

# DEADLY SECRETS

## COP BUDDY FANTASY RPG

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**Start:** You're Inquisitor Blarsky in the city of Ironbay. Prince Caelen was visiting from the nearby city of Darkmoor when he was murdered. You've been ordered by the angry, paranoid King Vardus of Ironbay to use your investigation skills to find the murderer before Darkmoor's army and navy can arrive and raze your city to the ground. Your companion is Sargent Hutch from the city watch. He doesn't like you because you sent his best friend, Finn Ironheart, another city watchman, to jail for corruption. Sargent Hutch is a professional and will probably do his job protecting you and upholding the law. Okay, he'll probably uphold the law.

**Play:** 1. Choose or roll for a Suspect to talk to and roll for an Obstacle. Players describe what their player characters say and try to do to overcome the obstacle and get the truth out of the suspect.  
2. Roll equal to or lower on 1d10 as a party with a chance from 3 to 7, 30% to 70%, of getting a win on the Success Ladder. Increase your chance if you did well, decrease your chance if you did poorly. If you're unsure make it 6, a 60% chance. Success is rolling the chance or less on a ten sided die and means getting a win. Failure means taking a loss. You can continue searching for the killer even after the attack on Ironbay has begun.  
3. Repeat until you discover the killer. Then roll for a twist and you can play out the consequences and what you do with the murderer in any way you choose to.

### Success Ladder

3<sup>rd</sup> win: You discover the killer – Roll on the suspects list then roll for a Twist

2<sup>nd</sup> win: You discover the Motive for the murder

1<sup>st</sup> win: You discover the Method of the murder

**Start Here** – unrest with murder of the Darkmoor Prince visiting Ironbay

1<sup>st</sup> loss: Darkmoor navy blockades Ironbay's harbor

2<sup>nd</sup> loss: Darkmoor army places Ironbay under siege

3<sup>rd</sup> loss: Darkmoor attacks the city of Ironbay. The destruction has begun.

**D10 Roll Under System:** For individual actions roll equal to or under your chance on 1d10. **The default chance of success is:**

**A 7 when a character does something they're good at** (a 70% chance)

**A 5 at something they're okay at** (a 50% chance) and

**A 3 at something they're bad at** (30% chance).

The GM can raise or lower the chance of success to reflect the difficulty of the action, the skill, attributes and background of the character.

**Suspect/Location\*/Faction d10** Each faction could be behind the murder

1-Mayor Haldor/Town hall/scheming politicians

2-Inkeeper Rowan/Wayfarer Inn/Darkhaven allies

3-Darkmoor Ambassador Grandemir His Excellency/Palace/paranoid royalty

4-House servant Percival/City slums/exploited workers plotting a revolution

5-Noble Lord Alistair Thorncrest/Mansion/snobby authoritarian nobility

6-City watch Captain Felshade/City watch station & jail/corrupt police

7-Money lender Crassus Leechman/Bank/predatory bankers

8-Mob boss Luciana (Black widow)/Gated stronghouse/territorial gangsters

9-Merchant guild master Tobius Irontrade/Markets/greedy plotting merchants

10-Street crim informant Whispers/Sewer hideout/devious deadly street crims

Odd numbered factions are rivals to even numbered factions with the strongest rivalry between 1-2, 3-4, 5-6, 7-8, 9-10.

\*30% chance any suspect has already been thrown in Jail by the king. Sargent Hutch's friend, Finn Ironheart, is in the jail and may have useful information.

**Obstacles: Roll d12 once each time you talk to a suspect**

1-Lying suspect has dodgy alibi 2- Evidence lost/destroyed

3-Fake clues planted 4-Faction tries to bribe you to implicate rival faction

5-Suspect terrified of speaking to you 6-Suspect drunk or drugged

7-Lawyer stops suspect answering questions 8-Suspect hostile and unhelpful

9-Faction tries to warn you off 10-Mob angry at city guard chases you

11-Attempt to frame you for the murder 12-Faction tries to kill you

**Method d10:** 1-Poison 2-Curved dagger 3-Truncheon 4-Garrote 5-Abacus

6-Kitchen knife 7-Stake 8-Broken bottle 9-Royal scepter 10-Ornate fire poker

**Motive d6:** 1-start war 2-love triangle 3-weaken Darkhaven's ruling structure

4-remove trade restrictions & policing between the two cities

5-rob something valuable 6-strengthen rival claim to Darkmoor throne

**Twist**

1-An extra murderer and faction was involved (roll again)

2-The king decides to let the murderer go free (you decide why)

3-Murderer has fled the city or is hiding (you can track him/her down)

4-Murderer and faction turned their location into a fortress and will fight

5-Murderer was framing suspect (roll again for real killer)

6-Murderer is a serial killer (the real motive). Faction not involved.

**Ironbay:** Carrying weapons, shields or wearing armor is against the law in Ironbay with the exception of soldiers when they're in the barracks or palace guards when they're in the palace. The City Watch carry truncheons. If a faction is trying to kill you or you're being attacked your survival could depend on avoiding face to face combat. You could blow your whistle but the City Watch may not come soon enough to save you if they come at all.

