

Special Investigations: NightShift

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Introduction

So here you are, the new crop of Special Investigators. Welcome. And I mean that. This department is overworked, underfunded, misunderstood... and that was before our recent... trouble. I can use each and everyone one of you, so when I say welcome to SI, I mean it.

Now I know what the rest of the force say about us. They'd have you believe this is a unit of crooked cops and incompetent investigators. They say this is where police careers go to die and where only the nut jobs feel at home. You can believe them if you want, but what does that say about you lot that they transferred you here?

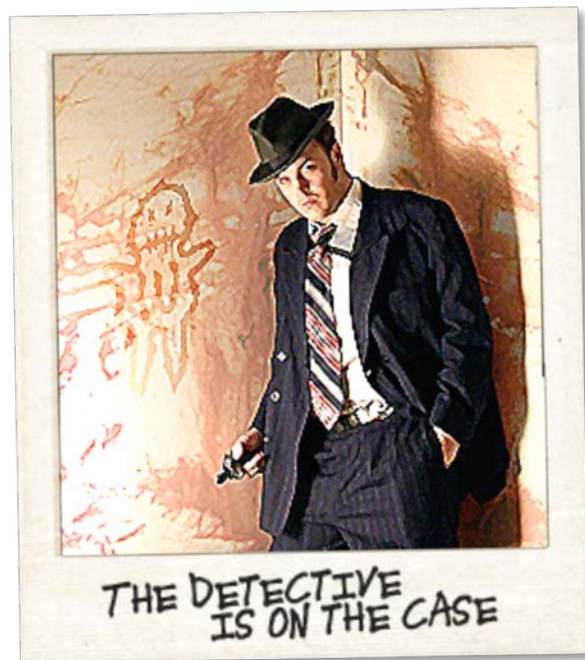
I'll tell you what I think. I think they haven't got a clue what goes on in this unit, and that if they did, they'd wet themselves and hide under the bed for a week.

Now you're all new to the nature of this kind of work, so I'll try to keep from assigning you to any jobs involving our famed "escaped bears," at least until I know you can handle it... but the cases are rarely labeled when they come in, so be on your toes, be careful, and for sprints' sakes... try to keep an open mind.

SI. INTERIM CAPTAIN ISADORA DECOUDREAU

Special Investigations

Special Investigations: NightShift (SINS) is a setting for the Savage Worlds rule set. It's based on a cross of 1990s detective shows, with their "realistic" depictions of life in a police unit and the nature of the job, with the supernatural monster-of-the-week shows of the same era. The whole setting is framed as a TV show and plays up the conceits of both genres for additional fun and drama. Hard drinking detectives with rocky marriages are partnered up with a rookies promoted too early and together they take on sorcerers trying to raise an army of the undead in a blighted neighborhood.



Special Investigations

Players take the on the starring roles as the newest detectives on the Nightshift of the New Orleans Police Department's Special Investigations Unit. They find themselves underfunded, unappreciated, and dealing with the investigations other units either don't want, or don't take seriously. Each episode they may uncover a sinister spellcaster, terrifying supernatural creature, or cursed artifact wreaking havoc on the people of their city. It's their duty to Serve & Protect... and then cover up the evidence of magic and monsters.

The Game Master takes on the role of The [Director](#), plotting out mysteries, and throwing dramatic twists into the works along with the monsters and magic. By framing the game as episodes of a 90s TV show, the Director can focus the action and events on the important scenes, helping to make the game fast, furious, and fun.

So grab you badge, and count your dwindling supply of silver bullets: the show's about to start.

What You Need to Play

Special Investigation: Night Shift (SINS) is a setting for the award winning Savage Worlds Role Playing game by Pinnacle Entertainment Group. SINS is designed to be played using the *Savage Worlds Deluxe* rule set, called the [Core Rules](#) in this book, although it should play well with most versions of the Savage Worlds rules. Directors should also have an extra set of poker chips around for tracking [Departmental Favor Tokens](#), (see page 32.)

Why 90s Television?

The cop shows of the 80s were famous for being action heavy with very little realism or investigative substance. Over the top heroes chased one dimensional villains, crimes weren't that dark, and the cops always got their man. It's not a bad place to set an action game, but it isn't the best fit for one leaning more towards investigation and horror.

Detective shows made *after* the 90s have had a tendency to focus on science over police work, with many shows focusing on crime scene technicians or medical examiners over actual detectives. Unlike the 90s TV shows, they seem to work in unrealistically well funded and equipped labs, and plausibility is stretched so that lab techs and doctors carry guns, personally make arrests, and interview suspects as though they were cops. Many stories hinge on scientific procedures and computer analysis, with the smartest scientist using the most obscure procedure to extract trace evidence to thereby solve the case. Interesting, but not exactly *Fast* or *Furious*.

SINS narrows in on the 90s "procedural" detective shows, which showed very human detectives working cases with much more verisimilitude than in the 80s. The detectives were flawed, often hamstrung by the system or politics, and struggled to deal with tough situations or the darkness of the human spirit they encountered on the worst of their cases. Episodes revolved around breaking cases through old fashioned investigation, and by interviewing the witnesses and suspects.

Also during the 90s, supernatural and monster shows were coming into their own, with convention reversing well written vampire-hunting-cheerleaders or odd couple FBI agents taking on the latest monster of the week. SINS merges these two concept together into a single "show" where very human detectives investigate the dangers of the supernatural in the haunted streets of New Orleans.

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The hedge-wizard promised me two morsels. I figure the six of you will have to do.

...Plus the dog.

HE WHO DRINKS THE MARROW

This chapter contains the rules needed for creating player character detectives, along with new hindrances, edges, and gear. The end of the chapter contains some optional rules for expanding the setting's scope, but should not be used without permission from your Director.

Setting Concepts

SINS games are focused on a single, if special, police unit. All players characters are expected to be members of this unit, and as such, they are all "normal" human police detectives. While magic and monsters are real in the setting, they are generally not on the police force. Part of the fun of the game is discovering the supernatural, and then figuring out how to fight it. While a bit more narrowed in scope than the average setting, by focusing on a single police unit, it becomes easier to frame and play with the concept. Characters are expected to be police officers, to solve crimes, and to file paperwork about their actions. You'll find

mechanics associated with these aspects that wouldn't work as well in a less focused setting.

Also remember that the setting is framed as a mid 90s police detective show. Realism takes back seat to TV concepts and depictions. Cases are solved in days instead of weeks or months, and you only ever seem to deal with one reoccurring state's attorney, crime lab tech, or medical examiner. Cases will form into improbably concise story arcs, and the average or monotonous work that would realistically happen in a police department is skipped, happens "off camera," or moved through rapidly in montage.

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Unless you take edges or hindrances that say otherwise, your character will be police detective recently transferred to the New Orleans Special Investigations Unit. The unit is understaffed, underfunded, and little respected by its fellow officers. Rumors say they hunt monsters and investigate voodoo, but officially they are supposed to deal with cases requiring "special knowledge and/or cultural sensitivity." That your character has been transferred into the unit probably means his or her last commanding officer didn't think too highly of them.

The SI Unit itself, and in particular their much rumored about night shift, has recently experienced a major catastrophe on a bust. Details are sketchy, but something went very wrong and a number of officers were injured and at least one was killed. It's these vacancies in the unit that the player characters will fill.

Being a Cop

As a SINS character, you'll be playing a police officer, typically a detective, but uniformed officers, and lieutenants are available options with some edges and hindrances. While some players may be comfortable jumping into playing a cop character, it can be a bit different than a traditional fantasy character.

Special Investigation's Status

Your Character isn't just a member of the New Orleans Police force, but is also a member of the Special Investigations Unit, the least respected unit in the NOPD. While you can expect your fellow officers to mostly do their job, you can't expect special treatment, or even more than minimal support. This especially comes to the front with the [Unit Reputational Penalty](#), (see page 35.) Everyone in the unit, including your character, takes a penalty to Charisma when dealing with fellow police officers, lab techs, district attorneys, etc. This penalty will fluctuate over the course of the

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game as activities taken by Special Investigations Unit help or hinder their reputation within the department.

Police Skills

As a detective, your SINS character should have a decent *Investigations* and/or *Streetwise* skill. One of these skills, your choice each episode, is used to determine how effective the character is at closing casings. This is called the *Case Board* check, (see page 33,) and a highly skilled detective will close more cases, and earn the entire unit more favor with the rest of the local law enforcement community, as represented with *Departmental Favor Tokens*, (see page 32.) These tokens can be cashed in for weapons, officer assistance, vehicles, extra lab tests, etc. Case Board checks are the primary source of these tokens. A number of new Edges and Hindrances effect these checks and tokens.

Generic police knowledge, including the legal code but also departmental structure, history, and personnel, is mostly covered with *Common Knowledge* checks. Directors may assess penalties or bonuses to checks depending on the nature of the knowledge and character background. A former member of the bomb squad is likely to recall events surrounding a past bomb threat more than a recently promoted beat cop, for example.

Repair, in addition to its standard uses, now includes the basic knowledge of explosives, including making and disarming them. It's a likely skill for characters connected to the bomb squad or arson units.

Knowledge: Law, another new knowledge skill, covers the detailed intricacies of the legal system. While your police officer's *Common Knowledge* is enough to know the basics of law enough to enforce them, *Knowledge Law* covers them in more detail, enough to be a lawyer. A competent lawyer would have a d6 in law, although having the skill doesn't

necessarily mean your character has taken or passed the bar exam.

Crime Scenes

Your SINS character is likely to encounter a number of crime scenes over their career, with the details being varied by the nature of the crime, victim, and presence of witnesses. While the details will vary wildly with each case and each episode, players can expect a few things.

Typically there will be at least one responding officer on the scene when your detective arrives. This uniformed officer, probably with a partner, was first on the scene and was responsible for scene until you arrived. They may or may not have done a good job of securing the scene before you arrived, and they may or may not have called in back-up to help deal with suspects, evidence, witnesses, reporters, or gawkers.

Cases involving a dead human body automatically get a medical examiner involved, typically Doc on page 52. She'll either be on the scene when the players arrive, or on her way. Doc will want to observe the body on the scene before it is moved, and will later complete an autopsy back at the morgue. If drugs, poison, or disease are suspected she will run the necessary tests, but as SI, you can't expect full toxicologically panels or other complex tests without convincing or calling in favors. As a game set in the 1990s, DNA testing requires special favors and out of state labs.

SI's low status means Crime Scene Technicians are almost never sent to an SI crime scene without calling in a favor. In many cases, you and your fellow characters will need to examine scenes themselves using their own skills:

- **Notice:** Locating or noticing physical evidence is largely covered by the Notice skill.
- **Investigate:** Investigate covers research oriented aspects, like digging through a victim's

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financial paperwork or military records looking for hints or clues. A basic investigations check on a person brings up their public records, police records, etc. Gaining access to other records, like zoning permits or job evaluations, may require visiting various government or corporate offices, and may require a warrant.

- **Streetwise:** Canvassing a neighborhood for witnesses or even just general information, like a suspect's personality and habits, or rumors related to the crime, is covered by the Streetwise skill.
- **Persuasion:** Most interactions with witnesses or victims are covered by the Persuasion skill. It's also typically the skill, including the Unit Reputation Penalty, used to try and get extra resources on a case without calling in a favor.
- **Intimidate & Taunt:** Not all witnesses, and especially not all suspects, react well to persuasion attempts. Sometimes intimidation or taunting can help get a target to talk or slip up and say something they should have.
- **Healing:** Although Doc the medical examiner does a better job of it, especially with her laboratory to run tests, you can make your own simple medical examinations using the Healing skill. Considering Doc is only automatically involved in cases with a human corpse present, this can be especially helpful when dealing with blood stains, wounds on a living person, or corpses of animals.
- **Shooting:** If ballistic evidence is found on the scene, the Shooting skill can be used to recognize the make and model of weapons involved, and to determine lines of fire, which can be helpful in locating additional clues or evidence.
- **Fighting:** Similar to shooting, if there's signs of a struggle in a room, or wounds on a person, the Fighting skill can help recognize what happened, including skill, size, and number of the combatants, depending on the amount of evidence there is to work with. This can also be done when looking at the wounds on a victim, such as the size, shape, and placement of bruises or cuts, which allows it to overlap somewhat with the healing skill.

- **Boating, Driving, Piloting, and Repair:**

Evidence left by vehicles, such as a getaway car leaving tire tracks or a hub cap, can be analyzed by use of the appropriate vehicle handling or Repair skill. This can be especially helpful in identifying makes and models of cars from vague witness statements, or noting what mechanical issues a vehicle might be suffering from by the oil stain left in its parking place.

- **Survival:** The survival skill can be used to help identify animals involved in an attack or crime scene, and can be especially helpful in identifying dead animal corpses or determining if the behavior or evidence matches known animals or not.
- **Tracking:** Aside from the obvious use for following tracks, should any be present, tracking can also be used to identify details of a person or animal by the impression left by an imprint, most notably probable size and any distinguishing gait characteristics, like a limp or if they were running.

Legal Authority

As a police themed setting, your SINS characters should expect to encounter a number of legally dubious situations, especially once the supernatural becomes involved. However, as a Fast and Furious game based on TV cops instead of the real world justice system, it's important not to get too hung up on the real legal code and enforcement procedures. Generally the Director has final say on what amount of authority your character has in a situation, and may invoke legal complications as part of the "Serve & Protect" setting rule, although they will need to pay Bennies to the characters assigned to the case when doing so.

As a general guide, police officers are limited in what they can do by constitutionally protected rights of the American people. Legally, court issued

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warrants provide police officers the authority to seize people or property, something otherwise banned. In reality, it's actually a much more complicated than that. In SINS games your characters are limited in what they can do legally into three broad categories: without a warrant, with reasonable suspicion, or with a warrant.

Actions Without a Warrant

Lacking special legal authority, you police character does not have authority to enter a private dwelling, seize property, or detain an individual, however, there are a number of exceptions.

If you observe someone breaking the law, you may arrest them and seize any evidence connected to the initial crime. Securing warrants for further suspected evidence, such as things at the suspects home, is usually not a problem under these circumstances.

Your police officer may also seize evidence or contraband that is in "plain view" from a location of "legitimate vantage," so if you can see drugs on a table through a front porch window, you can enter the building to secure the drugs, but cannot search the rest of the premises without securing a warrant. Again, having secured contraband, getting a warrant should be easy.

Without evidence or a "reasonable suspicion" your police officer may question a person, but that questioning is voluntary. They can choose not to answer or to leave at any point.

Without a warrant or reasonable suspicion, you can only enter private property with permission from someone in reasonable control. That mean you can't search a car without permission from it's driver or owner, nor can you enter a house. Even if you are invited into a house, you don't have permission to search it, but instead can only observe from

areas of "legitimate vantage." So for example, if the owner invites you into their study for a chat, you can't wander off into the basement to look for kidnapped victims. There are two common TV cop tropes that can expand this a bit. First, it's common for one of two TV detectives doing an interview in a person's house to "ask to use the bathroom," giving the officer a chance to observe more of the house on the way to the restroom. Second, TV police commonly contact the landlord of a rental property to gain permission to search a residence instead of directly approaching the renter whom they suspect.

Actions with Reasonable Suspicion

Reasonable suspicion is a dubious gray zone between having no evidence and having enough to make an arrest. It's even more nebulous in TV crime shows, but in general the character must suspect an active crime or immediate threat is taking place. Actions taken under "reasonable suspicion" can be challenged in court, and all evidence collected from that action becomes useless in securing a conviction as "fruit from the poisonous tree." TV cop shows often play fast and loose with "reasonable suspicion," often contrasting two cops with different standards for the term as a way to play up character personality. Theoretically reasonable suspicion must be specific as to the criminal activity and related evidence.

With reasonable suspicion your police officer may detain a suspect for questioning for 24 hours. A good example of reasonable suspicion would be encountering a man running down the street in a ski mask while responding to a robbery call, while the classic bad suspicion is encountering a black man in a white neighborhood. The suspect has the right to remain silent and to request a lawyer. This is often part of the classic police interrogation, (see "The Box" on page 82.) At the end of that period the suspect must either be release or

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formally charged. A character released may be arrested later if more evidence is found, but a character formally charged begins the process of going to trial, something that can only be done once per crime. Cunning police or district attorneys may charge a target with a minor or tangential crime in order to keep them in the system while looking for further evidence on a larger crime.

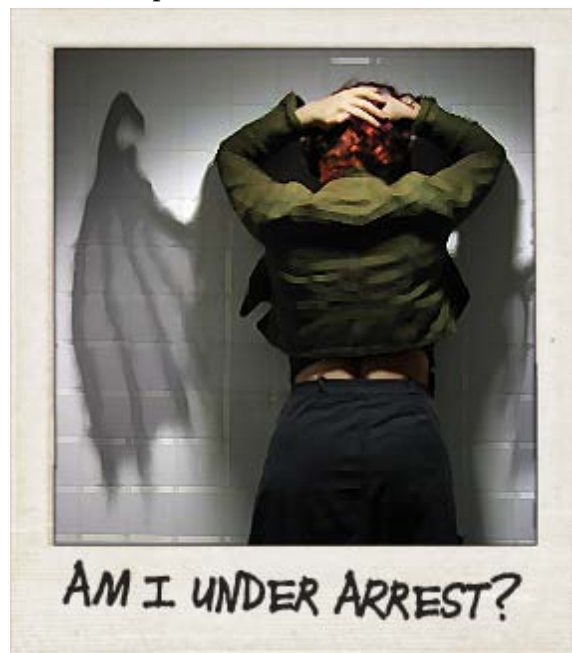
With reasonable suspicion your police officer may search a vehicle or enter a house, but the standards of suspicion tend to be much higher for dwellings, at least on TV. Entering a house is allowed only if the officer has reason to suspect an ongoing crime, typically shown as “hearing screaming” on TV shows, although finding signs of a struggle or break-in is also common. Less ethical police officers may falsely claim such justifications, which can lead to tainted evidence if the reasoning is thrown out of court later.

Warrants

Without permission or reasonable suspicion of an active crime taking place, your police officer will need a court issued warrant to take a person or their private property into custody. Typically this means presenting evidence and suspicions to a judge, so they can sign-off on a prepared warrant. On TV shows, different judges have their own standards on what they will sign off on depending on circumstances, including who is asking for the warrant. Typically a SINS character will need to convince the Assistant District Attorney David Jacobsen to wrangle a friendly judge into a warrant, (see page 53.) The standard of evidence for getting a warrant is much lower than the evidence needed to actually convict a person. Hearsay and circumstantial evidence is often enough to get a warrant, at least in TV police dramas. There are actually several types of warrants, each of which permits different actions, but the main two your

character will encounter are Search Warrants and Arrest Warrants.

Search Warrants gives your character permission to search a specific property or set of properties, typically buildings and vehicles, for specific kinds of evidence. These are likely to be the most common warrants in a game, as they help build up evidence to eventually arrest a suspect.



Arrest Warrants are issued when there is sufficient evidence to charge a target with a crime. Because once charged a suspect begins the process of going to trial for the crime, which can only be done once, and because you can interrogate a suspect on suspicion alone, courts dislike handing out these kinds of warrants without a reasonable amount of evidence being built up first. A common trick, however, is to issue a warrant for a lesser, often related, crime making it possible to lock up a target while still seeking enough evidence for a major crime. It's common for search warrants to be issued, and evidence collected, before an arrest warrant is issued. However when enough evidence is present to immediately issue an arrest warrant, search

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warrants for that person's property are typically issued along with the arrest warrant.

Character Creation

To make your detective, follow the standard rules for Savage Worlds, but with a few changes:

- Your character is **Human** complete with extra **Edge**.
- Your character has **Police Training**, providing a few free skills a d4.
- Your character has **Serve & Protect**, and is *supposed* to act in a manner becoming an officer of the law.
- Some **Edges** and **Hindrances** are banned, other are replaced, and some are new.
- Your character has **Back Story Reveals**, allowing them to define their history, and gain a few skills, in play.
- The department issues some standard gear, like a badge and gun, to all officers.

Police Training

As a police officer, your character came up through the police academy and has been trained to fight, shoot, and drive. Before buying skills, start with a d4 in **Driving**, **Fighting**, **Shooting**, and your choice of **Investigation** or **Streetwise**.

Serve & Protect

Being a police officer, while having advantages in legal powers and authority to carry a weapon, also carries extra responsibilities. Your character is *expected* to protect civilians from harm, prevent unlawful actions, and to behave in a fashion becoming an officer of the law. That includes filling proper paperwork and observing people's unalienable rights. He or she can't *legally* kick down a door and brandish a gun at people without a warrant, nor fire

on someone without cause. Unfortunately in SINS, many foes are human, or can at least appear like one well enough to file complaints or press charges. In game terms this works like a **Hindrance**, although it provides no character creation points nor prevents you from taking one major and two minor hindrances of your own choosing. In play your character may earn Bennies for acting like a police officer when it might be easier to do otherwise, such as seeking a warrant before kicking a door down. The director may also issue you Bennies when the justice system interferes with your character's activities, such as a necromancer you arrested making bail in time perform a ritual under the new moon.

Choosing Hindrances

As you choose hindrances for your detective consider the question of "why was my character transferred to Special Investigations?" Other units in the police department do not look favorably upon SI, and they jump at the chance to transfer or even promote their ineffective, most troublesome, or least liked officers into the unit as a way of getting them out of their own hair.

Was your detective moved to SI because he drinks on the job (**Habit**), doesn't work well with others (**Stubborn**), is too distracted by her divorce (**On the Rocks**, p 13), or is getting on in years (**Elderly**). Maybe no one in your character's old unit would have them for a partner because they were **Heroic** with a **Death Wish**, **Arrogant**, or once shot up their own squad car by accident (**All Thumbs**.)

Alternatively, maybe your character

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has ended up in SI because they saw something on a case that couldn't be explained away, and went looking for the truth ([Curious](#)) and now has a reputation for the spooky stuff?

Banned Hindrances

The scope of SINS does limit a handful of hindrances from play. Child cops and amputated detectives were not common features of the 90s TV landscape, while killer cops are villains, not heroes. The following hindrances are banned from a SINS character:

Banned List:

- Blind
- Bloodthirsty
- One Arm
- One Eye
- One Leg
- Wanted (*see Crooked Cop below*)
- Young

New Hindrances

In addition to [Serve & Protect](#), which all character receive, there are a few new Hindrances to select from for your character:

Crooked Cop (Minor or Major)

Your character is on the take or otherwise indebted to a criminal organization or individual. As a Minor hindrance, if the truth is discovered your character would likely be stripped of his rank and kicked off the force. As a Major hindrance, your character has done much worse, and if discovered would likely be arrested. In either case, from time to time the criminal organization may make "requests" of your character, commensurate with his or her rank in this hindrance.

If your character has the [Connections](#) edge for the same criminal organization they are in bed with, they gain a +2 on the [Persuasion](#) rolls when attempting to get aid from that organization. If your character has Crooked Cop as a Major hindrance, gain +4 instead.

On the Rocks (Minor)

Your character can't seem to balance home life and work life, and as a result both suffer. Maybe their marriage is coming undone, or their teenage kid is falling in with the wrong crowd. The distractions inflict a -2 penalty to [Case Board](#) checks, including cooperative rolls. Worse, sometimes the problems in your character's private life intrude on work. Expect the Director throw you frequent complications related to your home life.

Rookie Officer (Minor)

Your character was promoted too early, or is fresh out of the academy, and they don't know how to handle themselves, *yet*. You must spend a [Benny](#) at the start of every combat, or your character is effectively surprised. Additionally, your character takes a -2 on [Common Knowledge](#) rolls related to the police department and procedures and on [Case Board](#) checks, including helping in Cooperative rolls. You may buy this hindrance off at Seasoned rank or above by expending an advance, at which point your character is no longer a rookie.

Rookie Partner (Major)

Your character's partner may think they're true blue, but is really as green as they come. He or she says the wrong thing at the wrong time, frequently gets into trouble, and often needs saving. Worse, as the senior partner, it's your character's job to keep the rookie alive. You gain an [Extra](#), (not a Wild Card,) ally with the [Harder to Kill](#) edge as your character's partner, and he or she is just not up to proper police work on their own.

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As a detective, his or her name is on the Case Board, but don't roll for them; they are always "in the red" and provides a [Negative PR draw](#) every time, although they don't count as a player for comparing successes.

Rookies use the standard rules for advancing NPC allies. Should you keep your partner alive for an entire season, your rookie is transferred "to a real unit" and you are assigned a new rookie or you can buy this edge off with an advance.

If the Rookie Partner ever dies your character is guilt-stricken, and receives one less [Benny](#) at the start of each episode until you are assigned a new rookie partner, usually at the start of the next season.

To take this Hindrance your character must be a Detective. Your character may not also be a [Rookie Officer](#) nor can you be a [K-9 Unit](#).

Uniformed Officer (Minor)

Your character is not a detective. He or she is a uniformed officer assigned to assist the Special Investigations Unit. Your character may not take the [Family Fast Track](#), [Hardboiled Special Investigator](#), [K-9 Unit](#), or [Lieutenant Rank](#) edges, nor the [Rookie Partner](#) hindrance. As a non-detective, your character *cannot* be lead detective on a case or make [Case Board](#) checks, although they can make Cooperative Rolls to assist another detective on Case Board checks. Your character *should not* be the one to fill out official paperwork at the end of cases and thus *shouldn't* make the related [Cover-up](#) checks.

Once your character reaches at least Seasoned rank, you may spend an Advance to remove this hindrance, and effectively be promoted to a detective.

Banned Edges

There are a handful of edges that are not appropriate for the SINS game. In some cases a similar new edge has been

added to the game, such as [K-9 Unit](#) replacing [Beastmaster](#). Most banned edges are related to [Arcane Backgrounds](#), which are not available to SINS player characters.

Banned Edges:

- [Arcane Background](#)
- [Noble](#) (see [Lieutenant Rank](#))
- [All Power Edges](#)
- [Adept](#)
- [Assassin](#) (see [SWAT Unit](#))
- [Champion](#) (see [Police Chaplain](#))
- [Gadgeteer](#)
- [Holy/Unholy Warrior](#)
- [Mentalist](#)
- [Mr. Fix It](#)
- [Wizard](#)
- [Power Surge](#)
- [Beast Bond](#) (see [K-9 Unit](#))
- [Beast Master](#) (see [K-9 Unit](#))
- [Followers](#) (see [Lieutenant Rank](#))

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The Connections Edge

The Connections edge is a great for implying friends in city hall, organized crime, the local newspaper, or even a friendly voodoo priestess. Taking the edge for connections *within* the Police Department, however, requires some clarifications in SINS games. First of all, the department as a whole is not specific enough. SINS characters may take a specific unit, like Homicide or SWAT, as a connection, but not the entire NOPD. Second, attempting to gain aid using the Connections edge within any portion of the NOPD still suffers the Unit Reputation Penalty.

In many cases, the existence of Favor Tokens (see page 32) makes taking Connections within the police department a sub-optimal choice. Favor Tokens provide automatic success, and the unit can earn and use more of them in an episode than the single skill dependant use of Connections allows.

New Edges

The following edges have been added to the game to help fill out a number of police archetypes and functions.



Bomb Squad (Professional)

Requirements: Novice, Repair d6+

Your character is a former member of the Bomb Squad, and is therefore familiar with the workings of explosives and various traps. You gain a +2 bonus on skills rolls to locate, make, set, or disarm a trap or bomb.

Your character has also been issued a custom fitted bomb disposal suit by the department (see page 27.)

Family Fast Track (Background)

Requirements: Novice

One of your character's family members, an uncle that's a district commander or a step-father that's on city council, has some pull within the police department. Because of this family connection, your character has had a police career served up on a silver plate.

Your character doesn't need to meet the requirements to take the Bomb Squad, Investigator, K-9 Unit, Lieutenant Rank, or SWAT Unit edges. Additionally, your character may also combine any of those edges with the Rookie Officer hindrance.

At the start of each episode, your character gains a Favor Token that's yours alone to

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spend, in addition to any earned for the unit through the Case Board check.

Such favoritism does not sit well with the officers passed over for promotion or that resent your character's unearned rank. Your character suffers a -2 Charisma penalty with other police officers.

Gallows Humor (Social)

Requirements: Novice, Taunt d6+

When the SI Unit is faced with a terror inducing situation, your character helps to defuse the fear with a quick wisecrack, put-down, or wry observation. You can immediately make a **Taunt** roll as a free action before any **Fear Checks** are made. Instead of its usual effects, each success and raise on this roll adds a +1 bonus to Fear Checks made by allies (including your character), up to a maximum of +4.

Normally, this benefit only applies to allies who can hear your character, but even when that doesn't work, a timely roll of the eyes or mocking gesture can still communicate the same sentiment visually.

Hardboiled Special Investigator (Background)

Requirements: Wild Card, Spirit d6+, Knowledge (Occult) d6+

Note: This edge *must* be taken at character creation.

Your character's been a member of the Special Investigations Unit for a while now, and along the way has encountered magic, fought monsters, and come to some hard realizations about the world, but that education didn't come cheap.

Unlike other characters, yours starts as an existing member of Special Investigations. Immediately gain 20 xp with all the advances and rank improvements that come with it. *Then* shuffle the Action deck and draw two cards, and the Director with secretly draw a third card. After you show your two cards to show the Director, and when he or she is done with their maniacal laughter, they will let you

know about an unpleasant case your character once worked in SI, and what side effects it left. (See **Hardboiled Special Investigator** on page 71.)



K-9 Unit (Professional)

Replaces the **Beast Master** & **Beast Bond** edges.

Requirements: Novice, Spirit d8+,

Your character is an active member of the NOPD K-9 Unit, permanently assigned to assist the Special Investigations Unit. You have the rank of sergeant but are not currently a detective. Your character has a well trained and loyal dog, typically a male German or Dutch Sheppard, for a partner. Use the stats for a **Police Dog** extra, (see page 98.) Your dog companion counts as a **Wild Card** including having a **Wild Die** and the ability to take **Wounds**, but it does not start with any **Bennies** of its own. You may spend your own **Bennies** on the dog's behalf.

As a non-detective, your character suffers all the draw backs of the Uniformed Officer hindrance, but *cannot* buy it off. If your character's K-9 partner is killed or is retired, you may either be side promoted into detective rank, removing the Uniformed Officer effects, or you may take on a new K-9 partner next episode.

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Your Canine partner gains XP just like any other Wild Card, but the Director has final say on what skills and edges are appropriate for a dog.

Your character is issued a dog sized Kevlar Vest, and a K-9 version of a "black & white" police car complete with pump shotgun.

Lieutenant Rank (Professional)

Replaces the [Noble](#) Edge.

Requirements: Novice, Command

Your character is the new Special Investigations Unit nightshift lieutenant, answering directly to the Unit Interim Commander, and attempting to collect favors from the rest of the police department to keep the unit afloat. Unless you take the [Hardboiled Special Investigator](#) edge, your character is still new to the unit, and probably recently promoted as well.

Thanks to their rank, your character get a +2 bonus to Charisma when dealing with police of *lower* rank. Additionally, he or she has direct control over up to 4 allied Extras, (not Wild Cards.) These are the other "background" detectives of the Special Investigations Unit's nightshift, and as background characters they mostly deal with their own cases unless needed for a big bust. (See Filling Out The Ranks on page 44.)

Although not a detective, at the start of an episode your character automatically generates one Favor Token for the unit. Your character may still attempt to assist one detective on their check as well. The background detective extras do not make Case Board checks.

Note: There can only be *one* Lieutenant on the Nightshift. Also, you may not take this edge if your character has the [Rookie Officer](#), [Rookie Partner](#), or [Uniformed Officer](#) hindrances, nor with an *active* [K-9 Unit](#) edge.

Mentor (Leadership)

Requirements: Seasoned, Lieutenant Rank

Your character is especially skilled at aiding the development of their subordinates. At the end of the Episode when checking to see if any NPC allies have gained an advance, they do so on a roll of 4 - 6 as long as they are under your command. This typically includes the background SI detective extras and [Rookie Partners](#). (See **Allies and Experience** in the Core Rules for details on advancing NPCs.)

Police Chaplain (Professional)

Replaces the [Champion](#) Edge.

Requirements: Novice, Spirit d6+, Knowledge (Religion) d6+

In addition to being a police officer, your character is also a priest, or has a similar rank in your chosen faith. They might be a Christian Pastor, a Jewish Rabbi, a Voodoo Priestess, or any other religious calling approved by the Director. As a police chaplain, your character is responsible for administering to the spiritual needs of the police and community they serve. They gain a +1 to Charisma when dealing with other members of the police department or people of their faith.

As a character of faith, any holy symbol your character wields that *matches' their religion* has its rating increased by 1 while in their possession, (see page 28.) Additionally, your character counts as a holy person, which might be of benefit for some rituals or when dealing with some supernatural entities.

Once per episode your character may make a [Persuasion](#) roll to request assistance from their church. This is similar in effect to a use of the [Connections](#) edge, except you do not need to make a [Streetwise](#) roll to locate your contact.

When this edge is taken, your character is given a [Holy Symbol](#) related to your faith. (See page 28.)

Silver Tongued (Social)

Requirements: Novice, Persuasion d8+, Charisma +1 or higher.

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The harsh truth, or a well timed lie, can shake the resolve of even the toughest foe. Your character may use Persuasion to make a [Test of Wills](#), opposed by Smarts, against a single target that is able to understand you. You take a -2 penalty when using this edge in combat.

Silver Tongued Devil (Social)

Requirements: Seasoned, Silver Tongued

Your character no longer suffers the -2 penalty for using Persuasion Test of Wills in combat.

Spin Doctor (Professional)

Requirements: Novice, Persuasion d8+, Charisma +1 or higher.

Your character is skilled at putting the best shine on events, highlighting silver linings on storm clouds, and making good works seem like miracles. He or she can also lie on police paperwork like it was an art form.

During the [Reputation Test](#) at the end of an episode, you personally draw one extra card. Additionally, your character gains a +2 on Persuasion rolls to spin [PR Events](#), and when attempting a [Cover-up Check](#) on official paperwork. If you get a raise on a Cover-up check, you earn the unit an extra Positive PR Draw.

Spirit Sight (Weird Edge)

Requirements: Spirit d8+, Notice d6+

Your character is more sensitive to the spiritual nature of the world than most people. When your character gets a raise on a Notice roll to examine a place or object, you may get a flash of psychic insight related to it. The flash of insight is usually a quick image, feeling, or sound, and is typically vague or confusing. Interpreting the flash may be possible with a Knowledge: Occult roll.

You can also read people and other entities, but doing so is more difficult. A willing subject must submit to a detailed "reading," such as palm reading. It's possible to read a unwilling

foe, but only when they are off-guard, such as when they are Shaken. This still requires a raise on a notice roll.



SWAT Unit (Professional)

Replaces the [Assassin](#) edge.

Requirements: Novice, Agility d8+, Climbing d6+, Fighting d6+, Stealth d8+

Your character is a former member of the Special Weapons And Tactics unit, and is trained in various high threat situations and to use tactical combat gear. They add a +2 to any damage roll where they strike a foe unawares, even with ranged attacks.

Additionally, the department has issued your character a bulky Kevlar Vest with Ceramic Inserts and a matching Steel Pot Helmet.

Back Story Reveals

In addition to the normal character creation steps, your SINS character also has **2** Back Story *Slots* which can be filled in *during play* to expand upon your character's knowledge. [Back Story Reveals](#) are minor experiences from your character's off-camera history that provide

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some limited ability when they need it most.

At any point *during play* your character may declare some small feature of his or her personal background or history, and immediately gain a related Skill at d4, as if the skill rank had always been there.

Once a Back Story Reveal is set, it remains a permanent part of the character's background, and the skill die it provides becomes like any other skill, including the ability to improve it as part of a character advance.

Directors have final say on what back story reveals and skills are acceptable. Back Story Reveals need not be from a long time ago. A character can decide they've started taking classes at the local university a week or two ago as easily as recalling what their grandfather taught them on a fishing trip when they were twelve.

Example:

The players have discovered an old spell book in a suspect's house, but it appears to be written in Latin. Mike decides to use one of his open back story reveals, and says "You know, I was sent to a Jesuit school when I was a kid. The priest use to hit the back of my hand with a ruler when I mispronounced a Latin phrase. My left knuckle still tingles when I read the stuff." Suddenly Mike's detective has a d4 in Knowledge: Latin Language. He may even increase the skill to a d6 with future Advances.

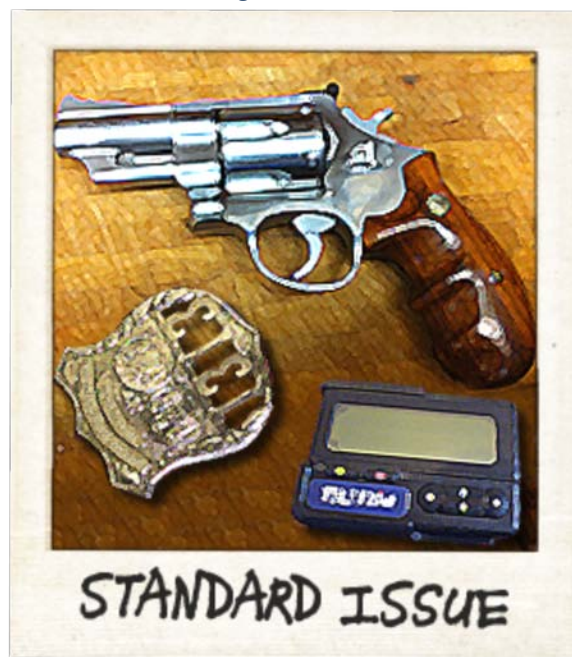
Back Story Reveals can *only* be defined during play. Much like a TV show, your character's actual background is

essentially undefined until it comes up on camera, and then it's locked in.

The longer your character has been around, the more back story "the writers" invest in them. For each rank you gain past novice, (Seasoned, Veteran, Heroic, and Legendary), you gain another Back Story Reveal slot.

Example Back Story Reveals:

- Attended a Jesuit School (Knowledge: Latin Language)
- Summered with an Uncle in the Bayou (Survival)
- Taking art classes at the community college (Knowledge: Sketch Artist)
- Reads lots of New Orleans History (Knowledge: Local History)
- Was on the swim team in school (Swimming)
- Honeymooned in Paris (Knowledge: French Language)
- Studied to be Nurse or EMT before joining the force (Healing)



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Starting Equipment

In addition to starting funds, your character is issued some gear by the police department:

- Concealable Kevlar Vest
- S&W .357 Revolver
- Handcuffs
- Police Badge
- Departmental Pager

Uniformed Officers are *also* issued:

- Flashlight
- Tonfa

Player may also assume they have a proper uniform, or requisite cheap suit for a detective, but must purchase any other gear with their starting funds. For example a nice suit could be purchased using the core rule's "formal clothing."

Players are free to purchase a different sidearm for their character, if they so choose. Some Edges and Hindrances may also change your character's department issued gear.

The Special Investigations Unit as a whole also has access to a some departmental resources, including some vehicles and locker containing a few non-standard weapons. (See Unit Resources on page 44.)

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Choosing a Sidearm

The default firearm issued to a police officer is a .357 revolver, but not all cops are content with such a weapon. Players are free to purchase a different sidearm with their starting funds, or later with their paycheck, but to be legal for an officer to carry on the job, it must be registered with the department. Additionally, the weapon must be a revolver or auto-loader *hand gun*.

Which kind of weapon an officer carries can say a lot about their view on using lethal force. The detective that's spent a decade working the "white collar" unit may have had no reason to fire their weapon in many years, and may feel uncomfortable with a larger weapon. The officer that's been working the gang unit for the past few years may have had experience with running out of ammo in a gunfight, and won't trust anything but a 17 shot Glock. Of course the experienced hard-boiled monster hunting SI detective may be uneasy with anything short of a high-powered Desert Eagle.

Archetypes

Players looking for starting points, or a group looking to play immediately, may find these quick start archetypes helpful.

