

In Her Majesty's Name

Chicago Police Special Investigations Division

By Michael O'Brien

Name/Type	Pluck	FV	SV	Spd.	Cost	Talents	Basic Equipment
Harry Dresden	2+	+2	+3	+1	52 Plus options	Leadership +2, Fearless, Erudite Wit, plus options (see below)	Mystic's Staff (Quarterstaff), Brigandine plus Shield Bracelet* +1
Karrin Murphy	4+	+3	+3	+1	30 Plus options	Leadership +1, Martial Artist, <i>plus up to 5 points of Talents</i>	Mauser C96, Chain shirt
Thomas Raith	2+	+4	+3	+2	49 Plus options	Tough, <i>plus up to 10 points of Talents, which may include Supernatural Speed*</i>	Shotgun, Sabre, Brigandine, Vampire Skin* +1
Molly Carpenter	4+	+1	+1	0	18 Plus options	Clouding Men's Minds, plus options (see below)	Chain Shirt
Will Borden (Human/Werewolf*)	5+/3+	+2/+4	+1/--	0/+2	53 Plus options	As Werewolf* : Tough, Bite Attack*, Deadly Fighter*. <i>May add Supernatural Speed*</i>	As Werewolf* : Supernatural Hide* (Armor rating 10), Claws (Fighting Knife), Bite Attack (Axe)
Waldo Butters	5+	0	0	0	11	Medic	Pistol, Lined Coat
Cop	5+	+1	+2	0	9		Pistol, Lined Coat

*See below for explanations of new Talents, Mystical Powers, Weapons, and Armor.

Individualized Options

Harry Dresden	Talents: May add 10 points. Recommended are Inspirational, Numb, or Reassuring*. Mystical Powers: May add either Harden or Hexus*, plus one of the following: Fuego*, Forzare*, or True Grit.
Molly Carpenter	Mystical Powers: May add one of the following: Zone of Shadows, Dragon Breath, or Nightmare*.

Options

Any electrical equipment coming within 3" of Harry Dresden becomes inoperable.

Cops may substitute a Shotgun or Carbine for their Pistol for +2 points.

Cops may substitute Brigandine for their Lined Coat for +1 point.

Cops may purchase a Fighting Knife for + 3 points.

Harry Dresden may purchase a Pistol for +3 points. Harry may consult with Bob the Skull* for +5 points.

New Talents, Mystical Powers, Weapons, and Armor.

Name	Type	Explanation	Cost
Bite Attack	Talent	While Running (only), the figure may make a Bite Attack against one figure it comes into contact with. This attack may not be made against a figure which is in contact at the beginning or end of the Running movement. Resolve like a normal fighting attack using the Bite Attack stats for this figure, not allowing the target any movement/speed modifiers: a successful attack causes the target to be Knocked Down. The attacking figure may still make a normal (not a Bite) attack in the Fighting Phase if it ends in contact with a different enemy figure.	5
Bob the Skull	Talent	Harry Dresden, and only Harry Dresden, may consult with Bob the Skull before a game. Any successful Mystic Power or Fighting attacks Dresden makes against figures who have Mystic Powers, or which are supernatural or creatures unknown to Science (this includes the Yeti) will add a -1 modifier to the figure's Pluck Roll.	5
Deadly Fighter	Talent	When Fighting, the figure may split its FV between two targets in base-to-base contact.	5
Forzare	Mystic Power	Range 6", 1 phase, Shooting or Movement (but only once per turn). Target is pushed 6" directly away from the Mystic, may do nothing more for the rest of the turn, and is considered Knocked Down if attacked during the Shooting or Fighting Phase. The target may move and act normally next turn. Since this power uses actual physical force, Impervious offers no protection. OPTIONAL: If the target figure is stopped by an immovable object or would fall as a result of the push, the figure is Knocked Down. If the target contacts other figures, friend or foe, move them out of its path with no ill effect.	12
Fuego	Mystic Power	Range 12", 1 phase, Shooting. This Power acts precisely as a Flamethrower (with a 12" range). Since this Power uses actual fire, Impervious offers no protection.	14
Hexus	Mystic Power	Range 12", 1 Phase, Any (but only once per turn). Renders one piece of electrical equipment inoperable for the rest of the game: an Engineer cannot repair it. The equipment may be repaired for future games.	8
Nightmare	Mystic Power	Range 12", 1 phase, Movement or Shooting (but only once per turn). Target must make a Pluck Roll. If passed it may take no action for the rest of the turn and is considered Knocked Down if attacked during the Shooting or Fighting Phase. The target may move and act normally next turn. If the Pluck Roll is failed, the target is Knocked Down. This Power will not work against figures with Impervious or that possess Mystic Powers.	14
Reassuring	Talent	Any friendly figure within 3" of this figure (as long as the figure with this Talent is not Knocked Down), is considered Fearless.	10
Shield Bracelet	Armor	Adds +1 Armor against <i>all attacks</i> , including fire and Mystic Powers.	----
Supernatural Hide	Armor	Has an Armor rating of 10 against <i>all attacks</i> , including fire and Mystic Powers.	4
Supernatural Speed	Talent	Figure may add an inch to its movement, which may take its speed to +3.	5
Werewolf	Character Type	A Werewolf may change shape, either from Human to Werewolf or vice versa, during the Movement Phase. The shape change takes up the figure's entire phase: it may not move. It may, however, fully participate in the Shooting or Fighting Phases in that turn. In its Werewolf form, the figure appears and acts as a huge wolf, running on all fours.	
Vampire Skin	Armor	Adds +1 Armor against <i>all attacks</i> , including fire and Mystic Powers.	----

