

Appendices

PLAYER TRACKER

Player	Character	Subplots	Crisis Penalties	Last Crisis

STRESS CARDS

MISSED COMMITMENT

Home Life

-1 to Focus tests. -1 to Composure tests to avoid Stress cards tagged Home Life.

Deactivate: by mollifying the disappointed loved one.

Discard: by breaking from case work to attend to the disappointed loved one.

"I DIDN'T SIGN UP FOR THIS"

Home Life

-1 to Focus tests. -1 to Composure tests to avoid Stress cards tagged Home Life.

Reactivates when you drop below 0 Health.

Deactivate: at beginning of scenario.

Discard: by going for an entire scenario without dropping below 0 Health.

TAKING WORK HOME WITH YOU

Home Life, Obsession

When you receive this, and whenever it is reactivated, lose X points from your Presence pools, distributed as you prefer. X = the number of inactive Stress cards you hold.

Reactivate when the criminal you're hunting commits another felony or escapes capture.

Deactivate: by playing out a scene where you do something absorbing with your long-suffering loved one.

Discard: when the squad cracks the case.

LOVED ONE'S DRUG PROBLEM

Home Life, Addiction

Lose X points from Focus pools of your choice every interval. X = number of Stress cards you hold with the Addiction tag.

Reactivates when problem becomes relevant again.

Deactivate: after problem goes unmentioned for two intervals.

Discard: if relative was last seen agreeing to get treatment, roll a die at end of scenario. Even: discard.

LOVED ONE GETS BUSTED

Home Life, Corruption

Lose X points from Focus pools of your choice every interval. X = number of Stress cards you hold with the Corruption tag.

Reactivates when problem becomes relevant again.

Deactivate: after problem goes unmentioned for two intervals.

Discard: if inactive at end of scenario, spend a Push and roll a die. Even: charges against relative are dropped; discard.

IT'S ONLY ILLEGAL WHEN PERPS DO IT

Corruption

-1 to Focus tests.

Deactivate: by going out of your way to do something good.

Discard: At start of session, make a Push and roll a die. Even: discard. Odd: trade for "Minor Infraction."

RELATIONSHIP COUNSELLING

Home Life

-1 to Focus tests. -1 to Composure tests to avoid Stress cards.

Reactivates when you receive a Stress card tagged Rage, Fear or Addiction.

Deactivate: by attending a counseling session with your partner.

Discard: at end of a scenario in which you attended a counseling session with your partner and did not receive any new Stress cards, roll a die. Even: discard.

INTERNAL AFFAIRS INVESTIGATION

Corruption, Fear

Lose 2 Health when you make a Sense Trouble test.

If you have had this card before, instead receive "Under a Cloud."

Deactivate: by throwing suspicion onto a Game Moderator Character cop.

Discard: by confessing to Internal Affairs and making a Cop Talk Push (or as recipient of another PC's Cop Talk Push).

RIGHTEOUS SHOOT

Fear

-1 to Focus tests if you have not yet made an attack this session. -2 to Focus and Physical tests if you have.

Reactivates when you enter a situation that might require you to fight or draw your weapon.

Deactivate: with a Difficulty 4 Composure test, to which Fear penalties apply.

Discard: at end of scenario in which this card remained inactive throughout, make a Difficulty 4 Composure test, to which Fear penalties apply. Success: discard.

GONE, DADDY, GONE

Home Life

-1 to Focus tests.

Deactivate: by ending a scene with the loved one who wants to cut ties with you on a positive note.

Discard: by spending two Pushes and ending a scene with the loved one on a note of full reconciliation.

NO ONE WILL EVER KNOW

Corruption

-1 to Focus tests.

Deactivate: after two hours (table time).

Discard: at end of session.

THAT WAS STRAIGHT-UP MURDER

Fear, Corruption

-1 to Focus tests, plus an additional -1 to Focus if card reactivated this session. Counts as 2 Stress cards.

Reactivates when the investigation into your victim's death comes closer to you.

Deactivate: at end of any session in which this card did not reactivate.

Discard: n/a

UNDER A CLOUD**Corruption, Fear**

You can't make Pushes.

Deactivate: by taking part in an important collar.

Trade: for "Suspicions Remain" by convincingly framing another cop for your crimes.

Discard: At the end of a scenario in which this card is deactivated, spend a Push and roll a die. On a 4+, discard.

BUBBLING FRUSTRATION**Rage, Home Life**

After a failed test, lose 1 point from the Presence pool of your choice.

Reactivates when you fail a test.

Deactivate: when you succeed at any test.

