

# UNHALLOWED

METROPOLIS



**Detective Calling**



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# Detective

*Detectives are individuals who make their livelihoods investigating the secrets of the metropolis. A detective may be a plainclothes policeman in the employ of Scotland Yard, a private investigator representing the interests of paying clients, or an expert in some aspect of criminology who is sought after for his professional opinion. Regardless of the terms of his employment, a detective must be patient, persistent, courageous, and cunning. He must be willing to go anywhere and say anything to discover the information he requires to solve his case.*

*A police detective identifies and brings to justice those who commit crimes. Often operating alone, he spends the majority of his time interviewing witnesses, interrogating criminals, and examining crime scenes. Once the detective has put his case together, he is able to call upon the uniformed constabulary to apprehend his suspect and bring him in for questioning.*

*The consulting detective lends his services to other investigators. He may be a retired policeman, an academic with a taste for adventure, or a talented man of leisure with refined and specialized interests. It is understood that the involvement of the consulting detective will be kept confidential, not only to allow the official investigators to save face but also to protect the potential secrets of those whose lives the case touches upon.*

*Private investigators serve the interests of anyone who pays their wages. Scandal is bread and butter to such individuals. More often than not, private investigators are employed to sniff into the affairs of their betters, concealing or gathering information on the indiscretions of the aristocracy and moneyed classes. In fact, these detectives are as likely to obfuscate the criminal associations of their employers as they are to actually solve a crime. As a result, private investigators share a longstanding animosity with the detectives of Scotland Yard, who consider them overpaid amateurs at best and wanton criminals at worst. In fact, these parties often operate at cross-purposes, with the private investigator doing his best to destroy evidence, confuse witnesses, and protect the secrets of his employer.*

*For all detectives, information is the key to the trade. He must be able to identify clues and piece them together. Many detectives make excellent use of scientific knowledge and principles in the course of their work, integrating technological developments where possible. Others rely on bribes, networks of informants, intimidation, and sheer force of personality. In truth, the most successful detectives are those who are flexible in their methods of gathering information. Sometimes, a measured application of force will reveal greater truths than a lifetime of scientific discovery, and occasionally even police detectives are willing to step outside the boundaries of the law for the greater good.*

# Playing a Detective

Because of the nature of his work, the Detective offers players a unique opportunity to explore all facets of the metropolis. A Detective, whether a police detective or private investigator, is able to interact with all elements of Neo-Victorian society from the criminal class to the aristocracy and the servants in their employ. Though the Detective may be looked down upon by his betters and hated by the criminals he questions, he is able to openly associate with anyone under the pretence that such associations pertain to his investigations.

Police detectives are a perfect choice for players who want to focus on criminal investigations. Not only are these characters able to call upon the resources of the Metropolitan Police, but their affiliations also offer protection. Killing a police officer, even one out of uniform, would call down the full might of the constabulary. The drawback to this profession is that police detectives must answer to their superiors, who often, but not always, dictate the detectives' assignments. These detectives must also negotiate departmental politics and accept the Home Office interfering in order to avoid scandal or to keep embarrassing revelations from coming to light.

Consulting detectives operate in a semi-official capacity, aiding in police investigations while remaining outside the politics and day-to-day drudgery that afflicts the police detective. However, these individuals lack the authority of the law and often must rely on others to apprehend the criminals they work so diligently to catch. The consulting detective must also learn to operate without receiving recognition; he is a slave to the ego of his employer. Still, if Sherlock Holmes could put up with it, so can you.

The private investigator option offers the broadest amount of freedom for a player, both in terms of the cases his character accepts and his liberty in pursuing his own interests. However, the authority of the private investigator comes from his employer, who will often demand anonymity. Furthermore, working for a variety of sometimes unreliable clients, the private investigator will seldom know until it is too late when he has been told reliable information and when he has been lied to. If caught breaking the law, the private investigator can expect his employer to disavow knowledge of his activities, the police to mistreat him, and finally to be prosecuted to the fullest extent of the law.

# Features

**Investigator** – Throughout his career, a Detective will continue to perfect his methods of investigation and knowledge of human nature. As he grows in experience, fewer and fewer details will elude his keen gaze. For every level of the Forensic Science skill the Detective possesses, he may take one of the following stunts instead of selecting a common specialty.

- *Cleaner* – Knowing what others expect to find, the Detective is an expert at manipulating crime scenes. He is capable of convincingly planting, covering up, and altering evidence. When a Detective uses this ability, his controlling player describes the alterations the character intends to make to the crime scene. The Narrator then determines how long it will take to make the alterations described. After the allotted time passes, the character makes a Forensic Science roll (DR 14 or greater, depending on the extent of the alterations). If the Detective fails, he botches the job, and it will be obvious the crime scene has been tainted. If he succeeds, he will have believably altered the crime scene.