Brilliant Detective

Solving cases comes easy to you... facts and evidence fit together like lovely puzzle pieces.

Unfortunately people are less straightforward.

Attributes: Agility **d6**, Smarts **d8**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d6**, Investigation **d10+2**, Notice **d8** (+2 Clues), Repair **d6**, Shooting **d6**, Streetwise **d8+2**,

Charisma: -1, **Pace:** 6, **Parry:** 5, **Toughness:** 7 (2, +2 vs Bullets)

Hindrances: Bad Eyes (minor), Curious, Habit (minor, Holmesian expounder)

Edges: Investigator

Burned-Out Lieutenant

With your seniority there was no way the union was going to let them promote someone younger this time. You just wish they hadn't made you Lieutenant of this unit of misfit cops.

Attributes: Agility **d6**, Smarts **d8**, Spirit **d6**, Strength **d4**, Vigor **d6**

Skills: Driving **d6**, Fighting **d6**, Gambling **d6**, Intimidation **d6**, Investigation **d6**, Notice **d8**, Persuasion **d6**, Shooting **d6**, Streetwise **d6**, Taunt **d6**

Charisma: -1, **Pace:** 5, **Parry:** 5, **Toughness:** 8 (2, +2 vs Bullets)

Hindrances: Bad Luck, Habit (minor, smoking), Obese

Edges: Command, Lieutenant Rank

Dirty Cop

So what if you took a bribe here or there? Everyone in arson was on the take, and it's not like anyone other than insurance companies were getting hurt.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d4**, Intimidation **d6**, Notice **d6**, Persuasion **d8**, Shooting **d6**, Streetwise **d8**, Taunt **d8**

Charisma: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 7 (2, +2 vs Bullets)

Hindrances: Crooked Cop (minor), Greedy (minor), Yellow

Edges: Connections (Criminals), Rich

Former Delinquent

As an adult, you've arrested kids for the crimes you yourself committed at their age.

You understand the streets, and you still know some of the people that run them.

Attributes: Agility **d8**, Smarts **d6**, Spirit **d6**, Strength **d6**, Vigor **d6**

Skills: Climbing **d6+2**, Driving **d4**, Fighting **d6**, Gambling **d4**, Intimidation **d6**, Lockpicking **d6+2**, Notice **d6**, Shooting **d6**, Stealth **d8+2**, Streetwise **d6**

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 7 (2, +2 vs Bullets)

Hindrances: Bad Luck, Cautious, Loyal

Edges: Connections (Criminals), Thief

Gulf War Vet

You did at least one tour of duty in the Gulf War and then returned home to become a cop. Maybe you aren't the same as you were before the war, or maybe you were always just a jerk. Whatever the reason, you got transferred to SI because no one wanted to work with you.

Attributes: Agility **d8**, Smarts **d6**, Spirit **d6**, Strength **d6**, Vigor **d8**

Skills: Driving **d4**, Fighting **d8**, Healing **d4**, Intimidation **d6**, Notice **d6**, Shooting **d10**, Streetwise **d6**, Knowledge (Explosives) **d6**

Charisma: -2, **Pace:** 6, **Parry:** 6, **Toughness:** 8 (2, +2 vs Bullets)

Hindrances: Death Wish, Habit (major, alcohol), Mean

Edges: Nerves of Steel

Hot Shot Cop

You've got more citations for bravery than the rest of your old unit combined, but when another of your partners ended up in the hospital it was all the brass needed to transfer you to SI.

Attributes: Agility **d8**, Smarts **d6**, Spirit **d6**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d10**, Notice **d6**, Shooting **d8**, Stealth **d8**, Streetwise **d6**, Taunt **d6**

Charisma: 0, **Pace:** 6, **Parry:** 7, **Toughness:** 7 (2, +2 vs Bullets)

Hindrances: Loyal, Overconfident, Rookie Partner

Edges: Brave, Luck

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Master of Spin

Your silver tongue breaks more cases than you can count, and at times it seems like there is nothing you can't talk your way out of. That didn't prove true when you discovered your latest lover was the captain's 20 something kid. You're lucky you were only transferred to SI instead of walking a beat or writing tickets.

Attributes: Agility **d6**, Smarts **d8**, Spirit **d8**, Strength **d4**, Vigor **d6**

Skills: Driving **d4**, Fighting **d6**, Intimidation **d8**, Notice **d6**, Persuasion **d10** (+2 Spin), Shooting **d4**, Streetwise **d6**, Taunt **d8**

Charisma: +2, **Pace:** 6, **Parry:** 5, **Toughness:** 7 (2, +2 vs Bullets)

Hindrances: Enemy (minor, brass), Overconfident, Quirk (Seducer)

Edges: Charismatic, Spin Doctor

Officer Toughstuff

You know only one way of working crime: the 9th Ward Way. You take to the streets and the corner boys go running. Is it really your fault that little punk couldn't take his beating like a real man?

Attributes: Agility **d6**, Smarts **d4**, Spirit **d6**, Strength **d8**, Vigor **d8**

Skills: Climbing **d6**, Driving **d6**, Fighting **d10**, Intimidation **d8**, Notice **d4**, Shooting **d4**, Streetwise **d6**

Charisma: -2, **Pace:** 6, **Parry:** 7, **Toughness:** 9 (2, +2 vs Bullets)

Hindrances: Enemy (minor, street punks), Mean, Vengeful (Major)

Edges: Brawler, Brawny

Swamp Cop

You were raised on the Bayou before moving to the city and becoming a cop. You're familiar with the traditional tales of voodoo, and might even be a minor adherent to the religion yourself. Is it any wonder you got transferred to SI?

Attributes: Agility **d6**, Smarts **d6**, Spirit **d6**, Strength **d6**, Vigor **d6**

Skills: Boating **d6**, Driving **d4**, Fighting **d4**, Investigation **d6**, Notice **d6**, Shooting **d6**, Survival **d8+2**, Swimming **d4**, Tracking **d8+2**, Knowledge (Occult) **d6**

Charisma: -2, **Pace:** 6, **Parry:** 4, **Toughness:** 7 (2, +2 vs Bullets and Magic)

Hindrances: Clueless, Outsider (Swamp folk), Quirk (superstitious)

Edges: Woodsman

True Believer

One night you saw something impossible. You got curious, and the more you looked the more your fellow officers whispered about you. You heard the rumors about SI, and jumped at a chance to join the unit and learn the truth about what goes bump in the night.

Attributes: Agility **d6**, Smarts **d8**, Spirit **d6**, Strength **d4**, Vigor **d6**

Skills: Driving **d4**, Fighting **d4**, Investigation **d8**, Notice **d6**, Persuasion **d4**, Repair **d4**, Shooting **d6**, Streetwise **d8**, Tracking **d4**, Knowledge (Occult) **d8+2**, Knowledge (Religion) **d8+2**

Charisma: 0, **Pace:** 8, **Parry:** 4, **Toughness:** 7 (2, +2 vs Bullets)

Hindrances: Curious, On The Rocks, Quirk (gullible)

Edges: Fleet-Footed, Scholar (Occult, Religion)

Veteran Monster Hunter

You ended up on the SI Nightshift years ago, penalty for your sins as a young hot shot cop, and now you spend your nights battling the monsters and darkness... and hoping the nightmares from the cases that went wrong won't keep you awake again tonight.

Rank: Seasoned

Attributes: Agility **d6**, Smarts **d6**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Driving **d4**, Fighting **d8**, Healing **d6**, Notice **d6**, Persuasion **d6**, Repair **d8**, Shooting **d8**, Streetwise **d4**, Tracking **d4**, Knowledge (Occult) **d8**

Charisma: 0, **Pace:** 6, **Parry:** 6, **Toughness:** 7 (2, +2 vs Bullets)

Hindrances: Cautious, Heroic, Quirk (superstitious)
Edges: Brave, Combat Reflexes, Hardboiled Special Investigator

Note: Draw cards for [Hardboiled Special Investigator](#) (see page 16.)

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Option: Civilian Characters

While SI is designed around the concept of a group of police officers working together to solve difficult and often supernatural linked crimes, some players may wish to play other character concepts occasionally encountered in detective shows. Director permission is **required** to play a civilian character, and Directors are encouraged to limit number of such characters as it reduces the influence of unit related rules like favor tokens, and it can be difficult to justify medical examiners working on robbery cases, for example.

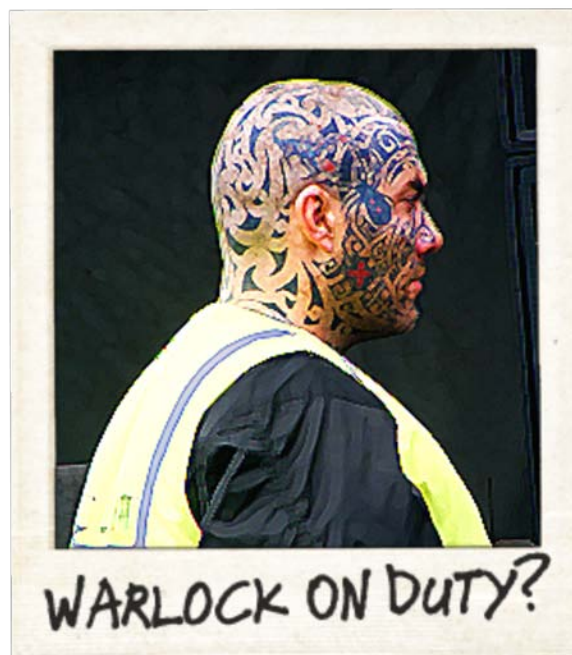
That aside, some character concepts can fit into a cop themed game without too much oddness, and indeed are main characters or commonly reoccurring side characters in many police shows of various styles.

- Crime Scene Photographers
- Crime Scene Technicians
- Criminal Psychologists
- Criminal Snitches/Confidential Informants
- Medical Examiners
- Psychic Detectives (see Option: Arcane Backgrounds below)
- Technical Consultants

The Rules:

Civilian Characters may only be played with permission from the Director. Civilian characters do not get [Police Training](#) nor [Serve & Protect](#). They are **not** issued a badge, gun, handcuffs, vest, or any other police gear. In fact, they are not police officers and are not legally able to make arrests, and may have difficulty explaining their actions after a shoot-out.

Civilian characters may not take any police related edges or hindrances including: Crooked Cop, Rookie Officer, Rookie Partner, Uniformed Officer, Bomb Squad, Family Fast Track, Hardboiled Special Investigator, K-9 Unit, Lieutenant Rank, or SWAT Unit.



Option: Arcane Backgrounds

While ordinary people fighting supernatural threats with ingenuity and guts alone is a key concept of SINS games, and a lot of fun, some game groups may desire to bring some magic in on the side of the party.

Directors should be careful not to let magic using character become the sole star of the game. In normal SINS games, everyone is generally equally mortal and thus equally able to handle the supernatural, but introducing a "consulting wizard" or "psychic detective" may make that character the primary focus of the game, as they will be the expert on most cases.

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That said, consulting wizards, crusading exorcists, everyman/everywoman "Chosen Ones," and psychic detectives can make interesting additions to a SINS game, if handled well.

The Rules:

Only Civilian Characters (*see above*) may take Arcane Backgrounds and related Edges, and only with permission from the Director and **all** the other players. In addition, the Special Investigations Unit suffers an automatic Negative PR Draw every episode the magic using character is involved in a case. The rest of the police force just doesn't look well on involving such "obvious frauds" as psychics and wizards in police business.

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Inhuman Characters

Wizards and Psychics aren't the only supernatural police seen in some TV shows. Vampire detectives, ghosts of dead partners, police officers on work release from hell, and werewolves are sometimes encountered in TV shows, books, and film.

This book does not contain the rules for running such characters, as they drastically alter the scope and feel of the game. However, if the Director and the players are interested in that kind of game, It's possible to integrate the race options from Pinnacle Entertainment Group's Savage Worlds *Horror Companion* product to get just those kinds of options.

New Gear

SINS games tend to make use of an interesting mix of modern police gear,

religious paraphernalia, improvised weapons, and other stranger bits of gear.

As this game is set in the 90s, Directors should disallow or increase the price on some gear, in particular computers, cell phones, and other high tech electronics. Games set in the mid or later 90s may also want to take into account the Federal Assault Weapons Ban of 1994.

Custom Ammunition

Using silver bullets to hunt werewolves is only the most commonly known of the ammunition tricks monster hunters have been known to employ. Strangely reloaded shotgun shells and bullets of various precious metals are not unheard-of, if improbable, weapons in a SINS case.

The uncommon nature of silver bullets, or the need to use a fey lord's *personal* gold, means that custom ammunition is almost always made custom by or for those intending to use it and cannot be purchased. Players wishing to produce a batch of specialty ammunition can do so using the Repair skill and the appropriate tools, often including a gunsmithing toolkit, reloading bench, and various bullet casts.

Precious Metal Bullets

Supernatural TV shows commonly use rare metal bullets, often silver, as a way to hunt monsters that are otherwise difficult to hurt with firearms. In SINS, just about any precious metal can be used to make a bullet. Silver is only the most famous. For the sake of fast, furious, and fun gameplay, these custom bullets function just like ordinary rounds, except players must make them themselves instead of buying them.

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\$100 worth of a precious metal, generally in trinkets from a pawn shop, can be melted down and crafted into 1d4+1 bullets with a successful Repair skill roll, in about an hour's work. This is increased by another 1d4 bullets on a Raise. A failed roll produces only a single viable bullet with the rest of the precious metal largely going to waste.

Directors are discouraged from allowing iron, or other tougher metals, from being used in bullets. While silver bullets are often shown as being essentially as useful as lead bullets, even supernatural TV shows shy away from putting harder metals in bullets, as it's too unbelievable.

Reloaded Shotgun Shells

Unlike casting custom bullets, it's relatively easy to reload shotgun shells with a tool no more complex than a screw driver. Everything from ball bearings, carpet tacks, and coins through to rock salt and wood splinters can be reloaded into a shotgun shell. With an hour's time, 2d4 shells can be reloaded this way with a simple Repair roll. Increase this by another 1d4 on a Raise, while Failure produces only a single viable shell.

Reloaded shells tend to lack the range of true buckshot, and only work at 5/10/20 ranges regardless of the shotgun they are being fired from. Additionally, lightweight objects loaded into a shell, like rock salt or wood, makes the attack Nonlethal to targets that aren't vulnerable to the materials.

Improvised Weapons

Because many supernatural creatures are vulnerable to particular materials or objects, it's not uncommon for characters to make improvised weapons out of athletic gear, household objects, or assorted materials from a hardware store. For the most part these weapons can be

treated like any other [Improvised Weapon](#) using the standard core rules.

Some objects, like baseball bats and tire irons, are usable improvised weapons as is. Others, like turning shards from a broken stained glass window into useful shivs, require a bit of work using the Repair skill and some basic tools. In most cases a simple success is all that's needed, but some improvising may be easier or harder, like adding iron nails to a wooden bat is a check at +2 because it's incredibly simple.



Improvised Weapons by Material

The challenge in using improvised weapons is typically in finding a way to use the right material to harm the monster you're hunting. The following table lists a small collection of possible improvised weapons by material, along with notes on their probable size and if a repair roll is needed to make them.

Bone		
Shiv (Varies by bones)	Small	Repair Roll

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Club (Varies by bones)	Small	
Flint/Obsidian		
Arrowheads, mounted to a board or bat (\$5)	Medium	Repair Roll
Ceremonial knives, museum pieces (Rarely for sale)	Small	
Shiv (\$20)	Small	Repair Roll
Silver		
Shears/Scissors (\$50)	Small	
Letter Opener (\$50)	Small	
Silverware, fine dining sharpened to an edge (\$50)	Small	Repair Roll +2
Stained Glass		
Shiv (Rarely for sale)	Small	Repair
Wood: Bamboo		
Knitting Needles (\$10 pair)	Small	
Wood: Hickory		
Baseball Bat (\$50)	Medium	
Wood: Maple		
Pool Cue (\$40)	Small	
Wood: White Ash		
Baseball Bat (\$50)	Medium	
Hockey Stick (\$40)	Medium	
Wood: White Oak		
Whiskey/Wine Barrels, made into clubs & stakes (\$200 barrel)	Small	Repair Roll
Wood: Willow		
Cricket Bat (\$50)	Medium	
Croquet Mallet (\$50)	Medium	
Wood: Quila		
Croquet Mallet (\$80)	Medium	
Wrought Iron		
Fireplace Poker (\$20)	Medium	
Nails, driven into a board or bat (\$20 for a bag of nails)	Medium	Repair Roll +2
Tools, wrenches, hammers, screwdrivers, tire irons (\$20)	Small	
Frying Pan (\$30)	Medium	

Police Equipment

Rifles, Handguns, Shotguns, Kevlar Vests, Handcuffs and other common police gear can largely be described with the existing modern gear in the [Core Rules](#). Modern, or at least 90s versions, of the equipment may vary a bit from the core rules. A modern set of handcuffs do not weight the same as a dark ages set of

manacles, for example.



Existing Armor

The Kevlar Vest listed in the core rules, and which all player characters get for free, should be considered a concealable vest. On duty police officers can be considered wearing this vest unless specifically stated otherwise.

The Kevlar Vest with Inserts, on the other hand, should be considered bulkier and more obvious. This is the kind of bullet proof vest worn by SWAT teams. Police issued versions of this vest tend to have "NOPD" or "SWAT" emblazoned across them in bold blocky fonts, and they are intended to be worn over clothing.

The Steel Pot (Helmet) covers the standard helmets worn by SWAT and riot cops.

Large Shields listed under medieval Armor also works well for modern riot shields.

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New Armor

Characters with a background in the bomb disposal unit will have access to a new piece of armor:

Bomb Disposal Suit

+8 Armor, 50lbs, \$5,000, Negate AP 4

Bomb Disposal Suits cover the full body including a helmet while keeping the hands free to make small movements. These suits of kevlar and ceramic plates are heavy and very obvious. Walking around in a bomb suit is a good way to start a panic.

Police Vehicles

A host of modern vehicles from the core rules work as is. Motorcycles, Dirt Bikes, Compact Cars, Mid-sized Cars, SUVs, Sports Cars, and Semis are all common enough in a SINS game. Of course as police officers, the player characters most likely vehicles will be squad cars and unmarked police vehicles.

The following police vehicles are typically only available to police departments. Player characters will have to requisition them from the motor pool, (see page 45.)

Squad Car

Essentially a police modified [Mid-Sized Car](#), often called a Black & White because of the distinctive paint job. In SINS a police car comes equipped with a [pump action shotgun](#), police radio, lights, siren, small spotlights mounted above the driver and passenger rearview mirrors, and a secure back seat to contain prisoners. The trunk of a typical squad car includes a set of basic tools and a basic first aid kit, along with police tape and evidence collection kits.

As an added feature, the doors of police car and lightly armored and can be used for cover in a fire fight.

Unmarked Unit

A somewhat subtler vehicle than a squad car for use by detectives, unmarked police cars are essentially [Mid Sized Cars](#) with a police radio, hidden siren, and small light that can be slapped onto the roof or dash board when needed. In SINS, an unmarked police car lacks the front seat shotgun mount and back seat containment cage of a squad car, but does have the side mounted spot lights, armored doors, and kits in the trunk. Realizing an unmarked unit is more than a common sedan typically requires a [Notice](#) roll.

Police Motorcycle

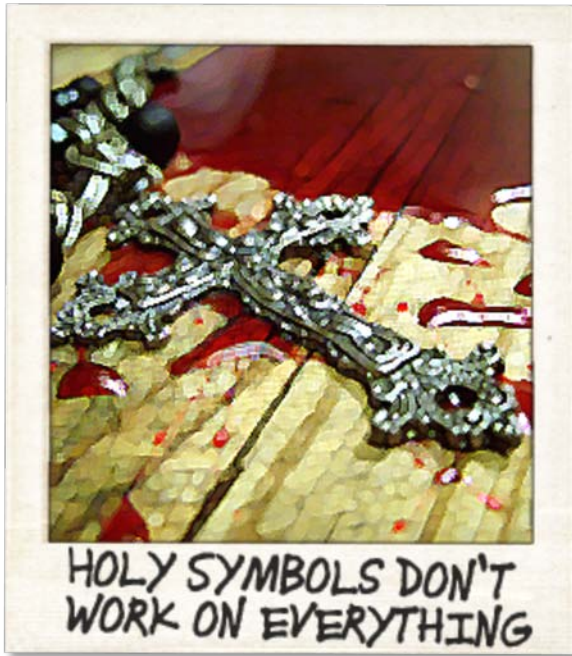
Similar in many ways to a squad car, police motorcycles are a motor cycle with lights, siren, police radio, and distinctive paint job. Rear mounted storage compartments hold the same tools, first aid kit, and police tape as you can find the trunk of a police car.

Religious Gear

While far from all monsters are vulnerable to holy items, it is a classic trope of the monster hunting genre, and something that is likely to come up fairly often in a SINS game. Crosses and holy

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water are two classic examples.



Holy Symbol

Rating 2 symbol, 5 lb, \$100

Holy symbols, as an icon of faith, can be effective at dealing with some creatures from beyond the veil. In particular, demons tend to be vulnerable to them. The power, however, isn't in the symbol itself so much as the faith poured into it over years of use. A mass produced cross freshly made is of little use, but a symbol intentionally crafted as a symbol of faith and regularly used for services and worship does have power.

When brandished as an action, a holy symbol forces a vulnerable foe in an adjacent square to make a [Spirit](#) roll with the symbol's rating as a penalty. If the creature fails, [Extras](#) are typically [Panicked](#), while [Wild Cards](#) are [Shaken](#), or [Panicked](#) on a critical failure.

Holy symbols are not limited to crucifixes. A Buddhist prayer wheel, Jewish tallit, or generations old family bible can count as a holy symbol.

This listing is for a "standard" antique holy symbol, rating 2, which has enough faith imbued in it through use to inflict a -2 on vulnerable entities. Directors may rule that

other particular symbols may be more or less potent depending on the item's history.

Holy Water

1lb per filled glass bottle, Price N/A

For reasons similar to holy symbols, some entities from beyond the veil are harmed by holy water or its equivalents in other religions.

When thrown, a 1pt bottle or vial of holy water is an area of effect attack using the [Small Burst Template](#). It has a range of 5/10/20, and targets in the area of effect may [Dive for Cover](#). The effects of holy water vary by creature.

Holy water is not commonly sold, but 1d4 1pt bottles of holy water can be covertly filled at a font in a church without drawing too much attention. Access to a larger amount of holy water requires working out some sort of arrangement with a church. Simply taking a bucket load or two for "police business" is clearly a [Negative PR Event](#).

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You don't get on to Special Investigations by believing in coincidences and accidents.

LIEUTENANT LEATY

Or procedures.

SERGEANT HAROLD

Special Investigations: NightShift uses a specific format, inspired by the 1990's gritty "procedural" detective dramas. This chapter covers the format and the rules associated with it, like Departmental Favor Tokens, The Case Board, and Reputation Tests. Largely the format and rules are intended to help the game feel like a TV Show and to help the players act as a team, but it's also a lot of fun actively play up TV tropes and clichés.

The TV Series Format

SINS games are not an attempt to mimic novels, movies, graphic novels, or even reality. They are geared towards the tropes and conceits of detective drama and supernatural TV Shows. This is largely a matter of framing and description, but playing up the TV show like qualities of the game really does make it more fun, and helps move the game along.

Seasons, Episodes, and Scenes

SINS games should be thought of and planned out like a TV show. The show has seasons comprised of individual episodes. Each episode is made of a collection of linked scenes, along with minor interruptions for commercials and opening or closing credits.

Scenes

Scenes are the fundamental aspect of a SINS game. Any time the characters are actively doing something, such as investigating a crime scene, chasing a

suspect down a back alley, or attempting to force a 30' tall demon into a rift in the veil between worlds, it's a scene.

Individual scenes might contain any combination of combat, investigation, chases, social conflict, dramatic tasks, or interludes. Scenes, as a measurement, help you define when it's time to move on to the next interesting event, as well as when to check if wounded extras have survived or determine if a string of positive or negative situations count as separate PR Events (See PR Events page 35.) A scene ends when the Director determines it's time to move on.

If the player characters are separated out into two or more groups, the Director might cut back and forth between two active scenes, moving from one to the other just as something interesting is about to happen in each, in order to heighten interest and drama.

Episodes

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In SINS, an Episode is similar to a normal Savage World's session. XP is awarded at the end of a Episode, and various edges and features, like [Connections](#), reset at that time as well. Also, many of the new rules presented in this chapter take place at either the start or end of an Episode as noted.

In TV shows, especially detective dramas, episodes tend to follow events over the course of a few days, maybe a few weeks. In SINS, it can generally be assumed that an episode takes place over about a week unless timing becomes more important.

The time between episodes is intentionally vague, but unless the Director says otherwise, should be considered long enough for a [Natural Healing](#) vigor roll to be made. A "mid season break" might be longer at the Director's discretion.

Basic Episode Breakdown

- 1) Cold Opening & the Hook (*optional*)
- 2) Episode Start
 - Paychecks
 - Natural Healing rolls
 - Various Edges reset
 - Case Board Checks
- 3) Hand Out New Cases
 - Determine Lead Detectives
 - Choose Partners (*optional*)
- 4) Investigation
- 5) Close Secondary Case (*optional*)
- 6) Primary Case Twist Encountered
- 7) Final Confrontation
- 8) Primary Case Closed
 - Cover Up Check
 - Reputation Test
- 9) "Roll Credits"
 - XP Earned

Seasons

Unsurprisingly, a collection of Episodes is called a season. Directors should try to link a season with a common thread culminating in a big season finale, but not every episode in a season need be

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especially linked to the major arc, and various smaller arcs are common.

While real TV shows tend to have between 15 and 25 episodes in a season running over the course of a year, Directors may alter the count as they see fit. Similarly, it may take more than a year to play through a single season, or multiple seasons might fit into one year of play, depending on the number of episodes and often a group plays.

The events of a season are generally assumed to take place over the course of one in-setting year. Holiday episodes, like Halloween or Christmas, are encouraged.

The start of a New Season carries a few special rules. Much as in TV shows, things tend to take a fresh start, sometimes including new faces on the cast.

Unit Reputation resets to 0 at the start of a new Season, (see page 35,) as does access to the **Motor Pool**, (see page 45.) This means season finale episodes have fewer repercussions. Generally speaking, the stakes in many season finales are often large enough for the departmental brass to give SI carte blanche anyway.

The start of a new Season is also the time when most cast changes take effect. Some characters leave the show, sometimes rather abruptly, and new characters come in. Players interested in doing so may freely retire their current character and replace them with a new one with the same amount of Experience Points, not counting **Hard Boiled Special Investigator's** 20 extra.

Off Camera vs. On Camera

SINS games largely focus on the important or dramatic activities of the player characters. Most activities therefore happen "On Camera." The Director may sometimes declare that something has been going on "off-camera" as a short hand for something minor that doesn't need to be shown in a Scene of its own. With the exception of Case Board Checks, (see page 34,) off-camera activities generally do not warrant a roll or test.

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Commercial Breaks

It is sometimes necessary to put a game on pause for a few minutes, to grab snacks, use a restroom, pay a pizza delivery person, or clear space on a table for miniatures based combat. In a SINS game, go ahead and just call these pauses "Commercial Breaks." For example, role-play interactions with a bad guy right up to the start of combat, then "cut to commercial" as the wicked necromancer starts calling his undead minions out of their graves. *Then* take the time to setup the game board for the resulting combat, and "return from commercial break" with drawing initiative, repeating the last line the necromancer said before the cut.

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The NightShift Rule

Unless otherwise stated, all scenes in a SINS episode take place at night. While largely for theme, this does directly affect [Fear Rolls](#). The sun helps reinforce the damaged barrier between the physical world and the spirit world. As a result, [Fear Rolls](#) in New Orleans are at an extra -1 penalty at night, unless in a brightly lit area.

Additionally, magic and monsters tend to be less active during the day, and especially in direct sunlight. Most supernatural creatures and some magic suffer a -1 penalty to all rolls when in direct sunlight.

Paychecks

Each character gets their paycheck at the start of each episode, with the exception of a character's first episode when they have starting funds. The standard paycheck is \$100, which is one fifth the starting funds. This represents

the character's spending money after dealing with bills like rent, food, habits, and possibly alimony & child support payments.

Edges and Hindrances that alter starting funds also apply to paychecks. Rich characters gain \$300 per paycheck, while the [Filthy Rich](#) get \$500. [Poverty](#) characters first divide any remaining funds they have in half before gaining only \$50 as their paycheck.

Favor Tokens

The Special Investigations Unit is an unappreciated unit in an underfunded police department. The unit can expect little aid from the rest of the police force without calling in markers and favors to get what they need. [Favor Tokens](#) represent these favors.

Each Favor Token is one favor owed to the Special Investigations unit by some other part of the New Orleans Police. Rather than track which units or officers owe what favors to which players, each token is considered a generic one time favor that can be cashed in with anyone else in the department, from motor pool up to the brass, and even the crime lab techs and medical examiners.

Favor Tokens belong to the entire unit. Any player can cash one in for any Director approved favor, but they can only be cashed in within the police department. The Director has final approval over how much a token can accomplish, but it is generally similar to the [Connections Edge](#), but without a skill roll required.

Favor Tokens are primarily earned off-camera, between episodes, by taking on extra cases from other units in the police

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department. Each episode the players start with 1 Favor Token, and they have the opportunity to earn a more by closing extra cases taken on from other departments. (See The Case Board on page 33.)

A few edges, like Family Fast Track and Lieutenant Rank, also provide ways to earn favor tokens. Lastly, a single Favor Token can be earned in the middle of an episode by solving the secondary case. (See the Two Case Structure on page 77.)

Unused favor tokens are lost at the end of an episode. After all, what have you done for the rest of the department *lately*?

Examples uses of a Favor Tokens:

- Borrow *one* MP5, Pump Shotgun, or Sniper Rifle(M1) from SWAT for the episode.
- Borrow *one* Kevlar vest with inserts from the police armory for the episode.
- Pull an extra vehicle from the Motor Pool for the episode.
- Have the department public relations officers handle a bad PR event. (See Unit Reputation page 35.)
- Get crime scene techs to go over a crime scene ASAP.
- Have the medical examiner run tests on a dead animal.
- Rush lab results.
- Get a warrant on limited evidence.
- Have a police car watch a location.
- Pull authority on a non-SI case.
- Keep the Brass off the unit's back so you can do something strange for a scene.
- Get a car ticketed or towed for no good reason.
- Get some reinforcements for a big bust.
- Convince a Police Chaplain to help you with a ritual.

- Pry confidential information out of another police unit.
- Get the park ranger Old Jeb, (see page 59,) to guide you through the swamp, loan an airboat, or help capture a wild animal.

Aid Without Favor Tokens

It's possible to get aid from the rest of the police force without spending favor tokens, or when you've run out of however many favor tokens you had, but it's not easy. Players may make a *Persuasion* roll to try and convince their fellow officers to lend them a hand, but they take both the *Unit Reputation* penalty, (see Unit Reputation page 35,) and a penalty depending on how much they're asking for. In many cases, aid that would be automatic when calling in a favor is simply not available through more official channels.



The Case Board

Literally a white board located in the SI office, it has the name of every detective in the unit written across the top

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of the board, under each of which the individual detective's cases are listed. Cases listed in red are open, while those cases in black are closed. The goal of any skilled detective is to change red names into black. In SI, falling too far into red makes the unit look bad, while clearing extra cases can earn the unit favors with the rest of the force.

For Fast/Furious/Fun purposes, how well a detective is doing with their case load is covered off-camera. Players don't need to solve a whole series of mysteries or track cases on an individual basis. Instead a single roll is made to see how well that detective is dealing with their case load between episodes.

Case Board Checks

At the start of every episode, each detective in the unit must make their choice of either an [Investigation](#) roll, representing research and evidence analysis, or [Streetwise](#), representing interviewing witnesses and canvassing neighborhoods. Charisma applies to this [Streetwise](#) roll normally. Success indicates the player is handling their case load, with a Raise indicating they are closing a lot of cases.

The Director counts the number of Successes and Raises, and compares it to the number of *players*, regardless of rank. If the players earn enough successes and raises to equal the number of players, they earn an extra Departmental Favor token for the episode. If they earn double the number of players, they get 2 tokens instead of 1.

Failure on the Case Board check indicates that the character is falling

behind with too many open cases, generating a [Negative PR Draw](#), (See Unit Reputation page 35.) A Critical Failure means they've actually managed to cause a problem on one of their open cases, and generated two Negative PR Draws instead of just one.

Non-detective characters, like uniformed officers or Lieutenants, are not listed on the Case Board and therefore do not directly make Case Board Checks, but may attempt to help a detective close more cases. At the start of each episode, non-detective characters may use the [Cooperative Roll](#) rules to aid *one* detective.

Example:

The Director calls for the Case Board Check at the start of the new Episode. Mike rolls his detective's Investigation skill (d10+2) and gets a raise with a 9. Beth rolls her character's Streetwise (d6) and gets a 2, but thankfully her Wild Die came up a 5. Steve declares his lieutenant has been helping Colin's detective close cases, and rolls a 5 on his cooperative Investigations roll to provide a +1 to Colin. Colin rolls his Streetwise roll (d6-1), with a +1 from Steve's lieutenant, and gets a 3 on his skill die and a 2 on his wild die. His failure causes a Negative PR draw even with Steve's help.

This group of 4 players has earned a combined 3 Successes and Raises, so they only get 1 Favor Token, plus the bonus Favor Token from Steve's Lieutenant.

Cover-up Checks

At the end of each case, the official reports needs to be filled out, describing in public detail everything that *officially*

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happened. While normally just a chore, in the case of rampaging demons or vengeful ghosts, true and accurate reports are a *terrible* idea.

At the end of each Episode, before the group makes their [Reputation Test](#), someone in the group needs to fill out the "official" reports, essentially covering up the supernatural truth with the most plausible magic and monster free explanation they can concoct. Technically the Lead Detective for the case, (see page 41,) is responsible for the paperwork, but another character might do the paperwork instead, but taking a -1 penalty. Whoever it is, they make a [Persuasion](#) roll with no appearance modifiers, as they are lying in paperwork, not in person. On a success, the cover-up sticks. On a failure the lies fall flat, and a [Negative PR Draw](#) is generated. A critical Failure results in two draws. The Director may impose a penalty or bonus on the roll depending on the nature of the case, the excuses the players present, and especially its outcome.

Characters with the [Spin Doctor](#) edge are especially skilled at lying on paperwork and can generate a Positive PR Draw from a raise on Cover-up checks. (See [Spin Doctor](#) on page 18.)

Unit Reputation

Among the investigative units of the New Orleans Police Department, the homicide unit is seen as the cream of the crop, while Special Investigations is seen as where careers go to die. The unit is largely thought to be staffed by a combination of crooked cops, alcoholics,

and just plain incompetent detectives. Worse, there are the rumor that the unit investigates voodoo and werewolves as if such things were real. The [Unit Reputation](#) penalty tracks just how poorly the rest of the force views SI, and how that that dim opinion affect SI's ability to get resources and aid through official channels.

Unit Reputation is a Charisma penalty between 0 and -2 that applies to the entire unit when dealing with their fellow New Orleans Police Officers. It does **not** apply to other social interactions, like using [Streetwise](#) on Case Board checks, or lying to a reporter.

At the start of a Season, the unit's reputation score is 0. At the end of an episode, the unit makes a Reputation Test, using the [PR Draws](#) earned during the episode. The results of the test changes the Unit Reputation for the next episode.

PR Events

At the end of each Scene, the Director determines if the scene became a Public Relations Event ([PR Event](#)). PR Events are activities that Negatively or Positively affect the reputation of the Special Investigations Unit. For example: A scene where the players prevent the assassination of a mayoral candidate is a Positive PR Event, while a scene that results in an innocent bystander being hit in a shoot out, regardless of shooter, is a Negative PR Event. Not all scenes are PR Events. Scenes without witnesses or victims don't tend to count as PR Events, but final judgment rests with the Director.

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Most PR Events generate a single Negative or Positive PR Draw, however, scenes that result in especially public events, those with many witnesses or victims, a large impact, or caught on camera by news reporters, may generate double the number of PR Draws, for good or ill.

Public displays of magic or sightings of monsters are always Negative PR Events. The vast majority of the public doesn't believe in magic or monsters, so rumors or reports of police fighting a werewolf can *only* hurt the reputation of the police and negatively affect the reputation of the SI unit with the rest of force.

DIRECTOR'S COMMENTARY

PR Event Balance

In most SINS episodes, it's easier to generate negative PR Draws than it is to generate Positive Draws. This is intentional. Players will need to work at keeping their reputation clean, and covering up the messes they find themselves in, or they *will* suffer the consequences.

Example PR Draw Values:

2 Positive	Preventing the assassination of a mayoral candidate on the steps of the court house in front of a crowd.
2 Positive	Violent gang "removed" from a neighborhood.
1 Positive	Saving or otherwise helping a politically connected person.
1 Positive	Violent criminal arrested.
None	Investigating a crime scene.
1 Negative	A building catches fire.
1 Negative	A violent criminal goes free because of a mistake or technicality.

1 Negative	Car chase resulting in property damage or accidents with uninvolved motorists.
1 Negative	Damaging a departmental vehicle or other valuable police property.
1 Negative	Harassing a politically connected person.
1 Negative	Innocent bystander injured during the scene.
1 Negative	Magic or monsters seen by a small crowd.
1 Negative	Observed using non-traditional weapons, such as silver blades or wooden stakes.
2 Negative	A hospital or orphanage goes up in flames.
2 Negative	Car chase damages a school bus full of kids.
2 Negative	Magic or monsters seen by a large crowd or on the Nightly News.
2 Negative	More than a few innocent bystanders injured in the scene.
2 Negative	Particularly vulnerable bystander, like a child, injured during the scene.



Spin Doctoring

Players can attempt to change the impact of a recent PR Event by **Spin Doctoring**, essentially trying to mitigate bad events or make good events look better by explaining away issues, shifting

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responsibility, playing up success, or just outright lying. In most cases, a successful [Persuasion](#) roll, often made against witnesses or reporters, may improve a modifier one step, such as from 2 Negative Draws to 1, or a Single Positive Draw to 2. A raise improves an event two steps, but a negative event can never become a positive event, and no event is ever worth more than two draws. A critical failure on Spin Doctoring causes the event to worsen one step, such as a 1 good draw becoming 0. A 2 draw negative PR event cannot be worsened to a 3 draw event.

Alternatively, players can spend a [Favor Token](#) to have the department's public relations officers handle the spin for them, and automatically alter the event one step.

Players must actively attempt to alter a situation. They are **not** automatically entitled to a roll, and they must take steps to spin an event either during the scene or within the [Golden Hour](#) of it occurring. Once footage makes it onto the evening news, nothing can help.

Spin doctoring only applies to *events* that happen "on camera". It does **not** affect *draws* generated from [Case Board Checks](#), [Cover-up Checks](#), or similar effects that directly generate *draws* instead of *events*.

Example

The players find themselves in a chase scene with a demonically possessed big rig truck. As the massive vehicle flies through an intersection belching brimstone exhaust, it intentionally causes a multiple car accident, and The Director makes it

clear that there are probable injuries. Mike's detective realizes this is not going to play well on the evening news. He pulls his police car off to the side accident while the rest of the unit continues the chase. After calling for an ambulance on his police radio he comes to the aid of the injured with his limited first aid until the paramedics can get there. The Director awards Mike with a Benny for [Serve and Protect](#).

When reporters follow the ambulance to the scene, Mike has his detective step in front of the cameras and handle their questions in the best light possible. He makes a [Persuasion](#) roll with a +2 bonus from his [Spin Doctor](#) edge, rolling a raise with a 9 on his 1d8+2 skill die, and turning a probable 2 Draw Negative PR Event into a non-issue.

