feats: Brawl, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Renown, Simple Weapons Proficiency, Trustworthy

Talents (Strong Hero): Extreme Effort

Talents (Smart Hero): Savant (Investigate), Plan

Possessions: Ruger .38S

Adventure Hooks

“Life on the Street”

On their first day in the precinct, the PCs are lost, getting a whirlwind introduction to the squad room from Sgt. Hudson when Sgt. Major breezes up and introduces himself. Looking the PCs over, he asks Sgt. Hudson if he can “borrow” them. Slapping the PCs affectionately on the arm, he asks if they are ready to kick in some doors.

The PCs are about to be initiated into the precinct by a sweep of the worst crack house in the precinct. It is Hudson and Major’s unofficial way of seeing what the rookies have in the way of guts.

During the sweep, the PCs suddenly have a close encounter with one of the precinct’s many fine citizens, a crazed, PCP-addled biker whose nickname is Mongo (his real name is Irving, which he loathes).

Despite the fact that he is unarmed, this drug-crazed brute is likely to take *several* PCs to handle. Major will hang back, watching the PCs and judging how they take Mongo down, only interfering if it looks like one of the PCs will be seriously injured or

if it looks like Mongo will escape.

For good or ill, the PCs will just have gone a long way toward establishing their “rep” in the precinct on their first day.

Mongo (Strong Hero 5): CR 5; Medium-size humanoid; HD 5d8+10; HP 33; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 14, flatfooted 14 (+0 size, +1 Dex, +3 class, +1 equipment); BAB +5; Grap +8; Atk +10 melee (2d8+12, nonlethal unarmed strike), or +8 melee (1d4+6, unarmed strike), or +6 ranged (1d4/19-20, knife); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +5, Ref +2, Will +1; AP 2; Rep +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Criminal (Gamble, Knowledge [Streetwise])

Skills: Climb +9, Gamble +6, Jump +9, Knowledge (Streetwise) +8, Profession +6, Swim +5

Feats: Brawl, Combat Martial Arts, Improved Brawl, Knockout Punch, Power Attack, Simple Weapons Proficiency, Streetfighting

Talents (Strong Hero): Melee Smash, Improved Melee Smash, Advanced Melee Smash

Possessions: leather jacket, knife

“Bad Boss?”

While the PCs are out on assignment, something goes horribly wrong in the precinct. Chronically understaffed, the Captain took a suspect in to interview himself. Now that suspect is dead of a heart attack. The PCs must help investigate their own Captain, or possibly just attempt to hold the precinct together as differences between Stockton and Major threaten to tear the unit apart.

“Revenge Tragedy”

The largest gang on the streets, the Latino Loco or “Lat Loc” has witnessed the death of its leader, Enrique Salva. Now the members of the gang are out for blood as the Lat Loc target their chief rivals,

the gringo White Tigers for revenge. This adventure introduces the two younger brothers of Enrique: Armando nicknamed “Army,” the eldest brother who has been Enrique’s number one lieutenant for years and Eduardo, nicknamed “Higher Ed,” who had left the precinct to go to college.

Armando (Strong Hero 3/Banger 3): CR 6; Medium-size humanoid; HD 3d8+6 plus 3d8+6; HP 40; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 16, flatfooted 15 (+2 Dex, +4 class, +1 equipment); BAB +5; Grap +7; Atk +7 melee (2d8+4, nonlethal unarmed strike), or +7 ranged (2d6, SITES M9); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Latino Loco; SV Fort +7, Ref +4, Will +1; AP 3; Rep +1; Str 15, Dex 14, Con 14, Int 10, Wis 8, Cha 12.

Occupation: Criminal (Knowledge [Streetwise], Sleight of Hand)

Skills: Bluff +4, Intimidate +4, Knowledge (Streetwise) +10, Knowledge (Tactics) +3, Profession +5, Sense Motive +2, Sleight of Hand +5, Spot +2

Feats: Brawl, Home Turf, Improved Brawl, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Banger): Gang Signs, Street Cred, Turf +1

Possessions: leather jacket, SITES M9

Eduardo (Smart Hero 3/Charismatic Hero 3): CR 6; Medium-size humanoid; HD 3d6+6 plus 3d6+6; HP 34; Mas 14; Init +4; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 class); BAB +2; Grap +2; Atk +2 melee (1d4+0, pistol whip), or +2 ranged (2d6+0, SITES M9); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Latino Loco; SV Fort +5, Ref +3, Will +4; AP 3; Rep +3; Str 10, Dex 10, Con 14, Int 14, Wis 12, Cha 15.