- *Criminologist* – The Detective possesses a masterful understanding of the criminal mind. By studying the particulars of a crime, he is able to develop an understanding of the individual or individuals responsible and will be able to indicate the probable gender, age, social class, habits, and mental afflictions of the criminal. When the Detective uses this ability, he must make a Forensic Science roll (DR determined by the Narrator, based on the amount of information present at the crime scene and the type of information desired).

- *Cryptanalyst* – The character is an expert code breaker, well versed in all methods of encryption and a vast array of ciphers. The Detective can reroll failed Cryptography rolls. Each failed roll may be rerolled once as a result of Cryptanalyst.

- *Dark Lantern* – The character is accustomed to acting outside the law and does so with a refined sense of professionalism. He is an expert in the fine arts of persuasion, bribery, manipulation, and collusion. The character can reroll failed Charm – Guile rolls. Each failed roll may be rerolled once as a result of Dark Lantern.

- *Encyclopaedic Knowledge* – The Detective has studied a vast array of subjects to better himself at the art of criminology. The character may add his Forensic Science skill to Intellect – General Knowledge skill rolls.

- *Gut Feeling* – Having spent many years on the streets, the Detective has developed an almost intuitive sense for when trouble is about to erupt around him. When the character is the target of a surprise attack before initiative is rolled, the attack automatically misses.

- *Insight* – The Detective is a natural judge of character. He can generally tell when someone is being honest with him and when they are being deceitful. Anytime the Detective suspects someone of lying to him, he can make a Wit roll (DR 11 + the target's Charm). If the Detective succeeds, he knows whether the other character was lying or telling the truth. If the Detective fails, he cannot discern the truth. Additionally, when another character initiates a contested Charm roll against the Detective, the Detective can reroll failed results. Each failed roll may be rerolled once as a result of Insight.

- *Inside Knowledge* – The Detective is aware of all ongoing and upcoming police operations. He knows where and when the police intend to make busts and who they are looking to bring in for questioning. Either the Detective has an informant on the inside or he uses his placement within the Metropolitan Police to keep himself informed. The character is never surprised by the appearance of the constabulary and knows nearly every plainclothes man in the field.

- *Investigative Journalist* – The Detective is a skilled reporter and could write professionally for the dailies. When writing crime reports or news articles, the character can add his Forensic Science skill to his Trade – Writing rolls. Additionally, the character can reroll failed Trade – Writing rolls. Each failed roll may be rerolled once as a result of Investigative Journalist.

- *Keen Eyed* – Few details escape the Detective's keen eyes. The Detective is able to reroll failed Wit – Perception rolls. Each failed roll may be rerolled once as a result of Keen Eyed.

- *Manhunter* – Having pursued his share of fugitives overland, the Detective has developed an aptitude for tracking. When following a human or humanoid creature, the character can reroll failed Tracking rolls. Each failed roll may be rerolled once as a result of Manhunter.

- *Man of a Thousand Faces* – The character is a master of disguise. He will have several well-developed personas that can be used to avoid detection on the streets. The character seldom appears in public without some sort of disguise. The character can reroll failed Disguise rolls. Each failed roll may be rerolled once as a result of Man of a Thousand Faces.

- *Master Detective* – The Detective is well versed in deductive reasoning and the application of scientific principles in solving crime. He is adept in the detection of details that others would overlook. The Detective is able to reroll failed Forensic Science rolls. Each failed roll may be rerolled once as a result of Master Detective.

- *Phantom* – The character knows the streets of the metropolis like the back of his hand. He knows all the shadows, shortcuts, and hidden passages. He also instinctively blends into crowds, effectively becoming invisible. The character is never lost and can reasonably identify his surroundings with a quick look around. The character can reroll failed Shadow rolls. Each failed roll may be rerolled once as a result of Phantom.