Reputation Test

At the end of an episode, the Director shuffles the Action Deck, and then draws a number of cards equal to the number of Negative PR Draws acquired that episode +1. The Director then deals to the players, as a group, one card for each Positive PR Draws they earned +1. They then compare cards to see who has the highest individual card. If the Director has the highest card, the reputation penalty worsens by one. If the Players have the highest card, their reputation improves by one. Ignoring suits, if the highest card on both sides is a tie, compare the second highest card, and on down the line until one side wins or a side runs out of cards and loses. In the event of an outright tie, the reputation remains unchanged. A winning joker doubles the impact. If both

Doctor edge allowed him to pick up

another positive PR Draw from his high
roll on the [Cover-Up Check](#).

At the end of the Episode, the Director calls for the **Reputation Test**. He shuffles the Action Deck, and draws his 4+1 Negative PR Draws. He then deals the players their 3+1 Positive PR Draws and Mike draws his own card thanks to his **Spin Doctor** edge. The Director has an **KING, 8, 7, 6, and 3**. The players have a **JACK, 9, 4, and 6**, but thanks to his Spin Doctor edge, Mike drew a card and lucked out with an **ACE**. The **ACE** is high, so the unit's reputation actually *increases* from -1 to 0 for the next episode.

Example:

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Special Investigations Unit? Yah, you at the right place. Head down the hall here and turn right, den head for the old freight elevator. Take it all the way up to the third floor. When ya get out, turn left and keep walking. Can't miss it. Just listen for the sound of careers circling the drain.

DESK SERGEANT RAYMOND BAYARD

Special Investigations: NightShift takes place in a TV version of 1990s New Orleans. This chapter includes fictional details on the Unit itself, the Police Department, the fictional version of New Orleans, and "The Veil" between the mortal world and the spirit world.

Similar to the 90s TV shows the game mimics, SINS does not focus too heavily on a realistic depiction of New Orleans, or the Police Department. Detective shows set in New York don't give you a detailed breakdown of the city's boroughs, or even the basic layout of Manhattan. It generally isn't important to the story. Similarly, they don't stop to give you a breakdown of the command structure of the police department, but instead just introduce characters as needed for the story. SINS adopts this same view of New Orleans and the New Orleans Police Department.

SINS also adopts the TV show trope of using a reoccurring character to represent what would realistically be a group of various different people. The player characters will generally work with the same Medical Examiner, the same Lead Crime Scene Technician, and the same Assistant District Attorney.

Wild Cards

Within this book, Wild Card characters are noted with a Voodoo Doll character.



Investigative Division, and *theoretically* on par with the much larger and better funded Homicide, Vice, and Property Crime Units.

SI is staffed by just under two dozen officers working in two shifts: day and night. Each shift is overseen by a lieutenant, and the entire unit is the responsibility of the Unit Captain; currently Isadora Decoudreau.

The Special Investigations Unit

The Special Investigations Unit is part of the New Orleans Police Department's

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The unit was started close to a decade ago as a result of a political maneuver by a corrupt politician. From the very start it was a dumping ground for officers and cases unwanted elsewhere in Police Department. The original SI Unit found itself dealing with a series of supernatural threats that helped justify the unit to a handful of department brass and city officials that brushed up against the unknown, and saw the value in having a police unit that could take on magic and monsters *quietly*. This limited amount of high level support has kept the unit afloat for close to a decade, but neither the brass nor the politicians can openly justify the unit as the city's monster hunting squad, nor properly fund or support it. As a result, the unit mostly survives on hand-me-down gear, ingenuity, and favors from the rest of the force.

Within the New Orleans Police Department, the unit now serves two

distinct purposes: Firstly, and more publicly, the unit really is home to the department's most incompetent detectives that, for whatever reason, can't be just fired or demoted. Secondly, and by no means officially, the department is also home to the department's supernatural investigators. Those officers that have shown an ability or inclination to handle monsters or magic involved cases invariably find themselves transferred to SI's Nightshift, while the truly incompetent officers dumped on the department end up on the day shift.

SI Cases

Like the TV shows the game mimics, SINS doesn't let realism get in the way of a good story idea. The Special Investigations Unit's mandate is for cases requiring "specialized knowledge and/or cultural sensitivity." The wording was chosen in such a way that the brass could

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move just about any case that started having supernatural connections to SI, and as a result, Special Investigations cases range from assault and robbery to arson, missing persons, and murders. Unlike other units, which tend to be specialized, SI detectives have to be able to handle just about any kind of case.

Similar to how the SI Unit can end up working any case, the SI Unit can end up working in any Police District in and around New Orleans. Don't get too hung up the complexities of where a case happens: if it's weird, it's SI's. Directors are encouraged to use this as an excuse to set scenes in swamps, airports, cemeteries, and anywhere else interesting they can come up with.

Partners

Department policy has detectives and officers of the NOPD working cases in pairs. Players should largely be free to pair off their characters as desired on any given case, but those with the [Rookie Partner Hindrance](#) or [Partner Edge](#), are always working with their rookie partner. Similarly, [K-9 Unit](#) characters have their dog for a partner. A [Lieutenant Rank](#) character is not required to work with a partner, but may take one on cases if they choose, or even act as partner to a lower ranked detective when "staffing is short." In most situations, at least one member of a partnership should be a detective, as non-detective characters cannot be the lead detective on a case.

Cop TV shows make a big deal of looking out for, often while still arguing with, your partner, and this carries over

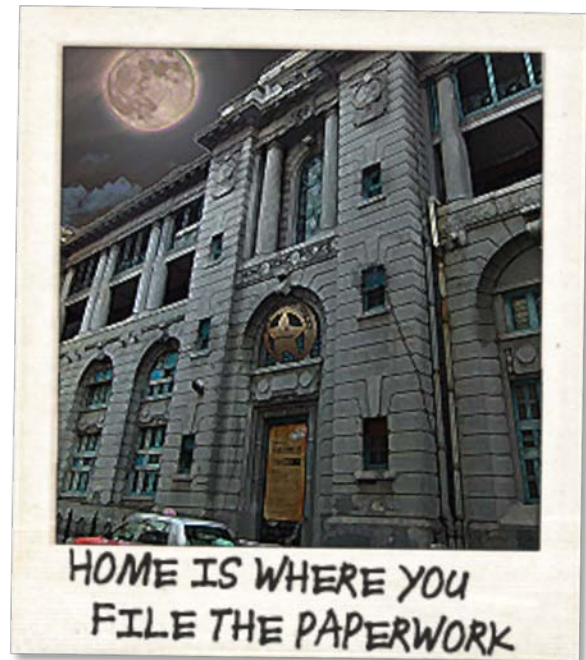
in SINS as part of [Serve & Protect](#).

Directors are encouraged to award [Bennies](#) for appropriate role-playing of partners arguing, looking out for each other, and otherwise going out of their way to act like TV show cops.

Lead Detective

When working a case, one of the partners is lead detective. That detective is officially in charge of the case and decides how to proceed on it. That character is also technically responsible for the paperwork, and *at the very least* must sign off on the report turned in. (See [Cover-Up Checks](#) on page 34.)

Being lead detective means the character is entitled to [Bennys](#) earned for [Serve & Protect](#) complications connected to the case. (See page 71.)



The Office

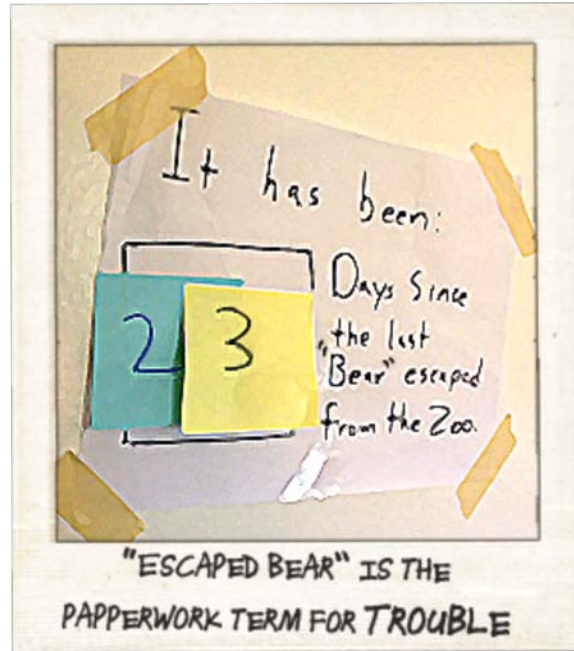
The Special Investigations unit's office is in the back storage of the third floor of an old police station in the 8th Ward. To

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get to it, you have take either the stairs or the freight elevator, and then travel through a few rows of stacked boxes of old paperwork. The office itself is defined by a floor to ceiling chain-link fence with gate separating out the office from the larger storage area, and was probably an evidence control space in past decades. It features no outside windows, bad ventilation, and the roof leaks when it rains.

The office has an open floor plan with ten mismatched desks of various decades of NOPD represented, loosely arranged in three rows, and each having a mostly functional typewriter for dealing with reports. A small office for the captain is in the corner, with its only window looking out onto the rest of the unit. Next to it is the old supply closet that was turned into an interrogation room. One of the physical walls and much of one of the chain-link fence "wall" are lined with old metal lockers that now serve as the unit's storage space. The overhead lighting is a series of slightly flickering fluorescent tubes, a few of which always seem burned out.

Each officer is assigned a desk, which they share with a dayshift counterpart. There are thankfully enough lockers located along the walls that every officer has at least a little private storage space, but the dayshift is notorious for stealing food out of the old fridge and leaving only about a half a cup of stale coffee in the pot when the shift change over starts.



Among the most prominent features of the office are a large free standing whiteboard listing cases by detective, with each shift having a separate side of the board, (see The Case Board page 33,) and a handmade sign taped to the wall next to the captain's door. It proclaims the number of days since the last "bear escaped from the zoo."

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Captain Decoudreau

"Of course he's a few scales short of a 'gator. No one in their right mind would deal Tarot cards on a Ouija board."

Rank: Veteran

Attributes: Agility **d6**, Smarts **d8**, Spirit **d10**, Strength **d6**, Vigor **d8**

Skills: Boating **d6**, Driving **d6**, Fighting **d8**, Investigation **d6**, Knowledge (Occult) **d10**, Notice **d6**, Persuasion **d8**, Shooting **d6**, Stealth **d6** (+2 in nature), Streetwise **d6**, Survival **d8+2**, Swimming **d6**, Tracking **d8+2**

Charisma: -2, **Pace:** 6, **Parry:** 6, **Toughness:** 8 (2, +2 vs. Bullets and Magic)

Hindrances: Loyal, Outsider (Black Female Police), Quirk (Superstitious), Serve & Protect

Edges: Arcane Resistance, Command, Connections (Voodoo Community, The Brass), Dodge, Marksman, Woodsman

Gear: S&W .44 (2d6+1, AP1, Revolver), Kevlar Vest, Badge, Handcuffs

Interim Captain Isadora Decoudreau has been with the unit since it was founded in the 80s. She was made lieutenant of the nightshift some years ago, but the recent bust gone bad put

Captain Girard out on injury, and now Isa is in charge of the entire unit, and doing her best to keep the house of cards from collapsing.

Between her voodoo-on-the-bayou upbringing and her years in SI, Isa is fairly familiar with supernatural entities and threats, although she doesn't have the knack herself. She also has some connections in both the supernatural and mundane world that allow her to stay on top of things.

As far as the player character interactions with her go; she's the boss. She hands out cases, (see the Two Case Structure on page 77,) at the start of most episodes, and spends most of her time in her office dealing with the stressful business of keeping the unit operating. If she shows up in the field it means something is going terribly wrong.

Isa's personality is mostly down to earth, pragmatic, and up-beat. She talks with a slight bayou twang, and occasionally uses saying that are unfamiliar to city folk. She's loyal to her friends and to her people, but she expects the best from her people because she knows the safety of the city might very well be at stake.

The Day Shift

Special Investigation's Dayshift is where the unit's real screw-ups and incompetents end up. While taking on the least wanted officers from the rest of the department does serve as cover for the Nightshift's less official role, it does present the problem of managing a bunch of officers that are at best benignly

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incompetent, and at worst, a danger to themselves or others. No one wants those kinds of officers dealing with werewolves or demon cults, so they're stashed away on the day shift, where monsters are less likely to be involved, and handed cases with little chance of becoming troublesome.

Most of the SI Dayshift is unaware of the real nature of magic or monsters, but a few dayshift officers, including the dayshift lieutenant, are former members of the Nightshift that either couldn't hack it, didn't believe it, or burned out after dealing with something terrible.

The Dayshift is rarely placed "on camera" in episodes, aside from the odd shot of the shift change over, complete with the big Case Board being flipped.

Filling Out The Ranks

In addition to the Player Characters, there are a handful of other detectives working the Nightshift in SI. Similar to the mostly unnamed extras seen in the background of detective TV shows, these background officers are there to fill in scenery and add some verisimilitude to the office shots. They aren't main characters in the show and so generally go about their business of solving their own cases without much fanfare. Most on-camera interactions with them is limited to getting messages from them when player characters return to the office, or sidelong glances when a player character emerges from getting a chewing out in Captain Decoudreau's office. The exception is if a big bust is going down, they can be called in for reinforcements.

Players with the [Lieutenant Rank](#) edge have a bit more control over these background extras, but must be careful not to over use them or the unit's clearance rates will suffer. The SI Unit should have about 4 such extras, but reduce this number by 1 for each player character with a [Rookie Partner](#). Directors are encouraged to give them names and personalities as well. If they are pulled off their regular cases for more than a scene per episode, they each generate a Negative PR Draw as their own casework suffers. These Extras do not make Case Board checks. These Extras use the standard rules for advancing allies.

These Extras are a finite resource and are normally only "replenished" at the start of a Season. The injury or death of one of these extras is a Negative PR Event.

Special Investigator Extra

Attributes: Agility **d6**, Smarts **d6**, Spirit **d6**, Strength **d6**, Vigor **d6**
Skills: Drive **d6**, Fighting **d6**, Investigation **d6**, Knowledge: Occult **d4**, Notice **d6**, Persuasion **d6**, Shooting **d6**, Stealth **d4**, Streetwise **d6**
Charisma: 0, **Pace:** 6, **Parry:** 5
Toughness: 7 (2, +2 vs. Bullets & negates 4AP)
Gear: S&W (.357 Revolver, 2d6+1), Kevlar Vest, Badge, Handcuffs
Edges: Harder to Kill (50% chance to avoid death)

Unit Resources

In addition to the individual resources of the player characters posses, the SI Unit as a whole has some minor resources associated with it.

The Computer

One slightly beat-up computer with sometimes functioning printer is located

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on a small unclaimed desk in the corner. It's hooked into the police databases and can be used for record searches. A game set in the late 90s would also have internet access. Regardless of time period, the printer is a dot-matrix affair and may require [Repair](#) rolls to work at all.

Motor Pool

At the start of a Season, the players have access to a number of police vehicles equal to half the number of players, rounded up. These are not specific vehicles, but motor pool allotments that can be drawn as needed to work cases. Destroyed vehicles reduce the size of the motor pool allotment until the start of the next season, and likely generate Negative PR Events. Pulling vehicles over the allotment requires a [Favor Token](#), and lasts until the end of the episode.

Lieutenants and Detectives may draw unmarked police cars. Uniformed officers may draw "black and white" squad cars or police motor cycles. K-9 Units are issued a K-9 modified black and white police car at the start of a Season. Drawing a non-standard vehicle requires the use of a [Favor Token](#).

Locker #113

Among the rows of lockers lining the walls of the SI Office is padlocked locker #113. It contains the unclaimed belongings of Sgt. Francis "Harry" Harold, (deceased.) At the start of the game, it contains a double barrel shotgun with the serial number filed off, 1d6+1 rocksalt loaded shotgun shells, an aging Revolver (.45), 1d4+1 silver (.45) bullets, a slightly rusty wrought iron "ritual" dagger, and a

picture of a police dog wearing aviator sunglasses. Cpt. Decoudreau has the key to the padlock.

The Bookshelf

In its decade or so of fighting monsters and sorcerers, the SI unit has found it helpful to collect a few texts, often from suspects and crime scenes. The approximately dozen and a half books includes a *Roman Catholic Bible* along with some apocrypha, an early translation of *Grimms' Fairy Tales*, a dog-eared copy of *The Voodoo Guide for Dummies*, and a reprint of a rare book called *The Veil & The Weight of Human Emotion*.

Players can use the small collection of books to make [Investigation](#), [Knowledge \(Religion\)](#), and [Knowledge \(Occult\)](#) rolls having to do with magic and monsters, although they shouldn't expect more than basics or even conflicting information without seeking more authoritative sources of information.

The New Orleans Police Department

The command structure of a major urban police department is actually quite complicated, but depicting it on camera serves very little purpose. Instead this is a listing of various parts of the New Orleans Police Department (NOPD) that interact with the Special Investigations Unit in any regular fashion.

The Brass

Sometimes called white shirts, because of their uniforms, the Brass are the higher ranking members of the Police Department, from the Captains up

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through the Superintendent of Police (AKA: The Chief). The brass are largely desk bound, and concerned with policy and stats instead of individual cases. In fact, the brass getting interested in a case is usually trouble, *especially* for the Special Investigations Unit.

Most of the brass, including the Superintendent himself, are unaware of the real nature of some Special Investigations cases. Captain Decoudreau's boss, Commander Marino, may be the highest ranking member of the department to have firsthand experience with the supernatural, but thankfully also has friends in City Government to help keep the unit around.

Captain Decoudreau is technically a member of the Brass, but she's in charge of the smallest, lowest funded, and least respected unit in the force, and has very little pull in most policy matters.

The Question of Rank

Rank in SINS is depicted in a simplified form that makes it easier to understand and play. In order of authority:

- **Superintendent** (Chief)
- **Deputy Superintendent** (Dep. Chief)
- **Commander** (Comdr.)
- **Captain** (Capt.)
- **Lieutenant** (Lt.)
- **Sergeant** (Sgt.)
- **Officer**
- **Recruit**

Officers, Sergeants, and Lieutenants all have blue uniform shirts. Captains and above have white uniform shirts. Recruits are not yet allowed to wear the official uniform.

Detective is not a rank, it's a job title. In SINS Officers, Sergeants, and Lieutenants can also be detectives, as in "Detective Sergeant". Detectives are "plain clothes" police and are not required to wear their uniform.

Rank and File

The average man or woman in a blue uniform. SINS characters will most often encounter these police officers when arriving on an active crime scene. In theory, the first officer on the scene is responsible for handling the scene until a detective arrives to take over, but their ability to do so *effectively or correctly* can vary. (See page 98 for stats.)

Individual police officers come in a variety of types depending of duty:

- Beat Officer (on foot)
- Patrol Cars
- Motor Cycle Cops
- K-9 Officers

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- Mounted Officer (common in crowd control)
- Campus Cops
- Highway Patrol
- Parking Enforcement
- Harbor Patrol



8th Ward Desk Sergeant Raymond Bayard

"Let me guess: you're booking him for sacrificing a chicken on a Thursday instead of Friday?"

As the night shift desk sergeant at the police station that SI works out of, Sgt. Bayard is the man the player character deal with when trying to get anything done at the police station, such as when booking perps into lock up.

Sgt. Bayard has no respect for the SI unit. He sees them as a collection of incompetents, and in particular Bayard disapproves of taking voodoo and other "heathen mumbo-jumbo" seriously.

The Other Investigative Units

Special Investigations frequently interacts with the other detective units of the NOPD, often picking up cases the other units don't want on their books, but occasionally taking cases with a supernatural aspect before they become too obvious. Because other units think SI is a joke, they are often unhappy when SI pulls jurisdiction on a "real" case.

The **Homicide Unit** takes all cases involving a human corpse, including probable accidents and suicides. Each corpse gets its own case number, so multiple murders can really bog down the unit's clearance rates, at least until the case is solved. The homicide unit is widely regarded as home to the best detectives in the force, and they tend to have the egos to go with it.

The **Felony Assault Unit** handles all forms of major attack and injury cases, as long as the victim is alive. Domestic abuse cases are major aspect of their case load, but they handle everything from attempted murder with an assault rifle down to accidentally hitting a pedestrian with a car, just so long the victim lived through it.

The **Property Crime Unit** is one of the larger detective units, and is further broken down into small squads, like Arson, Auto Theft, Burglary, Robbery, Vandalism, and others. Everything from purse snatching to bank robbery is handled by the unit's various squads.

The **Economic Crime Unit** focuses major acts of fraud, smuggling, local tax evasion, and similar "white collar" crimes. As units go, it's one of the smaller and less

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dangerous units to work, and possibly the one that least often interacts with Special Investigations.

The **Missing Persons Unit**, unsurprisingly, handles missing individuals. Much as in TV shows, most people are not considered missing until they have been gone for 48 hours. Children are an exception, and are considered an immediate issue.

The **Vice Unit** handles narcotics, prostitution, gambling, pornography, and alcohol. In the 1990s, *The War on Drugs* was the big focus, and New Orleans's ports served as a major drug importing center in the gulf region, making the unit Narcotics first and everything else second.

Internal Affairs

Internal Affairs (IA) is responsible for policing the police. Much as in police dramas, the IA in a SINS game is always looking for the player character detectives to slip up so they can come down hard on what they view as a unit of corrupt and incompetent cops.

If the group's [Unit Reputation](#) drops too much, an IA investigation into some member of the unit is started. (See [Reputation Tests](#) on page 37 and [Internal Affairs Investigations](#) on page 77 for more details.)



Lieutenant Justin Cavanagh, I.A.

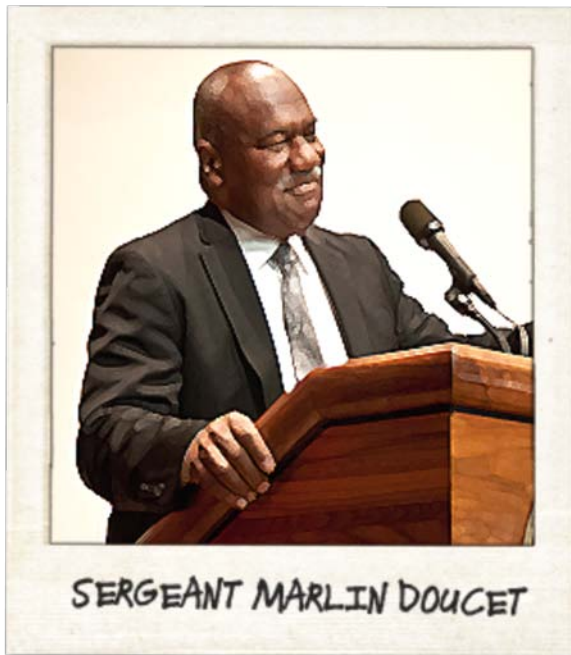
"Your reports are works of bad fiction. You know it, I know it, and it's only a matter of time before I can prove it and bring this whole charade down."

Whenever Special Investigations comes to the attention of Internal Affairs, it's generally Lieutenant Cavanagh that heads up the investigation. He has made it his personal mission to bring down the "corrupt and incompetent" Special Investigations Unit. He sees it has a cesspool in the department, the place where the crooked and incompetent go to hide because the brass doesn't look too closely at their reports. Although he's heard all the rumors about the SI unit hunting monsters, he thinks it all a big joke, and he isn't laughing.

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Public Relations Officers

The NOPD office of Public Affairs is staffed by a handful of well paid officers whose job it is to be liaisons with the community, interact with the press, and generally make the department look good. Their primary interaction with SI is to clean up the unit's messes as best they can. As noted on page 32, players can spend a **Favor Token** to have a public relations officer handle the spin on a PR Event.



PR Officer Sergeant Marlin Doucet

"Maybe I'm the one you want to talk to before the Federals get down here and start askin' questions about nasty sounding things like **corruption and bribery.**"

The usual PR Officer to handle Special Investigations messes is Sgt. Marlin Doucet. Marlin was promoted to Public Relations after putting in a number of years in SI himself. In fact, he was once

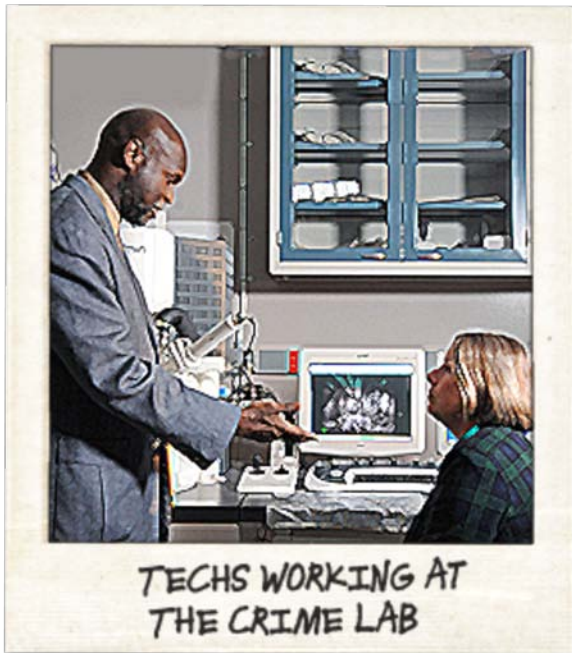
Capt. Isadora Decoudreau's partner back when the unit was new, and he knows the importance of the work the unit does. Although notoriously lazy, and not especially well educated, Marlin is a smooth operator and can be especially cunning when it comes to avoiding hard work, which may explain how he ended up Public Relations.

Special Weapons and Tactical

The SWAT Unit handles all manner of high threat policing situations, including putting snipers on hostage takers and breaching the door on suspected drug dealer hideouts. SWAT has the best weapons, the best armor, and the best combat training. As such, SI sometimes needs their help, or at least a loan of equipment. As noted on page 32, players can spend a **Favor Token** to borrow one weapon from SWAT for an episode.

While it can be tempting to call in SWAT to help deal with demonic summoning or rampaging werewolves, Capt. Decoudreau frowns on such actions, as SWAT isn't trained to handle magic and monsters, and exposing unprepared officers to such things is a reputation problem at best and a funeral at worst.

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Crime Scene Technicians

While part of the police force, Crime Scene Technicians are not actual police officers. Most have college degrees instead of police academy training, making them experts on sifting a crime scene for evidence, including trace evidence like fingerprints, blood splatter, and similar.

Crime Scene Technicians can be called in by using a [Favor Token](#), as per page 32. Doing so automatically increases the level of success on a checking the scene for evidence. Players may check the scene themselves first, point things they've already noted when the techs arrive, so it's possible to turn a standard success into a raise by using crime scene techs.

If the players don't, or can't, call in a crime scene tech team, they can still get access to trace evidence analysis by bringing evidence, such as bagged objects and crime scene photos, into the crime lab themselves.

Either way, the Crime Lab and the crime scene technicians fill the same role as they do in 1990s TV shows: to handle the science enough to move the plot along.



Lead Technician Benito Garcia

"The splatter is consistent with a jugular wound, but the sample must have been contaminated. The testing indicates both canine and human blood."

In SINS, the lead crime scene technician the players deal with is Benito Garcia. If they spend a Favor Token to get techs on the scene, it's Garcia's five man team that shows up. Similarly, if they visit the lab to drop off a sample or get results, it's Garcia that they talk with. Garcia doesn't have any belief in the supernatural, but neither does he wonder too much about the odd results SI cases

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sometimes get.

DIRECTOR'S COMMENTARY

Using DNA Evidence

1986 was the first year DNA "fingerprinting" was used in a criminal trial. By the 1990s, DNA was an established form of evidence, but the processes involved were not yet as cheap or fast as they are now. It's depiction on 1990s police TV shows was often downplayed, as the public understanding of DNA was not thought especially high.

In SINS games, various unspecified blood tests can be used to determine much about a subject, including differentiating between humans and other animals, comparing blood types, looking for particular diseases as a match for a suspect, and other similar tricks, but the detailed matching of a DNA test requires spending a [Favor Token](#) to have the sample shipped and processed by an better equipped lab as a rush job.



AUTOPSIES ARE
MESSY WORK

Medical Examiner's Office

County Medical Examiners are not police officers, but instead medical doctors trained in examining and testing corpses to determine details associated with a death.

In police dramas, a body isn't supposed to be moved until it's been examined by a Medical Examiner. It's then photographed, and taken to the morgue for an autopsy.

In SINS, the Medical Examiner automatically shows up on any crime scene featuring a dead human corpse, but a [Favor Token](#) would be needed to get a Medical Examiner to autopsy any other kind of corpse linked to a case, like a pet.

At the scene, the Medical Examiner can give an estimated time of death. In general, the longer the victim has been dead at the time of examination, the broader the estimated time of death will be.

Once back at the morgue, an autopsy usually reveals the cause of death, and the Medical Examiner can officially declare if the victim was a probable accident, suicide, or murder. They remove bullets from wounds, which crime scene techs can use to make comparison to any recovered firearms, and can make guesses as to probable melee murder weapons, including hand size, left/right preference, etc. It's also possible to find trace evidence, like hair or fiber samples, and to note if the victim has defensive wounds, indicating they fought back, possibly getting a blood sample from under a

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finger nail.

DIRECTOR'S COMMENTARY

The Tox-Screen

In TV police dramas, medical examiners often run a generic toxicology screening, often called a Tox-Screen, to determine if a victim has been poisoned, or what with. Occasionally the test is used to determine if they were drugged or drinking before their death, or even for more obscure evidence.

In SINS games, it's often possible to determine if a victim was poisoned or drugged through a standard autopsy, but more subtle poisons or drugs require a Tox-Screen to be detected. A Lead Detective can request a Tox-screen on a victim, but without probable cause, especially in the face of a more obvious cause of death, they may need to spend a [Favor Token](#) to get an overworked Doc Mathis to do so.



"DOC" IN THE MORGUE

Doctor Samantha "Doc" Mathis

"Gentleman, I wish I could say a burn shaped like a six fingered hand was a new one."

Doc Mathis is the Medical Examiner in SINS. Any time the SI unit has a corpse, she's the one that turns up to examine it and run tests. Doc Mathis often finds SI cases troubling, as they produce strange corpses and impossible evidence. She's not comfortable lying on her paperwork about it, but she's learned when to leave things out or stay vague enough to avoid difficult questions.

DIRECTOR'S COMMENTARY

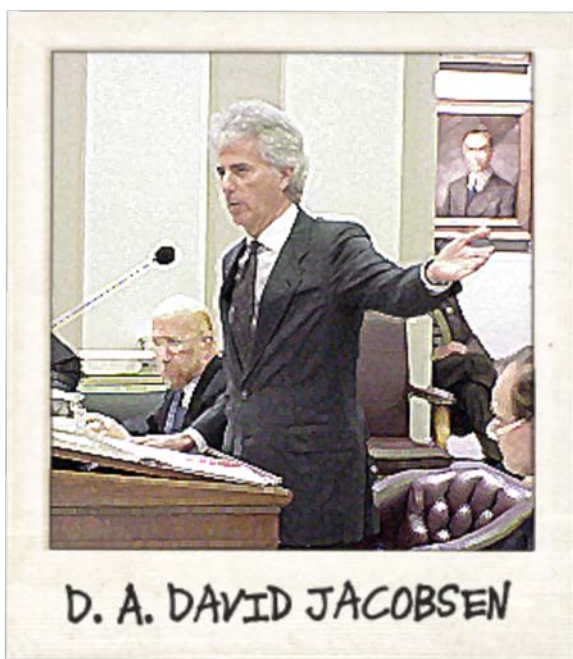
Doc as a Love Interest

From a TV Drama standpoint, the single female medical examiner is a classic character trope of the genre, and as such Doc Mathis makes an excellent romantic interest for any single or divorced detectives. Her appearance and approximate age should essentially match such a character, and the Director shouldn't be afraid to turn the gender stereotype around and make Doc a male romantic interest for a female detective.

The District Attorney's Office

The District Attorney's Office is responsible for prosecuting suspects arrested by the police. In police detective shows, the lawyers of DA's office and the police often work together to secure warrants, offer plea bargains to flip a suspect, and generally solve cases. Detectives are often called to court well after a case is closed to testify against suspects in order to secure convictions.

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Assistant D. A. David Jacobsen

"No judge is going to sign off on this warrant. Your witness died two weeks before the crime even happened!"

An overworked state prosecutor, Jacobsen is responsible for bringing various SI cases to trial. He's primarily concerned with his own advancement, and

is reluctant to bring cases to trial if he doesn't think he can win them. Jacobsen is especially unwilling to support cases that seem to include magic and monsters, as he feels those could ruin his career plans.

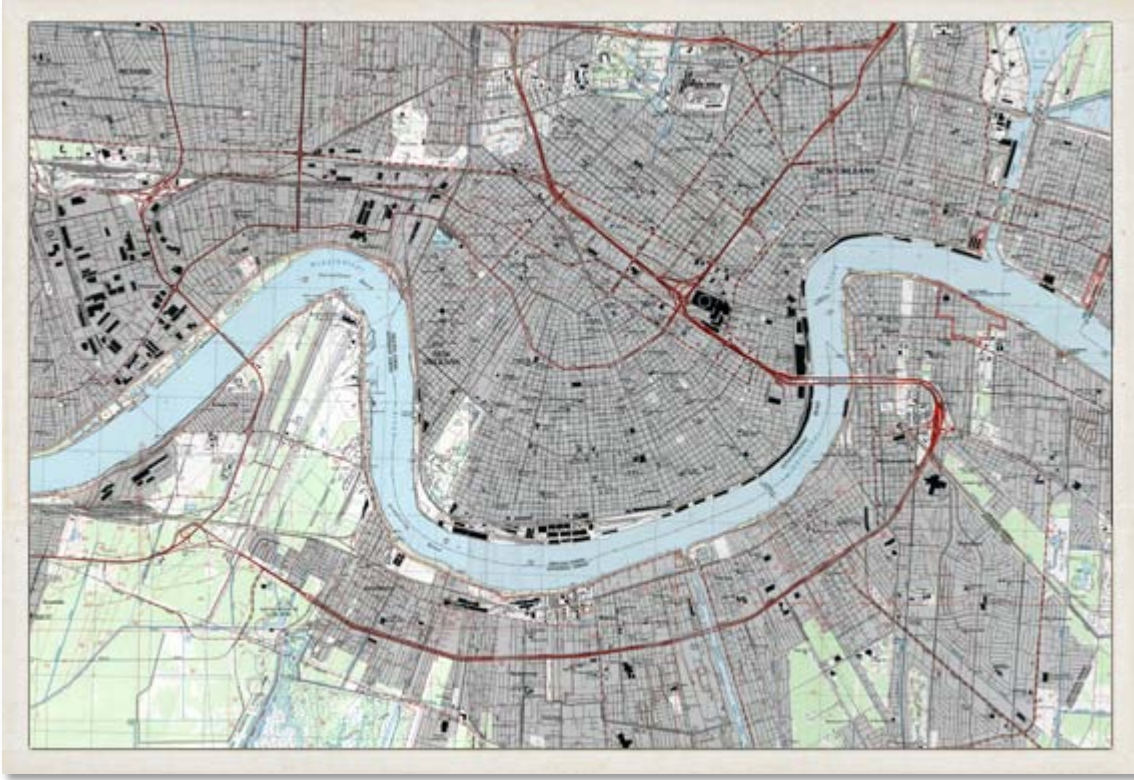
Jacobsen may not be the rising star of the DA's office, but he's been in the business long enough to know a few tricks, and to build up some contacts with other lawyers and judges. Players can spend a [Favor Token](#) to get Jacobsen to help push through warrants or deny bail thanks to these "golfing buddies."

The City

The default setting for SINS is New Orleans, but a game group interested in doing so could easily transplant it to just about any other major city they prefer. Very little is especially city specific. That said, New Orleans makes a great setting thanks to its history, association with the supernatural, and varied locations.

New Orleans

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Sometimes called the Crescent City, New Orleans is located where the Mississippi River empties into Gulf of Mexico. The city actually curves into a distinct crescent shape around the river, which provides the nickname. New Orleans is famous for its southern hospitality, vibrant night life, jazz music, and massive Mardi Gras celebrations. It's also famous for its history of ghosts, voodoo, jazz funerals, crime, and above-ground burial practices.

The city of New Orleans sits between Lake Pontchartrain in the north and the Mississippi river curving to the south. To the west it is bordered by Metairie and Kenner and eventually the Bayou Piquant. To the east the city includes the Bayou Sauvage National Wildlife Refuge, the largest urban wildlife refuge in the United States; home to alligators, snakes, and various birds including bald eagles.

Interstate 10 runs East-West through the city and the National Wildlife refuge.

While originally a French colony, English is by far the most common language in the city, although French, Cajun, and Creole are not uncommon within their own cultures. For example, the upper class tend to also speak French.

Neighborhoods and Wards

New Orleans was originally formed into 11 wards, later growing to 17, and while most locals know what ward they live in, these wards do not exactly match the modern neighborhoods, voting regions, or police districts. A detailed breakdown of the many neighborhoods and wards is beyond the scope of this book. The Director is encouraged to set their scenes based on the needs of the episode story, not the "real" geography. TV Police dramas are often set in famous cities, but it's not uncommon for them to be filmed

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elsewhere, so realistic depictions of the location is rare. SINS follows the same format, allowing for an interesting set of locations, but not getting hung up on the exact layout. Unless your gaming group is familiar with New Orleans, it shouldn't be an issue.

DIRECTOR'S COMMENTARY

The Wards

New Orleans's original 11 wards were established in 1852 when three separate municipalities became the city of New Orleans. They were originally used as voting districts, although that ended in 1912.

In SINS, the Director could establish a double meaning to The Wards of New Orleans, and actually hide a selection of old magical sites throughout the city, each of which holds a magical "warding" to reinforce the weakened veil between the mortal realm and the spirit realm. Those seeking to further weaken the veil might be attempting to locate and destroy such sites. The SI office might actually be chosen because the old police station is located on top of one such mystic ward.

For the purposes of a setting scenes for SINS episodes, New Orleans and the surrounding areas offers a diverse range of options: office high-rises, open air illegal drug markets in housing projects, Mississippi river boats, alligator infested swamps, old jazz clubs, blocks of largely abandoned housing, various canals, many large parks, a Naval base, bridges of various size, the massive sports dome, an international airport, many historic old buildings said to be haunted, and

cemeteries filled with above ground mausoleums and vaults including the tombs of self proclaimed voodoo queens.

Crime in the Big Easy

The default time period of SINS is the 1990s, and New Orleans is in the grip of a crime wave and local recession. Homicide rates in the city peak in 1994 as one of the highest per capita in the nation, ahead of both Detroit and Washington DC. Most of the killings take place in the poverty stricken and largely African-American neighborhoods, and are often attributed to drug related disputes. Nearly a third of the homicides happen in the city's 10 housing projects where drug dealing is seen as the only possible path of employment for many youths. Unlike many major urban cities suffering similar problems, New Orleans's neighborhoods are much more intermixed, so as a result, the almost nightly gunfire from the blighted neighborhoods can be heard in the neighboring wealthy areas, like the Garden District. The safest neighborhoods are the tourist areas, like Uptown and the French Quarter, where the danger tends to be limited to pickpockets or a nasty hangover from a night of partying.

Chapter 3: Policing the Big Easy



The 9th Ward Warriors

Criminal Organization

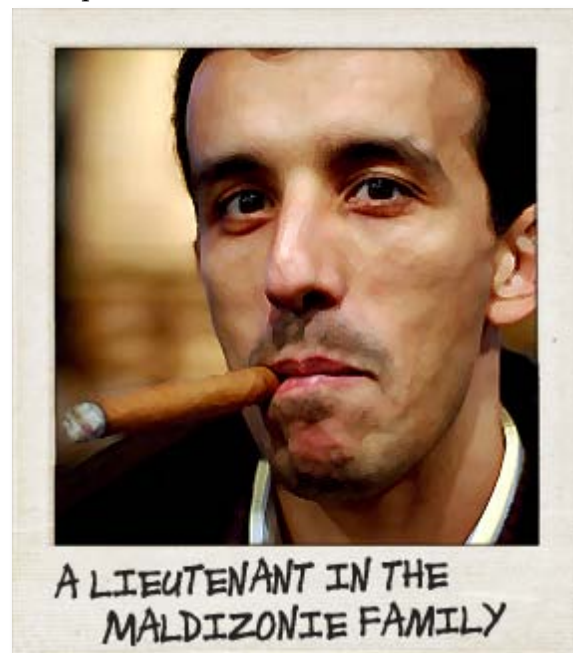
Uses: Connections, Crooked Cop, Enemies

"Why officers, I have no idea what you're talking about, but for the sake of argument, if I was involved in such activities do you really think I would be foolish enough to leave evidence lying about this office?"