Occupation: Academic (Gather Information,

Knowledge [Current Events], Research)

Skills: Bluff +7, Computer Use +8, Craft (chemical) +5, Craft (writing) +5, Diplomacy +5, Disable Device +5, Disguise +7, Forgery +11, Gather Information +12, Intimidate +8, Investigate +5, Knowledge (Current Events) +9, Knowledge (Streetwise) +11, Knowledge (Tactics) +8, Profession +7, Repair +5, Research +12, Search +8

Feats: Combat Expertise, Deceptive, Improved Disarm, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Talents (Smart Hero): Savant (Forgery), Trick

Talents (Charismatic Hero): Fast-Talk, Dazzle

Possessions: SITES M9; Wealth +8

“Rites of Succession”

Following “Revenge Tragedy,” Armando and Eduardo have taken over the Lat Loc and are having differences of opinion on how to run things. The old way, selling drugs at local schools and brutally punishing all opposition (favored by Armando) or as low profile as possible, attempting to avoid violence and undue attention from the police (favored by Eduardo). This adventure will play up not only the difficulties of the PCs’ job in the precinct but also the different approaches of their superiors.

Capt. Greer favors fomenting unrest, turning the brothers against each other; however, the precinct will be a war zone for weeks if not months. Greer believes a gang war will result in a lot of dead dealers, meaning less work for the cops in the precinct. He advises sparking tensions by spreading rumors and advocate a brutal crackdown on anyone who hurts a civilian, encouraging the bangers to take their frustrations out on each other.

Lt. Stockton will favor conciliating the brothers. The Lat Loc ruled the precinct with an iron fist when Enrique was alive. Though any drug dealing should be punished, a strong Lat Loc means quieter

streets and fewer civilian casualties. Even though helping the brothers get along is unpleasant, it is less unpleasant than a single dead child or mother.

Finally, there is Sgt. Major’s approach, which is to back the smart brother who is more likely to avoid violence and selling to kids (Eduardo) by any means necessary, even if that means Armando has to disappear.

The PCs could choose one of these approaches or come up with one of their own. Either way, they will make both friends and enemies among their superiors.

More Gangland Classes

Expanding on content introduced in *Modern System: Gangland*, we look at two different varieties of street cop: the good cop and the bad cop. These archetypes will be familiar to many fans of police dramas in television and film. Neither is a crime scene scientist or forensic expert, both are street cops who use guts intuition and common sense to nab the bad guys.

Bad Cop

The bad cop realizes that the police are fighting a war. A war in which they have hamstrung themselves with

rules the criminals don’t have to play by. Fortunately, there are cops like him, who have decided to stop playing and start fighting.

Requirements

To qualify to become a bad cop a character must meet the following criteria (the quickest path into this class is through the Tough Hero basic class).

BAB: +2

Skills: Intimidate 6 ranks, Knowledge (streetwise) 3 ranks

Feat: Personal Firearms Proficiency

Class Information

The following information pertains to the bad cop advanced class.

Hit Die: 1d10

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The bad cop’s class skills (and the ability for each skill) are: Climb (Str), Drive (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (civics, streetwise, tactics) (Int), Repair (Int), Sense Motive (Wis), Swim (Str)

Skill points at each level: 5+Int. modifier

TABLE 1: THE BAD COP

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+0	+0	Bad Cop (Unfriendly Persuasion)	+1	+0
2 nd	+1	+3	+0	+0	Street Cred	+1	+0
3 rd	+2	+3	+1	+1	Bonus Feat	+2	+0
4 th	+3	+4	+1	+1	Bad Cop (Beat Down 1/day +1d6)	+2	+0
5 th	+3	+4	+1	+1	Brute Smash +1; Stoolie 1/day	+3	+1
6 th	+4	+5	+2	+2	Bonus Feat	+3	+1
7 th	+5	+5	+2	+2	Brute Smash +2	+4	+1
8 th	+6	+6	+2	+2	Bad Cop (Beat Down 2/day +2d6)	+4	+1
9 th	+6	+6	+3	+3	Bonus Feat	+5	+2
10 th	+7	+7	+3	+3	Brute Smash +3; Stoolie 2/day	+5	+2

Class Features

All of the following are features of the bad cop advanced class.

Bad Cop: At 1st level the bad cop can use his reputation as an unwavering crimefighter who is willing to break the rules to gain “cooperation” from a suspect. The bad cop can add his Reputation modifier to all Intimidate skill checks when dealing with criminals. The bad cop’s reputation with law enforcement is always considered infamy rather than fame.

At 4th level the bad cop can unleash a savage attack on a criminal once per day, inflicting an additional +1d6 damage on a successful melee attack. This damage may be lethal or nonlethal at the bad cop’s discretion.

In addition to inflicting additional damage, anyone witnessing the beat down must make a Will save (DC 15+ the bad cop’s Reputation modifier) or be shaken for one minute.

The bad cop’s reputation is increased by his class level when dealing with anyone who witnesses the beat down as well.

At 8th level this ability may be used twice per day and the additional damage inflicted increases to +2d6

Street Cred: At 2nd level the bad cop gains the Renown feat when dealing with criminals and other law enforcement personnel. Since his reputation is considered infamous however, the bad cop’s growing rep is unlikely to *embraced* by his superiors.

Bonus Feats: At 3rd, 6th and 9th levels the bad cop receives a bonus feat from the following list: Alertness, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Combat Martial Arts, Confident, Double Tap, Force Stop, Frightful Presence, Improved Bull Rush, Knockout Punch, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Quick Reload

Brute Smash: The bad cop gains the listed bonus to melee damage rolls.