Discard: when situation that caused you to take this card has been resolved in your favor.

SUSPICIONS REMAIN**Corruption**

-1 to Composure tests to avoid Stress cards.

Reactivates at beginning of each scenario.

Deactivate: by making a Push.

Discard: if you are Seriously Wounded in the honest performance of your duties.

FRAMED**Rage, Fear**

Lose 1 Composure at the end of each interval.

Reactivates when you talk to a lawyer or investigator about the charges against you.

Deactivate: after two intervals where the charges against you go unmentioned.

Discard: when charges are dropped, or when you are exonerated in court.

LEGAL THREAT**Rage, Home Life**

-1 to Presence.

Reactivates when you initiate contact with the person who's threatening you with legal action. Make Difficulty 4 Composure test to keep your cool during this scene. Failure: trade for "Lawsuit."

Deactivate: by convincingly apologizing to the person.

Discard: if the person first appeared as part of the main mystery, discard at end of scenario. If the person first appeared in a subplot, discard when person is imprisoned or dies.

HAIR TRIGGER**Rage, Corruption**

When first received and when reactivated, lose 2 times X points from your Presence pools. You choose distribution. X = the number of active Stress cards you hold.

Reactivates when someone disrespects you.

Deactivate: by striking a prisoner.

Discard: by beating up a prisoner.

LAWSUIT**Rage, Home Life**

-1 to Presence tests. -1 to Presence tests for any other PC who might be called to testify in the suit. When you initiate contact with the person who's threatening you with legal action, make a Difficulty 5 Composure test to keep your cool. Failure: also gain "Bubbling Frustration." Success: trade for "Legal Threat."

Discard: when you win the case in court.

JUMPY**Fear**

-1 to Composure tests to avoid Stress cards bearing the Fear tag.

Deactivate: by spending 3 Sense Trouble points.

Discard: at end of session.

SHAKEN

Fear

Roll a die before any combat. Odd: -2 to Shooting pool and -1 to Scuffling pool.

Reactivates when you drop below 0 Health.

Deactivate: when you win a fight or chase down a perp.

Trade: at end of session, if desired, trade for "Hair Trigger."

Discard: if this card remains inactive for three scenarios in a row.

BENDER

Addiction

-1 to Focus tests.

-1 to Composure tests vs Addiction stresses.

Deactivate: by spending a Push. Then roll a die. Even: regain the Push.

Discard: when you go for an entire scenario without making a test vs. an Addiction stress, roll a die. Even: discard.

OFF YOUR GAME

Fear

-2 to mutant power tests.

Reactivates when you drop below 2 Health.

Deactivate: when you win a fight, if your Health exceeds 2.

Discard: when you collar a recurring major bad guy (as defined by your GM).

SNORTING THE EVIDENCE

Addiction, Corruption

-1 to Focus and Presence tests.

-1 to Composure vs Addiction and Obsession stresses.

If you already have another active Addiction stress, trade for "Rock Bottom."

Deactivate: n/a.

Trade: at beginning of any scenario, spend 2 Composure to trade for "Bender."

Discard: N/A

FLASHBACKS

Fear

-2 to Focus tests.

Reactivates at the end of any fight or chase.

Deactivate: when you attend a counseling session.

Discard: at the end of a session in which you attended a counseling session, roll a die. 1-2: discard.

ROCK BOTTOM

Addiction

-2 to Focus and Presence tests.

-2 to Composure vs Addiction and Obsession stresses.

Deactivate: spend 3 Composure.

Discard: at end of scenario, admit to your superiors that you have a substance problem and enter a program.

HOSPITALIZED

Fear, Medical

-1 to Physical tests.

-1 to Composure tests vs Fear and Medical stresses.

Deactivate: at end of scenario.

Discard: when you go for an entire scenario without taking a new Fear or Medical card.

INTOXICATED OUTBURST

Addiction, Rage

Choose either Focus or Presence when you receive this card. -1 to tests of that ability category.

You can't spend Pushes to gain favors from police superiors, or anyone who has heard of what you said and has lost respect for you as a result.

Deactivate: apologize to someone you offended.

Discard: apologize to someone you offended and spend a Push.

TEETERING OFF THE WAGON**Addiction**

-1 to Focus tests.

When this card is deactivated, you may reactivate it to discard any other stress card, provided that it lacks the Addiction tag.

Deactivate: on a failed Focus test.

Discard: if desired, you may discard at end of any session in which you did not test Composure to avoid an Addiction stress.

GENETIC INFLAMMATION**Medical**

-1 on tests of mutant powers.