One of the larger criminal organizations operating in the New Orleans area, at first look the 9th Ward Warriors are like many other gangs in the city. They make most of their wealth from the sale illegal drugs, often engaging in incredible acts of violence to secure new corners or defend their territory from rival gangs or other interference. The LeRequin half-siblings, Morreta and her brother Jean-Baptiste, rose from the street to become heads of the organization, although these days well paid legal lawyers, cunning accountants, and loyal lieutenants screen them from anything like legal responsibility.

It is however, the LeRequins' embrace of the supernatural that makes the gang special. They keep regular appointments with voodoo priestesses and have been known to make deals with supernatural entities and powerful casters. The LeRequins are not fools, they know magic is dangerous, and always has a price. They are careful, and thus far have not been willing to pay the price for "true power," but they are not against small alliances.

9th Ward Warriors gang members, in addition to selling drugs and roughing up competitors, can sometimes be found pulling hits for warlocks, guarding cult gatherings, or stealing ritual components. Magic and monsters have their price, but so do the LeRequins.



Maldizonie Family

New Orleans Crime Family

Uses: Enemies, Connections, Crooked Cops

"We were just out doing some... fishing, out in the swamp, with these shovels. Look, you got a warrant?"

The Sicilian Mob may not be the first thing people think of when considering New

Chapter 3: Policing the Big Easy

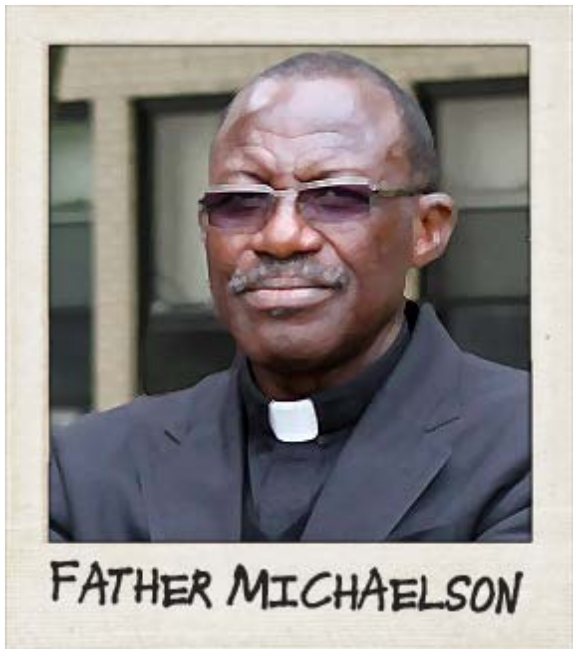
Orleans, but the Big Easy has one of the oldest crime families in the country. The Maldizonie family has ruled the New Orleans underworld for generations, and dominates the smuggling, loan sharking, and illegal gambling activities throughout New Orleans.

Carlos's Restaurant, located south of the river in Westwego, is a frequent place to find the upper ranks of the Maldizonie family, or at least the ones not in jail. They are also said to own, often indirectly, large plots of swamp land where bodies of their enemies are fed to the gators.

The mob, while not without their own superstitions, are on a whole not connected with the local supernatural scene. Their larger concerns tend to be with the rising power of the gangs, like the 9th Ward Warriors.

Other People & Places of Note

Of course there is more to the city than cops and crooks. Directors are encouraged to invent locations and characters as needed, but here are a few ideas, some of which might be helpful contacts for PCs.



Father Michaelson

Resident Priest of St. Benedict's Church

Uses: Connections, Exorcisms, Holy Water

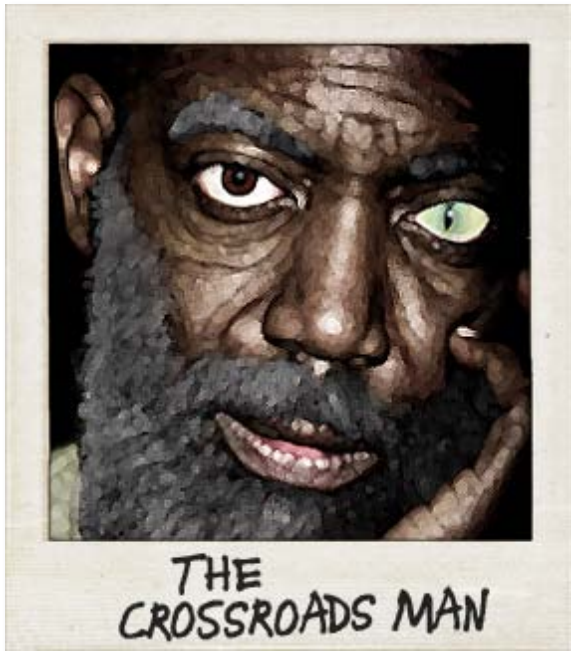
"Put your trust in The Lord, and He will see you through these dark nights, and protect you from The Devil's pawns."

While The Saint Louis Cathedral and graveyards are larger and more famous, Saint Benedict's Church is less likely to be crawling with tourists, and it's resident priest, Father Michaelson, is much more likely to help a monster hunter in need.

St. Benedict's is located on the edge of a lower class neighborhood, but is mostly untouched by the crime of the neighborhood. The local gangs have a grudging respect for the "old man" and his old building. He can regularly be found scrubbing the odd bit of graffiti off the walls, or patching a leak in the roof, but always has time for a person in need.

Father Michaelson is a true believer. That mystic forces and creatures of evil are at work just under the surface is already how he sees the reality. That isn't to say that he's knowledgeable about the supernatural. Father Michaelson has yet to personally encounter monsters or magic, but he has seen some of its aftermath in the woes that face his congregation.

Chapter 3: Policing the Big Easy



Mister Atibon

The Crossroads Mans

Uses: Mystical Informant

"Now mista policeman, what be bringing you down to me in dis fine dark night?"

Benefit Street runs under where Interstate 10 & 610 cross. It's an odd space with strange graffiti, and if you show up after midnight, you can find Mr. Atibon... or is it that he finds you?

A gray bearded dark man in the ruins of a nice suit, Mr. Atibon is a lithe old man with a cane and a leering smile. He is incredibly well informed about the condition of the veil, and of the things crossing over. Less helpfully, he tends to talk in riddles and puns, and never gives anything away without a trade.

Typically he trades knowledge for knowledge, but Mr. Atibon seeks odd details of life: the description of your first kiss, the feeling of winning a hard fought basketball game, the name of your first crush... the little things in life that are so important. As Mr. Atibon likes to note: "the devil is in the

details."

DIRECTOR'S COMMENTARY

The Crossroads Man

Mr. Atibon is clearly more than he seems, but the truth of who or what he is, and why he wants such personal memories as payment for what he knows is left up to the Director. Mr. Atibon could be a good guy, bad guy, or something else completely.

Mr. Atibon's payment of personal vignettes is a great opportunity to use an *Interlude* from the core rules. If the episode you're using has a theme, have Mr. Atibon request something along the related theme.



The Occult Cup

Magic & Voodoo Shop

Uses: Connections, Crime Scene, Ritual Supplies, Magic Info

"What da customer does wit any of it isn't my concern, and there be no law against selling a book or candle.

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You cannot go putin any a dis on me!"

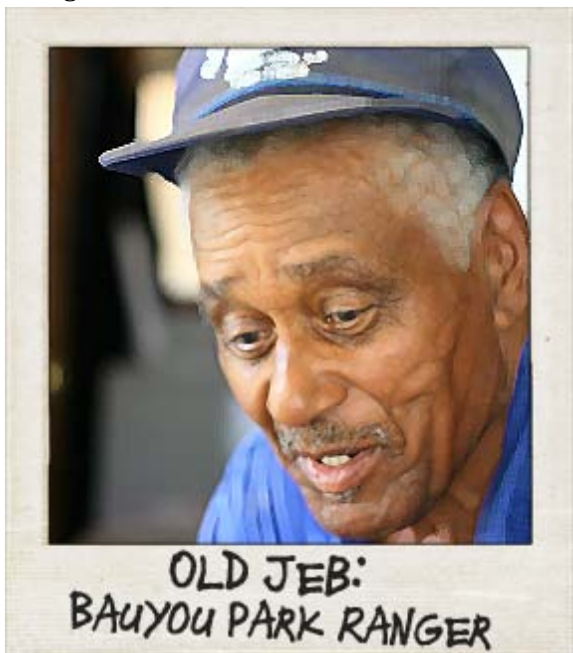
There are many "voodoo shops" in New Orleans, most catering to tourists or dabbling locals that buy spell books in the bookstore self-help section. Real voodoo and magic is a tight knit and largely underground community. Within that community the Occult Cup has a reputation not for being the best stocked or cheapest, but for selling the genuine article, no questions asked.

Madame Rosalyn Flambeau, the proprietor and self proclaimed voodoo priestess, is more than willing to sell ingredients for dark magic, or rare editions of tomes with possibly dangerous rituals in them. She sees herself as a neutral party, and is only interested making enough to cover the bills.

feedin a family of dem right now in dem city shoes you wearin."

Old Jeb is a park ranger in the Bayou Sauvage National Wildlife Refuge. He's old, he doesn't "truck with city living," and he's as superstitious as they come, but he also knows the bayou like the back of his hand. Jeb's seen enough in his days to know at least nature magic is real, and he knows to call SI if something goes strange in his neck of the swamp.

If the players need a swamp boat, a tour of the bayou, a rare plant, or advice on handling a gator, Jeb's a good guy to know. As a Park Ranger the players can get such things with departmental [Favor Tokens](#).



Old Jeb

Bayou Park Ranger

Uses: Bayou Help/Info

"I told ya to wear thick high boots caus dar be leeches. You probably

Chapter 4: Magic & The Veil

Chapter 4: Magic & The Veil

Spoiler Warning: This section is for Directors only. Players are advised to keep out unless they enjoy ruining the fun.

Magic and the truth of the Spirit World are not meant to be fully understood by the players, at least at the start of the game. Artifacts, monsters, and spells are supposed to be viewed with a mixture of wonder and fear. To that end this chapter gives a framework for the concepts for both story and in play, but Directors are encouraged to mix things up a bit so that players can never be completely sure what they are encountering or dealing with.

Magic

In SINS, magic is very real, but it isn't easy to manipulate or work with. People, for the most part, interact with magic in only the simplest ways. Supernatural entities, on the other hand, are able to work with the mystical forces of the world on a more fundamental level. While the average person can work potent magical act through the use of long complicated rituals, a Fey Lord can simply call up magic frost or open a hole in the world and step through. In many ways, the working of most magic by mortals comes down to influencing the spirits to act on their behalf. In that capacity magic can be broken into groups, largely by the type of spirits it works with and how it interacts with those spirits.

DIRECTOR'S COMMENTARY

The Color of Magic

Supernatural TV shows often feature bright colorful special effects to denote magic. Glowing eyes, bolts of power, and similar are common tropes. It's also common for these displays to take on a color coded nature. Magic of one kind is glowing red, while another is green, or blue. Dark power might tint a caster in shadow or turn their eyes solid black.

Directors may wish to follow this tradition, applying color codes when describing magical effects as a way to hint at the nature of the spirits involved. The blood red of demon magic, the yellow of muses, the greens of nature magic, etc. Of course not all magic need fit this neat little scheme, or be especially visible at all.

Nature Magic

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Unsurprisingly, nature magic is concerned with spirits that inhabit the natural world. Each stone, mountain, disease, storm, or season is said to be inhabited by a variety of nature spirits. These spirits are usually concerned with simply “maintaining the natural order,” but with the right rituals, they can be called upon to interact in a more direct fashion. Nature magic, in particular, is very good at transforming magic. Practitioners of nature magic tend to form bonds with the spirits, often gaining the ability to take on an animal form.

Necromantic Magic

Necromancy is largely the magical practice of working with the spirits of the dead. Although it often gets a bad reputation, as any form of magic that can be used to raise a force of zombies would, it is also often used in forms of ancestor worship. Necromancy can be used to

contact and communicate with the dead, to help restless spirits move on, or to call on one’s ancestors for help.

Pact Magic

Spirits of nature and the dead are not the only ones around. There are stranger entities dwelling beyond the veil between worlds, and with the right rituals they can be called and bargained with. The most infamous entities to be bargained with are demons, but there are also fairy lords, muses, and stranger entities waiting beyond the veil. While all magic has its cost, pact magic makes the cost very clear. Demons can grant a mortal incredible abilities, but only in exchange for the bargainers soul. Fey lords will make similar bargains, but they are more likely to seek a first born child. Pact magic usually involves a token item, such a contract signed in blood. If the token item is destroyed then the pact is immediately

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broken, generally stripping the mortal of their powers and the supernatural creature of its prize.

Binding Magic

Unlike other forms of magic which tend to involve some cooperation or agreement with a spirit creature, a binding forces a spirit into a magical object which a mortals can then wield. Magic objects made this way tend to be dangerous, as the bound spirit can be difficult to contain or use safely, often seeking to influence their wielder or having their rage leak through into their use. Binding magic is not limited to a particular type of spirit. Nature spirits can be bound, as with Abominations, as easily as demons, fey or ghosts.

The Veil Between Worlds

In SINS there are two worlds: the mortal world of the physical, and the spirit world of mystical forces. Separating these two realities is a barrier, often call the veil between worlds, or just the veil. The veil, and the related astral wind, largely keeps entities in the spirit world from entering the mortal world. Sadly the veil is fragile, and human thought, and in particular negative emotions like fear or anger, can damage the veil if concentrated or pervasive enough.

The astral wind scours the mortal world, sending spiritual matter back through the veil to the spirit world unless the spirit takes steps to secure itself in the physical world. Some spirits metaphysically attach themselves to an anchor, others possess a physical host. Some, like demons and fey, tend to form

spirit bodies. These tricks allow them to remain in the mortal realm, but also make them vulnerable. For example, an unanchored ghost, or a boogeyman with a destroyed spirit body, are almost immediately sent back through the veil. While they are not destroyed, and may someday return, crossing the veil is no easy task for most spirit

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entities.

DIRECTOR'S COMMENTARY

The Mississippi River

The Mississippi River is a famous icon of the American landscape, both culturally as well as physically. Its unique blend of size and belief is said to give it considerable power for supernatural purposes.

Entities with a [Spirit Body](#), see page 95, are typically vulnerable to being submerged in natural bodies of water, particularly large flowing bodies of water. The Mississippi River has that in spades, and so is particularly potent at destroying spirits placed into it, or at least casting them back into the Spirit World.

Unless otherwise immune, like most nature spirits, entities with a [Spirit Body](#) that find themselves in the Mississippi are immediately [Shaken](#), and are render so again at the start of each of their actions they remain in the water. This can cause [Wounds](#), even to entities that are [Invulnerable](#).

Creatures vulnerable to the River cannot cross it without using something like bridge or boat. Even entities able to fly are unable to travel over the water more than a short distance from shore.

Desperate monster hunters can benefit greatly from tricking or forcing otherwise invulnerable, or just especially tough, spirits into the river. Some ritual casters make use of boats on the river when summoning and dealing with potent spirits as a method of containment.

The Damaged Veil

The veil between worlds is abnormally weak in New Orleans, and as a result the spirit world bleeds through more often. The strength of the veil isn't consistent across the city. Various sites, ranging from entire neighborhoods to a single small apartment or room can have a lot or a little metaphysical damage, depending on the history of that area.

The condition of the veil has a subtle effect on anyone in the area. People tend to feel uneasy or jumpy when in an area with a weak veil, and may even see glimpses of things out of the corner of their eye. Someone who knows what they are looking for can detect the condition of the veil in the general vicinity, depending on their [Spirit die](#). Dogs and other animals tend to be alert to these changes, and similarly small children or anyone with the [Spirit Sight](#) edge is sensitive enough to actively detect the condition with a raise on a [Notice](#) roll.

For supernatural entities, the condition of the veil is plainly obvious, and it directly interacts with the rituals that are used to summon or banish their kind. A weak or damaged veil makes it easier to call spirits into the mortal world, and more difficult to cast them out of it. Rifts and cracks can let them enter the world without a ritual at all.

Veil Modifier	Condition of the Veil	Spirit Die to Sense
0	Normal: No affects.	N/A
+1	Unbalanced: People may seem on edged, but nothing too strange.	d12
+2	Weakened: People with some sensitivity, like children, will find the area unsettling.	d10
+3	Damaged: The area is uncomfortable to most people, and they will avoid it where	d8

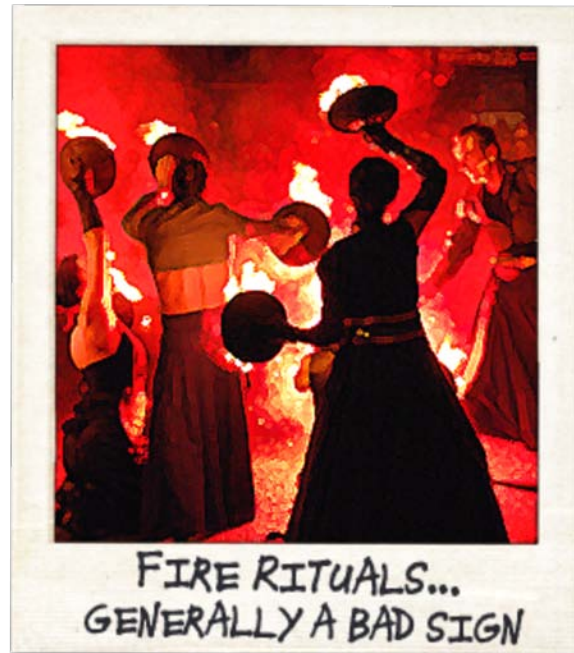
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	possible.	
+4	Distorted: Spirits from the other side may press against the veil causing people to see things out of the corners of their vision.	d6
+5	Cracks: Some entities may randomly cross over into the Mortal world. Things seem terribly wrong to just about anyone.	d4
+6	Rift: A full force tear in reality is open in the area and likely very obvious. Spirits can easily step through depending on the size of the hole.	Obvious

Rituals

For most mortals, the basis of magic is in rituals. There are rituals to call spirits from across the veil, to send them back to the spirit world, to trap them in the mortal world, and to even influence the living spirit of another mortal. In game play, rituals are a possible tool of the players, and a possible threat when attempted by demon cults or angry voodoo priests. They are also a great set of tools for building cases. Rituals have complex and distinct features and requirements that can easily become clues or even the basis for a case.

Each ritual in the game is a unique rite, typically recorded in an old tome or scroll. Most are designed for a particular purpose, like summoning the demon "He Who Drinks The Marrow," or contacting the deceased spirit of a human. Rituals are typically very old and require translation to be understood. Once translated the various features of the ritual must be gathered before the ritual can finally be attempted.



Common Types of Rituals

- **Binding** - Traps a spirit in a circle or object.
- **Calling** - Allows a spirit to enter the world, if it chooses.
- **Contact** - Limited communication with the ritual's target.
- **Exorcism** - Casts a possessing entity out of a host.
- **Summoning** - Forces an entity to appear.
- **Sympathetic Magic** - Influence or harm a foe at great distance through a link.

Using a Ritual

The first step in using a ritual is finding an intact version. This can be a major part of an episode, but a typical example would be a [Knowledge Occult](#) or applicable [Knowledge Religion](#) roll to recall the existence of such a ritual. An [Investigation](#) roll in a collection of esoteric books could also work. This provides a lead on a copy of the ritual, which may need to be borrowed from rare books section of a library, bought at price from a collector, or

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otherwise acquired. Most rituals are rare and difficult to find.

The second step is to translate the ritual. Very few rituals are written in modern English, and casting one requires first being able to understand it. This could be a [Knowledge](#) roll in the right language by a player, or finding someone else to translate it.

The third step is to prepare for the ritual by gathering together or otherwise meeting the specific features of the ritual. Some of these features, the [Requirements](#), are needed for the casting to work at all. Others, the [Aspects](#), aid in the casting but aren't strictly necessary. Each missing or inaccurate aspect inflicts a -1 penalty to the casting skill roll or rolls. Some features may need a skill roll of their own to determine if they are accurate.

The fourth part is the actual casting of the ritual. Taking a few minutes to complete the needed parts of the ritual, the ritual caster makes a skill roll with the appropriate skill to see if the ritual works, fails, or backlashes. Many rituals have a longer casting time as an aspect, meaning that the ritual can be cast in only five or so minutes if the caster is willing to accept the -1 penalty to the casting check for rushing. Rituals that are resisted by the target usually become an opposed roll between the casting roll and the target's spirit die.

Rituals and the Veil

Using a ritual to conjure an entity from the spirit world is easier in places where the veil is damaged. Apply the [Veil](#)

[Modifier](#), (see page 63,) to casting checks to such rituals.

Similarly, a weak veil makes it harder to banish entities back to the spirit world. On rituals that would force an entity into the spirit world, the entity gains the [Veil Modifier](#) on its [Spirit](#) roll to resist.

Rituals for summoning or calling particular powerful entity may require an especially damaged section of the veil to work at all, and therefore may not benefit from [Veil Modifier](#).

Interrupting a Ritual

A single casting skill roll implies a ritual went more or less to plan, but in *Supernatural TV* shows it's common for rituals to be interrupted right at the end, making things more complicated. The easy way to handle these scenes is to turn it into a [Dramatic Task](#), requiring series of skill rolls at -2 instead of a single roll. Keep in mind that the [Aspects](#) and [Requirements](#) still apply to these rolls. Preventing the sacrifice will keep the ritual to call *He Who Drinks The Marrow* from working at all, while disrupting the gong or candles will simply impose additional penalties on the skill rolls.

Backlash

When a ritual fails typically nothing happens, but this isn't always the case. If the casting roll is below 0, or comes up critical failure with double 1s then the ritual Backlashes. Like any critical failure, the exact results are best left to the nature of the situation and the story, but Directors are encouraged to get creative.

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Also, sometimes a ritual is attempted without all the requirements being met. In these cases go ahead and roll for casting, but impose a -2 penalty for each missing requirements as well as the -1 for each missing aspect. While nothing will happen on a success or failure, the ritual might still Backlash.

Ritual Format

Ritual Name

(Translated Name)

Type: What kind of ritual it is.

Language: What language the ritual is likely written in.

Casting Skill: Typically Knowledge Occult or Knowledge Religion

Requirements: Typically 1 to 3. These parts of the ritual are necessary to for it to work at all.

Aspects: Typically 8. These parts of the ritual inflict a -1 penalty to the casting for each one missing.

Effect: What a ritual does, including who or what it targets is listed here.

Example Rituals:

Ille qui potat appello medulla

(Appeal to He Who Drinks The Marrow)

Type: Calling

Language: Latin

Casting Skill: Knowledge Religion

Requirements: Human sacrifice, A specific magic summoning circle, A cracked veil (at least)

Aspects: Three hours of casting, 13 red tallow candles, Sacrifice is a virgin, Proper ritual knife, Bronze gong, Cast during a new moon, 6 Lit braziers

Effect: A favorite of demon cults, this ritual calls to the horned lord demon known as "He Who Drinks The Marrow." It offers the demon

the opportunity to enter the mortal world, but does not force him to do so, nor does it provide any control over him if he appears. This ritual only works if He Who Drinks The Marrow is in the spirit world.

Séance de spiritisme

(Séance of the Spirits)

Type: Contact

Language: French

Casting Skill: Knowledge Occult

Requirements: Object linked with the target, A medium to speak for the dead to speak through.

Aspects: One hour of casting, Name of the target, Performed in a place linked with the target, Cast on the anniversary of a major life event of the target, Circle of 9 black tallow candles, Inscribed silver bell, Circle of participants, Chanting

Effect: A séance allows limited contact with the spirit of a deceased person. This ritual is can be used to target any dead spirit, but the Director may assign modifiers for a variety of reason, such as how long dead the spirit is. Mechanically, a successful séance is essentially a variant of the [Divination](#) power which is limited by the knowledge of targeted spirit. The participants may ask a few yes or no questions of the spirit, and possibly gain a short cryptic answer on a raise with the casting check.

Malédiction de la poupée vaudou

(Curse of the Voodoo Doll)

Type: Sympathetic Magic

Language: Creole-French

Casting Roll: Knowledge Occult

Requirements: One object linking to the target, Voodoo Doll made to resemble the target

Aspects: One hour of casting, Blood/Hair/Skin/etc of the Target, Target's full name written on scrap of paper, Picture of the Target, Cast on a date of significance to the target, Silver needles, One white tallow candle, Chalk circle of specific arcane symbols

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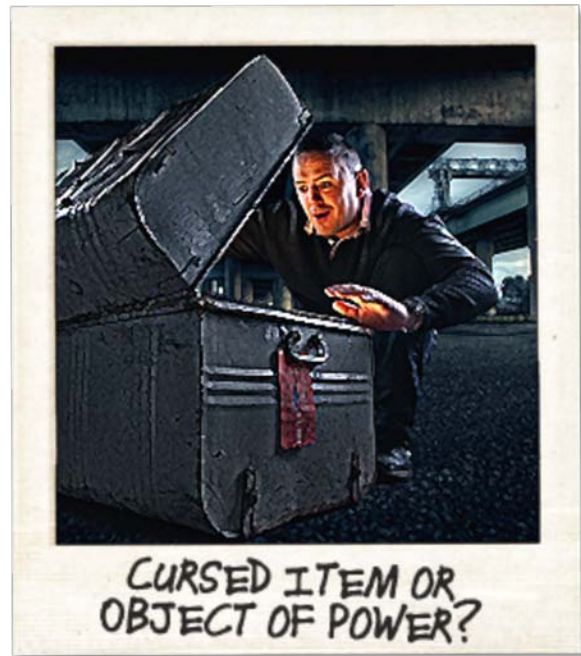
Effect: This variant of the voodoo doll ritual allows the caster to inflict pain and suffering, possibly lethal amounts, to a target they establish a link with. The difficult part of the ritual is establishing the sympathetic link between the doll and the target. The ritual works best with a collection of linking objects, but requires only one link, and that can be as tenuous as something the person has recently handled. At the completion of the ritual the voodoo doll containing the various links is harmed, such as punctured with needles, squeezed at the heart, or burned over the candle flame, and a similar phantom injury is inflicted upon the target. The caster has a few options to choose from. The ritual can inflict 2d6 damage (3d6 on a raise) that ignores armor, it can mimic the [Confusion](#) power, or lastly it can mimic the [Entangle](#) power except the target can only “break free” by making Spirit rolls.

Magic Artifacts

Objects with magical properties in SINS tend to be rare and dangerous, which is exactly the kind of thing the Special Investigations Unit is likely to run up against, and occasionally be desperate enough to wield themselves. Unlike a typical fantasy setting, where magic weapons and gear tend to be potent but essentially safe tools, Magic Items in SINS are physical objects act as a prison for a supernatural entity. Those entities power the item but also taint it with their own desires, and often their own anger at being trapped.

While all Magic Items are ultimately powered by a contained spirit, not all of them are made to serve as prisons. In many cases a mortal caster has designed the item to act as a magical tool or

weapon, and the trapped spirit is simply the power source. Spirits of elemental nature, like fire or wind, are a common choice for these tools, but that doesn't make them any safer to use. An animalistic spirit of flame will still rage at it's confinement.



The Magic Die

Each Magic Item has a Magic Die rating, representing the potency of the item and of the will of the spirit trapped in it. They typically range between **d4** and **d12**, similar to an [Attribute](#). Magic Dice have a number of potential uses depending on what kind of Magic Item, but the most common is for an opposed roll between the user of the item and the object itself, typically a the user's Spirit vs. the object's Magic Die.

Awakening, Attunement, and Empowering

Most magic objects are dormant when discovered or acquired, and need to be

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awakened to start functioning. Typically this means engaging in a particular activity with the item. For example drawing blood with a magic blade might awakening it. In most cases a dormant magic object has no effects or drawbacks until awakened.

Once awakened, some Magic Items require further empowering or attunement to use. Typically this means that instead of getting the full Magic Die value immediately, the object function at **d4** until empowered, at which point the Magic Die increases a single die step. This can be repeated until the item finally reaches its full Magic Die value. This represent the gradual empowering of the spirit inside, it's attunement to the user, or even its general appeasement, depending on the object in question.

The activities needed to empower an item vary from object to object. A magic dagger containing the soul of a murderer might only improve when the dagger is stabbed into the beating heart of a victim, while pair of magic fuzzy dice might only improve when the magic die Aces on a driving check.

Of course not all Magic Items are dormant. Some are always active, always empowered, always working, and always dangerous. Often these items are the ones most seeking a mortal to wield them, or to feed on.

Drawbacks:

Magic objects, powered by an imprisoned and often angry spirit, always have drawbacks. Magic has its price after all. The drawbacks are often specific to

the object and it's empowering spirit, but a few are common:

- **Resist Removal:** Worn magic objects typically resist being taken off, requiring an opposed roll between the wearer's Spirit die and the object's Magic Die to remove. Instead of subtly influencing their wearer to keep them on, some object actually attach themselves, like a ring clamping down. In this case a Strength roll is needed to remove the object.
- **Opposing Action:** The Magic Item may interfere with a user's ability to take specific actions it dislikes, such as telling the truth. An opposed roll between the user's Spirit and the object's Magic Die is needed to take circumscribed actions.
- **Influence:** The Magic Item may be able to subtly influence the actions of it's user. While the object is worn or in use, the Director may offer the controlling player a Benny to take an action the item wants. If the player refuses, or if being used by an unwilling NPC, the object may attempt an opposed roll to force the action anyway: pitting it's Magic Die against the character's Spirit die.
- **Feed:** Some Magic Items actively feed on the soul, health, or even blood of their user. These items may temporarily or permanently reduce attributes or skills, or even inflict direct damage, wounds, or injuries on their users. Typically these effects can be resisted as an opposed roll between the object's Magic Die and the user's Spirit, Vigor, or Smarts. This drawback is commonly attached to recharging a Magic Item that uses power points, and if resisted, the item does not regain power points.

Skill Enhancing Items

The most common type of Magic Item is one that subtly enhances its welder's

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ability to do something specific. A magic amulet that enhances lying, a magic weapon that enhances fighting, or magic fuzzy dice that enhances driving would all be good examples. The enhancement does not need to be to a specific skill so much as a specific activity. Lying could easily involve Persuasion, Taunt, and Intimidation checks as long as they are based on false verbal statements. Directors are encouraged to make the uses fairly specific.

When the item is used for its particular purpose, the user rolls normally, but includes the item's Magic Die as if it was a [Wild Die](#). A [Wild Card](#) character using a magic set of fuzzy dice while in a car chase would roll his own [Drive](#) skill, his [Wild Die](#), and the object's [Magic Die](#) and take the highest. For actions like autofire, where multiple checks are made at once, the [Wild Die](#) or the [Magic Die](#) may be swapped in, but **not both**.

Power Items

Power items provide a particular arcane power to their wielder. A ring that turns its wearer invisible, the preserved hand of a thief that lets someone walk through walls, or a demonic revolver that shoots hellfire would all be [Power Items](#). Each item typically has a single Power, and a limited amount of [Power Points](#). Directors are encouraged to set the number of uses or Power Points for the item for dramatic purposes. For example a mummified hand with the [Teleport](#) power might have 15 Power Points, enough to use the power 5 times: once for each finger.

These kinds of Magic Items typically have a drawback associated with recharging the supply of Power Points, often requiring especially unpleasant actions to be taken, like sacrifices or allowing the item to feed on the user. In most cases the object's Magic Die is used as the casting skill for the power, although some powers may lend themselves to using user's skills instead.

Example Items:

The ***Amulet of the Silver Tongued Liar*** is said to contain a powerful Fey Noble trapped in the intentional telling of a falsehood. Other fey refer to him only as "The Lord that Lied." It is rumored that if a bold enough lie was told while wearing this attractive silver amulet, the fey lord would be freed.

Magic Die: d12, max

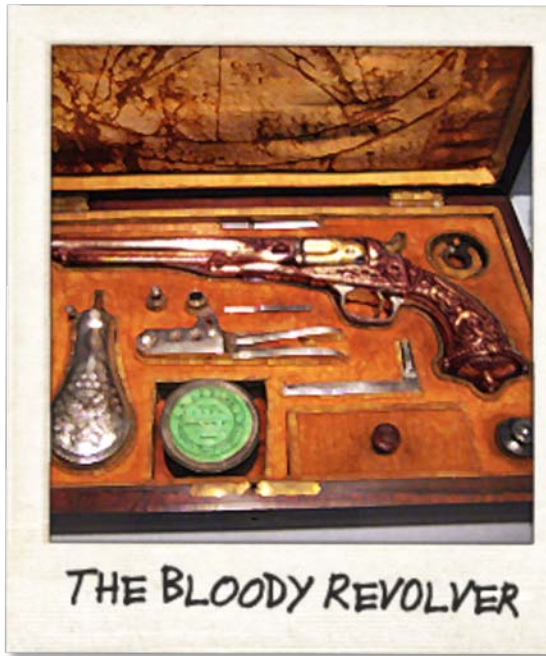
Activation: The amulet is essentially benign until an intentional falsehood for the purpose of deception is told while by its wearer, at which point it awakens with a [Magic Die](#) of **d4**.

Power: While worn, the amulet provides it's [Magic Die](#) on the verbal speaking of falsehoods.

Attunement: Each time the [Magic Die](#) [Aces](#), it increases one step until it reaches its maximum of **d12**. For each day the wearer doesn't tell any lies, the amulet's [Magic Die](#) decreases one step, until it becomes dormant.

Drawbacks: The amulet resists being taken off, and opposes attempts by its wearer to tell the truth.

Chapter 4: Magic & The Veil



The **Bloody Revolver** is an infamous Colt Model 1860, covered with decorative if disturbing engravings. Legend says its first wielder received it as part of a bargain with a crossroads demon, and that it fires pure hellfire instead of bullets. The weapon is locked shut, so no bullet has ever been chambered in it.

Magic Die: d8

Activation: The Bloody Revolver is always active.

Power: The Bloody Revolver provides the Bolt power with hellfire trappings, and 6 power points. Both the multiple target and empowered version of the bolt power are available. It's wielder uses the power with their own Shooting skill. As a magical attack in a SINS game, this weapon is likely to bypass the resistances of most supernatural foes.

Drawback: Pulling the trigger when the weapon is empty causes it to "reload" by try to take a bite of its user's soul. An opposed roll between the user's Spirit and the weapon's Magic Die

determines success. If the weapon wins, the wielder's Spirit die is temporarily reduced by 1 die type. If the user wins, their soul is fine, but the weapon remains empty. Multiple reduced dice steps stack, but if the user's Spirit would be reduced below d4, the target must instead make an immediate Vigor roll. Success puts the character into a coma until they regain at least a d4 in Spirit. Failure result in death. A character with a reduced Spirit die may make a Vigor roll at the start of each episode to heal **one** die step of Spirit die.

Chapter 5: Director's Guide

Spoiler Warning: This section is for Directors only. Players are advised to keep out unless they enjoy ruining the fun.

Special Investigations: Night Shift is intended to be a mixtures of Detective work, Action, and Combat, all wrapped up in a TV show like format. For some Directors, that isn't too hard to pull off, but for some of the rest of us, a bit of advice on designing and running supernatural Investigations or handling the cop show format can be helpful. This section covers some of those issues, including a few SINS specific situations, like the [Hard Boiled Special Investigator](#) edge and handling messy Internal Affairs Investigations.

The Players

The first thing to look at is how your players are putting together their characters. Most classic game mastering advice applies; if a player has specialized in something then it means they want to use it. A player with [Connections](#) ([Reporters](#)) is intending to interact with reporters. A character with a high Drive skill and the [Ace](#) edge is expecting lots of vehicle chases. Look at what your characters have decided they want to be good at, or in some case even just very *odd* side skills at lower ranks, and think about how you could work those features into

cases. Similarly, look at the hindrances that have been selected think about how to work those weaknesses into play, with special attention to [Death Wish](#), [Enemy](#), [Vow](#), and similar hindrances that may need to be worked into the story to have any meaning at all.

Serve & Protect in Play

All players are considered to have the [Serve & Protect](#) setting "hindrance." While this is mostly a way to inspire the players to act like cops, as the Director you need to give them plenty of setups. If the players need to search a location, remind them they will need a search warrant or



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the owner's permission. When a gun battle breaks out, give a thought towards some innocent bystanders that will need to be ushered to safety. While the players are in the middle of a time crunch on a case, consider having them observe a minor unrelated crime, like a car theft, so they need to decide what to focus on. The players aren't required to respond to these situations, although some could result in a Negative PR Event if ignored. However, by getting involved they earn a Benny, and if they do well, they might also get some Positive PR.

That said, you don't need to wait for the players to get involved of their own choosing. You can also throw police related complications at characters, as long as you hand over a Benny to the impacted players.

A great example, although one that should be used sparingly, is to drag a character away from a case for a scene or two so he can go appear in court and give testimony about a past case. Don't just have the player sit out, actually role-play a short testimony including the cross examination and use some skill rolls or a [Dramatic Task](#). If the player holds up well in court, they can earn the group an extra [Positive PR Draw](#) for the scene as they helped put a criminal behind bars... of course if they screw up on the stand a bad guy might walk free, and thus provide a [Negative PR Draw](#).

Another classic is to have a suspect's lawyer show up to ruin an interrogation or for a suspect to make bail before the players are ready for it. In these

situations you want to hand over a Benny to the lead detective on the case.

Hardboiled Special Investigator in Play

The [Hardboiled Special Investigator](#) edge lets a player have an experienced supernatural hunting character, but tacks on a bit of extra back-story and a price for all that bonus XP. It's only slightly a trap for Min-Maxers, as it can lead to a lot of fun.

First things first, the player needs to spend their XP provided [Advances](#) before they find out about their drawback. Also, keep in mind that only the last [Advance](#) is at the [Seasoned](#) rank, so don't let them take a bunch of Edges they don't yet qualify for.

Once they are done building their character, it's time to find out what recent case went wrong on them. The player should draw two cards, and you want to compare these against the chart in the Random Case Generator on page 88. The first card should be used to determine the type of **Crime** that was being investigated. The second card is used to determine what kind of **Supernatural Involvement** was in play.

Now go ahead and secretly draw a third card in secret and compare it against the following chart to determine what lasting effect it had on the character. Keep the card and the name of the effect a secret, just tell the player the obvious result. If you want, feel free to ignore the card and pick which ever you think will be the most fun *for everyone involved*, unless the player really is min-maxing, in which

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case pick the one that is most fun *for you* to inflict on their broken character.

Hard Boiled Effects

Card Drawn:	Effect:
2	Used Up Karma
3-4	Partially Transformed
5-6	"Lost" Eye
7-8	Left for Death*
9-10	Shattered Sanity
Jack, Queen, or King	Haunted
Ace	Deal with Death*
Joker	Undeath*

* **Subtle:** These effects intentionally seem the same to the player until they come up *in play*.

You're going to want to take the three cards drawn and build a quick and simply story for the case. It's fine if the player wants to get involved in weaving it together or filling in details, but if the result is marked as *Subtle*, you be sure to keep it as such.

2: Used Up Karma

The character nearly died on the case. The supernatural threat came close, but some startlingly good luck allowed the character to win through. Unfortunately the character only seems to have bad luck left. The character starts with one less Benny per episode than normal, to a minimum of 0. Worse, they suffer bad fortune. Anytime something bad needs to happen randomly while they are present, don't bother rolling, it happens to them. Monsters attack them first, stray bullets always seem to ricochet in their direction, etc. If you pull something really bad on the character, pay them a Benny *after*. At the start of play, there is no *known* way to restore their luck.