**Playing The Game:** This game is all about using your imagination and the previous page of rules is all you need to play. If you're the GM or playing solo use your imagination to play suspects and factions. And if you're a player use your imagination to come up with creative solutions to obstacles.

## CHARACTERS

**Attributes:** Characters have 3 attributes Strength (Str), Dexterity (Dex) and Intelligence (Int) ranging from 3 to 7. For some tasks you can roll your attribute or less on 1d10 to determine your success (GM's discretion).

**Hits:** Characters start with a number of Hits. When your Hits reach zero you're unconscious. Less than zero and you're dead. Tending to wounds after a combat encounter recovers 1 Hit. If you get a full night's rest you recover a number of Hits equal to your Strength.

**Class:** You can try anything cool you can think of that matches your character's class, background or experience. Creativity is rewarded. If it sounds really cool then you roll as if you're good at it (7 or less on 1d10) GM's discretion.

**Boon:** Roll two dice and take the best result. Double boon: best of three.  
**Bane:** Roll two dice and take the worst result. Double bane: worst of three.  
 An action or spell may result in a Boon for a character this round, their allies the next round or a Bane for opponents next round. In combat a monster or opponent's bane becomes a boon for the player characters attacking it.

**Inquisitor Blarsky:** Hits 6 Str 4 Dex 5 Int 7 truncheon, concealed curved dagger, whistle to summon city guard reinforcements  
 Fight dirty – kick sand in face, kick, hit or knee in nether regions, spit in face, head butt, trip, broken bottle attack etc. Boon doing any one of these actions for the first time in a combat encounter. 2 Hits damage  
 Surprise stab: Attack by surprise using concealed knife for 3 Hits damage.  
 Improvised shield – improvise any likely nearby or carried object as a shield to absorb 1 Hit damage. Object is broken after one Hit damage.  
 Dodge: dodge all incoming attacks. Same as Defend but matrix style cool!  
 Stealth: Disappear like a shadow or move silently like a ghost.  
 Pick locks, open safes etc.  
 Anticipate first attack.

**Sargent Hutch:** Hits 9 Str 7 Dex 4 Int 5 Truncheon (2 Hits damage), manacles, lantern, oil, flint (for lighting the lantern).  
 Brawling: Elbow smash, Head butt or Knee. Boon (first time) 2 Hits damage  
 Bodyguard: Use Defend action to defend someone else instead of you  
 Sense danger. A sixth sense for knowing when someone is about to attack.  
 Throw: You throw objects as improvised weapons (1 Hit damage)  
 Restrain opponent. Boon first time.

## COMBAT

Combat is simultaneous and narrative. A combat round lasts long enough to take multiple actions which you narrate in the coolest way possible. A combat roll takes into account all of these actions and the actions of your opponents, gives you damage dealt and may include complications.

### Chance Of Success 1d10 Roll Equal To Or Under Target

Roll d10	Outcome	Melee Combat
1	Epic Success	Deal double damage
2-6	Success	Deal damage
7	Success + complication	Deal + take damage
8-9	Failure	Take damage
10	Epic failure	Take damage + complication

### Damage by weapon:

Light weapons 1 Hit: dagger, fist, gauntlet, sling (small stone), shield, whip  
 Medium weapons 2 Hits: truncheon, battleaxe, bow, sword, pitchfork, spear, quarterstaff, club, spiked shield, sling (large stone), spear, staff, sword  
 Heavy weapons 3 Hits (2 handed): Bastard sword, greataxe, giant club

**Multiple Opponents:** Hits damage can injure/kill any opponent in range.

**3 Ranges:** Close or melee range, thrown range and missile range.

**Armor & Shields** absorb damage, absorbing a maximum of one Hit total per attack round. Any extra Hits damage are taken off the character's Hits.  
 Light armor (leather): 1 Hit. Medium armor (chainmail) 2 Hits. Heavy armor (platemail): 3 Hits. Small shield: 1 Hit. Large shield: 2 Hits  
 Shields take the use of one hand (no 2 handed weapons or dual wielding).

**Armor Repair:** A shield or armor reduced to 0 Hits no longer absorbs damage. After combat characters can attempt once to make repairs. 70% chance for each item. Success+complication = only 1 Hit repaired.

**Defend:** In any round a player character can choose to just defend. You can't deliver damage but if you're successful you don't take any damage from attacks that round including automatic damage from multiple monster attacks. Success + complication = broken item/1 Hit damage on armor or shield/bane on next round. Epic success = boon on next round

**Opponents** Most opponents have 1-3 Hits (commoners) to 6 Hits (soldiers or police) to 9 Hits (elite soldiers, rebels or police). They die at 0 Hits unless you intentionally try to knock them unconscious. They have a 40% success chance on thrown or missile attacks and on extra attacks on the same character when 2 opponents attack a character at the same time.