Reactivates on any mutant power failure.

Deactivate: on any mutant power success.

Discard: after three consecutive mutant power successes.

DRY DRUNK**Addiction, Rage**

-X to Presence tests when all of your other Addiction stresses are inactive. X = your total number of active and inactive Addiction stresses.

Deactivate: by mouthing off to someone you shouldn't.

Discard: by punching someone you shouldn't.

BLACK EYE**Medical**

You can't make Interpersonal Pushes.

Reactivates if your Health drops below 0.

Deactivate: after any Presence success.

Discard: at end of session.

CHRONIC PAIN**Medical**

-1 to Physical tests.

Reactivates at the start of each day.

Deactivate: on a Physical success.

Discard: on a Difficulty 4 Health success. On a failure, trade for "Self-Medicating."

WORN DOWN**Medical**

-1 to Physical tests.

Reactivates on a Physical failure.

Deactivate: after any Physical success.

Discard: if you still have at least 4 Health in your pool at end of session.

SELF-MEDICATED**Medical, Addiction**

When you first receive this card, and each time it reactivates, pay a total of X points from your Focus pools. X = your total number of active and inactive Medical stresses.

Reactivates on any Focus failure.

Deactivate: on a Focus success.

Discard: at beginning of any session, you may choose to roll a die. Even: discard. Odd: trade for "Bender."

YOU NEARLY BOUGHT IT**Medical**

-1 to Physical tests.

Arrives in hand deactivated. Reactivates on the first Physical failure of a session.

Deactivate: after any Physical success.

Discard: N/A

TAUNTED BY THE KILLER**Obsession**

When you receive this, and when it reactivates, roll a die. Even: lose 3 Focus points, distributed as you prefer.

Reactivates when you receive another communique from the killer.

At end of session, make a Difficulty 4 Composure test. Failure: gain "Hair Trigger."

Deactivate: by gaining a core clue.

Discard: when the squad cracks the case.

NEVER DATE A WITNESS

Obsession

-1 to Focus tests.

When you are at loose ends, make a Difficulty 4 Composure test. Failure: you pursue your apparently mutual, but unwise, attraction to a witness mixed up in the case.

Reactivates when the witness reaches out to you.

Deactivate: by going on a date in which you explain that you can't be with this person.

Discard: when the squad cracks the case.

ALL-NIGHTER AT THE CORK BOARD

Obsession

-1 to Physical tests.

Reactivates when the group goes for more than 45 minutes (table time) without gaining a core clue.

Deactivate: by gaining a core clue.

Discard: when the squad cracks the case.

INFIDELITY

Obsession

-1 to Focus tests. Take an additional -1 to Focus tests after talking with or about the person you're stepping out with, or stepping out on; extra penalty ends at beginning of next interval.

Reactivates when your lover contacts you or your partner asks a question that might lead to the truth.

Deactivate: by distancing yourself from your lover.

Discard: by breaking it off and making a Difficulty 5 Composure test, to which Obsession penalties apply.

BY-THE-BOOK

Rage, Obsession

When another PC suggests a violation of procedure, make a Difficulty 4 Composure test. Failure: you must berate that PC. Unless one of you spends a Push, both gain "Butting Heads." Reactivate when another PC suggests a violation of procedure while you hold one or more active Stress cards.

Deactivate: when the PC you berated gains a core clue.

Discard: when the squad cracks the case, roll a die. Even: discard.

WORKAHOLIC

Obsession

Lose 2 Health when you receive this, and when it reactivates.

Reactivates when the group spends more than 7 minutes (table time) deciding which lead to pursue next.

Deactivate: by snapping at another PC for not caring enough about the case.

Discard: when the squad cracks the case, roll a die. Even: discard.

MAVERICK

Rage, Obsession

When you receive an order you dislike from a superior, make a Difficulty 4 Composure test. Failure: you loudly proclaim your intent to disobey the rule and your contempt for the superior.

Deactivate: by getting results, dammit.

Discard: when the squad cracks the case.

BUTTING HEADS

Rage, Obsession

Both you and the PC who caused you to get this card, or caused it to reactivate, are at -1 on mutant power tests.

Reactivates when you disagree with another PC on what lead to tackle next.

Deactivate: when the other PC gains a core clue.

Discard: when the squad cracks the case.

SELF-DESTRUCTIVE**Rage, Obsession**

When you are thwarted or disrespected, score a Difficulty 4 Composure success or lash out at the person you really blame for everything — yourself. Do something stupid or terrible that brings harm or disaster, with yourself as primary victim. Reactivates d6 hours (table time) after it deactivates.