3 - 4: Partially Transformed

A magic spell, supernatural attack, or death curse was laid upon the character. While they have managed to resist some of the

effects, they didn't manage to resist it all. Their arm from just above the wrist has been petrified into stone, turned to gold, or similarly hardened. Treat this as the *One Arm* Hindrance from the Core Rules, except their partially transformed off-arm can be used as club.

Worse, at the start of each episode they must make a Vigor roll, including Wild Die, to see if the transformation has spread farther up the arm. If they fail it has spread slightly and they take a -1 cumulative penalty to future Vigor rolls against the transformation. If they succeed, there is no change. If they get a raise, reduce the penalty by 1, but never above 0. If they Critically fail, it has spread from the hand all the way to the elbow, and the penalty resets to 0. Next time it critically fails, it reaches the shoulder. If it critically fails a third time, it reaches the heart and rapidly spreads to the whole body, transforming them completely. At the start of play, there is no known cure for the transformation.

5 - 6: "Lost" Eye

The character lost an eye in the fight with the supernatural threat. It wasn't just damaged, but was actually *taken*, and some supernatural creature now carries it through the Spirit World as a trophy. Treat this as the *One Eye* Hindrance from Core Rules. Additionally, once per episode the Director may inflict disturbing visions of the spirit world upon the character, often at times of stress when they least need them. The character must immediately make a Fear roll, against which they can *never* become jaded. The Director may choose Terror or Nausea as they see fit each time. If the director does this more than once in an episode, the character earns a Benny for each extra time. There is no way to return the eye to the player's head, but

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if reclaimed from the creature, they may at least prevent further fear rolls.

7 - 8: Left for Death

Subtle

Tell the player their character got in over their head, and was nearly killed. Their foe left them for dead, and is still out there. Of their near death experience they can vaguely recall meeting a skeletal entity that made them an offer, but not the outcome of that meeting. They woke up scarred from the encounter, treat this as the [Ugly Hindrance](#).

Don't tell the player that the creature, or whomever the creature worked for, is now hunting them. They *secretly* gain the equivalent of the [Enemy](#) major Hindrance.

9 - 10: Shattered Sanity

The character has managed to survive the encounter mostly intact, at least physically, but what was seen and experienced broke their mind. Ever since, the character has been experiencing terrible nightmares whenever they sleep, and has developed a fear of the things that lurk in the New Orleans night. Treat this as a Minor [Phobia](#) of the dark. Additionally the character must make a Spirit trait test when they sleep. On a failure, they suffer Fatigue from their restless sleep.

J, Q, & K: Haunted

The character managed to live through the encounter, but their partner did not. The character may or may not blame themselves for their partner's death, and they might be right either way. What is certain is that the ghost of their partner does blame them. They are now haunted and serve as the anchor for the spirit of their slain partner. Whenever they are alone in the dark, and on camera, the ghost appears. The first few times it may result in just Fear rolls, eventually escalating to Test of Will uses of Taunts and Intimidation, and invariably to outright

attacks. The Ghost is an extra, not a Wild Card, but defeating it only drives it away until the next episode. It isn't truly defeated until the spirit moves on, which requires either the character's death, or some more complicated circumstances specific to the character, their partner, and/or the original case.

Ace: Deal with Death

Subtle

Tell the player their character got in over their head, and was nearly killed. Their foe left them for dead, and is still out there. Of their near death experience they can vaguely recall meeting a skeletal entity that made them an offer, but not the outcome of that meeting. They woke up scarred from the encounter, treat this as the [Ugly Hindrance](#).

Don't tell the player that they made a bargain with a servant of Death for more time. They should have died that day, and any psychic or tarot card reading will back that up. More disturbingly, they are now an agent of death, and their continued existence results in others demise. Any time they roll a natural 1 on a skill die, regardless of Wild Die, in a situation that could be dangerous, some friend or innocent bystander suffers, possibly with their life. The most obvious skill rolls are Shooting and Throwing, with stray attacks hitting the innocent or ally, or Fighting, with a blow landing where it doesn't belong, but don't overlook Drive rolls, resulting a run over pedestrian, or even Healing or Survival rolls accidentally delivering toxic pills or food. Many of these situations would also result in Negative PR Events. To end this effect, the character either needs to die, or change the

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nature of their deal with Death.



Joker: Undeath

Subtle

Tell the player their character got in over their head, and was nearly killed. Their foe left them for dead, and is still out there. Of their near death experience they can vaguely recall meeting a skeletal entity that made them an offer, but not the outcome of that meeting. They woke up scarred from the encounter, treat this as the *Ugly Hindrance*.

Don't tell the player that they actually died, but that their spirit refused to move on. They are, unknowingly, an Undead Revenant. Their own spirit is possessing, sustaining, and trapped in their own dead body, but they have lost the spark of life. Theoretically, the character is now immune to called shots, wound penalties, poison, and disease. They also gain a +2 bonus to recovering from being shaken. On the down side, they cannot cross a line of salt. Don't reveal any of this until they either need to cross a line of salt, and can't, or they are hit by an attack. In the case of salt, they simply refuse to travel past it. In the case of an attack, they should be shocked to

find that they don't feel much of the pain, including no penalties from wounds, and that they have a +2 to recover from being shaken. If they seek medical attention, it should be become obvious that although they are clearly breathing and up and walking around, their heart beat cannot be detected. Additionally, their wounds don't so much heal as sort of close off, scab over, and dry up. They continue to get uglier with every attack they receive, although this has no game-play effect as they are already *Ugly* as per the *Hindrance*. When the *character* finally figures out they are undead, hand out the full effects of the *Undead Monstrous Ability* from Core Rules, along with the *Vengeful* minor *Hindrance*. Additionally, any time the character would die, reduce their Spirit die by one step, and have them rise from the dead an hour or so later. If their Spirit die would ever drop below d4, they go stark raving mad and turn into a proper vengeful undead monster like most revenants. The character becomes an NPC, and likely the target of a future episode.

Rookie Partner in Play

First and foremost, you don't want too many *Rookie Partners* in the game. Having one, maybe two, in the group is fun, but having five rookie partners really makes it less interesting. or unique. Secondly, while it's fine to let the player run the Rookie most of the time, do remember that the rookie is a *Major Hindrance*. At least once an episode the Rookie should do something stupid or otherwise get into trouble. If the player isn't running the Rookie that way, then go ahead and interject issues yourself. Remember to hand out a Benny whenever the rookie causes trouble, including when the Player role plays the rookie themselves.

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Ways For Rookies to Cause Trouble:

- The Rookie is made Lead Detective on a case for the episode. This means the rookie is in charge of the investigation, including any eventual cover-up checks. If their PC partner doesn't step up and help out, the case won't go anywhere.
- The Rookie gets over eager on a bust and starts knocking heads or otherwise overstepping authority turning a straightforward situation into a Negative PR Event. Also an option for interrogations.
- The Rookie lets slip important information to a source or suspect that he shouldn't. This is best done opening in front of the players, like giving away the name of a witness while interviewing a dangerous suspect.
- The Rookie tries to do something heroic during a fight, and ends up needing a literal rescue once pinned down.
- When tasked with covering a door or window on a bust, the Rookie fails to stop a fleeing suspect.

Spirit Sight in Play

A character with the Spirit Sight edge in both helpful and problematic when designing cases. It can be a great opportunity to get some supernatural bits and exposition into a game, but if handles poorly, or if the players rolls incredibly well, it can also easily spoil plot lines.

First, remember that power is mostly passive. A character with Second Sight can't "detect magic" at will. They can take moment to examine or search an area, gaining a Notice roll normally, but they can't continually re-examine something until they get a roll they want.

Second, the flashes of insight the edge provides are vague. Getting a raise on a

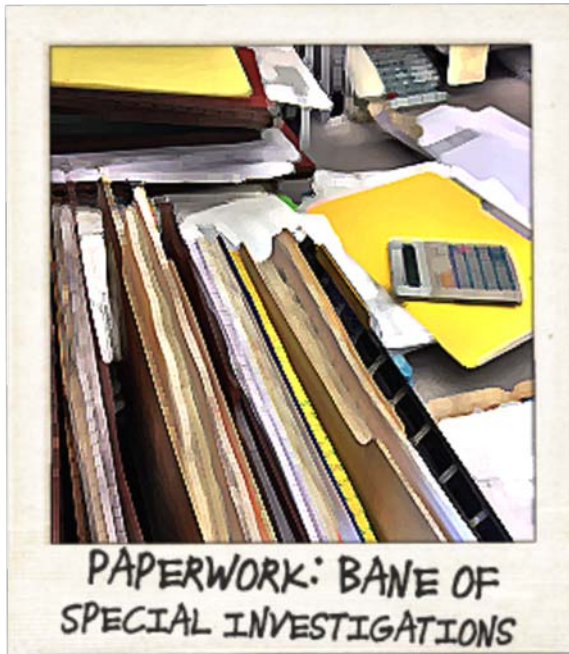
notice roll to examine a spirit creature concealed in human form doesn't automatically mean they realize the "person" is actually a monster. A flash on spirit sight might instead reveal a sense of hunger, a whiff of brimstone, etc. Essentially this is a clue, not a full reveal. Similarly, examining objects or places may reveal a flash of pain, a ghostly scream, or a quick vision of power flowing through the local leylines.

Lastly, any knowledge gained is useless in a formal legal sense. Psychic senses are in no way recognized in any courts, so if a detective gets a psychic sense of brimstone at grizzly crime scene and later around a suspect, he or she can't link the two on that sense alone.

Examples of Spirit Sight:

- A man that sold his soul to a demon appears branded by strange red symbol glowing on his forehead.
- A hospital built on the intersection of leylines has a thrum of power flowing through it like a pulse.
- A cursed artifact echoes with the quick scream of the trapped spirit inside.
- A woman influenced by a Muse appears to have puppet strings attached to her limbs.
- The site of a voodoo ritual has echoes with the laughter of the spirits involved.
- A glade in the swamp tainted by pollution feels empty now that the nature spirit that dwelled there has left in search of vengeance.
- A siren demon in human guise gives off an impression of burning hunger.
- A bird changeling in human form appears chained to the ground.

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Seeking Medical Assistance

Although it's likely that one or more of the player character will have the Healing skill and will therefore be able to provide first aid to their fellow officers, players, as police officers, also have access to the modern medical options inherent in a 90s setting: Ambulances and Emergency Rooms.

Calling for an Ambulance

After a tough a battle, it's reasonable for the PCs to radio in for emergency medical assistance for themselves or others. Ambulances carry a wide variety of medical gear, and also boast two or three emergency medical technicians or paramedics.

Between the abilities of an EMT, (See page 97,) and the core rules for non-combat teamwork between extras, an ambulance crew can deliver a golden hour healing roll with a **d8+2** skill and a **Wild Die**. Like

any healing roll, this is penalized by the wounds of the victim, and additionally, as this is a roll by NPCs, bennies are not usually an option.

A Trip to the Emergency Room

For truly serious injuries or multiple wounds, players may *instead* opt for a trip to the Emergency Room instead of being treated by the EMTs. Incapacitated character will receive this by default. In this case, the EMTs only stabilize the character for transit to a hospital. The doctors, surgeons, and nurses at the hospital have an effective **d8+4** Healing roll with a **Wild Die**, but again, as NPCs bennies are not usually an option.

Unlike getting patched up by EMTs, a trip to the hospital is an investment in time. It may take hours of surgery to remove the bullets from a gun fight, or stitch up the wound from fighting an "escaped bear." It's also far more documented. EMTs may stitch up a wound or deal with a bad injury as best they can, but the doctors at the emergency room are required to report gunshot wounds. A trip to the emergency room for strange or unreported wounds is grounds for a Negative PR Event.

Long Term Treatment

Players are entitled to a natural healing roll at the start of each episode. In most situations, they should gain the benefits of 1990s medical technology, gaining the +1 bonus on this check, unless they intentionally not seeking medical hospital treatment for the wound.

The Two Case Structure

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Unless the group is short on players, most episodes should start with two simultaneous cases: one Primary Case and one Secondary Case. This is based on the classic detective TV show format where the small squad of detectives each work a case during the episode, but the shows typically focus more on one case than the other. In SINS the [Primary Case](#) is the larger and more complicated case, likely involving the supernatural and a few action scenes, and requiring a cover-up at the end. The [Secondary Case](#) is a *much* shorter and *somewhat* more normal case, and serves to help show what kind of work the SI unit normally handles in-between demon invasions and ghost killers. It also serves as a way for players to earn another [Favor Token](#) in play and helps heighten the drama of having to divide time, resources, and attention between two cases.

At the start of each episode Cpt. Decoudreau hands out two cases with only the most vague description of what they look like. The players are responsible for breaking into groups to handle each case, although if a player is of Lieutenant rank, they may distribute the cases. Make sure someone appropriate is *declared* lead detective on each case.

When describing the cases, the trick is to hide which case looks to be the Primary versus the Secondary. Most times when a case comes into SI, all the unit knows is the type of crime (dead body, theft, etc) the most obvious details of the victim/object (76 year old retired pilot, a 1962 Chevy, Teenager attacked on campus), and where the crime scene is.

Players might try to make guesses as to how important a case looks based on these vague details, like a probable homicide is likely more interesting than a carjacking, but if you're doing a good job of inventing interesting cases, than this won't always be true.

When developing cases, and in particular secondary cases, it's important to remember that SI handles three types of cases: SI claims the odd cases that have a clear supernatural inclination, gets stuck with troublesome cases other units would rather not have on their stats, and seems to end up with unwanted cases that don't clearly belong to any other unit. Dealing with crimes scenes in sewers, spontaneous human combustion, or finding the murderer of a known criminal that everyone is happy is dead are the kinds of cases that end up at SI.

Secondary Cases

Secondary cases should be no more than a few scenes and should have few if any red herrings. The objective is for the players to finish the secondary cases early in the episode, allowing the group to come together to handle the larger implications and dangers of the Primary case.

In general, the secondary case can be built around a single showcase scene, such as the players fighting a gator in an urban environment, or getting into a car chase. Then look for ways to get the players into that interesting scene as quickly as possible without telegraphing the case's nature right from the start.

If the character close the case successfully during an episode, they immediately gain a Favor Token. If the

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case is incomplete at the end of the episode it counts as a Negative PR Draw, although this doesn't mean they don't close the case later off-camera.

If possible, try to give the secondary case an additional more complete ending that you can use to award the players involved with a benny and/or Positive PR Draws. For example, arresting a murderer is good, but linking the murdered to additional crimes is better.

Secondary Case Ideas:

- A birder reports that her neighbor was transporting endangered local birds. When the detectives show up, he panics and sets his pet black caiman (endangered gator) on them.
- A nun has pilfered her church's funds to pay for her gambling habit. It's easy enough to discover it was the nun, but can the players beat the gamblers in a high stakes poker game to win back the church's funding?
- Vice completes a prostitution sting netting 9 "Johns," but when one of them turns out to be the assistant mayor's brother in law, they send that one arrest to SI for filing. Do the players submit to pressure and drop the charges or follow through on the law, and earn resentment from the brass?
- Due to a quirk in legal definitions, a dead police horse from the mounted unit is entitled to a full murder investigation as if it was a human police officer. Homicide isn't willing to devote resources to the case, and the mounted police unit resents being hoisted off on SI.
- A rich family reports a grand larceny, theft of thousands of dollars in property, only for it turn out to be a runaway thoroughbred show dog or cat.

Episode Themes

While the two cases in an episode are usually unrelated, it's not uncommon for them to share a common thread or theme. Both might involve parenthood, but the secondary case involves a child neglected by her father, and the primary involves an angry monster seeker her "stolen" child.

When working with an episode theme, look for other ways beyond just the cases to include it in the game. The Crossroads man, (see page 58,) might ask about an officer's mother as payment, or the theme for an interlude might be the character's current connections to their parents.

Playing with the Structure

Every once in a while it can be interesting to twist the two act structure in an episode. Having a secondary case actually be related to the primary case is the most obvious option, such as a stolen item secondary case actually turning out to be a ritual component being used by the necromancer in a primary case. Another trick is to make the secondary case from a previous episode the primary case in a new episode, especially if it's now gone to court and someone starts using magic to influence the jury.

Of course it's perfectly fine, especially for big plot arc finales, to have the entire episode focus on a single case right from the start, or to even make a two-part episode with the second episode starting right when the last one ended instead of a vague week later.

A last trick, which should be very used sparingly, is to actually create two very simple Secondary Cases to hand out at the

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start of the episode, and then after they get started, interrupt them with a high profile Primary case that has come out of the blue.

Example:

Matt, the Director, has decided to switch things up a bit for an episode. He has Cpt. Decoudreau hand out a pair of secondary cases and lets the players divide them up between themselves. After letting the players get deep into their respective cases, he has a pair of children walk into the office, one with a cast on, and ask if this is the unit that deals with monsters. They explain that their father was arrested for child abuse, indicating the cast on the little boy's arm, but the real culprit is the monster in their closet. Now the players have a third case, probably involving a Boogeyman (page 107), and worse the rest of the police department thinks it's *already* closed.

Common Cop Show Scenes

The Core Rules easily handles shoot outs, chases, and similar activities likely to happen in SINS episodes. Not much additional assistance is needed to run those kinds of encounters, but there are a few common scene types in police dramas that do warrant some special attention:

Background Banter

When two or more characters are waiting around on a stake out, or leisurely driving across town to a crime scene early in an episode, most TV Cop Shows take the opportunity to develop some background for their characters by having them talk about their history or private life. SINS episodes can work in the same

concept using [Interludes](#) from the core rules. About once per Episode, if you think there is time, and things are a bit calm, have a stakeout or cross town drive staged as a quick Interlude, complete with [Benny](#) reward. If you have a theme for the episode, try to get the Interlude on that theme as well. For example, the Pilot Episode in this book has a theme of extra marital affairs. Having a player mention their experience or thoughts on such a concept would fit the episode well.

Court Room Drama

With one famous long running cop series as a notable exception, most 90s police dramas focused on solving cases and capturing bad guys. Actually landing convictions in court wasn't something that happened every episode, but it was something that came up occasionally. Detectives sometimes needed to testify in court, and the odd legal wrangling would send the detectives back into the street to find new evidence, or sometimes a new suspects.

Court cases are a great example of a [Social Conflict](#) from the core rules, but they aren't needed every time you show a courtroom scene. If a character is simply testifying in a quick scene as part of a [Serve and Protect](#) complication, you can get by with an Opposed Roll between the character and the cross examining defense lawyer. Save full blown Social Conflicts for episodes that revolve around a court case, like the use of a magic artifact to sway the jury.

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Internal Affairs Investigations

As mentioned on page 37, when things go poorly on a [Reputation Test](#) at the end of an episode, an Internal Affairs (IA) Investigation is triggered. As Director, you'll need to work this investigation into the *next* episode. The following advice can be considered *one possible option* for handling such an investigation.

The first step is to pick the target of the investigation. Select a particularly bad or interesting PR Event from the past episode or two, and then select a character that was present, although not necessarily responsible for the event. [Crooked Cops](#) are always a good choice.

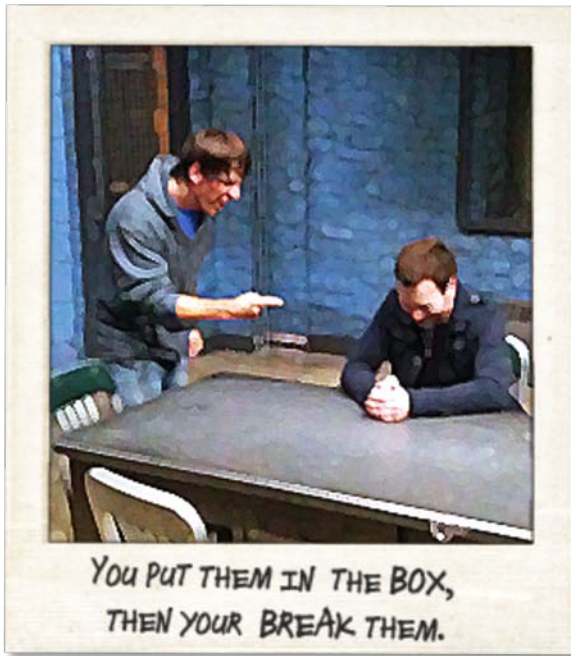
At the start of the next episode, after the [Case Board Check](#) but before the new cases are handed out, have Cpt. Decoudreau inform the character they "are on desk duty pending the results of an IA investigation." The character suffers a -1 charisma penalty for the episode and is not *officially* allowed to take part in field work. If they get caught doing field work, it's considered a Negative PR Event.

Worse, over the course of the episode IA calls every player character into a one on one meeting with the Lieutenant Cavanagh, the usual IA investigator, (see page 48.) For the sake of drama, have the targeted character go last. Spread the interviews out over the episode, and if the timing of an interview makes life difficult for a character, give them a [Benny](#) if they show up. Each interview can be viewed as a round in a [Social Conflict](#) as per the core rules, with each player making a skill roll to earn successes towards clearing the

targeted character's name, and IA making a skill roll to win success in rooting out a dirty or incompetent cop. If a player fails to attend their meeting, then IA gets an automatic success for that Interview. IA does **not** accept [Favor Tokens](#).

At the end of the episode, if the Players have more successes than the character's name is cleared. If there is a tie, then as the defendant the Character is also not charged, although IA will likely jump at a chance to bring him up on charges again. If IA wins with a margin of victory of 4 or less, than the player is written up with a black mark on their police record. They suffer a permanent -1 penalty to Charisma as their name is dragged through the mud. This penalty stacks with other penalties including future IA investigations. If IA has a margin of victory of 5 or more than the character is actually forced to turn in his badge and gun, and is dismissed from the force. This character could be retired from the game, or Directors could build the next few episode around getting the character their job back. Alternatively, they might remain a former cop character and probable PR nightmare.

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Interrogations (The Box)

One of the classic cop scenes is the interrogation, with a detective and his partner sitting down with a suspect in a small room with a one way window allowing other characters to secretly watch. The objective of the Detectives is to get the suspect to give up what he knows, and maybe even confess. The objective of the suspect is to resist, and probably stick to their story. This setup is perfect for a [Social Conflict](#), as per the core rules.

As a genre trope, interrogations should take place in the interrogation room, sometimes called *The Box*. Interrogations held elsewhere generally don't stand up in court very well. Additionally, the room adds a subtle psychological conditioning that is just lacking in a suspect's home or office. Interrogations held outside a dedicated space may take penalties because of this.

To start with, the players need to get the suspect into the box. That means either convincing the suspect to come down to the station "to give a statement," or arresting, possibly with trumped up charges. Once at the station, and in the box, the *Social Conflict* can begin. Don't allow more than two characters to be in the room with the suspect (and possibly the suspect's lawyer or legal guardian if a child.) Other characters can observe, and possibly step in if needed. The two player characters get to make [Cooperative Rolls](#) against the suspect, who may be getting the same advantage from their legal counsel, if present. If at the end of three rounds the players win, use the standard margin of error results to see how much they give up. A single point margin of success might be enough to for the suspect to have incriminated themselves by accidental slip, while a 5 point margin of success might result in the character breaking down and confessing. If the suspect wins, they shut up and demand a lawyer, or worse they trigger an outburst from a player that might get them off on a technicality.

Good Cop, Bad Cop, and the Lawyer

Don't limit the Social Conflict to just [Persuasion](#) rolls. Allow [Taunt](#) and [Intimidation](#), along with anything else the players come up with that seems interesting. Similarly, legal counsel to the accused might be allowed to aid with [Knowledge: Law](#), pointing out what their defendant does and does not have to answer, and how tenuous police evidence will be viewed by the courts.

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Montage Investigating

A common trick used on many TV shows, detective dramas includes, is to compress a lot of basic "slow" investigating into a quick sequence of shots of the characters going through the motions, often accompanied by theme appropriate music. When the montage ends, the characters have spent hours or days wading through paperwork, interviewing dozens of people in the area, or systematically going over a crime scene and now have their results with only minutes of on screen time used up. It's a handy trick for keeping investigative games Fast, Furious, and Fun. Montages can be especially helpful for speeding up secondary cases.

To stage a montage investigation in SINS, simply go around the table and have every player make an appropriate skill roll for their investigative activity, and then *briefly* describe how their activity went. Once everyone has finished, you can inform the group what useful information they have learned without having to play out all the conversations and research in detail.

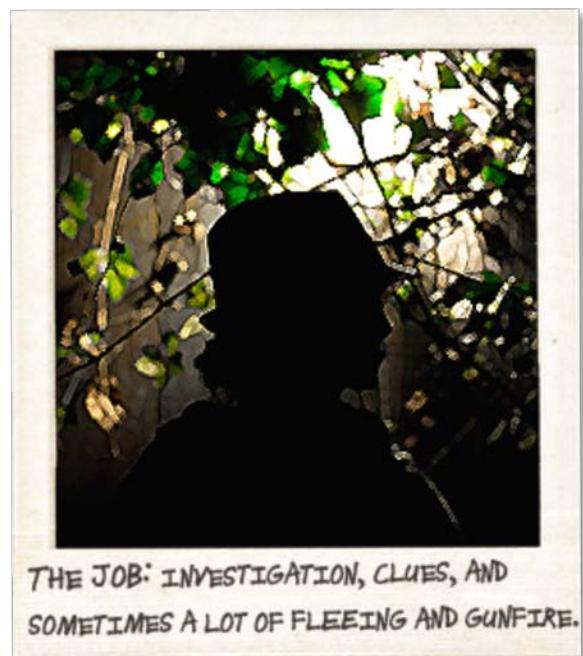
Other TV Cop Tropes

Hostage negotiations and ticking bombs are also occasionally seen on TV shows, although with less frequency. These tropes also happen to be great examples of [Social Conflict](#) and [Dramatic tasks](#). If someone in the group is playing a former member of the bomb squad, you may want to increase the frequency with which explosives, or possibly their magical equivalents, show up in episodes.

Designing Investigations

Investigations are a different beast to setup and run than a common dungeon crawl. In order for an investigation adventure to work, the players need to feel like they are solving something. They need to start with a mystery and end with an answer, and along the way they need to locate clues, run into twists, eliminate red herrings, and essentially figure it all out.

The problem with running investigations in a dice based game is that they can easily get off course, or even completely stuck with a bad roll. Unlike a missed attack roll in combat, if the players roll poorly on Notice, they can miss an important clue, and suddenly they have no idea what they need to do. Thankfully there are a few tricks to designing investigations that help prevent such situations, while still providing the necessary mystery and revelations of a real investigation.



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Clues

The first trick when designing investigation is to think of clues in two categories: [Key Clues](#) and [Bonus Clues](#).

Key Clues

Key Clues unlock the story. They are the bare minimum information in a given scene that is needed to move on or advance the plot. The hint that a suicide is actually a murder, the indication that the murder was personal not business, the evidence that the accident wasn't what it seems, the reveal that the victim's mother wasn't so happy with him, etc.

When setting up a scene, you want to be aware of the Key Clue in the scene, and make sure it gets across to the players, even if they bungle their skill rolls. In other words, players are rewarded with Key Clues just for showing up on the scene with the minimum of resources needed to find it. For example: If the Key Clue in a scene is a fingerprint on a window pane, the players will notice it even if they fail their [Notice](#) roll looking for clues. What matters is that they looked around at all, and that the Key Clue was too important to the story line to be missed. Of course, they don't automatically get to know whose finger print it is. Even if they bring the print in to the crime lab, or call out crime scene techs to look for more, the print might not be in the database but maybe later in the investigation they will get a chance to compare it to a suspect or a murder weapon.

Bonus Clues

Bonus clues are why skill rolls still matter in an investigation. Key Clues are always the bare minimum information needed to advance the plot, but skill rolls let characters find something more than just the minimum. Bonus clues help illuminate what is going on, give hints towards a future plot twist, or help eliminate red herrings early on.

Example:

Beth and Mike's detectives are investigating a crime scene in an alleyway where a John Doe was shot dead by a through-and-through (IE: bullet is not in the body). No murder weapon is at the scene. The Director has decided that the Key Clue for the scene is that silver bullets were used in the shoot out. The bonus clue is that the shooter lost his gun to the defender, who shot back, implying that the silver bullets weren't working and that the corpse is the initial attacker.

Upon arriving on the crime scene, the detectives easily find some ricochet marks on the brick wall that clearly look silver, and take samples for later confirmation with the crime lab. Mike's detective rolls well on [Streetwise](#), and gets a report from the neighbors that there was some shouting, then three shots were fired, then there was some strange yelling, and two more shots were fired. Beth's detective gets a success but not a raise on a [Notice](#) roll looking for more clues. She manages to locate two bullets embedded in a wood fence across the street from the alleyway, *opposite* the direction the ricochet marks and corpse point, but without a Raise she misses the evidence

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that the body was rolled over after it fell, changing its direction.

Mike and Beth's characters leave the scene knowing someone was hunting a silver vulnerable entity and that it didn't go to plan, but they don't know that the body was the attacker not the intended victim. They also have a couple of silver slugs they can have the crime lab compare to any weapon they recover down the line.

If they had identified the body as the first shooter they could have saved some time identifying the young man by taking his photo around local pawn shops and gun stores to find out he recently bought the gun using his real ID, and from there located his apartment where more clues are found. As it is, they will need to start asking questions around the supernatural community about a possible werewolf hunter.

Flow Chart

Another trick when designing an investigation is to use a flow chart. Each node on the chart represents a Scene

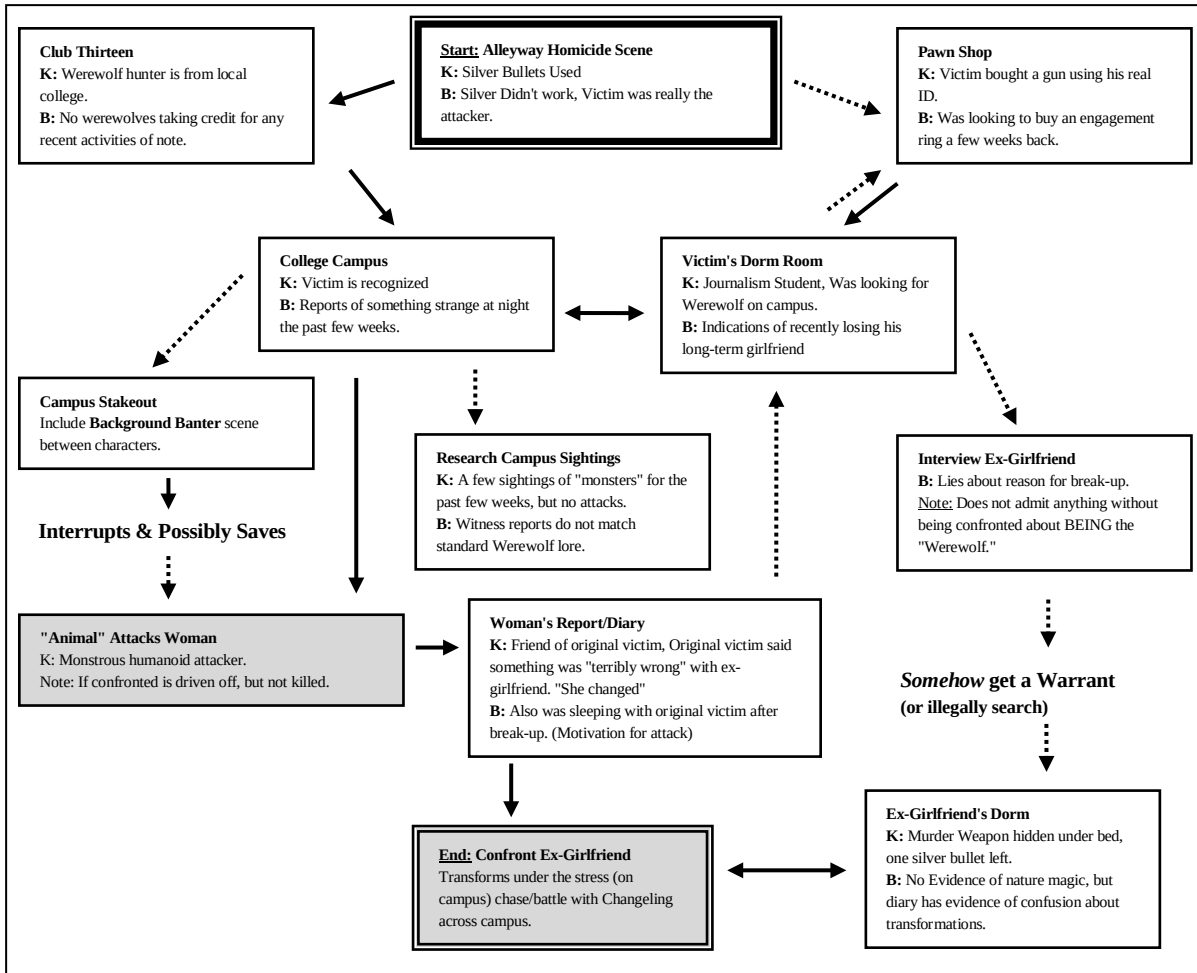
Example Flow Chart

This flow chart shows the basic layout related to the Clue Example above. It's an investigation involving a Changeling, (see page 103,) that was mistaken for a werewolf by her fiancé. Dotted arrows are [Bonus Clue](#) related leads, while solid arrows are [Key Clue](#) related leads between scenes. The investigation ends with a confrontation with the Changeling which the players will be more prepared for if they have been collecting the bonus clues along the way.

where the players get a chance to learn something new and reveal a bit more of the mystery. Linking the various boxes on the chart are the Clues, both key and bonus. Some nodes will be dead ends, places that eliminate leads, helping to narrow the field down to the true leads which contain clues leading to the eventual solution. The trick is to ensure that the investigation can be completed using Key Clues only in order to ensure the group can't get stuck on a bad die roll. You also want some advantage to collecting Bonus Clues, such as short cuts, more complete story, or advantages in a final confrontation, like knowing to bring cold iron instead of silver.

While the flow chart is helpful for designing and running encounters, don't let it get in the way of a good idea. If one of the players decides they want to hold a séance and ask the ghosts of a past victim for details, don't prevent it just because you didn't have it on your flow chart.

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Borrowing Ideas

The advantage to running a game set in something similar to the modern world is that it's easy to acquire base ideas for cases. There are tons of detective dramas on TV, download, or DVD, as well as mystery novels, that can provide core ideas to turn into cases. Much of the time, the simple inclusion of supernatural creature or magic as the murder weapon turns the existing idea into a fun case for a SINS episode.

But don't just limit yourself to fictional works. The daily news is awash with stories that can be converted into case ideas or story plots. Take a look at a news story, and ask yourself "What if?" What if

that building that burned down was actually the result of a fire spirit? Who summoned it and why? What if the bank robbers were after an ancient magic amulet kept in a safety deposit box? What if the local sport team's winning streak, or losing streak, is the result of a supernatural bargain?

Including the Supernatural

While this book gives a lot of advice using 90s detective dramas, it's important to remember the supernatural aspect of the show too. Episodes lacking actual magic and monsters should be rare.

It's largely possible to take standard criminal investigation cases and just add a monster or spellcaster to the mix. Your

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classic love-triangle murder case turns into an SI case by making one member of the triangle a Ghost, Demon, or Witch. Be sure to mix things up a bit. The victim isn't always the ghost, and the perpetrator isn't always the monster or spellcaster. For example, the murderer in a case

might now be hunted by demon hounds summoned by the victim's friend or family member. The players would need to figure out who is conjuring the demons and stop them, while keeping the murderer in protective custody.

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Random Case Generator

To use this chart, simply shuffle the action deck and begin drawing for whichever section of a case you need an idea for. You can build entire cases from scratch, or simply flesh out portions where you want an interesting idea or two.

Concept	Card	Person	Relationship	Crime	Place	Case Twist	Action Scene	Monsters & Magic
Duality / Misfortune	2	Forgotten People ♠♣ Homeless ♥♦ John Doe	Twin	Minor Crime	Street	Copycat	Environmental Hazard (EX: Burning Building)	Changeling
Art	3	Artist	Lover ♠♣ Ex-Lover ♥♦ Lover	Property Crime ♠ Burglary ♥ Auto Theft ♦ Vandalism ♣ Arson	Gallery	Crime Scene Tampered With	Bomb	Muse
Intelligence	4	Educator	Teacher		Museum	Framed	Hostage Taking	Wizard
Crime	5	Criminal	Criminal	Missing Person	Illegal Site	Part of Another Crime	Chase Scene	Dark Arts ♠♣ Necromancer ♥♦ Ghost Eater
Travel	6	Traveler ♠ Pilot ♥ Sailor ♦ Driver ♣ Courier	Stranger		Travel Site ♠ Airport ♥ Boat/Harbor ♦ Garage ♣ Courier	Deadline		Siren Demon
Religion	7	Minister	Confessor (EX: Bartender, Best-Friend)	Vice Crime ♠ Narcotics ♦ Prostitution ♥ Gambling ♣ Alcohol	Holy Site ♠♣ Church ♥♦ Graveyard	False Confession		Shaman
Fame	8	Famous ♠ Athlete ♥ Musician ♦ Actor ♣ Journalist	Stalker		Theater / Film Set	Press Interference	The Box	Witch/Warlock
Health	9	Medical ♠♣ Doctor ♥♦ Patient	Medical ♠♥♦ Doctor ♣ Patient	Assault	Medical Facility (EX: Hospital, Vet)	Someone is Crazy		Were-Creature ♠♣ Abomination ♥ Spirit Bound ♦ Lycanthrope
Wealth	10	Upper Class ♠ Blue Blood ♥ Diplomatic ♦ New Wealth ♣ Servant	Worker ♠ Boss ♥ Coworker ♦ Client ♣ Employee		Business (EX: Corner Store, Office Building, Bank)	Civil Group Gets Involved (EX: ACLU, Union)		Cursed Item
Youth	Jack	Child ♠ Infant ♥ Kid ♦ Teenager ♣ College Age	Child / Sibling	Homicide	School	Adopted	Battle	Boogeyman
Home	Queen	Parent	Spouse		Home	Suspect Attacked / Under Threat		Ghost
Authority	King	Elder	Parent		Government Site (EX: Court House, Fire Station, Military Base)	Political Pressure (EX: Mayor's Office)		Lords ♠♣ Horned Lord ♥♦ Fey Noble
Big Time / Good Luck	Ace	Politician	Enemy		Tourist Zone (EX: Bourbon Street, Hotel)	Red Ball		Revenant
Strange / Player Involved	Joker	Not a Human	Player Character Connection	None Legally	Player Character Connection	Attacks aimed at Cops/PCs	Court Case	None / Fake

Reading the Results

For the most part the chart should be fairly self-explanatory. It's intended to give a rough framework for building a

story, not generate a detailed story on its own. While it's possible to get some odd combination with this chart, these can sometimes lead to truly original ideas.

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Concept

The table is aligned into rough concepts or themes. You can use this to design a case by theme, instead of random card draws. The column can also be used for drawing details that don't fit an existing column, like motivations, objects, etc.

Person

In most cases the "person" will be the victim, but you could just as easily build a case by selecting the person as the perpetrator or witness in need of protection. For public settings, like museums or art galleries, person can be used to decide various random patrons that may or may not even know each other.

The joker listing "Not a Human" is for making odd cases such as the victim is an animal, like a police dog or horse that might be entitled to an investigation under an odd combinations of laws. Other ideas include spirits or other supernatural creatures coming to the players for help with a "crime."



DIRECTOR'S COMMENTARY

Casting Guest Stars

One rule of TV Police Dramas is that the more famous the guest star, the more likely they are to be the culprit. While not strictly true, it is true that big name guest stars tend to have large parts, making them integral to the story as a key witnesses, primary red herrings, interfering reporters, defense lawyers, and of course suspects, guilty or otherwise.

Supernatural shows often did something similar, but with the added fun of often making the actor a monster or crazed cult leader.