- *Police Detective* – The character is a police detective in the employ of the Criminal Investigation Division of the Metropolitan Police. A police detective has a number of privileges that are not shared by civilian detectives. He is able to question and detain witnesses and suspects, as long as they are commoners. He can arrest criminals and bring them to the local police station for lock-up, though he will likely spend the rest of his evening filling out paperwork. The police detective can call upon police backup in times of need. However, should the character abuse these privileges, he will certainly pay the price. Though detectives are afforded some leeway in their pursuit of criminals, they must remember that they are agents of the law. How far a detective can step out of line depends on the disposition of his senior officer and how much is known about his actions. If the character be caught acting outside the bounds of the law, he may be disciplined, demoted, discharged, or prosecuted, depending upon the severity of his crimes. In addition to the Detective's starting Assets, the CID detective is issued a heavy revolver, a whistle, and a pair of handcuffs. To take this stunt, a Detective must have Law 2

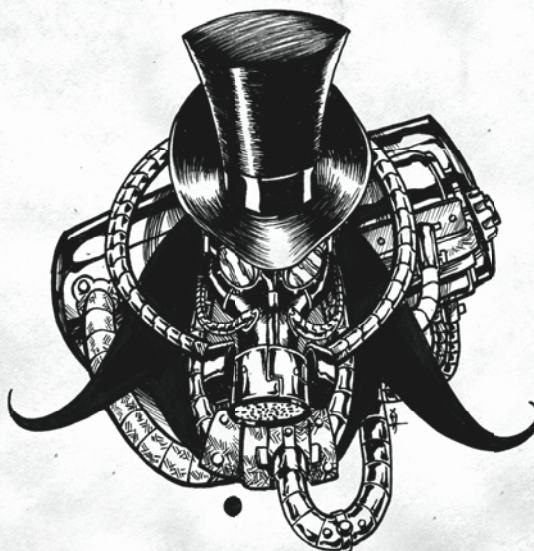
and Streetwise 2 and cannot have the Criminal or Wanted Impediments. This stunt must be taken at character creation.

- *Renowned* – The Detective is well known throughout Neo-Victorian society as one of the foremost experts on criminal investigation and detection. He is asked to consult on every difficult case that confronts Scotland Yard as well as on some matters of national security. The character consistently has offers for private investigation. When speaking on matters of criminology or dealing with his peers and admirers, the Detective can add his Forensic Science skill to Charm – Credibility rolls.

- *Screwsman* – The character has a gift for picking locks. He also has a collection of skeleton keys that could open most of the doors in London. The character does not require lock picks to go about his work and can pick a lock with just about anything. The character can reroll failed Lock Picking rolls. Each failed roll may be rerolled once as a result of Screwsman.

- *Stone Faced* – The Detective is an expert in fine arts of interrogation and intimidation. Just one look is enough to break all but the most hardened criminals. The Detective is able to reroll failed Wit – Interrogation and Charm – Intimidation rolls. Each failed roll may be rerolled once as a result of Stone Faced. Additionally, when the Detective initiates a Wit – Interrogation or Charm – Intimidation roll, the target character cannot add his Concentration skill to his contested Will roll.

- *Tooler* – The character is an exceptionally talented pickpocket. The character can reroll failed Pickpocket rolls. Each failed roll may be rerolled once as a result of Tooler.



## Starting Qualities

Choose two of the following: Business (3), Criminal Associations, Linguist, Murder of Crows, Nondescript, Photographic Memory, Reputation – Street, Resolve, Safe House, Savant.

## Starting Skills

Forensic Science 2, Shadow 2

Choose six of the following skills: Acting 2, Concentration 2, Cryptography 2, Disguise 2, Escapology 2, Etiquette 2, Forgery 2, Language 2, Law 2, Lock Picking 2, Medicine 2, Occult Lore 2, Photography 2, Pickpocket 2, Pistol 2, Psychology 2, Safecracking 2, Streetwise 2, Tracking 2, Unarmed Combat 2.

## Assets

A Detective begins with a rubber or leather armoured long coat, a notebook, and a respirator. The Detective lives in a modest flat either in a safe and unassuming neighbourhood or on the edge of a rookery. The Detective's home is likely to be in constant disarray, covered with case files, open reference books, evidence, maps, and the scattered debris of his labours.

The Detective begins with Wealth 4. The character begins with £15 that may be spent on weapons, equipment, and armour. Up to £5 may be kept as savings.

## New Unarmed Combat Stunt – Clap the Braces

The character is adept at restraining those he physically overpowers. If the character is able to successfully grapple an opponent, he can automatically knock him down, pin his arms, or put him in handcuffs as part of the same action.

This stunt is available to all characters.

Additionally, police detectives are able to seek reimbursement for some expenses, provided the character is not using the funds for illegal actions (including bribery). If the character is perceived to abuse this privilege, it will quickly be revoked. If he pushes his luck, he may find himself suspended or worse. A police detective can expect to have up to £5 of expenses paid each month.

Consulting detectives and private investigators are able to charge their clients for their expenses in addition to payment for services rendered. The details of the expenses that will be paid should be negotiated at the time the detective accepts the job.

