

THE METAPHYSICAL CONSTABLES GAZETTE

THE BROADSHEET OF FARNSLEY'S PHANTASM INVESTIGATIONS

INTRODUCTION

This Broadsheet collects together new Character Creation options for AntiPaladin Games' *Farnsley's Phantasm Investigations* setting (as created for the Mini Six ruleset). It includes new Character Perks, Complications and Special Equipment from Professor Farnsley himself, and details further escapades for the experienced (and not so experienced) members of the Freelance Metaphysical Constabulary.

NEW PERKS

The following Perks offer a variety of backgrounds, and abilities to players.

Soldier (1) - You have experienced the numerous battlefields of Her Majesty's Empire. As such you are tactically astute and ready for anything. Once per session you may automatically gain initiative (for both you and all of your companions) over any opponent.

Thief (1) - You come from the streets of London, and you know all the tricks in the book. There isn't a fence you don't know, or a likely mark you've not found. You gain +1 to your *Pickpocket*, *Picklock*, *Stealth*, *Streetwise* & *Contacts* skills. However you also must take the **Wanted** Complication (see below).

Scholar (1) - You have learning and education. You are trained in a variety of subjects or may have simply read a great deal. Whatever the reason, you have retained a great deal of General Knowledge which comes in very handy when on assignment. Once per session you can double the result from any *Wit* based roll.

Brave (1) - You are unflappable, or perhaps just foolhardy (or even just so dumb you don't realise the danger the entities from the aether pose!). You can reroll any failed *Courage* roll.

Doctor (2) - As a medically trained professional you are on the forefront

of modern learning both in the art of healing and in the working of the body and mind. You may reroll any *Medicine* rolls (taking the higher of either) and gain 2D to your Science skill when you are using a well equipped consulting room, hospital or laboratory. Additionally, by status alone, Doctors are held with some respect and deference in this age.

NEW COMPLICATIONS

The following Complications explore the vagaries of Victorian life in the London, England.

Wanted - This is similar to the *Hunted* Complication for in the *Imperium in Revolt* setting in the Mini Six rulebook. You are hunted either by the Met or the criminal underworld (or both!). Every session this becomes an issue, gain 1 CP.

The Fairer Sex - Life is not equal or fair in Victorian times. Women have their role in society and are seen as 'distressed' if they seek a position outside the norm. As such issues are likely to arise, you gain 1 CP in every instance.

Good Samaritan - This is much like the *Personal Code* Complication (see the core Mini Six rules). Good Samaritans will always attempt to do what is best for the weak and innocent, even if it places others in harms way. Any time you face such a situation, gain 1 CP.

Curious - Perhaps you are just naturally so, or you've witnessed

something you can't explain. Maybe, this was the reason you signed up as a Freelance Metaphysics Constables in the first place? Whatever the genesis, your curiosity is bound to get you trouble. Every time you find yourself lead into an interesting situation by your inquisitiveness gain 1 CP.

Black Sheep - There is always one in the family, a son (or daughter) who has given up their life of money and privilege to push out on their own (much like the *Skeletons in the Closet* complication from the core Mini Six rules). It doesn't matter if you left of your own volition or where forced out by bad blood, whatever the reason your name and reputation has a stain. Every time your history (or your current situation) becomes a hindrance, you gain 1 CP.

Dottery - It's not that you are too old or dim, but sometimes you just plain forget to keep your mind on the job at hand. Once per session the GM can place you in some foolish or compromising situation (or simply make you have a bout of forgetfulness) for 1CP.

NEW SPECIAL GEAR

Professor Farnsley is always tinkering with new esoteric items with which to arm his Freelance Constables. These are just a few of his latest offerings.

Aetheric Gel – These glass vials of blue gel are used to slow down and stop material creatures from the aether (the gel has no effect on the insubstantial). Such creatures hit by a vial (the gel breaking open on contact and expanding to trap the entity), must make a *Difficult test vs Might* to escape the bond. Non aetheric creatures (such as humans or animals) need only to make a *Moderate test vs Might* to break free.

Prism Monocle – This eye piece is used to see the tendrils of the aether as they enter our world. It also reveals fully invisible entities and at certain locals even allows one to see through the Prism Gateway, Beware

however, as what lurks behind the gate is never a pleasant sight!

NEW SETTING RULES – FEAR

One of the aspects not covered by the Mini Six rules is the effects of fear. The following gives a brief and simple set of mechanics so you too can have your Freelance Constables running for the hills!

Frightful Situations – Farnley's Freelance Constables are made of stern stuff and have faced many supernatural occurrences in the past (unlike the regular man – or woman on the street). As such, they need only to make a *Fear test* when they

witness something truly frightening (such as a half-eaten animated corpse for example).

Making the Test – The GM must decide difficulty of the test based on the situation facing the characters (or the entity). This test is made against the Constable's *Courage* skill.

Succeeding the Test – The character can act as normal with no penalties.

Failing the Test – Treat the character as *Stunned* (see Damage in the Mini Six core rules). A truly nasty GM may convey additional effects from a failed test as well.

NEW ASSIGNMENTS

The following *Adventure Seed* detail some further exciting escapades for the Freelance Metaphysics Constables. These 'assignments' briefly introduce a task for the characters to complete, but include no statistical information, nor implied conclusions. These are left to the Honorable GM to decide!

THE CASE OF THE HORSELESS CARRIAGE

The Freelance Metaphysics Constables are called into action by their more traditional counterpart – the London Metropolitan Police Department. It seems that every night a horseless carriage (a Phaeton Carriage not an automobile!) races around the streets of London, causing havoc wherever it goes.

The Bobbies have attempted to apprehend the carriage (and its phantom driver), but have discovered that the only way to stop the wayward vehicle is to turn it upside down, or otherwise disable it. However, the ghostly entity possessing the buggy almost returns the next night on some other unfortunate soul's Phaeton carriage.

But what could be the source of the mayhem, and how will the Freelance Metaphysics Constables stop it? This is obviously a high profile assignment for Farnley's agents, and he wants to show the world (or at least those in high places) that he is truly attempting to right the unfortunate accident at the University!

THE CASE OF THE EMPTY TENEMENT

The Professor is appropriated by a Mr Arthur Steward, an unpleasant balding man, who sweats profusely and wheezes disturbingly when talking. Steward, it seems, is the owner of a large tenement situated in Soho – a run down area of London, home to the various unfortunates who struggle in this age of industrialisation – and has just today discovered that all of his tenants have vanished. While this is unbelievable in of itself (where else would such people go?), his Building Manager, Albert Volker, has also disappeared.

With no one else willing to step foot into the tenement, Steward has come to the Professor for help. This seems like one of those cases where Farnley would normally send the cad on his way (boot to trousers for good measure), but he could not live with himself if he didn't do something for those less fortunate. As such, a large (no, let's make it *very* large) fee later, Farnley has dispatched his Freelance Metaphysics Constables to investigate.

But what, why and how has happened at the tenement? Could it be something to do with all the dead plants in the building? Maybe there are people within who may know more? Perhaps the solution may actually be DOWN BELOW?

CLEAR CREDIT

The Metaphysical Constables Gazette (Issue One) was written by Marcus Bone (stormbringerrpg@gmail.com) and was written for the *Farnley's Phantasm Investigations* setting (created for the Mini Six ruleset) - as published by AntiPaladin Games. All content is ©2010 AntiPaladin Games