It can be a lot of fun to duplicate this SINS games. When preparing a case, think about a famous 90s actors that could portray a major NPC in each case. If the case calls for a famous actor, musician, or sports star, they might even end up playing themselves, which is another common trick on TV shows.

Relationship

The relationship column is for determining a person in reference to an existing character. The most common use for this would be determining a pool of suspects for a case in reference to a victim, but it could also be used for determining alibis for various characters.

A few listings include a slash, like "Child/Sibling." This is for draws where the main listing might not be appropriate. A 10 year old isn't likely to have a child, but it can have a sibling.

Do note that there is a separate listing for Lover (3) than for Spouse (QUEEN). This is intentional as it fits many TV shows where cheating is a common red herring.

The "Enemy" listing is for an obvious antagonist. If no one immediately jumps to

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mind, you can draw Person or Relationship for further details, but the resulting person is now openly hostile. For example, an estranged father instead of just a parent.

The Joker listing "Player Character Connection" in this category is for getting player characters a personal connection to a case. Any players with the hindrance [On the Rocks](#) should be your first pick when looking for an NPC to involve, but the [Connections](#) edge or even the [Enemy](#) hindrance can be good choices. Barring that, look for any NPCs associated with a player, such a spouse or sibling. The trick is to use a character that the players have already introduced themselves rather than inventing a new one they won't have the same attachment to. If no ideas present themselves you can also draw again to get a relationship for a character to invent whole cloth. Do remember to award a Benny if a Hindrance comes into play here.

Crime

The crime column is listed by broad scope, with a heavier weight towards homicide as it's the most classic crime involved in most TV Dramas.

Minor Crime deserves a quick mention. While SINS cases are largely taken from existing crime units, it's possible for them to end up working something like pan handling, pick pocketing or stranger crimes if a good story can be built around it.

The joker listing "none legally" is for developing a case where no legally defined crime has actually taken place. Considering the supernatural scope of SINS episodes, the players may find themselves attempting to stop a terrible ritual even without a case file being involved, or attempting to get back a person's soul from a demon... again where no legally acknowledged crime has transpired. These cases without legal cause can be a real problem in the PR department, and still require a Cover Up check in order to justify

the actions and resources of the department on a non-case.

DIRECTOR'S COMMENTARY

No Sex or Rape

On TV police dramas, sex and sexual assaults are a common theme. Entire TV series are based around units handling such crimes. Although common on the TV Shows that inspired SINS, these topics are not always comfortable or appropriate at a gaming table, and so have been intentionally left out of this book. Groups looking to use such topics in their games are advised to have an open and frank discussion about it before hand, and make sure limits are set.

Place

Place is a helpful column for determining where a crime took place, but can also be used for setting other scenes, and may be especially helpful for Arson and Vandalism crimes.

The Illegal Site listing is for places like Gambling Dens, Brothels, Stash Houses, Chop Shops, and other places of illicit activities.

The joker listing of "Player Character Connection" is for getting the players more involved in a case. It could be across the street from one character's home or at their kid's school, etc. You may want to draw again for further details if nothing comes to mind immediately. Look for hindrances, like [On the Rocks](#) when selecting which character is involved, and remember to hand out a Benny if a Hindrance comes into play.

Case Twist

This column is for making a straightforward case more complicated. On detective dramas, no case is ever *too* easy. A

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draw on this column helps you keep it that way.

Copcats: On cop TV shows copcats to a crime often pop up after the original suspect captured early in the episode. The copcat can often be worse than the original, but they don't keep the original's details, thus letting the police know they aren't linked. Of course if they do keep the details, then the cops realize they only have one part of a pair, they have the wrong suspect after all, or that the copcat is the one they caught first.

Tampered Crime Scene: A tampered with crime scene always begs the question of who tampered with it and why? It might be as simple as a foolish rookie cop that found the crime scene, but his actions make some of the evidence useless. In other cases it's done intentionally.

"Part of Another Crime" is a classic TV cop trope. The cops respond to a woman dead from a brick to the skull on the side walk. They go into the high rise above her and locate a window with a missing brick in an apartment that's recently been robbed. The woman's death was an accident created by the burglar. Or, Maybe a stick-up man robbed a stash house, but he ran over a homeless man in his getaway car, which is the crime reported to the cops. In SINS style, maybe a warlock stole an ancient amulet from a mansion in order to complete a ritual targeted on someone else unrelated.

Adoption isn't so much of a twist as a character trait, unless it's a secret. Then it works great as a hidden motive, and frequently shows up on TV mysteries that way. A woman is killed, but the leads on who would want to kill her are quickly drying up until it is revealed that a casual friend is actually the child that she gave up for adoption decades earlier, thus providing a hidden motive.

"Suspect Attacked" is a common trope for when a case closes quickly, but the main suspect or perpetrator is themselves attacked or even killed, creating a new case. The attack might have been out of revenge, or it might be a criminal associate trying to silence a possible snitch.

"Red Ball" is cop slang for a high profile case. Red Ball cases tend to have pressure from the brass to get closed quickly, and frequently have lots of press coverage. For SI, a Red Ball case isn't just added stress, it makes cover-ups much harder, even if it means priority on departmental resources. Red ball cases tend to involve famous people, or particularly photogenic ones like children. A serial killer hunting the homeless garners much less press than a murder hunting sports stars, kindergartners, or political donors.

The Joker listing "attacks aimed at the cops/PCs" involves suspects proactively attacking the police, most likely the player characters themselves. While the common cop show concept has suspects defending themselves when the cops come to arrest them, this twist puts the bad guys on the offensive, probably attacking the officers while they are at home, or out on the street in the middle of a case. Cop killers tends to invoke a potent reaction from a police department, and one that may not be to SI's benefit if they are supernatural.

Action Scene

The action scene category is for ratcheting up the drama on a case. This is Savage Worlds, and the players are monster hunters, so a certain amount of fast and furious gameplay is expected. In most episodes a battle is the likely outcome but there is no shortage of other options for verity's sake.

"The Box" refers to the interrogation room, and means that this case should hinge on an important interrogation. Don't always make

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the interrogation on the main suspect. Breaking a witness into telling what he really knows, or breaking a low level mook into revealing where his boss is hiding are classic uses of interrogation.

The Joker option here is for a "Court Case." In this setup the big deal isn't in solving a case, it's in prosecuting of it. The players will need to have their characters testify in court and possibly protect a key witness or two. Given that SINS is a setting with magic and voodoo dolls, trial tampering could get very complicated and nasty. This kind of setup gets interesting because it's about swaying the judge or jury. Losing evidence and witnesses, failing to prevent mind control magic, and similar stunts can let a dangerous person go free, and the players will see their hard work solving a case dissolve. Alternatively, the players may want a suspect to go free who is wrongfully accused, like a good man that killed while possessed and wasn't responsible for his actions.

Monsters & Magic

This listing helps provide the supernatural edge for a case. Remember that monster don't need to be the main suspect. Ghosts of victims is a classic example of the supernatural being someone other than the killer. It can also be fun to mix up a standard case by making the primary, but ultimately innocent, suspect a monster, and the real killer just an average human.

The Joker listing "None/Fake" for this column is a bit of a change-up. While the case will look, at least originally, like it has supernatural aspects, but in the end the aspects will be fake. A killing made to look like a werewolf attack, but actually just a deranged human, or someone trying to blame the murder of their spouse on a ghost haunting instead simple greed for the insurance payout. For a unit that regularly deals with real ghosts and werewolves, finding

a fake can be very shocking. Supernatural TV shows in particular have a habit of occasionally pointing out that the human beings are capable of far more evil than any demon. The real trick for doing this kind of case in SINS is to explain why they ended up in the monster hunting unit's in-box.

Example Case Drawing

Matt, as the Director, is looking to make a primary case for an upcoming episode. He decides to start with the Crime and draws a **4♣**; Arson. He next draws Place to see what kind of location has burned down and gets a **3♥**; an art gallery. Matt decides to see who the arsonist is, and draws a **J♥** on Person; a kid. Matt decides there should be a couple of other leads as red herrings and draws a **8♠** and **7♥** on Person again for a famous athlete and a minister. Matt decides this is a good point to inject the supernatural, and draws **K♣**; Horned Lord Demon. For a case twist Matt draws **4♥**; Someone is framed. For action scene a **4♠**; Hostage taking.

Looking over the draws, Matt decides a local art gallery was hosting a showing of photography. A famous sports star attended and was furious to see his wife depicted in a nude series. The priest from a local church was also vocally furious about the nude photography being hosted so close to his Sunday school. When the gallery burned down over night, SI gets the call. The priest claiming the fire as the divine justice he prayed for and the athlete that was thrown out of the show are obvious suspects, but the real culprit turns out be a young boy at the Sunday school. He's possessed by a Horned Lord Demon and is actively framing the priest for the arson. When confronted, the demon controlling the little boy

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takes hostages, likely the other children in the Sunday school. A tough situation, so Matt decides to draw on the Relationship column to see who could help fix it, either as what the demon wants in exchange for hostages or who can help removed the demon's control over the boy. Matt draws ♠; Parent. Clearly the little boy needs his mother in order to overcome his literal demon. Matt now has the framework to help flesh out an exciting case.

Chapter 6⁶: Unusual Suspects

You got your choice of bear from the zoo, incendiary device in the Laundromat, or a fire-breathing demon. Which one do you want to write in a report?

LIEUTENANT LEATZY

Although the players will struggle with departmental bureaucracy regularly, it's the criminals and monsters that serve as the main villains in most episodes of SINS. This chapter has a few interesting selections to get you started, but Directors are encouraged to invent new monsters as needed.

Wild Cards

Within this book, Wild Card characters are noted with a Voodoo Doll character.



New Special Abilities

Many of the creatures and NPCs in this section have new creature abilities, but a few of these features are common, and may be useful when making new creatures:

Anchored

The astral wind typically scours the mortal world clean of ethereal spirits, but those with an anchor in the mortal world can remain as long as the anchor is present and intact. A creature "killed" while anchored reforms at its anchor, typically 1d4 days later. Anchors vary by creature, but might be a person, place, or object. In most cases, creatures are not able to change their anchor. Ghosts and Muses are usually anchored.

Possessed

Possessed creatures are the combination of a mortal body, or occasionally an object, and a controlling external spirit. In most cases, a unique set of stats are used for a possessed creature, which may or may not be similar to the host form or the possessing spirit. When

defeated, the possessed spirit is expelled from the host, and if it has a Spirit Body, may immediately form nearby, otherwise it is cast out of the mortal world. Demons are famous for possessing mortals.

Resists Normal Weapons

Some creatures, typically those with spirit bodies, are resistant to normal weapons like guns, knives, or swords. They take half damage from standard weapons, but full damage from other sources of damage like fire, unarmed attacks, dog bites, or electricity. Magic weapons and other magical sources of damage inflict full damage as well. Many creatures with this ability also have a weakness, like silver or wrought iron, that bypasses this resistance. Most fey and demons resist normal weapons.

Chapter 666: Unusual Suspects



DIRECTOR'S COMMENTARY

Fight Choreography

The monster hunting shows of the 90s often featured plucky young heroes that beat up supernatural monsters with their bare hands. At least part of the reason for this is it's easier and safer for the TV studio to choreograph a hand-to-hand fight scene than it is to do one involving weapons. It's also less gore and special effects, making it easier on the ratings and the expenses. SINS depicts this by having unarmed attacks often do full damage against foes that take half damage from weapons. In game this can be explained as weapons, unlike people, lack a spirit. This concept also expands to animals, like police dogs, getting full effect from their "natural" weapons.

Spirit Body

The creature is a spirit, which normally has no form in the mortal world. In order to secure itself in a physical reality the creature forms a body for itself using raw spiritual matter. If this spirit body is destroyed, the entity is left unanchored and is cast back into the spirit world by the astral wind. It is not permanently killed, and may return if it can. Demons and Fey typically form spirit bodies on the mortal world.

Spirit Bodies are usually vulnerable to submersion in running water. At the start each action in the water, they suffer 2d8 damage. Armor does not protect against this damage. Some bodies of water, like the Mississippi river, are even more potent, (see page 63.)

Transformed

Some creatures are normal mortal people or animals that are transformed by magic, but are not controlled by an invading/possessing spirit. Typically these creatures revert to their

Chapter 666: Unusual Suspects

true form upon death. Changelings are typically transformed animals.

DIRECTOR'S COMMENTARY

Evidence of Monsters

Most monsters in SINS are either spirits possessing a human, animal, or object, or they are a spirit forming a body composed of spiritual matter. In either case, once defeated there is no physical proof of the supernatural left behind. Spirit matter turns into a quickly disintegrating goo called ectoplasm, and victims of possession look completely normal once the spirit is gone from them.

The closest thing to evidence possible are recordings, like photographs and videos, or claw marks or strange tracks. Most people dismiss such "evidence" as fakes or forgeries.

Mortals

The term mortals usually refers to human beings. This short selection includes a handful of people useful for SINS games, including criminals, bystanders, spellcasters, and fellow cops.

Burglar

Burglars are criminals that break into locations and steal money or other valuables. The stats below represent a common B&E man, not a high-end cat burglar.

Attributes: Agility **d8**, Smarts **d6**, Spirit **d6**, Strength **d6**, Vigor **d6**

Skills: Climbing **d6**, Driving **d6**, Fighting **d6**, Intimidation **d4**, Knowledge (Appraising) **d4**, Lockpicking **d8**, Notice **d6**, Persuasion **d6**, Shooting **d4**, Stealth **d8**, Streetwise **d6**

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5
Edges: Alertness

Gear: Lockpicks, Crowbar (Str+d4), Black Ski Mask, Flash Light

Civilians

The following stat block represents a generic adult human that might be encountered in any number of roles during an episode. In SINS, it's assumed that most civilians are unlikely to accept the nature of the supernatural, and react poorly to encountering it.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d6**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Knowledge (Job) **d6**, Notice **d4**, Persuasion **d4**

Charisma: 0, **Pace:** 6, **Parry:** 2, **Toughness:** 5

Hindrances: Doubting Thomas

Tweaking Civilians

Sometimes you need a civilian that's a bit more specialized, like a Professor of Mythology the players need to question about an obscure monster. The easiest way to handle this is to use the base civilian stats above, and alter it as needed, often adding a profession related skill at **d6** or **d8**, and maybe an edge or two. A few examples are below:

- **Drivers:** Cabbies and Truckers have Driving **d8** and probably have Knowledge (Roads) **d6**. Cabbies are likely to have Streetwise **d6** as well.
- **Educator:** This could be a school teacher or college professor. Smarts **d8**, Investigation **d6**, and a pair of Knowledge skills related to their subjects at **d8+2**, including the *Scholar* edge. Professors will tend to have more obscure and specialized Knowledge skills compared to high school math or science teachers.
- **Pilots:** Professional pilots have Agility **d8**, and the Piloting skill at **d8+2** including the *Ace* edge.
- **Security Guard:** A quality guard may have Fighting and Shooting at **d4**, and Notice **d6+2** including the *Alertness* edge.

Con Artist

Con Artists run the gambit from short-con street hustlers up through to multi-million dollar corporate executives defrauding their

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share holders. These stats cover a more street level conman.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d4**, Intimidation **d6+2**, Lockpicking **d4**, Notice **d6**, Persuasion **d8**, Shooting **d4**, Streetwise **d6**, Taunt **d6+2**

Charisma: +2, **Pace:** 6, **Parry:** 4, **Toughness:** 5

Edges: Charismatic, Strong Willed



Cultists

Some spellcasters or supernatural entities use their powers to gather cults to worship and serve them. They use their followers to gain power, wealth, and to assist in larger and ever more dangerous rituals. Demons are especially fond of forming cults. Cultists themselves are often very misguided and rarely have supernatural abilities of their own.

Attributes: Agility **d6**, Smarts **d4**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d6**, Knowledge (Job) **d6**, Knowledge (Occult) **d4**, Notice **d4**, Persuasion **d6**

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: Delusional

Gear: Ritual Knife (Str+d4)

Detective

A common detective found working any of the other police units. For specialized detectives you might want to include a related skill at **d6** or **d8**, such as Knowledge (Science) for Arson Investigators.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d6**, Intimidation **d6**, Investigation **d8+2**, Notice **d6** (+2 Clues), Persuasion **d6**, Shooting **d6**, Streetwise **d8+2**

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 7 (9 vs. Bullets)

Hindrances: Serve & Protect

Edges: Investigator

Gear: S&W .44 (2d6+1, AP1 Revolver), Kevlar Vest

Emergency Medical Technician

The following stats cover paramedics and other emergency medical responders able to arrive quickly and save lives.

Attributes: Agility **d8**, Smarts **d8**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Driving **d8+2**, Fighting **d4**, Healing **d8+2**, Notice **d6**, Persuasion **d6**

Charisma: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 5

Hindrances: Serve & Protect

Edges: Ace, Healer

Gear: First Aid Kit



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Enforcer

The midlevel operators in a criminal organization, enforcers can be found running a corner, leading a gang, or intimidating business owners. Enforcers hold their positions through a combination of cunning and violence.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d8**, Strength **d6**, Vigor **d8**

Skills: Driving **d6**, Fighting **d8**, Gambling **d6**, Intimidation **d8**, Notice **d6**, Persuasion **d6**, Shooting **d8**, Streetwise **d8**, Taunt **d6**

Charisma: 0, **Pace:** 6, **Parry:** 7, **Toughness:** 6

Edges: Block, Command, Dodge, Inspire

Gear: Switchblade (Str+d4), Colt .45 (2d6+1, AP 1, Semi-Auto)



Hit Man

Hit men/women are professional killers, most often employed by organized crime groups. They aren't as subtle as assassins, preferring to simply approach a target at just the right time, and simply open fire. These stats represent the kind of skilled veteran of brutal violence that a criminal organization might call in for an important or difficult hit.

Attributes: Agility **d0**, Smarts **d6**, Spirit **d8**, Strength **d6**, Vigor **d10**

Skills: Driving **d8**, Fighting **d10**, Gambling **d6**, Intimidation **d8+2**, Lockpicking **d6**, Notice **d8**, Persuasion **d6**, Shooting **d10**, Stealth **d8**, Streetwise **d6**, Taunt **d6+2**

Charisma: -2, **Pace:** 6, **Parry:** 8, **Toughness:** 9 (11 vs. Bullets)

Hindrances: Mean

Edges: Block, Combat Reflexes, Dodge, Marksman, Nerves of Steel, Rock and Roll!, Quick, Strong Willed

Gear: Kevlar Vest, Switchblade (Str+d4), Uzi (2d6, AP1, Auto), Sawed Off DB Shotgun (1-3d6), Glock 9mm (2d6, AP1, Semi-Auto)



Kingpin

The head, or near to it, of a criminal organization. Leaders of large street gangs, dons of a mafia, and similar positions. Kingpins have all the ruthlessness of a street enforcer but with enough intelligence to run a

large and cutthroat "business" without incriminating themselves.

Attributes: Agility **d6**, Smarts **d8**, Spirit **d8**, Strength **d6**, Vigor **d8**

Skills: Driving **d6**, Fighting **d8**, Gambling **d8**, Intimidation **d8+2**, Notice **d8**, Persuasion **d8**, Shooting **d8**, Streetwise **d10**, Taunt **d6+2**

Charisma: 0, **Pace:** 6, **Parry:** 7, **Toughness:** 6 (2, +2 vs. Bullets)

Edges: Block, Command, Connections (High Paid Defense Attorneys), Dodge, Inspire, Leader of Men, Rich, Strong Willed

Gear: Switchblade (Str+d4), Colt .45 (2d6+1, AP 1, Semi-Auto), Kevlar Vest

Murderer

The common killer isn't a professional criminal, but just a normal citizen that has done something terrible. The stats below reflect a TV style murder skilled enough in lying to conceal their crime.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d6**, Knowledge (Job) **d6**, Notice **d6**, Persuasion **d6**, Shooting **d6**

Charisma: +2, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: Stubborn, Vengeful

Edges: Charismatic

Police Officer

The common brother or sister in blue. These particular stats cover the average cop in a squad car or walking a beat. If the players call for back-up, this is who they get.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d6**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d6**, Healing **d4**, Intimidation **d6**, Notice **d4+2**, Persuasion **d6**, Shooting **d6**, Streetwise **d6**

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 7 (2, +2 vs. Bullets)

Hindrances: Serve & Protect

Edges: Alertness

Gear: S&W .44 (2d6+1, AP1, Revolver), Kevlar Vest, Billy Club (Str+d4)

Police Dog

The K9 sidekick to some police officers, police dogs are bred and trained beyond common guards or pets. TV show police dogs tend to be smarter than most real world

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animals, verging on almost human like smarts.

Attributes: Agility **d8**, Smarts **d6(A)**, Spirit **d6**, Strength **d6**, Vigor **d6**

Skills: Fighting **d8**, Intimidation **d6**, Notice **d10**, Stealth **d6**, Survival **d4**, Swimming **d4**

Charisma: 0, **Pace:** 8, **Parry:** 6, **Toughness:** 6 (2, +2 vs. Bullets)

Gear: Dog Fitted Kevlar Vest

Special Abilities:

- **Bite:** Str+d4
- **Fleet-Footed:** Roll a d10 when running instead of a d6.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Nose for Crime:** Police dogs may use their Notice skill to track by scent rather than sight. They do not take penalties for darkness when doing so.
- **Size -1:** Dogs are relatively small.



Serial Killer

On detective drama shows, serial killers are often portrayed as a brilliant but disturbed sociopaths. They are often highly skilled, deadly focused, and not especially sane. Their activities are often highly detailed and meticulously planned out. TV Serial Killers

often have a distinct method of killing, such as a favored blade, rope or belt for strangulation, etc. They also frequently taunt investigators, intentionally leaving cryptic clues at crime scenes or even taunting investigators to their face when they know there isn't enough evidence to arrest them.

Unlike real life serial killers, who are often seem outwardly normal, TV serial killers are often subtly creepy in either appearance or demeanor, and can become enraged when provoked.

Attributes: Agility **d8**, Smarts **d10**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d12** (+1 Trademark), Intimidation **d6+2**, Knowledge (Job) **d6**, Notice **d6+2**, Persuasion **d10**, Shooting **d6**, Taunt **d6+2**, Throwing **d6**

Charisma: 0, **Pace:** 8, **Parry:** 8, **Toughness:** 5

Hindrances: Arrogant, Cautious

Edges: Alertness, Berserk, Fleet-Footed, Level-Headed, No-Mercy, Strong-Willed, Trademark Weapon

Gear: Trademark Weapon

Spellcasters

While most of humanity is blissfully unaware of the truth of magic and monsters, there are the rare few people that are actually able to wield magic, either through a special innate talent or through a bargain of power with a supernatural creature.



Ghost Eater

Ghost Eaters are a strange form of necromancer that gains and sustains supernatural abilities by drawing ghosts into themselves as a source of power. Among a number of other uses, consumed ghosts can be used to unnaturally extend life. These stats represent a Ghost Eater that has been active, and un-aging for, close to three decades.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d10**, Strength **d6**, Vigor **d8**

Skills: Driving **d6**, Fighting **d8**, Knowledge (Occult) **d8**, Intimidation **d8**, Notice **d6**, Necromancy **d8**, Persuasion **d6**, Shooting **d6**

Charisma: 0, **Pace:** 6, **Parry:** 6, **Toughness:** 6

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Special Abilities:

- **Consume Ghosts:** As an action, a ghost eater may attempt to consume a ghost within 3" of them. This is an opposed roll between the Ghost Eater's Necromancy and the target's Spirit. If the Ghost Eater wins, the ghost is consumed, and the Necromancer gains 5 power Points.
- **Ethereal Sight:** Ghost Eaters can see ethereal creatures, such as ghosts.
- **Immunity to Aging:** As long as the Ghost Eater consumes ghosts regularly, they do not age.
- **Known Powers:** Scream of the Dead (*Fear*), Unnatural Health (*Boost Trait: Vigor*), Spectral Hand (*Telekinesis*)
- **Necromancer:** The Ghost Eater has 10 power points, and uses the Necromancy skill to activate powers. The Ghost Eater must use the Consume Ghosts ability to regain spent power points.
- **Weakness (Salt):** Ghost Eater powers effects cannot cross a line or circle of salt.



Necromancers

Necromancers are rare humans with the knack for spell casting, but that have focused their abilities on the dark art of Necromancy.

Attributes: Agility **d6**, Smarts **d10**, Spirit **d8**, Strength **d4**, Vigor **d6**

Skills: Driving **d4**, Fighting **d8**, Intimidation **d8**, Knowledge (Occult) **d8**, Notice **d6**, Necromancy **d10**, Persuasion **d6**

Charisma: 0, **Pace:** 6, **Parry:** 6, **Toughness:** 5

Special Abilities:

- **Backlash:** Rolling a 1 on Necromancy, regardless of wild die, makes the Necromancer shaken, and can cause a wound if they are already shaken.
- **Ethereal Sight:** Necromancers can see ethereal creatures, such as ghosts.
- **Known Powers:** Spectral Armor (*Armor*), Necrotic Bolt (*Bolt*), Wrath of Hungry Ghosts (*Havoc*), Raise Dead (*Zombie*)
- **Necromancer:** Necromancers have 15 power points, and use the Necromancy skill to activate powers.
- **Weakness (Salt):** Necromancer power effects cannot cross a line or circle of salt.



Shaman

While wizards interact with the spirit world through practice, to many it is a

religious experience, and it is faith that allows them to call on the spirits to aid them. They make frequent offerings to spirits so their requests later will be more favorable.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Faith **d10**, Fighting **d4**, Intimidation **d6**, Knowledge (Religion) **d8**, Notice **d6**, Persuasion **d6**

Charisma: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 5

Special Abilities:

- **Ethereal Sight:** Shaman can see ethereal creatures, such as ghosts or nature spirits.
- **Known Powers:** Speak to Spirit (*Beast Friend*), Wrath of the Woods (*Entangle*), Spirit Aid (*Healing*), Sleep of Stone (*Slumber*)
- **Spirit Friend:** Shaman must maintain a good relations with the spirits around them. If they fail to appease the spirits regularly they may be unable to call on them for help until they atone.
- **The Gift:** Shaman have 20 power points, and uses the Faith skill to activate powers.



Witches/Warlocks

Sometimes called pact bound, witches are mortals that have made a deal with an entity from the spirit world, usually a demon or a fairy, to gain magical powers. No special aptitude for magic is needed, as the spirit imbues the mortal with supernatural abilities directly, although some amount of practice is needed to master the new abilities. The following stats represent a novice that has only recently gained *demonic* powers.

Attributes: Agility **d6**, Smarts **d8**, Spirit **d6**, Strength **d6**, Vigor **d6**

Skills: Driving **d6**, Fighting **d6**, Intimidation **d6**, Notice **d6**, Persuasion **d6**, Shooting **d6**, Spellcasting **d6**

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Special Abilities:

- **Backlash:** Rolling a 1 on spellcasting, regardless of wild die, makes the Warlock shaken, and can cause a wound if the warlock is already shaken.
- **Known Powers:** Hell's Warding (*Armor*), Brimstone Blast (*Bolt*), Summon Demonic Hound (*Summon Ally*, see page 104)
- **Pact Magic:** The character has 10 power points, and uses their Smarts die to activate powers.
- **Weakness (Blood Pact):** A contract, signed in blood, is the magically empowered symbol of

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the pact between the demon and warlock. If the contract is destroyed, the demon loses claim on the warlock's soul, but the warlock loses all magical powers. Demons typically guard contracts very carefully.

- **Weakness (Demonic Limits):** The powers gained from a demon come with the same weakness a demon is subject to. Armor spells provide no protection against wrought iron, for example. Because a warlock is still human, holy water and holy symbols do not directly hurt the caster, but might be useful for overcoming the effects of their spells.



Wizard

Wizards are humans with the gift for magic that have learned to harness their ability through practice and study. They frequently keep logs of their metaphysical discoveries and often undertake rituals to bind spirits to their will.

Attributes: Agility **d6**, Smarts **d8**, Spirit **d8**, Strength **d4**, Vigor **d6**

Skills: Driving **d4**, Fighting **d4**, Knowledge (Occult) **d8**, Notice **d6**, Persuasion **d6**, Spellcasting **d8**

Charisma: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 5

Special Abilities:

- **Ethereal Sight:** Wizards can see ethereal creatures, such as ghosts or nature spirits.
- **The Gift:** Wizards have 15 power points, and uses the Spellcasting skill to activate powers.
- **Known Powers:** Bound Flame Spirit (*Blast*), Bound Wind Spirit (*Deflection*), Call Spirit Friend (*Summon Ally*)
- **Backlash:** Rolling a 1 on spellcasting, regardless of wild die, makes the Wizard shaken, and can cause a wound if the wizard is already shaken.

Thug

The common criminal that might be encountered in a gang or be a foot soldier in an organized crime group. Robbery at gun point, including carjacking, and other crimes mostly dependant on the threat of violence are their main activities. They might also be encountered holding a corner for open air drug dealing, a task that requires enough violence to keep competing gangs away.

Attributes: Agility **d6**, Smarts **d4**, Spirit **d8**, Strength **d8**, Vigor **d6**

Skills: Driving **d6**, Fighting **d6**, Gambling **d4**, Intimidation **d6**, Notice **d6**, Persuasion **d6**, Shooting **d6**, Streetwise **d6**, Taunt **d6**

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: Greedy

Edges: Connections (Criminals)

Gear: Switchblade or Baseball Bat (Str+d4), Colt .45 (2d6+1, AP 1, Semi-Auto)

Monsters

Supernatural creatures in SINS episodes tend to be a big deal. In many episodes there might only be one "monster" and as such, most SINS creatures are Wild Cards. They are also intended to be interesting and complex, often requiring research to discover their weaknesses.

Abominations

Abominations are people that have used a corrupt form of the spirit bonding ritual to forcibly bind a nature spirit against its will. They can use this bound spirit to transform into a specific hybrid animal-human form. The rage of the trapped spirit bleeds through into their actions and mindset while transformed. The effect is often very addicting, and many abominations eventually turn dangerous and begin hunting people. The binding ritual traps the nature spirit in a specific object which the person must be wearing to transform. Rings, belts, and cloaks are common objects, often made in the likeness or from the spirit animal they bind. Without this totem object, they are powerless. **Cases:** An angry young man finds his father's wolf hide belt and gains power he isn't ready to control. Reports of a large bird in a neighborhood coincide with a suspect leaping from a bridge to escape arrest. A heirloom engagement ring turns a woman planning her wedding into a real monster.

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Clues: A woman never seen without her feather boa or strange ring. Odd tracks or claw marks that are neither animal nor human, A human tooth found in an inhuman bite wound.

The following stats cover the hybrid animal forms of an abomination. Their human forms are often very normal.



Harpies

Harpies are humans with the ability to take on half-man half-bird forms. Their arms become wings, and their feet become massive bird talons. Depending on the bird spirits involved, harpies may come in bonded pairs, or small flocks.

Attributes: Agility **d12**, Smarts **d6** Spirit **d8**, Strength **d8**, Vigor **d6**

Skills: Driving **d6**, Fighting **d10**, Notice **d12**, Persuasion **d6**, Stealth **d8**, Survival **d8**, Throwing **d10**, Tracking **d6**

Pace: 6, **Parry:** 7, **Toughness:** 5

Special Abilities:

- **Extraction:** When withdrawing from combat through flight, the Harpy may make an Agility roll to prevent one creature from getting a free attack.
- **Fast Regeneration:** Harpies make a Vigor roll every round, with successes and raises removing wounds, or removing the Incapacitated status. they also have a +2 to recover from being Shaken.
- **Fear:** Abominations in hybrid form are terrifying to behold, and require a Fear check.
- **Flight:** Harpies gain a flight speed of 8, and may "run" using a d10. Flying maneuvers are made using Agility.
- **Snatch:** A raise on a talon attack allows the harpy to grab an object worn or held by the target instead of dealing damage.
- **Talons:** Str+d6, and the talon like feet may use simple tools and controls.
- **Transformed:** When killed or unconscious, an Abomination reverts to its human form.
- **Weakness (Silver):** Damage from Silver does not regenerate, including damage taken from silver while human before a transformation.



Werewolf

Abominations of the wolf bond ritual, werewolves are humans with the ability to take on half-man half-wolf forms. They grow claws, fanged snouts, and become covered in hair. Werewolves often travel in small packs, but sometimes a "lone wolf" abomination is encountered. Werewolves can easily be mistaken for wolf-bonded or lycanthropes by those unaware of the differences.

Attributes: Agility **d8**, Smarts **d6** Spirit **d8**, Strength **d10**, Vigor **d10**

Skills: Driving **d6**, Fighting **d10**, Notice **d6**, Persuasion **d6**, Shooting **d6**, Stealth **d6**, Survival **d8**, Tracking **d8**

Pace: 6, **Parry:** 7, **Toughness:** 7

Special Abilities:

- **Claws/Bite:** Str+d8
- **Fast Regeneration:** Werewolf make a Vigor roll every round, with successes and raises removing wounds, or removing the Incapacitated status. they also have a +2 to recover from being Shaken.
- **Fear:** Abominations in hybrid form are terrifying to behold, and require a Fear check.
- **Loping Gate:** Werewolves may run on all fours, using a d10 for running, although their standard upright Pace is unchanged.
- **Transformed:** When killed or unconscious, an Abomination reverts to its human form.

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- **Weakness (Silver):** Damage from Silver does not regenerate, including damage taken from silver while human before a transformation.

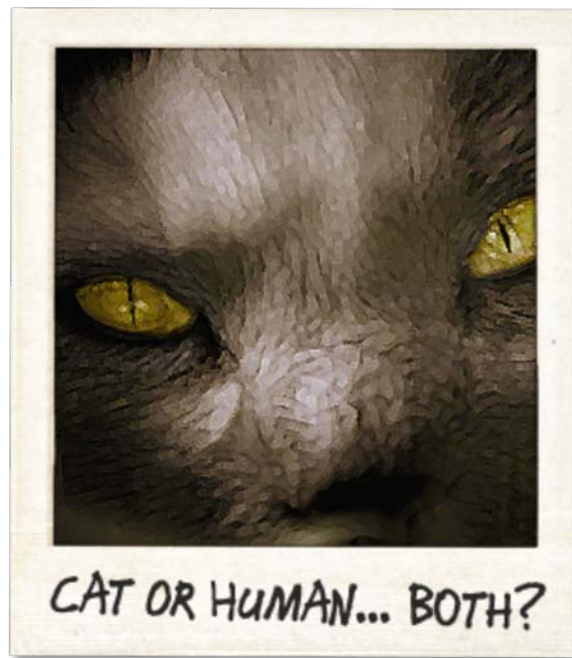
Changeling

Sometimes a powerful fey creature steals a human child from their crib. Their fey honor, however, does not let them take without giving, so they use their magic to transform an animal into a human infant, and leave it in the crib as a replacement. Should the parents not realize the ruse, the fey considers the bargain struck, and keeps the real child. The transformed animal left behind are changelings, and although given a human form through magic, they are not exactly human. Many spend their childhood not knowing the truth of their own nature, growing up like any other human child. As they grow, their animal natures often show in subtle ways. A cat changeling may fear dogs, while a bear changeling may grow in size and bulk well beyond average. The powerful magic that gives a changeling human form is not perfect, and strong emotions, often around puberty, can strain the magic causing the changeling to partially revert to its animal state for a short time, and take on a hybrid animal-like form. The following stats cover these dangerous hybrid forms. Most changelings lose some of their higher, human, thought processes while in the hybrid state. The real danger is that too much strain on the magic will cause the transformation spell to break, permanently leaving the changeling in its animal state.

Cases: One of a pair of not so identical twins turns on his family for having "let this happen to him." A series of people connected with an angry teenager suffer strange animal attacks. An amateur werewolf hunter is killed when silver bullets fail to work.

Clues: Foot prints change into oversized animal like tracks. Trace evidence is "contaminated" with animal samples. A

suspect's animal like build, hair, or eye color don't match their parents or ancestry. Report of a young exotic animal going missing from the zoo lines up within a few days after a suspect's birth.



Feline Changeling

These cat related stats cover the hybrid form of any kind of feline changeling from a house cat up through a tiger or lion.

Attributes: Agility **d8**, Smarts **d6 (A)**, Spirit **d6**, Strength **d8**, Vigor **d6**

Skills: Climbing **d6**, Fighting **d8**, Notice **d8**, Stealth **d8**, Survival **d6**, Tracking **d6**

Pace: 7, **Parry:** 6, **Toughness:** 5

Special Abilities:

- **Acrobat:** +2 to Agility rolls to perform acrobatic maneuvers; +1 to Parry if unencumbered.
- **Claws/Bite:** Str+d6
- **Fast Regeneration:** The Changeling makes a Vigor roll every round, with successes and raises removing wounds, or removing the Incapacitated status. It also provides a +2 to recover from being Shaken.
- **Fear:** Seeing the hybrid form of a changeling is frightening and requires a Fear check.
- **Fleet-Footed:** The changeling uses a d10 for running.
- **Frenzy:** The hybrid form may make two attacks at a -2 penalty.

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- **Low Light Vision:** Feline Changelings do not take penalties for Dim or Dark lighting.
- **Transformed:** A changeling rendered unconscious reverts to human form. If slain, or if the fey magic is broken, the changeling reverts to its true animal form.
- **Weakness (Wrought Iron):** Changelings do not regenerate damage from Wrought Iron weapons.



Frog Changeling

These stats represent an amphibian changeling that emits a toxin through their skin and has a long tongue. Pickerel frogs, native to Louisiana, or a more exotic variety to would be examples.

Attributes: Agility **d6**, Smarts **d6 (A)**, Spirit **d6**, Strength **d6**, Swimming **d8**, Vigor **d6**

Skills: Climbing **d8**, Fighting **d6**, Notice **d6**, Stealth **d6**, Survival **d6**, Swimming **d8**

Pace: 5, **Parry:** 5, **Toughness:** 5

Special Abilities:

- **Amphibious:** Swim Pace 6, cannot drown.
- **Bite:** Str+d4
- **Fast Regeneration:** The Changeling makes a Vigor roll every round, with successes and raises removing wounds, or removing the Incapacitated status. It also provides a +2 to recover from being Shaken.
- **Fear:** Seeing the hybrid form of a changeling is frightening and requires a Fear check.
- **Leap:** As an action, this changeling may leap up to 8"
- **Tongue:** Grappling, Reach 3
- **Toxic Skin:** Similar to the *Damage Field* power, anyone touched by the changeling or who touches, including unarmed attacks, the changeling must make a Vigor roll or suffer *Paralysis Poison*. Bite and Tongue attacks are not toxic.
- **Transformed:** A changeling rendered unconscious reverts to human form. If slain, or if the fey magic is broken, the changeling reverts to its true animal form.
- **Walk Walker:** This changeling may walk on vertical surfaces at its pace of 5.
- **Weakness (Wrought Iron):** Changelings do not regenerate damage from Wrought Iron weapons.

Demonic Spirits

Demons are spirits from beyond the veil. They are among the most destructive spirits, and sadly among those most

interested in humanity. Demons are especially interested in collecting human souls, and often make deals to that end. No one is especially sure what they do with the souls. Demons frequently take on Spirit Bodies when in the mortal world, and maintain these bodies by consuming meat. Various demons develop a preference for particular types of food, like human hearts, the blood of virgins, or bone marrow.

Cases: A desperate father makes a bargain with a demon that doesn't work out as he hoped. A serial killer is harvesting the eyes, or hearts, of victims.

Clues: The smell of brimstone at a crime scene. Ritual circles of blood, or live sacrifices of animals or even people.

Demonic Hound

These infernal creatures are the size of a small bear, and are covered in a mismatch of hair, scales, and spines. Mortals that become Pact Bound with a demon are often given the ability to summon one or more demon hounds using the *Summon Ally* power.