TABLE 2: THE GOOD COP

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+2	Good Cop (Friendly Persuasion)	+1	+1
2 nd	+1	+2	+2	+3	Banter	+1	+1
3 rd	+1	+2	+2	+3	Bonus Feat; Undercover Persona	+2	+1
4 th	+2	+2	+2	+4	Good Cop (Ear to the Ground); Street Contacts 1/day	+2	+2
5 th	+2	+3	+3	+4	Banter +1; Undercover Persona	+3	+2
6 th	+3	+3	+3	+5	Bonus Feat	+3	+2
7 th	+3	+4	+4	+5	The Shield	+4	+3
8 th	+4	+4	+4	+6	Good Cop (Master Investigator); Street Contacts 2/day	+4	+3
9 th	+4	+4	+4	+6	Bonus Feat	+5	+3
10 th	+5	+5	+5	+7	Banter +2; Street Contact 3/day; Undercover Persona	+5	+4

Stoolie: The bad cop has street contacts as described in the good cop class. The main difference between the street contacts of the bad cop and the good cop is that the bad cop’s are under... duress. To access his street contact ability the bad cop must either make an Intimidate skill check (DC 20) for a criminal contact, or a Wealth Roll (DC 16) to pay off a law enforcement contact.

Good Cop

The good cop uses his contacts on the street and his ability to gain a criminal’s trust to secure confessions and remove dangerous criminals off the street. The good cop isn’t the best forensics expert in the world nor is he an infiltrator able to pull off a years-long sting against a mafia family; however, he is skilled in the art of psychological profiling, “soft” interrogation and undercover surveillance.

Requirements

To qualify to become a good cop a character must meet the following criteria (the quickest path into this class is through the Charismatic Hero basic class).

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks

Feats: Trustworthy

Class Information

The following information pertains to the good cop advanced class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The good cop’s class skills (and the ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Gather Information (Cha), Knowledge (behavioral sciences, civics, popular culture, streetwise) (Int), Investigate (Int), Listen (Wis), Sense Motive (Wis) and Spot (Wis)

Skill points at each level: 7+Int. modifier

Class Features

All of the following are features of the good cop advanced class.

Good Cop: At 1st level the good cop gains the ability to add his reputation modifier to all Bluff and Diplomacy skill checks when dealing with criminals and other law-enforcement agencies. The good cop has a reputation for being an honest broker which aids his dealings with the underworld. Since this reputation is for (relative) honesty, the good cop can also Bluff his way into a criminal’s head, making him

think he is a liberal do-gooder more concerned with the criminal's "feelings" than his victims.

At 4th level the good cop adds his reputation modifier to all Gather Information skill checks.

At 8th level the good cop adds his reputation modifier to all Investigate skill checks.

Banter: At 2nd level the good cop adds his Charisma modifier as a competence bonus to his Defense. His wise cracking style distracts and annoys his opponents in combat.

At 5th level the good cop's competence bonus to Defense equals his Charisma modifier +1.

At 10th level the good cop's competence bonus to Defense equals his Charisma modifier +2.

Bonus Feats: At 3rd, 6th and 9th level the good cop gains a bonus feat from the following list: Alertness, Armor Proficiency (light), Attentive, Combat Expertise, Deceptive, Defensive Martial Arts, Educated, Improved Disarm, Personal Firearms Proficiency, Renown. The good cop must meet the prerequisite for any feat selected.

Undercover Persona: At 3rd, 5th and 10th levels the good cop develops an undercover persona. An undercover persona is a simple disguise that can be adopted without a Disguise kit and in much less time than a more elaborate Disguise (one minute). This Disguise will not fool anyone who actually knows the good cop, it simply allows him to fit in on the street to observe events as they unfold. Some examples: a bum, a drug seeker, a john, a gawking tourist, a maintenance worker. This list is by no means exhaustive and the player can create his own undercover persona with the GM's permission.

Street Contacts: This ability works like the Favor Charismatic Hero talent but the player must pick one contact the first time this ability is used from either the criminal or law enforcement arenas. Thereafter the good cop must always seek help from that contact and if they cannot help (or are unwilling to for some reason) then the attempt fails.

When a contact is selected the player may determine two skill foci for the contact. The contact will have a number of ranks in these skills equal to the good cop's reputation modifier. The contact can provide aid in these areas automatically but only one per day. Any other assistance the character seeks from the contact has a flat 50% chance of not succeeding (either because the contact is unable or unwilling to help or the good cop simply can't reach him). If the contact *can* help in an area outside his specialty the most assistance he can offer a +2 bonus to a single skill check.

At 8th level the good cop may select a second contact and may use this ability twice per day. He can either seek assistance from the same contact twice or each contact once.

The Shield: The good cop's mission, like all cops is to protect and serve the public. At 7th level he can grant his Banter bonus to Defense to a single ally instead of himself. To use this ability the good cop must be within 30 feet of the ally he is protecting. Use of this ability is a move action that does not provoke attacks of opportunity.

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