Deactivate: when the card effect is triggered.

Discard: when the squad cracks the case, roll a die. Even: discard.

TENSION HEADACHE**Home Life**

Forced Genetic Drift only

Your Forced Genetic Drift condition has made everyone around you irritable, ill or miserable: -1 to Focus tests. You can't make Interpersonal Pushes without also making a 2-point Health spend per Push.

If active when you drop to 0 Health or lower, roll a die. Odd: trade for "Cancer Scare."

If inactive when you drop to 0 Health or lower, reactivates.

Deactivate: if you conclude a scenario with no other Stress cards.

Discard: if you conclude a scenario with no other Stress cards and 3 or more points in your Health pool.

CANCER SCARE**Home Life**

Forced Genetic Drift only

Your Forced Genetic Drift has given one of your co-workers or household members painful skin lesions, which may be symptoms of a drift-generated cancer. -2 to Focus tests while you wait for the results of testing.

Deactivate: by consciously prioritizing your work instead of worrying about your victim's health.

Discard: at end of scenario, roll a d6. On a 1, swap this card for "You're A Carcinogen". On any other result, discard.

YOU'RE A CARCINOGEN**Home Life**

Forced Genetic Drift only

Your Forced Genetic Drift has given the non-mutant you spend the most time with a rare and fatal viral cancer. Counts as 2 Stress cards. -2 to Focus tests, -1 to Presence tests.

Reactivates at beginning of scenario.

Deactivate: spend 2 Pushes; victim's symptoms go into remission.

Discard: if inactive at end of scenario, you may make a Difficulty 8 Health test. Success with margin of 2 or less: trade for "Cancer Scare." Success with higher margin: discard.

SUSCEPTIBLE**Fear**

-2 to Composure tests to resist Emotion Control, Possession, Induce Aggression or Induce Fear.

-1 to Composure tests to resist any other mutant power, or ordinary hypnosis.

When you fail such a test, trade for "Puppet."

Reactivates on any Composure failure.

Deactivate: on any Composure success.

Discard: when you arrest the perp whose actions led to your taking this card.

PUPPET**Fear**

You automatically fail tests to resist Emotion Control, Possession, Induce Aggression or Induce Fear. -2 to Composure tests to resist any other mutant power, or ordinary hypnosis.

Reactivates on any Composure failure.

Deactivate: on any Composure success with a margin greater than 2.

Discard: in any subsequent scenario, if you go for an entire session without a Composure failure.

ESTRANGED PARENT

Home Life

-1 to Focus tests or -1 to Presence tests (you decide).

Reactivates when the parent shows up unexpectedly with a new demand. You may choose the same penalty from before, or switch it.

Deactivate: when you go for an entire session without dealing with your demanding parent.

Trade: for “Wracking Guilt” if the parent dies.

Discard: when you fully reconcile with the parent.

WRACKING GUILT

Home Life, Obsession

Roll a die at the beginning of a session. Even: -1 to Presence. Odd: -1 to Focus.

Reactivates when you are forced to remember your dead loved one.

Deactivate: When you go for an entire session without being reminded of your grief.

Discard: n/a

NO CLIENTS

Home Life

Private Detective Only

-1 to Focus tests.

You can't turn down this client. You need to spend an extra Push if you want to use **Bullshit Detector** on this client.

Deactivate: when you get paid. If this card is active at the end of the case, trade it for Hiding from the Bank.

Discard: in any subsequent scenario, when you get positive media exposure through a high-profile success.

HIDING FROM THE BANK

Home Life, Corruption

-2 to Presence tests. All Preparedness pools are halved

Deactivate: when you get paid.

Discard: at the end of a scenario in which you get paid, roll a die. Even: discard. Push Forensic Accounting for a reroll.

PISSING OFF THE COPS

Rage

Private Detective Only

Any benefit that requires a Cop Talk Push instead requires two Pushes.

Reactivates when you annoy any police officer ranked detective or above.

Deactivate: by giving the cops information they find actively useful, at cost to your own cause.

Discard: by handing the cops a major victory.

SHADY REPUTATION

Private Detective Only

Rage, Corruption

You can only use Cop Talk and Bureaucracy Pushes to gain benefits from corrupt cops and officials. Other PCs in the scene must spend 2 Cop Talk or Bureaucracy Pushes to get benefits that would normally cost them 1.

Reactivates when you do something that makes you look disreputable.

Deactivate: by doing a favor for a cop or official who's willing to vouch for you.

Discard: by conclusively disproving the main accusations against you.