Attributes: Agility **d6**, Smarts **d6 (A)**, Spirit **d6**, Strength **d8**, Vigor **d6**

Skills: Fighting **d6**, Intimidation **d6**, Notice **d10**, Survival **d6**, Tracking **d10**

Pace: 8, **Parry:** 5, **Toughness:** 6

Special Abilities:

- **Bite:** Str+1d6
- **Demonic Traits:** Demons resist normal weapons, taking half damage, except Wrought Iron. They also take 2d6 damage from being splashed with holy water, and must make a Spirit Roll when presented with a holy symbol or are Shaken.
- **Immunity:** Disease, Fire, Poison
- **Brimstone Bite:** On a raise with a bite attack, the Demonic breaths forth hellfire, doing fire damage with a bonus d10 instead of standard d6.
- **Size +1:** Demonic hounds are the size of a small bear.

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- **Spirit Body:** When a demonic hound is defeated, they are cast back into the spirit world.



Demon Possessed Mortal

These stats represent an average person that has been possessed by a Horned Lord demon. The horned lord has access to the host body's abilities, although not necessarily it's thoughts. The demonic spirit enhances the host body, making it stronger and giving it the ability to heal rapidly. Demons rarely show much concern for their host body, and will fight on even with terrible wounds.

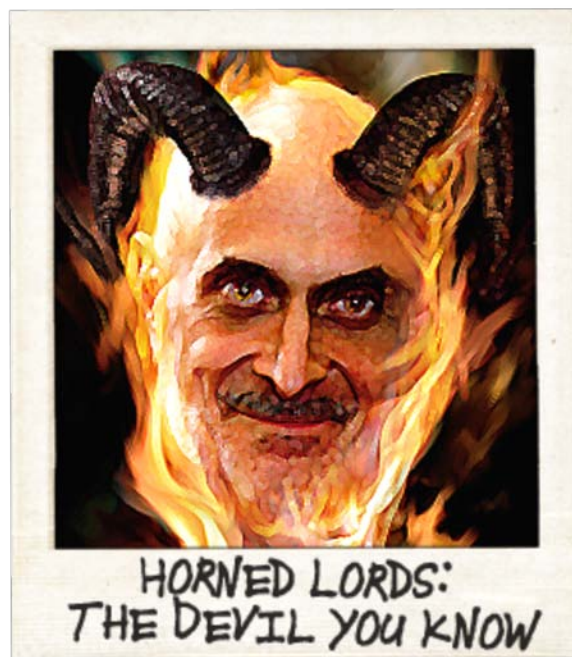
Attributes: Agility **d6**, Smarts **d8**, Spirit **d10**, Strength **d10**, Vigor **d6**

Skills: Driving **d6**, Fighting **d6**, Knowledge (Job) **d6**, Notice **d4**, Persuasion **d4**

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Special Abilities:

- **Bash Attack:** Strength +d4. A Possessed mortal can use their demonic strength to make attacks, and is considered armed.
- **Driven:** Demon Possessed gain a +2 to recover from being Shaken.
- **Improved Nerves of Steel:** The demon ignores the penalties from the first two wounds inflicted on the host body.
- **Interrogate Host:** As an action, the demon may use the Mind Reading power on its host body, without paying the power point cost.
- **Possessed:** When the host body is killed, or the spirit is somehow driven out, the possessing Horned Lord forms in its spirit body in an adjacent unoccupied space.
- **Slow Regeneration:** Demon possessed mortals make a Natural Healing check once per day.
- **Powers:** Demon Possessed have 10 power points, use their Spirit die for casting, and typically know the following spells: Conjure Demonic Hound (*Summon Ally*), Hellfire Aura (*Damage Field*), Telekinetic Rage (*Pummel*)
- **Weakness (Holy):** Demon possessed take 2d6 damage from being splashed with holy water, and must make a Spirit Roll when presented with a holy symbol or are shaken.
- **Weakness (Host):** An unwilling host may make an opposed Spirit roll once per day to try and cast out the demon possessing it. It is also entitled to an opposed roll if the demon attempt especially terrible acts, like attacking friends or committing suicide.



Horned Lord

Horned lords, when in their spirit form, often look like the stereotypical devils, with red skin, horns, and goat legs. Their exact forms and powers vary widely, but they always have horns of one kind or another.

Attributes: Agility **d6**, Smarts **d8**, Spirit **d10**, Strength **d10**, Vigor **d8**

Skills: Fighting **d12**, Intimidation **d8**, Knowledge (Occult) **d10**, Notice **d6**, Persuasion **d8**, Taunt **d8**, Throwing **d8**

Pace: 6, **Parry:** 8, **Toughness:** 7

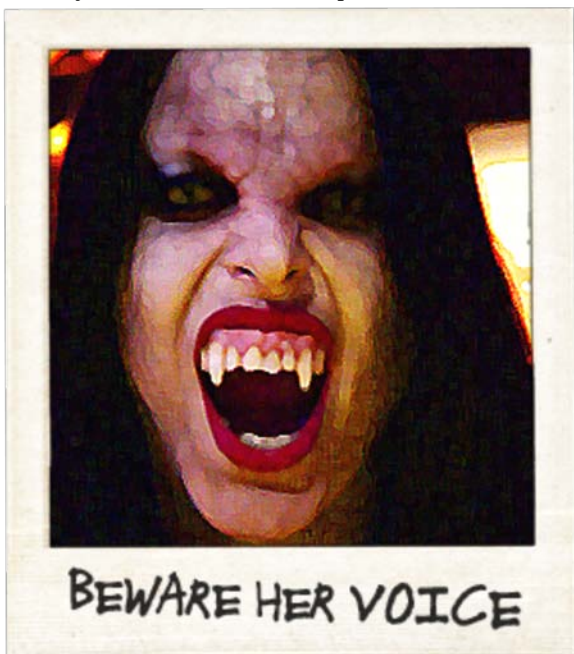
Special Abilities:

- **Horns:** Str+1d4
- **Demonic Traits:** Demons resist normal weapons, taking half damage, except Wrought Iron. They also take 2d6 damage from being splashed with holy water, and must make a Spirit Roll when presented with a holy symbol or are Shaken. Immune to Disease and Poison.
- **Driven:** Horned Lords get a +2 bonus to recover from being shaken.
- **Fear:** Those who see a Horned Lord must make a Fear check at -2.
- **Gore:** If the demon charges at least 6" before attacking, they add +4 to their damage total.
- **Immunity:** Fire
- **Possession:** As a unique power, costing 5 power points, a Horned Lord may attempt to possess a target person they are touching. The demon

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may make a Fighting roll at +2 to touch a target. An unwilling target may roll Spirit to resist. The horned lord must succeed on its casting roll and beat the target's Spirit roll to possess the target, the two becoming a *Demon Possessed Mortal*.

- **Powers:** Horned Lords have 10 power points, use their Spirit die for casting, and typically know the following spells: Brimstone Breath (*Blast*), Flame Skin (*Damage Field*), Wings of smoke and fire (*Fly*)
- **Size +1:** Horned Lords stand over 6 feet tall.
- **Spirit Body:** When a horned lord is defeated, they are cast back into the spirit world.



Siren

In their spirit form, Sirens look like beautiful humanoids with talon like hands and feet, and a pair of black vulture wings growing from their backs. They often have glowing eyes, pointed teeth, forked snake tongues, or small pairs of horns. They can also take on a form like a beautiful human, losing all outward signs of demonic nature. Sirens are known to be among the most skilled liars and most manipulative spirits.

Attributes: Agility **d8**, Smarts **d8**, Spirit **d10**, Strength **d6**, Vigor **d6**

Skills: Fighting **d8**, Intimidation **d6**, Knowledge (Occult) **d10**, Notice **d8**, Persuasion **d12**, Taunt **d6**

Charisma: +2 (+4 Pleasing Form), **Pace:** 6, **Parry:** 6, **Toughness:** 5

Special Abilities:

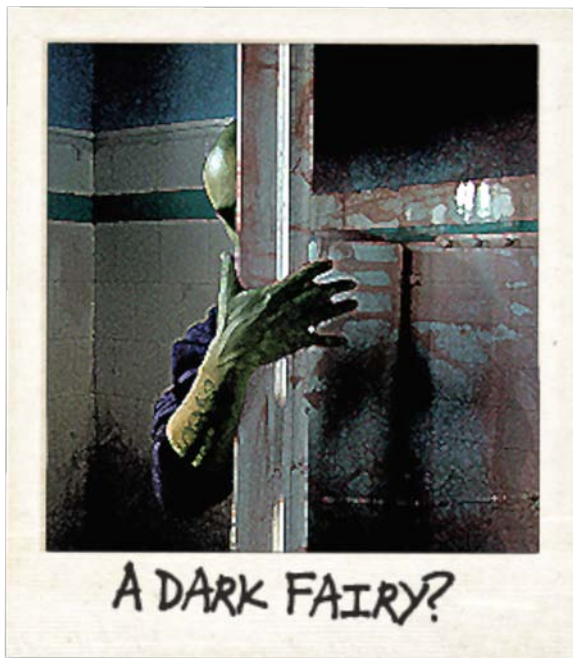
- **Claws:** Str+1d6, demonic form only.
- **Dedicated Song:** A Siren may target a song power at only a specific individual in the area of effect by weaving their name into the song. They must first learn the name of the target.
- **Demonic Traits:** Demons resist normal weapons, taking half damage, except Wrought Iron. They also take 2d6 damage from being splashed with holy water, and must make a Spirit Roll when presented with a holy symbol or are Shaken. Immune to Disease and Poison.
- **Fear:** Those who see a Siren in its demonic form must make a Fear check.
- **Flight:** Vulture like wings provide flight at pace 8" and with a d10 running die. Demonic form only.
- **Hell's Embrace:** On a raise with a claw or unarmed attack, the Siren may forgo bonus damage to kiss an unwilling target instead. Targets kissed by a Siren takes a -2 penalty to resisting that siren's song powers for 24 hours.
- **Pleasing Form:** As an action, a Siren can change between its demonic form and that of a similar looking attractive human. This form is unique and specific to each Siren. In this human form, the siren has a +4 Charisma bonus due to Charisma and Attractiveness.
- **Songs Infernal:** Sirens may use any of the following powers simply by taking an action to sing, using their Spirit die for casting. The powers effect everyone that can hear the song in a large burst, and in the case of Puppet, all targets get the same commands: Song of Domination (*Puppet*), Song of Nightmares (Slumber), Song of Pain (*Stun*).
- **Spirit Body:** When a siren is defeated, they are cast back into the spirit world.

Fey

Fairies encompass a large number of stranger entities that vary between lithe humanoids of magical prowess to tiny winged sprites and even monstrous creatures easily mistaken for demons. The fey are interested in humanity for the spark of mortal life. Because the spark of life is brightest in children, fairies frequently seek to claim human infants. Fairies tend to rely on magical abilities over physical ones, and would be much more

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dangerous if they weren't bound by a strange code of honor. Most fairies form spirit bodies in the mortal world, which they sustain with common food, often with a preference for milk or cream, bread, honey, mead and wines, or sweets.



Boogeyman

Boogeymen are twisted goblin-like fey. They seek to steal children, but their fey code prevents them from taking kids without permission. A boogeyman will lurk in a house, causing mischief to be blamed on a child, waiting for the parents will say something similar to "Behave or a monster will come and take you away." Boogeymen are experts at lurking in shadows, and vanish when in direct light.

Cases: A child accused of various terrible crimes claims they were committed by a monster that lives in her closet. A babysitter that lost a child claims she heard inhuman voices in the house. A father arrested for child abuse has no idea how his son thumb was nearly cut off.

Clues: Each boogeyman has a signature blade, like silver shears or an old cleaver, which can help identify them. The marks on a boogeyman's fey door are unique to each boogeyman. Boogeymen maintain their spirit bodies by feeding on sweets, like candy, ice-cream, and other foods children love.

Attributes: Agility **d8**, Smarts **d6**, Spirit **d6**, Strength **d4**, Vigor **d6**

Skills: Climbing **d6**, Fighting **d6** (+1 Signature blade), Notice **d6**, Persuasion **d8**, Taunt **d6**, Shooting **d6**, Stealth **d10**, Throwing **d6**, Swimming **d6**

Pace: 5, **Parry:** 5, **Toughness:** 4

Gear: Signature Blade (Str+d4+1), Slingshot (Str+d4, 4/8/16)

Special Abilities:

- **Fairy Doors:** Boogeymen can craft fairy doors by drawing a door like shape on a flat surface and placing their mark upon it. They may "open" a fairy door and step through it to emerge from a similar door elsewhere, effectively teleporting. Others may use or close the door while it is open, but only a fey can open the door.
- **Fear:** Actually seeing a Boogeyman is terrifying, even to adults.
- **Fey Traits:** Boogeymen take only half damage from weapons, except Wrought Iron. They cannot tell a *direct* lie, but can lie by omission.
- **Low Light Vision:** Boogeymen ignore penalties for dim light or darkness.
- **Signature Blade:** +1 to Fighting and damage with signature blade.
- **Size -1:** Boogeymen are not much larger than the children they stalk.
- **Spirit Body:** When a boogeyman is defeated, they are cast back into the spirit world.
- **Weakness (Light):** Boogeymen are rendered Invisible, Incorporeal, and Paralyzed while in light, but may act normally in dim light or darkness.
- **Weakness (Name):** Repeating a boogeyman's name backwards, as an action, forces them to make a Spirit roll or be shaken. This cannot inflict a Wound.
- **Weakness (Permission):** A Boogeyman needs permission from a child's guardian to directly harm or take a child. The guardian need not know the Boogeyman is listening in order to give this permission.

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Fey Noble

Nobles among the fey courts, like the Queen of Storm or the Prince of Hearts, are entities with powerful magic at their disposal. They appear as tall, beautiful humanoids with strange cat-like eyes and inhuman hair colors. These creatures sometimes make their way to the mortal world, where they craft bargains with mortals to give wealth, power, or magic now in exchange for claiming a first born later.

Cases: A wealthy couple's first child has gone missing, and they don't seem too surprised. A desperate couple seeks to reacquire all their sold antique gold coins before their child is born.

Clues: A suspect's eye color changes between meetings. The marks on a fairy door are unique to each fey. Fey Nobles only eat cream, honey, bread, mead, or wine.

Attributes: Agility **d8**, Smarts **d8**, Spirit **d8**, Strength **d6**, Vigor **d6**

Skills: Fighting **d8**, Knowledge (Occult) **d10**, Notice **d6**, Persuasion **d8**, Taunt **d8**, Spellcasting **d10**, Stealth **d4**, Throwing **d6**

Charisma: +2, **Pace:** 6, **Parry:** 7, **Toughness:** 5

Gear: Silver Rapier (Str+d4, +1 Parry)

Special Abilities:

- **Fairy Doors:** Fey Nobles can craft fairy doors by drawing a door like shape on a flat surface and placing their mark upon it. They may "open" a fairy door and step through it to emerge from a similar door elsewhere, effectively teleporting. Others may use or close the door while it is open, but only a fey can open the door.
- **Fey Traits:** Fey Nobles take only half damage from weapons, except Wrought Iron. They cannot tell a *direct* lie, but can lie by omission.
- **Glamour:** Fey Nobles benefit from a magic aura that makes them seem more attractive. They gain a +2 Attractiveness bonus to Charisma.
- **Magic:** Fey Nobles have 20 Power Points, use the Spellcasting skill for casting, and typically know the following spells: Break Spell (*Dispel*), Fairy Lights (*Confusion*), Fairy Warding (*Armor*), Fey Masks (*Disguise*), Wall of Thorns (*Barrier*)
- **Sense Magic:** Fey Nobles benefit from a continuous *Detect Arcana* power.
- **Spirit Body:** When a Fey Noble is defeated, they are cast back into the spirit world.
- **Weakness (Fairy Gold):** Fey Nobles take full damage from weapons made from their own gold.
- **Weakness (Name):** Repeating a Fey noble's name backwards, as an action, forces them to make a Spirit roll or be shaken. This cannot inflict a Wound. Fey lords typically go by titles instead of names to avoid this.

Ghost

Ghosts are the spirits of the dead. Normally when a person dies, their spirit is carried beyond the veil, but sometimes a spirit anchors itself to the mortal world. These spirits seek to hold onto their life or complete some unfulfilled task. Other ghosts have passed beyond the veil and return through a crack in the veil or because they were summoned through magic. Ghosts are a varied group. Many are just strong enough to linger, but have very little ability beyond that. Others have exhibited terrible supernatural feats beyond their abilities in life. Ghosts, already being dead, are notoriously difficult to "kill" but if the reason for them to remain in the world is fulfilled, they can move on willingly.

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Cases: A demon possessed house has trapped the spirits of its victims inside. A serial killer attempts to carry on his "task" from beyond the grave. The confused victim of a murder haunts the place of its death until justice is done. People associated with a tragic accident are being attacked in bizarrely similar ways.

Clues: The crime scene is a famous site of an old murder with similar traits. Children claim to see strange apparitions at the site. Some parts of a building are strangely cold. Compasses and signal reception act strangely.



Haunt

Haunts are simple ghosts bound to the building where they died or lived. Many are confused and do not realize they are dead, while others may be jealous of the living and seek to scare them off or do them harm.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d8**, Strength **d4**, Vigor **d4**

Skills: Fighting **d6**, Intimidation **d6**, Notice **d6**,

Pace: 5, **Parry:** 5, **Toughness:** 6

Special Abilities:

- **Anchored:** Haunts are typically anchored to place or building. If defeated they reform within 1d4 days.
- **Bound:** Haunts cannot leave the place they are anchored too.

- **Ethereal:** Ghosts are normally intangible and invisible, and may only be harmed by magical attacks or salt. Haunts may choose to appear as they did in life, or as they do in death.
- **Fear:** Seeing a ghost appearing as it does in death requires a Fear check.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, Don't suffer extra damage from called shots, Don't suffer from wound modifiers, Don't suffer from disease or poison.
- **Weakness (Anchor):** If the structure a ghost is connected with is destroyed, it is cast into the spirit world. Some ghosts are linked to a section of land, like a burial ground, which is harder to destroy than a building.
- **Weakness (Salt):** Ghosts can be harmed by salt, and are unable to pass or affect across a line or circle of salt.



Wraith

Wraiths are the angry dead, typically of people that have been killed instead of dying naturally. Their rage empowers their supernatural abilities, and they are typically much more dangerous than haunts. The stats below are typical for an angry ghost, but Directors are encouraged to tweak them for each ghost, such as making the ghost of an arson victim have flame abilities.

Attributes: Agility **d8**, Smarts **d6**, Spirit **d10**, Strength **d6**, Vigor **d6**

Skills: Fighting **d6**, Intimidation **d6**, Knowledge (Occult) **d10**, Notice **d8**, Persuasion **d12**, Taunt **d6**

Pace: 5, **Parry:** 5, **Toughness:** 7

Special Abilities:

- **Anchored:** Wraiths are typically anchored to an object important to them in life, or related to their death. If defeated they reform within 1d4 days at their anchor.
- **Chilling Touch:** Str+1d4 cold, AP 4
- **Ethereal:** Ghosts are normally intangible and invisible, and may only be harmed by magical attacks or one of their weaknesses. Ghosts may choose to appear as they did in life, or as they do in death.
- **Fear -2:** Seeing a wraith appearing as it does in death requires a Fear check.
- **Flight:** Wraiths fly at a rate of 5" with a climb of 3. They may run with a d6
- **Undead:** +2 Toughness, +2 to recover from being Shaken, Don't suffer extra damage from

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called shots, Don't suffer from wound modifiers, Don't suffer from disease or poison.

- **Weakness (Anchor):** If a ghost's anchor is destroyed, it is cast into the spirit world.
- **Weakness (Daylight):** Wraiths are destroyed if immersed in daylight, although they will reform at their anchor normally.
- **Weakness (Salt):** Ghosts can be harmed by salt, and are unable to pass or affect across a line or circle of salt.
- **Weakness (Variable):** Wraiths can be harmed by attacks similar to what killed them in the first place. E.G The ghost of a man killed in a car accident may be run over or attacked with a car bumper.



Muse

A muse is a simple spirit of emotion. Most have little personality or goals beyond creating more of their kindred mental state. They usually lurk just beyond the veil, feeding on the emotional content that bleeds through from the mortal world. Sometimes, however, one slips through a crack in the veil and attaches itself to person experiencing their linked emotion, often causing chaos in the wake of their host.

Muses come in a wide variety of emotional states, including love, hate, rage, boredom, lust, fear, hunger, joy, and more. Human emotions are a complicated thing, and a staggering amount of emotional states beyond the obvious anger or hate can inspire violent or criminal behavior. A muse of love might drive a woman to kill the existing girlfriend of her heart's desire, while a muse of greed could inspire incredible acts of theft, arson, or worse. Directors are encouraged to alter muses depending on the emotional state they are linked with.

Cases: A curious child's imaginary friend is driving people to taking serious risks. People literally die of boredom, or at least dehydration, at a DMV. Someone finds themselves obsessively stalked by numerous lovers and competing admirers thanks to a gift.

Clues: A suspect seems only capable of feeling a single emotion. Everyone around a wedding ring feels like they are in love. Witnesses report seeing a ghostly apparition in the middle of a spontaneous riot.

Attributes: Agility **d6**, Smarts **d4**, Spirit **d10**, Strength **d6**, Vigor **d6**

Skills: Fighting **d6**, Notice **d8**, Stealth **d8**

Pace: 6, **Parry:** 5, **Toughness:** 5

Special Abilities:

- **Anchored:** Muses anchor themselves to the mortal world using a person feeling their linked emotion, or an object strongly linked to the emotion. If defeated, a muse reforms at Anchor within 1d4 days.
- **Bound:** Muses may not be more than 50" from their anchor, or they are immediately destroyed, only to reform at the anchor 1d4 days later.
- **Ethereal:** Muses are normally intangible and invisible. They are immune to non-magical attacks. Muses may only appear to those feeling their linked emotion, including those affected by the Inspire Emotion ability. They are unable to directly affect the physical world.
- **Inspire Emotion:** Anyone within a Medium burst of a muse must make a Spirit roll or feel a strong surge of the muse's linked emotion.
- **Overwhelming Emotion:** The target must make a Smarts roll at -2 or be Shaken by the overwhelming emotion.
- **Puppet:** A muse may use the *Puppet* power on anyone feeling their linked emotion, including those affected by the Inspire Emotion ability. It uses its Spirit die for casting. They are limited to acts linked to their related emotional state.
- **Weakness (Anchor):** If the anchor is destroyed, or if it's emotional state is changed to no longer match the muse, the spirit is cast back into the spirit world.
- **Weakness (Emotion):** Objects associated with a counter emotion can harm a muse, e.g. shards of a vanity mirror may harm a muse of shyness.

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Lycanthrope

Unlike wolf-bonded and werewolves, Lycanthropes are humans that have been cursed to take on a monstrous form. Especially powerful spellcasters can use a ritual, or a death curse, to bind a corrupt spirit of disease to a target. The curse is tied to the moon, and on the night before, during, and after a full moon, the afflicted transforms into a monster and wreaks havoc.

The diseased spirit used in such curses is related to rabies, a sickness that ravages the mind and makes creatures aggressive. Transformed targets take on a partially canine, and partially human form, and go on a rampage each night, literally foaming at the fanged mouth, and often awakening in strange places with jumbled but disturbing memories. These stats represent a person transformed by the curse. Use standard human stats, like a civilian when the target isn't transformed.

Cases: A week after hitting a "gypsy" in a car accident, a man is missing after an "animal attack" kills his family. A rash of

disappearances coincides with numerous rabies outbreaks and the full moon.

Clues: Strange animal tracks, not exactly dog-like, are found at the scene. Rabies infected bite wounds don't match dog teeth. Strange howling only around the full moon.

Attributes: Agility **d8**, Smarts **d6 (A)**, Spirit **d8**, Strength **d12+2**, Vigor **d8**

Skills: Climbing **d8**, Fighting **d12+2**, Intimidation **d10**, Notice **d12**, Swimming **d10**, Stealth **d10**, Survival **d10**, Tracking **d10**

Pace: 8, **Parry:** 9, **Toughness:** 7

Special Abilities:

- **Claws/Bite:** Str+d8, Vigor roll or Disease
- **Fear -2:** Transformed Lycanthropes are terrifying to behold, and require a Fear check.
- **Improved Frenzy:** A lycanthrope may make two attacks at no penalty.
- **Infection (Rabies):** Lycanthropes carry and transmit rabies while transformed. This is a Long-Term Chronic Majorly Debilitating disease, spread by Induction, and requires medicine for treatment or is ultimately lethal.
- **Invulnerability:** Lycanthropes can be Shaken by non-silver attacks, but not Wounded.
- **Size +1**
- **Transformed:** A Lycanthrope that is killed or rendered unconscious reverts to human form.
- **Weakness (Silver):** Damage from silver may inflict wounds on a Lycanthrope.



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Revenant

Revenants are intelligent, vengeful, dead. Unlike ghosts, they have a body, typically their own, with which to interact with the world. Most revenants are formed through an unjust death that leaves the body *mostly* intact. Many pass for the living with only minimal covering, like a hat and long coat. Revenants are driven by vengeance, not justice, and cannot truly rest until all those responsible for their death have been killed. Revenants generally retain the abilities they had in life, but a handful gain special abilities related to their death or life.

Cases: A long dead revenant has returned, and begins killing off the descendants of those responsible for its death. One half of a couple killed in a multiple car accident stalks everyone that survived.

Clues: A body disappears from the morgue. A murder suspect thinks someone is stalking him. A dead man's fingerprints are found at a crime scene.

Attributes: Agility **d6**, Smarts **d6**, Spirit **d8**, Strength **d8**, Vigor **d8**

Skills: Driving **d6**, Fighting **d8**, Knowledge (Job) **d6**, Notice **d6**, Persuasion **d4**

Pace: 6, **Parry:** 6, **Toughness:** 8

Special Abilities:

- **Undead:** +2 Toughness, +2 to recover from being Shaken, Doesn't suffer extra damage from called shots, Doesn't suffer from wound modifiers, Doesn't suffer from disease or poison.
- **Unending Vengeance:** A defeated Revenant rises again 1d4 minutes later. Dismemberment can extend this to hours, but eventually dismembered limbs disappear and the body rises again at the site of the original death. Extreme measures, like dismemberment with the remains cremated and interred in consecrated ground on separate continents, might extend to the delay by years, but eventually on an anniversary of the original death, the Revenant will rise again.
- **Vengeance Driven:** Revenants gain a +1 to Fighting and damage rolls when making attacks against a target of their vengeance.

- **Weakness (Variable):** Each revenant has something unique to their life or death that can be used to kill them permanently.

Spirit Bonded

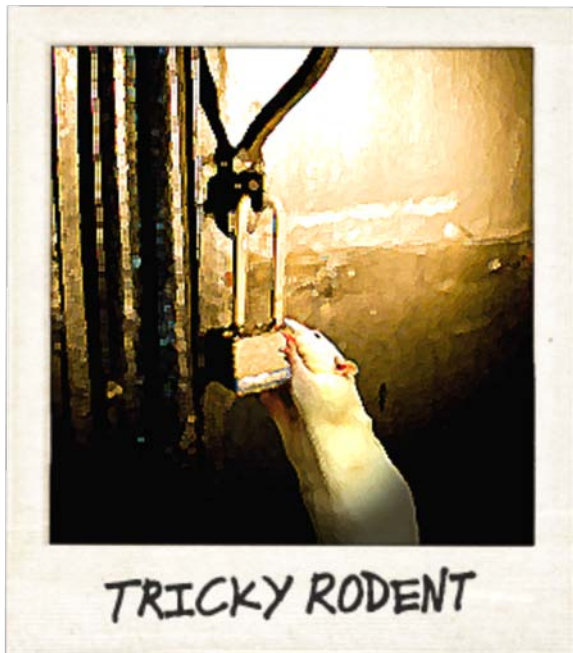
Spirit Bonded are humans that have undergone a bonding ritual with a willing nature spirit, typically an animal spirit. As a result, they can transform into a supernatural animal form. For the animal spirit to be willing to bond with a person, they must already exhibit similar personality traits as the animal, and typically the bonding strengthens these habits and traits. Snake-Bonded tend to be cautious and sneaky, while wolf-bonded tend to gather into packs with the strongest as the leader. The following stats represent the animal forms of a Spirit Bonded. For human forms, use the appropriate mortal stats.

Cases: A rat-bonded thief is breaking into places where no human could fit. A local gang has undertaken a dog bonding ritual in order to drive the drug dealers from their neighborhood.

Clues: Tracks change from human to animal mid-stride. Blood collected from an animal attack is human, but doesn't match the victim. All of the rat traps in a building have been

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sprung, but are empty.



Rat-Bonded Thief

Rat-Bonded have the ability to change, including equipment, into a single average sized rat, while retaining their human mind. These stats represent a thief using this ability to aid in their illicit profession.

Attributes: Agility **d10**, Smarts **d6**, Spirit **d8**, Strength **d4**, Vigor **d6**

Skills: Climbing **d8**, Fighting **d4**, Knowledge (Appraising) **d4**, Lockpicking **d8**, Notice **d6**, Stealth **d10**, Streetwise **d6**

Pace: 4, **Parry:** 4, **Toughness:** 3

Special Abilities:

- **Acrobat:** +2 to Agility rolls to perform acrobatic maneuvers; +1 to Parry if unencumbered.
- **Bite:** Str
- **Fast Regeneration:** Spirit Bonded makes a Vigor roll every round, with successes and raises removing wounds, or removing the Incapacitated status. It also provides a +2 to recover from being Shaken.
- **Size -2:** A large rat.
- **Small:** Foes take a -2 to hit small creatures.
- **Weakness (Silver):** Spirit Bonded do not regenerate damage from Silver weapons.

Dog-Bonded Packmember

Dog-Bonded have the ability to change, including equipment, into a large dog, while retaining their human mind. These stats represent a member of a dog-bonded "pack."

Attributes: Agility **d8**, Smarts **d6**, Spirit **d8**, Strength **d8**, Vigor **d6**

Skills: Fighting **d8**, Intimidation **d8**, Notice **d6**, Stealth **d6**, Streetwise **d6**

Pace: 10, **Parry:** 6, **Toughness:** 5

Special Abilities:

- **Bite:** Str+d6
- **Fast Regeneration:** Spirit Bonded makes a Vigor roll every round, with successes and raises removing wounds, or removing the Incapacitated status. It also provides a +2 to recover from being Shaken.
- **Fleet-Footed:** Dog-Bonded roll d10s instead of d6s when running.
- **Go for the Throat:** With a raise on a bite attack, a dog-bonded hits a target's least armored location.
- **Weakness (Silver):** Spirit Bonded do not regenerate damage from Silver weapons.



Pack Alpha

The leader of a Dog-Bonded pack is often the largest and most dangerous member, and the pack performs better in its presence. Use

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the Packmember stats, but make it a Wild Card with the following changes:

Toughness: 6

Special Abilities:

- **Pack Alpha:** Packmembers within the command radius of 5" gain a +1 to Fighting damage rolls and the Pack Alpha may share his Bennies with the Pack.
- **Size +1**

DIRECTOR'S COMMENTARY

Where are the Vampires?

It's common for Supernatural TV shows to change up commonly accepted "wisdom" about various supernatural creature, and no more so than with vampires.

If you've noticed that vampires aren't mentioned in SINS, there is a reason for that: They don't exist. More accurately: they are a misconception. Vampires stories are born from old tales of other monsters, particularly werewolves. In SINS, most of the supernatural community knows vampires aren't real. They point to Bramstoker's Dracula as proof. Dracula was said to have hairy palms, fangs, the ability to change into a large dog, spoke to the "children of the night," and walked the streets of London as a mortal in daylight.

At the very least it sets up an interesting twist for an episode where corpses are being found with wooden stakes through the heart, or people being found with all their blood drained and puncture wounds in their necks.

Of course Directors are encouraged to make the game their own, so in your game vampires may be real, undead corpses possessed by a spirit, or something else entirely.

Chapter 7: Pilot Episode

Spoiler Warning: This section is for Directors only. Players are advised to keep out unless they enjoy ruining the fun.

This pilot episode is intended to serve as a starting point for a first season of SINS. It's recommended that the Director read through the episode and become familiar with it before running it.

Episode Synopsis

The episode opens with the SI Nightshift suffering losses facing a demon, and the players characters are transferred to the unit as replacements. Eventually the players are pulled into a murder case perpetrated by demonic magic and face off against the demon from the opening in the finale.

The secondary case involves an old crime that could be brought to life while investigating a more recent theft, and features a recently missing person that hasn't been alive in years.

Cold Opening & The Hook

This opening section is what TV shows call a "Cold Opening," or action that takes place before the opening credits, and ends with a "Hook," a teaser to draw viewers into the episode.

This opening takes places before the players have joined SI, so at this point they likely don't yet know monsters and magic are real.

Select a player, or preferably a pair of partners, to be the initial characters of this short opening. **Read The Following:**

"Two Weeks Ago" appears over the top of a shot of a New Orleans city street in time lapse... busy people moving about and the occasional car pulling through.. etc. As the day moves on, the street is cleared, barricades are setup, people gather in, and a massive party starts up. Fade into to same shot, still at

night, but no longer in time lapse. The sound of the party fades in with the shot. The camera cuts to a small group of police officers somewhere on the edge of the party: your character(s) along with a few unnamed mounted cops.

The horse mounted cops thank you for the help with the crowd, and you get back into your car and pull away. You're a few blocks away when a call comes in over the police radio: There is a report of an explosion, and something about green flames, although dispatch doesn't have any other details.

By some stroke of luck, or more accurately plot fiat, all the player characters arrive on the scene more or less at the same time. Patrol cops were nearby, detectives happened to be on their way back from a nearby crime scene, stake out, or fast food run, etc. Anyone playing a *Hard Boiled Detective* is an exception, and will show up in the **Building Interior**.

As the players arrive on the scene, they find an old warehouse, with the most distinguishing feature being that it is on fire. the upper floors of the warehouse are already in flames, but movement can be seen in the second floor windows.

As the players start to get out of their cars, the police radio crackle to life:

Read The Following:

"This is Captain Girard of the Special Investigations Unit. All other units are to stay clear of the building. I repeat, do not enter the building! That's an order!"

Just then gunfire rings out from somewhere in the building, and second later a blast of green fire blows out the remaining windows on the second floor and sends a burned body backward onto the hood of your car.

Chapter 7: Pilot Episode



What to do you do?

The burned corpse is a detective, complete with badge clipped to his belt. Painful screaming can still be heard on the second floor, making it clear that some is still trapped.

If the players choose to enter the building against orders, award them a Benny, for *Serve and Protect*, and move on to the **Building Interior** below.

If they remain outside, they sit back and watch the building burn for another half a minute before something nasty, and seemingly made of smoke and green fire appears in the second floor and ends the scene with a roar.

Building Interior

The building is on fire, but the flames are mostly engulfing the upper stories. This is TV show fire, so it burns a lot, but the smoke doesn't make it too hard to breath or see. The fire provides enough light to prevent the Night Shift penalty of -1 to Fear checks.

As the players fumble through the smoky building interior, they eventually come across

any *Hard Boiled Detective* PCs near the base of the stairs.

At the top of the stairs the players find a 7 foot tall green-flame coated horned skeletal demon standing between them and a burned detective lying on the floor. Unless they were especially noisy on the way up, they can get the drop on the demon.

The demon is a unique Horned Lord Demon called "The Herald of Flame." It has just recently been summoned to the mortal world for the first time in centuries and does not risk destruction or capture in a drawn out fight. If it takes a single Wound, it will flee out the window into the smoke filled night. As the demon appears later in the episode, it is important that it escapes.

The demon is not yet familiar with recent mortal inventions like firearms, and is unlikely to fight or defend itself in the most intelligent fashion.

The downed officer is a police chaplain, and veteran of the Special Investigations Unit. If the players can reach him he has a holy

Chapter 7: Pilot Episode

symbol (-2 strength, a Christian cross) that can be used to help drive off the demon.

End the scene by declaring "Roll Opening Credits" once the demon has fled or the players are incapacitated.



The Herald of Flame

Attributes: Agility **d6**, Smarts **d8**, Spirit **d8**, Strength **d10**, Vigor **d8**

Skills: Fighting **d10**, Intimidation **d6**, Knowledge (Occult) **d10**, Notice **d6**, Persuasion **d6**, Taunt **d6**, Throwing **d6**

Pace: 6, **Parry:** 7, **Toughness:** 7

Languages: German, Greek, Latin

Special Abilities:

- **Horns:** Str+1d4
- **Demonic Traits:** Demons resist normal weapons, taking half damage, except Wrought Iron. They also take 2d6 damage from being splashed with holy water, and must make a Spirit Roll when presented with a holy symbol or are shaken. Immune to Disease and Poison.
- **Driven:** Horned Lords get a +2 bonus to recover from being Shaken.
- **Fear:** Those who see a Horned Lord must make a Fear check at -2.
- **Gore:** If the demon charges at least 6" before attacking, it gains +4 to its damage total.
- **Immunity:** Fire
- **Possession:** The Herald of Flame may only possess Priests and other holy people.
- **Powers:** Horned Lords have 10 power points, use their Spirit die for casting, and typically know the following spells: Brimstone Breath (*Blast*), Flame Skin (*Damage Field*), Wings of smoke and fire (*Fly*)
- **Size +1:** Horned Lords stand over 6 feet tall.
- **Spirit Body:** When a horned lord is defeated, they are cast back into the spirit world.

The episode kicks in again two weeks later with the players, aside from *Hard Boiled Detectives*, as new transfers to the SI unit. Give them a chance to introduce their characters and explore the office just a bit before getting them down to work.

Read the Following:

You arrive at the old police station for your first night on the Special Investigations Unit. The rumors say they hunt bigfoot, so being transferred here doesn't exactly feel like a great career move.

The desk sergeant on duty just about laughs in your face when you told him what unit you were reporting for, and after the ride up the freight elevator and a trip through old file storage to the unit's office, you're starting to see why. It looks like someone tried to convert an old evidence control cage into a small unit office, but never bothered to finish the job. There are no outside windows, and two of the four walls are really just chain link fencing separating the office from rows of old filing boxes. Old mix-matched desks and typewriters sit in rough rows and a few sets of battered lockers line the walls.

Eventually stifled yells and the sound of a phone being slammed down precede Interim Captain Decoudreau emerging from her office. She gives a quick welcome speech, (see page 4 for an example,) and then starts handing out cases.

Case Board Checks

The Captain immediately sets the players to work the back log of open cases. Have the players make *Case Board Checks*, as per page 34, and hand out any Favor Tokens.

Reputation

As this is the starting episode for a season, the players will begin with a reputation score of 0, (see page 35.) The rest of the force knows the unit just lost some good men in a nasty fire, and is cutting them some slack.

Episode Start:

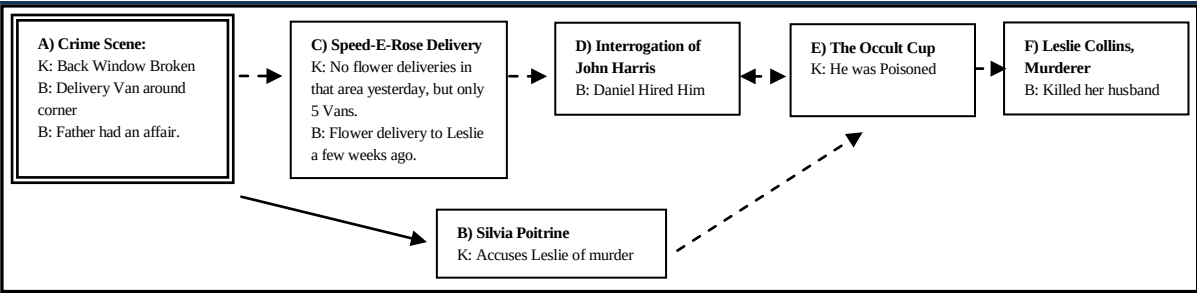
The Two Cases

After a few days of slogging through back cases the unit catches a pair of priority investigations, as per the Two Case Structure described on page 77.