The Chicago Police Special Investigations Division

Chicago is a crossroads, both physically and mystically, lined and underlain with dozens of confluences of ley lines in the town and its environs. These ley lines, conduits of mystic power, may be tapped by those with the necessary knowledge to enhance their own abilities or to turn power against others. The ley lines themselves have their own characteristics: some benign, some malevolent, some chaotic. In addition, these mystic intersections attract creatures of alleged mythology that are, in fact, very real: vampires, werewolves, and zombies, among others, and entire worlds of the sidhe, those we call Faerie, made up of creatures from the sublime to the hideous.

The Special Investigations Division of the Chicago Police Department was set up to handle those crimes which were unexplainable by normal human reasoning. It became a dumping ground for cops who had offended or crossed the corrupt men who run the department. But once there, these policemen, already unconventional in their approach to law enforcement, quickly learned that there really are things out there that go bump in the night. And they are to be feared. And some—many—just can't be stopped by a bullet.

Harry Dresden

The White Council of Mystics was established more than a thousand years ago to police the mystic world and protect humans from the misuse of Mystic Powers. Harry Dresden, who is working as a detective in Chicago, is now a Warden of the White Council due to its war with the Red Court Vampires. He works as a consultant for the Special Investigations Division, but is its *de facto* leader. His mystic powers lie in evocation, brutal effects that lean towards blasts of fire and force.

Karrin Murphy

Once a Pinkerton detective and now Chicago's first—and only—female cop, Murphy quickly found herself dumped into Special Investigations. She devoted her considerable talents to the job and now is the lieutenant in charge of the unit. It was Murphy who sought out Dresden as a consultant to aid in her battles with the supernatural. A petite, cute blonde, she is a master in martial arts and a first-rate shooter who prefers the latest weaponry. There is chemistry between Murphy and Dresden, but both have suppressed their romantic urges for the duration of the fight.

Thomas Raith

Dresden's half-brother, Raith is a vampire of the White Court. These vampires feed on human energy, not blood: they are sexual predators, using their supernatural good looks and psychic aura to attract both men and women. During intercourse, or any direct physical contact where emotions like lust are heightened, they feed off their prey. Thomas, being half-human, is trying to keep his inner demon under control, and often aids Dresden in fighting dark supernatural forces.

Molly Carpenter

In her teens, Molly manifested Mystic Power, and now is Dresden's apprentice. Her mystical talents lie in illusion and mental manipulation. She is the daughter of a Knight of the Cross father and a Mystic mother who tried to keep her powers secret.

Waldo Butters

A coroner working for the city of Chicago, Butters lost any opportunity for advancement when he correctly, and inconveniently for the authorities, noted that some of the bodies and bones he worked on were not human. He serves as the unofficial medic for Dresden and company.

Will Borden

Will is a college student who, with some friends, learned to shape shift into wolves in order to protect their neighborhood. He and Dresden have worked together often, and are close friends.

Bob the Skull

Bob, so named by Dresden, is an air spirit of pure intellect that resides in a rune-marked skull. Bob is a repository, a super archive, of thousands of years of arcane and mystic knowledge, and knows the strengths and weaknesses of all manner of creatures and mystic practitioners.

NOTES

Although there are not a lot of mystic powers or supernatural creatures in *In Her Majesty's Name* at present, I believe that the addition of more and more of these types is inevitable. As such, a Company capable of taking on vampires or zombies, or demi-gods and Faerie queens, will be a necessity.

So, what if the wonderfully-wrought characters of the Dresden Files series by Jim Butcher were transported back in time a hundred years and set adrift in the *IHMN* universe? That is the question I asked myself, and this, so far, is what I've come up with. How practical it is I cannot say, but it has been fun.

As it stands, the Company limits its characters to their essentials, but leaves a lot up to the player. I cannot imagine, for example, Harry Dresden without the Eurdite Wit talent: his constant banter, both with friends and unspeakably hideous foes, is one factor that makes the books just a lot of damn fun. But Fuego or Forzare is up to you. Feel free, of course, to change what you will. There is a reason for everything, but you may not agree with it. Harry's not a particularly good shot with a pistol, for example, but I specifically gave him a +3 SV to aid him with the Fuego power, using the Flamethrower rule to take on multiple targets. The Bite Attack talent was designed to give Will the hit-and-run wolf tactics he and his friends use in the books. And so on.

Another factor is which Harry or Molly to use in the Company, as both change and grow in power throughout the series. You can easily adapt to this by adding or subtracting points for talents and/or powers.

Obviously there are a lot of creations new to *IHMN* here as well, from spells...I mean, Mystic Powers...to talents, to, well, Bob the Skull. I have tried to keep everything simple and use existing rules wherever possible. Sometimes it has been hard: my original concept for Forzare involved Pluck Tests for all figures contacted by a pushed-back figure, and possible death for a figure pushed off a particularly high cliff. It ran to, I think, three paragraphs, and that is definitely not in the spirit of the game.

So enjoy, and most of all, let me know what you think!

And, yes, I am working on stats and rules for a zombie *tyrannosaurus rex*.

Mike O