Case #1: Missing Person	Case #2: Probable Accident
From: Missing Persons Unit	From: Homicide Unit
According to the file, retired airline pilot Jarrod Collins, age 67, disappeared sometime two nights ago and hasn't returned. His wife reported him missing, and the missing person's unit dropped the case to SI because they are swamped.	The file says Kareem Trone, age 17, was found dead in his mother's house today. A medical examiner is on the way, but the officer on the scene says it looks like an accident.

Have the players make a Common Knowledge roll with a +1 bonus for any characters with a history with Homicide. Success means the character knows that the stat obsessed homicide unit would be unlikely to give up an easy-to-clear accident case. A raise indicates that the paperwork should have mention why the death looks like an accident.

Case 1: Missing Pilot



This is the Secondary Case for the episode. It's short, and bit strange, as all good secondary cases should be. It can also serve as a story hook for future episodes.

As secondary cases go, this one is more filled out than is strictly necessary. It features a lot of possible encounters or paths primarily as a way demonstrate how a case can play out, but in game it is very likely players will bypass a lot of encounters or interactions if they roll well.

Synopsis:

Jarrod Collins is a retired airline pilot, but he's also been dead for over half a decade. For the past 6 years he's been an urn full of ashes on the mantle. The previous night, a thief

broke in and stole the urn, and sold it to a voodoo shop for sale as a ritual component. Complicating matters is that Leslie Collins, Jarrod's widow, isn't fully sane. She talks about Jarrod as if he was still alive, e.g. "He was still puttering around downstairs when I went up to bed last night, and when I woke up, he was nowhere to be found!" This why the case was initially listed as a missing person instead of theft. As an added bonus, Jarrod Collins was actually murdered by his wife for cheating, but that isn't common knowledge.

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(A) Crime Scene

No belongings besides the urn are missing, and the only damage appears to be the back door, which was busted in. Leslie slept through the break-in, having taken her hearing aids out when she went to bed. Leslie in no way indicates that Jarrod has been dead and cremated for the last 6 years while talking with the players. In fact, she is confused if the idea is brought up.

Notice (Look for clues)

Success: Jarrod Collin's slippers and pipe are laid out nicely by a chair, as if they haven't been used in a while. A bouquet of flowers from Jarrod are in a vase on the table, with a card talking about their recent anniversary. The flowers were delivered by Speed-E-Rose the day before the theft.

Raise: The smoking pipe clearly hasn't been used in years. In fact, none of Jarrod's belongings, like his toothbrush, have been used for at least half a decade.

Streetwise (Interview Neighbors)

Success: Bethany Karvil from around the block recalls seeing a strange flower delivery van parked on the street late into the night,

but it was gone in the morning. She does not recall the name, but can describe the logo having a flying long-stem rose. A Common Knowledge, Streetwise, or Investigation check can track down the flower delivery service, although the easiest method is to look on the back of the card of the flowers delivered to Leslie.

Raise: She also recalls that the back bumper was dented up.

Daniel Collins

Initial Reaction: Friendly

Daniel is Leslie and Jarrod's adult son, and is a nurse at a local hospital. Having found out about the break-in, he arrives in scrubs directly from work shortly after the players start investigating. Daniel informs the players that his father is dead, and that his mother has never really accepted the death.

If accused, his alibi of working at the hospital all night is good, and Daniel himself will point out he wouldn't need to break into his mother's house because he has a set of keys.

If asked, Daniel admits he sent his mother the flowers under his dad's name, because last year she complained her father didn't remember their anniversary.

Persuasion

Key: Daniel is reluctant to bring up his father's infidelity, but if asked who would want his father's remains, he grudgingly points out that Silvia Poitrine attempted to claim custody of his father's remains years ago.

Success: Daniel notes that his father died just as his marriage was starting to fall apart because of the affair.

Raise: He thinks the timing of the death may explain why his mother hasn't accepted his father's passing.

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(B) Silvia Poitrine

Initial Reaction: Helpful

Silvia Poitrine, almost 10 years younger than Jarrod and Leslie and still attractive for a woman in her 50s, freely admits that she and Jarrod had an affair that started back when she was a stewardess on his route. In fact she claims that they were in love, and had been for some years. "Leslie was driving him bonkers after he retired. He *swore* he was going to get a divorce, and that we'd finally get to be together. Of course *she* killed him rather than see him leave her." Silvia's alibi puts her out of town visiting her sister while the robbery happened.

Knowledge: Occult

Success: Ashes of a husband murdered by his wife are a rare and potentially potent ritual component. Very few magic or Voodoo stores in New Orleans are likely to sell such a thing. Streetwise or Investigation might locate the shop.

Raise: You've heard such an ingredient has recently come up for sale at the Occult Cup.

(C) Speed-E-Rose Flower Delivery

Initial Reaction: Neutral

Speed-E-Rose is a local flower delivery service with a flying rose logo matching the one the neighbor saw on a van. According to the manager, none of their five vans had any deliveries in that neighborhood on the night of the crime, nor do any employees live around there. If the players know to look for the damaged bumper, locating the right van, and therefore the driver, is easy. Otherwise they need to use Investigation in the company delivery records to figure out who has a connection.

Investigation

Success: John Harris delivered flowers to Leslie Collins the day before the break in. The delivery was from "Jarrod Collins, on our anniversary."

Raise: Billing records indicate that Daniel Collins paid for the delivery.

(D) John Harris

Initial Reaction: Uncooperative

John Harris claims not to remember delivering any flowers to Leslie Collins. If presented with evidence he claims he makes a lot of deliveries, so he can't be sure. He lacks an alibi for the night, claiming he went home after work and slept alone.

Interrogation

If the players will need to submit John Harris to questioning to get him to admit he stole the urn. (See The Box on 82.) Rosalyn Flambeau's testimony, if the players have it already, is especially helpful and can provide a +2 bonus to one roll. If they break him, he admits he stole the urn and sold it to his second cousin Rosalyn Flambeau at the voodoo shop "The Occult Cup." During the flower delivery Mrs. Collins had made a flippant remark about ensuring her husband was staying at home in his retirement, and John realized he had stumbled upon a source of valuable "ashes of a murdered husband" that his cousin had been looking for.

(E) The Occult Cup

Initial Reaction: Uncooperative

The ashes can be reclaimed from Rosalyn Flambeau at The Occult Cup, who claims she didn't *know* the they were stolen. The players might also be able to hit store with a fine for selling human remains, but not much more. They had the cremated remains for sale as ritual material labeled "Ashes of a Murdered Husband."

If tested by the crime lab, the ashes prove to be cremated human remains with traces of rat poison indicating probable murder.

Intimidation

Success: Roseyn gives up her cousin John Harris as the source of the ashes. She still has the urn he delivered them in, with his finger

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prints on it, although a Favor Token is needed to get the finger prints back from the crime lab fast enough to effect the episode, and assumes you have a finger print from John to compare it to.

Investigation

Success: Looking into Roseyln's background notes that her cousin John Harris works for Speed-E-Rose, who's logo may seem familiar if the players haven't already made the connection.

(F) Leslie Collins, Murderer

Initial Reaction: Uncooperative

If the players have been doing their job well enough, they should now suspect that Jarrod Collins was murdered by his wife when he tried to get a divorce. They can attempt to confront Leslie Collins with this, but it isn't easy.

Interrogation

Leslie Collins is a difficult subject to interrogate, because she doesn't even acknowledge that her husband is dead, making the topic of murdering him difficult to discuss. If they bring up Silvia Poitrine and her claim that Jarrod was going to get a divorce, they can take a +2 on single roll. If players manage a successful interrogation, Leslie proudly admits she poisoned her husband to keep him at home where she could keep an eye on him, instead of out philandering with his stewardesses.

Case Closed?

If the players manage to arrest John Harris for theft and recover the ashes, they close the case and earn a Favor Token for use elsewhere in this episode. If they only recover the ashes, but fail to make an arrest, they simply avoid a negative PR draw. If they got a step further and uncover the murderer of Jarrod Collins, they also earn a Positive PR Draw, and players with appropriate hindrances, like [Curious](#) or [Code of Honor](#), may earn a Benny.

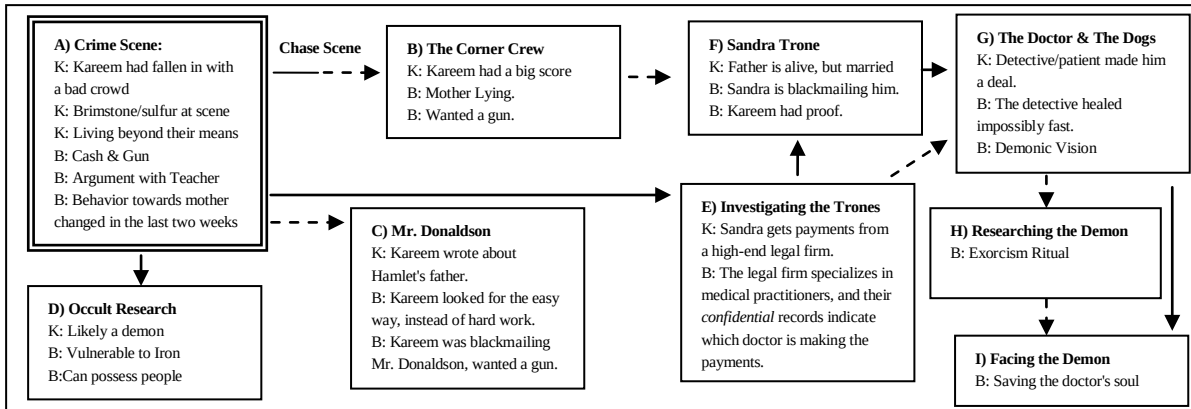
No cover-up check should be needed for this case, as its facts are all completely mundane, if a bit strange.

Leslie Collins isn't likely to face jail time, as she is too senial to stand trial. John Harris is likely to face jail time for theft and illegally selling human remains. There isn't enough evidence of wrong doing to arrest "Madame" Rosalyn Flambeau, but players may be able to hit her with a fine.

Madame Flambeau and the unsavory Occult Cup voodoo shop could easily be involved in future episodes. In particular, the "ashes of a murdered husband," some already sold by Rosalyn before the players reclaim them, could be a key clue in a future case involving the fallout from a dangerous ritual.

Case 2: Spontaneous Combustion

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This is the Primary Case for the Episode, and it starts with an apparent spontaneous human combustion and ends with a showdown with a demon possessed police chaplain. Along the way the players might get in a foot chase with gang members, fight demonic hounds, and discover an old German exorcism ritual.

Synopsis:

Demonic magic was used to make Kareem Trone spontaneously combust. Although there are some other suspects, the truth is that Kareem had managed to locate his father, and was threatening to expose him to his wife and family. His father, a doctor treating one of the surviving, and now possessed, cops from the episode opening, made a deal with a demon that resulted in Kareem's death.

Backstory:

Dr. Michael Roux is a wealthy and respected surgeon. Seventeen years ago he and a woman named Sandra Trone had a brief affair, which resulted in the birth of an illegitimate son: Kareem Trone. Since then he has secretly been making payments to Sandra through his lawyer, partially as child support and partially as blackmail to keep his wife from finding out.

Things changed a few weeks ago when Kareem appeared at the hospital with a box of old photographs and love letters proving the affair took place. He demanded more money or he'd go to Dr. Roux's wife, Jenifer, with the proof. The doctor acquiesced and gave Kareem a payoff, but Kareem implied he'd be back for more in the future.

About a week ago, one of Dr. Roux's patient, a burned but quickly healing police chaplain from the Special Investigations Unit, (the same one from the opening,) brought up the issue indirectly, and offered to help in exchange for a "favor." Dr. Roux unwittingly made the deal, thinking he was dealing with a police chaplain, not a supernatural evil.

The demon possessed chaplain made a few attempts to intimidate and steal the documents from Kareem, putting the boy on edge. Eventually it visited the Trone household while Sandra Trone was at work, and forced Kareem to give up the proof. When Kareem went for a gun in the same hiding place as the documents, the demon killed him in a blast of brimstone and fire.

Yesterday, immediately after killing Kareem, the demon possessed detective showed up at Dr. Roux's office with the

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box of proof, green glowing eyes, and a contract needing a signature in blood or the proof would go to the doctor's wife anyway. Dr. Roux signed over his soul in exchange for his wife not finding out about the affair or his illegitimate son. The Demon did not inform the doctor that his son was dead.



(A) Crime Scene

Kareem looks to have died of spontaneous human combustion in his bedroom. He lived with his mother in a two bedroom apartment in a poor neighborhood in the 9th Ward. When the players arrive, Doc Mathis is already on the scene examining the burned remains. Kareem was rapidly burned alive, leaving little intact above the knees. While it would take intense heat to burn the body up, improbably little damage happened to the rest of the room. Kareem's belongings are largely intact, although the coating of smoke and the odd charred bits prove the death did happen here, but anything hot enough to burn up a human body should have also burned the

whole building down. There is no obvious sign of where the fire came from.

Notice (Search for clues)

Key Clues: The fires that consumed Kareem have a distinct sulfur scent, also known as brimstone. Also, although not wealthy, Kareem and his mother seem to be living beyond the expected means of a single mother with a low paying job.

Success: Kareem had a gun and some cash hidden in box inside a vent in his room.

Raise: smoky residue in the box shows indicates it was rifled through *after* the fire, and then put back.

Persuasion -2 (Interview Mother)

Initial Reaction: Uncooperative

Sandra Trone is distraught about the terrible end her only child reached, and is difficult to interview. She reacts poorly to being told her son had a gun hidden in her house, and is offended if the players imply she is living beyond her "ability to provide for her child." Sandra claims Kareem's father has been dead since he was a small child. She was at work during the death of her son.

Key Clue: Sandra admits Kareem had recently been hanging around with the drug dealers on the corner against her wishes, and his usual good grades had plummeted.

Success: Recently Kareem and a teachers had gotten into a heated argument that got him kicked out of class.

Raise: Kareem's behavior towards her had changed dramatically in the past two weeks, like he had been angry with her.

Negative PR Event

Spontaneous human combustion is odd enough, but actively investigating it as a murder doesn't look good to the rest of the force. Unless the players spin the story, word gets out that SI is investigating a voodoo murder, and they get a negative PR Draw.

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(B) The Corner Crew

Initial Reaction: Hostile

A low level lieutenant of the 9th Ward Warriors, Brendon "B-Dog" Lamar and his crew control the drug corner three blocks over from the Trone apartment. B-Dog is easily identified by his colorful clothing, complete with large dog image on his shirt. If he sees the police approaching, he and his crew make a break for it on foot, running down the alleyways where police cars can't follow. The players need to catch him in a foot chase, or sneak up on him, in order to bring him in for an interrogation. If they fail in this initial arrest, they can attempt to track him down over the course of a day or two using Streetwise and/or Investigation.

B-dog and his crew were working their corner when Kareem died, and a fair number of addicts and neighbors can verify that alibi.

Interrogate B-Dog

Key Clue: B-Dog refuses to directly admit to drug dealing, but does admit Kareem was hanging around him and his boys as of late. In-fact he was bragging that he had come up with a big score.

Success: Kareem also mentioned that his mother had been lying to him "his whole life," and that it was somehow connected to his big score.

Raise: Kareem was freaked out in the past few days, and was looking to get a gun for his own protection. B-Dog admits to helping him out on that count.

Possible PR Event

Depending on how the players handle B-Dog and his crew, they might get a positive or negative PR event. If they manage to put B-dog away for drug dealing or selling illegal guns, they can spin this into a positive event. On the other hand, if they are overly violent or cause a lot of damage chasing B-dog down, they could generate a negative PR event as reckless cops or causing property damage.

(C) Mr. Donaldson

Initial Reaction: Friendly

Mr. Charles Donaldson was Kareem's teacher at the local public high school. He recently kicked Kareem out of his class after an argument. At the time of Kareem's death, Mr. Donaldson claims he was staying late at the school grading papers, but no one can verify that.

Persuasion:

Key clue: Kareem was usually a decent student, but his most recent paper was blatant plagiarism. It was the accusation of cheating that set off the argument. (a Lie)

Success: Kareem was a smart boy, but often looked for the easy way out instead of doing the hard work.

Raise: Actually the argument wasn't about cheating, it was about blackmail. Kareem had recognized Mr. Donaldson as an occasional customer of B-Dog and was going to reveal it and get Mr. Donaldson fired. Mr. Donaldson paid Kareem a few hundred dollars to keep quiet about it a while back, but Kareem demanded more, and made claims he needed the money to buy a gun, which is where Mr. Donaldson drew the line.

(D) Occult Research

Death by spontaneous combustion, with traces of brimstone implies magic. Characters can make a Knowledge Occult roll, or use some combination of Streetwise and Investigation if they make use of occult sources, to find out more about what they are dealing with.

Knowledge: Occult

Key Clue: Demonic magic tends to use brimstone and fire. Given the intensity of the fire, the likely foe is a demon or powerful warlock.

Success: Demons are vulnerable to wrought iron.

Raise: Some demons can possess people, allowing them to pass as human.

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(E) Investigating the Trones

Investigating the Trones mostly consists of checking various public and financial records.

Investigation

Key Clues: Kareem's father isn't listed on any documents, including the birth certificate, but tax records indicate that Kareem's mother gets a monthly payment from a high-end legal firm.

Success: The legal firm normally deals with medical practitioners, not paternity cases.

The Law Firm

If the players contact the legal firm, they initially hide behind client confidentiality, but if a warrant or trickery is used to gain access to their records, it can be traced back to Dr. Roux.

(F) Sandra Trone

By this point, the players likely suspect that Kareem's father is actually still alive, and that he's been making payments to Sandra to support his illegitimate son. They may need to convince Sandra Trone to reveal who Kareem's father is.

Interrogating Sandra Trone

If the players know Kareem felt betrayed by his mother, they can get +2 to a single roll in the interrogation by using it.

Key Clue: Kareem's father is a married doctor named Michael Roux. He makes monthly payments to support Kareem, but hasn't talked to Sandra in years.

Success: Michael's wife and kids don't know about the affair that happened years ago, and the payments make sure it stays that way.

Raise: Sandra tries to retrieve her hidden documents and photos supporting her claim, and discovers they have been replaced by a note saying "Mom, you should have told me."

(G) The Doctor & The Dogs

The Herald of Flame has managed to summon up a small host of Demonic Hounds,

(see page 104,) and has left them secretly stalking Dr. Roux. The hounds cannot attack until the Doctor breaks one of the many tricky clauses in his contract, which he is likely to do while talking to the PCs.

The doctor can be found drowning his sorrows in scotch inside his personal office at the hospital. Dr. Roux doesn't exactly understand what he has gotten himself into, but he's smart enough to know it isn't good. He doesn't yet know his illegitimate son is dead, or that the chaplain he made a deal with was actually demon possessed. In fact he didn't believe in magic or monsters until the moment he signed his name on the contract and momentarily saw a vision of the fate that awaits him.

Given that the demon was wearing the body of a Special Investigations Unit chaplain at the time, Dr. Roux is very afraid and confused by the players. He will attempt to run or beg for mercy depending on how the players approach him.

Persuasion (Calming the Doctor):

Once calmed down, the doctor is willing to talk about what has happened to him.

Key Clue: Chaplain Lloyd Danvers, one of his patients, made him a deal, and had him sign a contract for his soul in blood.

Success: Lloyd healed back from his burns remarkably fast.

Raise: Dr. Roux admits having a vision of a horned skull, wreathed in green flames, laughing at him once he signed the contract.

Demonic Hounds Attack

The instant the doctor mentions the contract to someone else, he has broken one of its clauses, and the pack of demonic hounds attack, likely smashing through the large office windows. Include one hound per Player Character present. The hounds will attack anyone present, but at least one will pick out the doctor as a target unless the players get in the way.

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The Proof

The demon gave Dr. Roux the missing box of love letters and photos once the deal was closed. The proof is still in his office, inside his safe.

Magical Effect

The demon's magic contract actively prevents Jenifer Roux, the doctor's wife, from knowing about the affair. Even if told directly or given irrefutable proof, she forgets it almost immediately. This does not remain true if the contract is destroyed.

Possible PR Event

An attack by demonic hounds in a hospital highly likely to attract attention, especially if anyone gets hurt.

(H) Researching the Demon

By this point the PCs should be aware that they are dealing with a demon possessed police chaplain. If they got a description of the demon from the doctor, or if they simply make the connection to the creature they fought two weeks ago, they may even have an idea of what it looks like. Armed with the knowledge that the demon possessed a holy man, and the description of the demon, the PCs can attempt more detailed research of their foe. Anyone with Knowledge Occult or Knowledge Religion can make a roll to recall having heard of something like this before. Characters with contacts knowledgeable in demonology may also try seeking their expert assistance, and any PC can attempt to use Investigation with a collection of occult lore, like the SI office's small shelf of occult books, to locate a useful reference as well.

Failure: It's definitely some kind of Demon, probably a horned lord.

Success: They are confronting the Herald of Flame, also known as the Burner of Anointed Souls or the Erste Vor Dem Erwecker, which is German for the First before the Awakener. It last walked the mortal world in the mid

1600s when it was cast out by monks in a German monastery. A kind of Horned Lord Demon, it can cast green tinted flames, and is difficult to kill. Unlike most Horned Lords, it can only possess holy people, like priests or nuns. It can be harmed with wrought iron and holy water, and can be held at bay with holy symbols. Like most demons with a spirit form, it can also be harmed by submersion in flowing water, although this option is not helpful while it is possessing a host.

Raise: When the monks of Metten Abby battled the Herald in 1647, they used a special exorcism ritual, now recorded in an aging journal, to drive it out of one of their own so it could be killed without harming their fellow priest. Copies of the "Zeitschrift Vater Tretaimius" are rare but the academic library at the local university has a copy in their rare books section. Players will need to convince the librarian to let them access or borrow the rare and valuable book, and of course they will need to be able to read German to understand the ritual instructions.

Ritual: Kraft aus den Smaragd Falschen

(Force out the Emerald False One)

Type: Exorcism

Language: German

Casting Skill: Knowledge Religion

Requirements: A Cross

Aspects: One hour of casting, Chanting, Incense, Name of the possessed, Performed on sacred ground, Performed by holy person, holy water, and Cast by a Christian.

Effect: At the completion of the ritual, the caster makes an opposed casting roll against the Spirit Die of The Herald of Flame. If the demon fails, it is immediately forced out of the host and forms its Spirit Body in an adjacent space. It may not attempt to possess its old host for at least 24 hours. As this ritual does not cast the demon back into the spirit world, the demon does not gain the benefit of any Veil Modifiers.

Chapter 7: Pilot Episode

(I) Confronting the Demon

Officially, Chaplain Lloyd "Sky Pilot" Danvers of the Special Investigations Unit was involved in the bust gone bad at the start of the episode. He was badly burned and rushed to the hospital for treatment. He has been out of the office on injury since the event, and the initial doctors said he would be bedridden for weeks with the recovery.

Unofficially, he was possessed by the Herald of Flame demon during or shortly after the events of the opening. The demon has been using him to acclimate itself to the mortal world and catch up on almost 400 years of history.

The demon-possessed Lloyd is living out of "his" apartment, and that's where the players are most likely to encounter him/it. Directors of larger groups of PCs may want to provide him with one or two demonic hounds for backup.

Players looking to perform an exorcism will need to capture the possessed Lloyd alive, and bind him, preferably with iron chains, until they can perform the exorcism. Alternatively they may need to trick or bargain with the demon to give up Lloyd as host, or simply kill Lloyd to get the demon out. If Lloyd is slain, the demon emerges from the corpse and must be defeated in direct combat.

Directors are encouraged to reward creative play on the part of players attempting to confront the demon and save Lloyd. Such a task is difficult if they were unable to get the exorcism ritual.

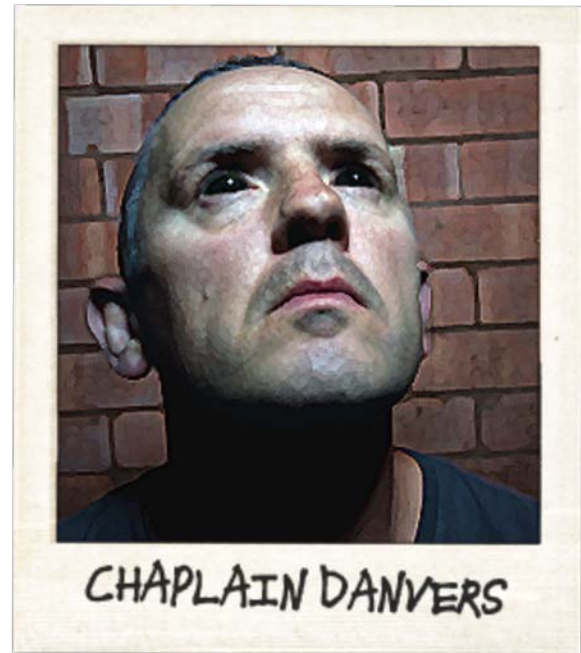
Negative PR Event

Attacking an officially injured police chaplain, especially one from your own unit, is going to generate bad PR within the department. Unless the players successfully take steps to spin or conceal things here, they will be facing at least a single Negative PR Draw, possibly more if the fight with the

possessed Lloyd or the demon inside him becomes public or highly destructive.

Saving the Doctor's Soul

Assuming the doctor lived through the attack by Demonic Hounds, the players may find the contract he signed with the possessed Chaplain Danvers. If they destroy the contract while the doctor is still alive, they prevent the demon's hold on his soul, but also undo any magic preventing his wife from discovering the affair. Players with applicable Hindrances, like a [Vow](#) against evil, should earn a Benny for saving the doctor's soul.



Chaplain Danvers (Possessed)

Although he still wears some bandages over his burns, Lloyd Danvers is effectively healthy and dangerous thanks to the demonic influence. The Demon makes good use of Lloyd's skills and abilities, as he has had a few weeks to get use to them. He doesn't hesitate to use his revolver and is definitely wearing the police issued Kevlar Vest.

Attributes: Agility **d6**, Smarts **d8**, Spirit **d10**, Strength **d10**, Vigor **d6**

Chapter 7: Pilot Episode

Skills: Driving **d6**, Fighting **d6**, Investigation **d6**, Notice **d6**, Persuasion **d4**, Shooting **d6**, Streetwise **d6**

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 7 (9 vs Bullets, negates 4 AP)

Gear: S&W .44 (2d6+1, AP1, Revolver), Kevlar Vest

Special Abilities:

- **Bash Attack:** Strength +d4. Possessed can make attacks with their demonically enhanced strength, and are considered armed.
- **Driven:** Demon Possessed gain a +2 to recover from being Shaken.
- **Improved Nerves of Steel:** The demon ignores the penalties from the first two wounds inflicted on the host body.
- **Possessed:** When the host body is killed, or the spirit is somehow driven out, the possessing Horned Lord forms in its spirit body in an adjacent unoccupied space.
- **Powers:** This Demon Possessed has 10 power points, uses his Spirit die for casting, and knows the following spells: Green Flame (*Bolt*), Hell's Light (*Blind*), Telekinetic Rage (*Pummel*)
- **Weakness (Holy):** Demon possessed take 2d6 damage from being splashed with holy water, and must make a Spirit Roll when presented with a holy symbol or are shaken.

Cover-up Check

Of course a case that started with spontaneous human combustion and ended with a demon possessed police chaplain doesn't make for an easy write-up. An especially good explanation will be required if the characters have harmed or killed Chaplain Danvers. Directors are encouraged to apply penalties to the roll if the explanation is an ill fit to the fall-out.

Reputation Test

Like all episodes, this pilot should end with a Reputation Test using all the PR Draws the players have accumulated on these two cases. As the first episode of the season, their Reputation Score going into the episode is 0, so their score can only go down. (See page 37 for more details.) If the players win, pick some heroic act they

completed, or spun into existence, and describe the associated character as earning a [Commendation](#), (see page 37.) If the players lose the test, describe how their actions are a black eye on the reputation of the entire force, and drop their Reputation Score 1, or two 2 if they lost to a Joker.

Roll Credits

Future episodes can easily be tied to both cases. The secondary case's "ashes of a murdered husband," and the Occult Cup store that sold them, could come up as a key aspect of a future episode.

More directly, the Herald of Flame is said to be the first of a series of heralds foretelling a monstrous entity of destruction. Who summoned the Herald, and are they working to bring about something far worse? Also, did the demon have time make any other deals while it walked the mortal world? Are there fresh warlocks out there honing their new demonic abilities? If so, why weren't their contracts found with the Herald?

Detective Cheat Sheet

Unit Rep:

Modifies Charisma within official channels.

Motor Pool:

Starts at Half number of players

Detective Options:

- **Notice:** Look for physical evidence and clues.
- **Investigate:** Research a person/place/thing's history, financials, or other records you have access to.
- **Streetwise:** Canvas a neighborhood for witnesses or find out rumors.
- **Persuasion:** Interact with witnesses, victims, suspects, etc. The "Good Cop" method.
- **Intimidate & Taunt:** Badger a suspect, play "Bad Cop."
- **Healing:** Simple Medical Examinations.
- **Shooting:** Examine Ballistic evidence for angles of fire, weapons involved, etc.
- **Fighting:** Determine nature of weapons by wounds or damage.
- **Boating/Driving/Piloting/Repair:** Examine relevant mechanical or vehicle related evidence, like tire tracks or oil puddles.
- **Survival:** identify animals, or evidence left by animals. Determine if animal behavior is normal.
- **Tracking:** Follow tracks, determine physical characteristics from a foot print.

Uses for Favor Tokens

- Borrow *one* MP5, Pump Shotgun, or Sniper Rifle(M1) from SWAT for the episode.
- Borrow *one* Kevlar vest with inserts from the police armory for the episode.
- Pull an extra vehicle from the Motor Pool for the episode.
- Have the department public relations officer handle a bad PR event.
- Get crime scene techs to go over a crime scene ASAP.
- Have the medical examiner run tests on a dead animal.
- Rush lab results.
- Get a warrant on limited evidence.
- Have a police car watch a location.
- Pull authority on a non-SI case.
- Keep the Brass off the unit's back so you can do something strange for a scene.
- Get a car ticketed or towed for no good reason.
- Get some reinforcements for a big bust.
- Convince a Police Chaplain to help you with a ritual.
- Pry confidential information out of another police unit.
- Get the park ranger Old Jeb, (see page 59,) to guide you through the swamp, loan an airboat, or help capture a wild animal.

Episode Start

- Natural Healing
- Pay Checks (\$100 Standard)
- Case Board Checks to earn Favor Tokens

Episode Ending

- Cover Up Check (see page 34)
- Reputation Check (see page 37)

Case Board Checks

Each *Detective* in the unit must makes their choice of an **Investigation** or **Streetwise** roll. Non-detective characters can each aid one detective. Each failure is a Negative PR Draw, or two on a Critical Failure.

If the total number of successes and Raises is equal to or more than the number of *players*, not just detectives, the unit gets 2 **Favor Tokens** instead of 1. If it's double or compared to the number of players they get 3 tokens.

On the Rocks hindrance applies -2 to. **Lieutenants** and **Family Fast Track** edges gain bonus tokens.

Example PR Draw Values:

2 Positive	Preventing the assassination of a mayoral candidate on the steps of the court house in front of a crowd. Violent gang "removed" from a neighborhood.
1 Positive	Saving or otherwise helping a politically connected person. Violent criminal arrested.
None	Investigating a crime scene.
1 Negative	Failing a Case Board Check. Magic or monsters seen by a small crowd. Innocent bystander injured during the scene. Observed using non-traditional weapons, such a silver blades or wooden stakes. A building catches fire. A violent criminal goes free because of a mistake or technicality. Car chase resulting in property damage or accidents with uninvolved motorists. Damaging a departmental vehicle or other valuable police property. Harassing a politically connected person.
2 Negative	Critically failing a Case Board Check. Magic or monsters seen by a large crowd or on the Nightly News. More than a few innocent bystanders injured in the scene. Particularly vulnerable bystander, like a child, injured during the scene. A hospital or orphanage goes up in flames. Car chase damages a school bus full of kids.

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- The half page "Herald of Flame" from Chapter 7 is made from Nicholas Wadler's "DSCF1902" ([flickr.com/photos/darabbit/4122339072/](https://www.flickr.com/photos/darabbit/4122339072/)), James Collins's "Halloween stores are scarier than they used to be." ([flickr.com/photos/justfinish/5100436329/](https://www.flickr.com/photos/justfinish/5100436329/)), Orin Zebest's "Mr. Twirly-Horns" ([flickr.com/photos/orinrobertjohn/5596987403/](https://www.flickr.com/photos/orinrobertjohn/5596987403/))
- "Have You Seen This Man?" is made from Elvert Barnes's "04.RND.CopperRiceUrn.WDC.16mar06" ([flickr.com/photos/perspective/116178180/](https://www.flickr.com/photos/perspective/116178180/))
- "Victim: Kareem Trone" is made from vastateparksstaff's "TL - Cabin 5 Bedroom" ([flickr.com/photos/vastateparksstaff/5841148422/](https://www.flickr.com/photos/vastateparksstaff/5841148422/)), Neighya (Elne)'s "Texture Yellow No. 3" ([flickr.com/photos/neighya/4424470116/](https://www.flickr.com/photos/neighya/4424470116/)), Chris Evans's "Step 1: The basic shoe is too orange" ([flickr.com/photos/drumminhands/4361489970/](https://www.flickr.com/photos/drumminhands/4361489970/)), Ivan Aleksic's "Ashes" ([flickr.com/photos/sroown/797458069/](https://www.flickr.com/photos/sroown/797458069/))
- "Chaplain Danvers" is from Ian Carroll's "Scene-001" ([flickr.com/photos/iancarroll/5094800738/](https://www.flickr.com/photos/iancarroll/5094800738/))

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City of New Orleans

Department of the Police

Personnel Record

Form (SINS90V6)

Name: _____ Department: Special Investigations

DOB: _____ Shift: Nightshift

Next of Kin: _____ Rank: _____

(Relation): _____ Description: _____

Attribute & Skill Aptitudes			
Agility	Smarts	Spirit	Vigor
Boating	Gambling	Intimidation	Climbing
Driving	Healing	Persuasion *	
Fighting	Investigation		
Lockpicking	Notice		
Piloting	Repair		
Riding	Streetwise *		
Shooting	Survival		
Stealth	Taunt		
Swimming	Tracking		
Throwing			

Physical Evaluation			
Pace	Parry	Toughness	Charisma
6	4	4	0
Add a d6 when you run, but take a -2 on other actions.	Half your Fighting die +2.	Half your Vigor die +2, plus any torso armor.	* Adds to Persuasion and Streetwise.

Advancement

Edges & Advances:

N
5
10
15
S
25
30
35
V
45
50
55
H
65
70
75
L
90
100

XP:

Bennies: 3

Unit Rep: _____

Hindrances:

Serve & Protect

1 _____

2 _____

3 _____

4 _____

Back Story Reveals:

Start with 2 Slots. Choose a bit of back story *in play* to gain a related **d4** skill. Gain 1 new reveal slot at each new rank.

1 _____

2 _____

S _____

V _____

H _____

L _____

Medical Records

Wounds:

You take a wound when you are re-shaken by an attack, or the damage dealt to your hero surpasses your toughness by a raise, each and every raise causes another wound. Wound penalties are applied to all Trait rolls.

You may attempt to not take this damage, by making a Soak Roll (spend a Benny and roll your Vigor.)

Healing attempts require 10 minutes of work and must be made within the *Golden Hour* of receiving the wound.

Otherwise you make a Natural Healing roll (Vigor) to recover. A roll can be made once every 5 days.

INCAPACITATED

More than three wounds or going beyond Exhaustion due to Fatigue incapacitates a character. You might gain an Injury and likely need to make a Vigor roll in accordance with the source.

Fatigue:

Hazards like Cold, Heat, and Hunger can make a character Fatigued. If he suffers fatigue again, he is Exhausted. Suffering fatigue yet again results in Incapacitation.

Injuries

Weapon Certification					
Weapon	Range	ROF	Damage	AP	Notes
Unarmed			Strength		
S&W (.357)	12 / 24 / 48	1	2d6+1	1	Revolver (6)



City of New Orleans

Department of the Police

Personnel Record

Form (SINS90V6)
Continued

Equipment Requisitions

Most characters start with \$500 worth of gear and/or funds. Police officers also receive a department issued Kevlar Vest, S&W .357 Revolver, Hand cuffs, Pager, and a Badge.

Paycheck

Most characters get \$100 at the start of each Episode after their first.

Armor

Apply your Torso armor to your Toughness.

* Listed armor weights are for worn armor. Carried armor is often heavier.

Encumbrance

Your Load Limit is normally 5 times your Strength die type. Overages inflict a -1 penalty to Agility and Strength, including skills. This penalty increases for multiple in overages. Limit is -3 for carrying, and -4 for lifting.

	Armor	Protective Gear		Notes	Weight *
		Bonus	vs. Bullets		
Head					
Torso	Kevlar Vest	+2	+4	Negate 4 AP	8
Arms					
Legs					

Equipment			
Item	Notes	Value	Weight
Badge		n/a	
Hand Cuffs		\$15	
Pager		\$50	
Load Limit:		Load:	
Paycheck: \$100		Banked: \$	

Vehicle	Motor Pool					Notes
	Accel.	T. Speed	Toughness	Crew	Value	
Unmarked Police Car	20	40	11 (3)	1 +4		

For Office Use Only

Aim +2 Shooting/Throwing if character does not move | **Area of Effect** Targets under template suffer damage, treat cover as armor; missed attack rolls cause 1d6" deviation for thrown, 1d10" launched; x1 Short, x2 Medium, x3 Long | **Automatic Fire** Get number of shooting dice equal to RoF, only one Wild Die. -2 Recoil to all attacks. Expend RoF in ammo for each attack. | **Breaking Things** Parry 2; No bonus damage or Aces | **Called Shots** Limb -2, Head or Vitals -4 (+4 dmg), Small target -4, Tiny Target -6 | **Cover** Light -1; Medium -2; Heavy -4 | **Darkness** Dim -1; Dark -2, 10' visibility; Pitch Dark -4 if detected | **Defend** +2 Parry; character may take no other actions | **Disarm** -2 attack; defender must make a Str roll vs. the damage or drop his weapon | **Double Tap/Three Round Burst** +1 attack and damage/+2 attack and damage | **The Drop** +4 attack and damage | **Finishing Move** Instant kill to helpless foe with lethal weapon | **Firing into Melee** Rolling 1 (2 auto fire) hits adjacent | **Full Defense** No movement or other actions to replace Parry with Fighting roll +2 if higher | **Ganging Up** +1 per additional attacker; maximum of +4 | **Grapple** Opposed Fighting roll to grapple; raise causes Shaken | **Innocent Bystander** Shooting/throwing roll of 1 (2 auto fire) can hit a bystander | **Nonlethal Damage** Incapacitated characters are knocked out instead | **Obstacles** Obstacle toughness as armor | **Off-Hand** -2 attack | **Push** Opposed Strength roll to Bash 1", Shield Bash 1" with Str dmg, or Knock Prone | **Prone** Medium Cover, -2 Fighting, -2 Parry | **Rapid Attack** Make up to three melee attacks at -4, or six semi-auto/revolver shots at -4 | **Suppressive Fire** On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken, those who roll a 1 are hit for normal damage | **Test of Wills** Taunt vs Smarts or Intimidation vs Spirit for a +2 on next attack, Shaken too on a Raise. | **Tricks** Describe action; make opposed Agility or Smarts roll; opponent is -2 Parry until next action; shaken too with raise | **Two Weapons** -2 attack; additional -2 for off-hand if not Ambidextrous | **Touch Attacks** +2 Fighting | **Unarmed Defender** Armed attackers gain +2 Fighting | **Unstable Platform** -2 Shooting rolls | **Wild Attack** Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | **Withdrawing from Close Combat** Adjacent foes each get one free attack at retreating character.

Unit Reputation

Motor Pool

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Good ✓

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itive:



Unit Reputation

Motor Pool

Good ✓

Lead Detective:

Lead Detective: