

Southowilson, NorCal Republic, 2100 AD

Mission Statement: Special Investigations and Operations Division is a wildcard unit, composed of the best detectives and MaxTac officers on the Southowilson Police Department. These detectives are chosen for experience, intelligence, and initiative. SIOD, unlike other divisions, is centrally located and administered from the SWPD Central HQ in Eddings Plaza. They are posted all over the city as necessary but answer only to the division captain at HQ.

SIOD handles all cases which are too high-profile or too low-profile for regular investigation. Gangs, organized crime, drug rings, serial killings, corporate crimes, and so forth all fall under the auspices of the SIOD. If it is too dangerous, too sensitive, too tangled, and too bizarre for other division, SIOD gets it. This happens more often than most civilians realize.



Character Creation: These are going to be fairly advanced characters, “Veteran” PCs with 8 Advances (p. 68). Before you build your character, decide on their background. All police officers start with a free **Major Hindrance: “Vow (Protect and Serve)”** and **Edge: “Legal Authority”**(see below). These are before you start taking other Hindrances and Edges.

New Edge - LEGAL AUTHORITY: The character has a duly appointed responsibility as a peacekeeper within the campaign's domain. It is his duty to know and enforce the area's laws. The character has the government support to undertake these actions and some degree of cooperation from the area's law abiding citizens. The character has the authority to call other officers for support in pursuit of crime and can expect to receive such support in relatively short order. Individuals who don't cooperate with a Legal Authority can be brought under arrest. Characters with LegalAuthority have the right to stop and inspect anyone whom they believe to be in the process of committing a crime. They may also pursue criminals onto private and secured property, though this may require the effort of obtaining a warrant if there is no direct evidence that a crime is in process.

1. Everyone starts off as a patrol officer, so all Advances for the “Novice” level should somehow relate to life as a beat cop. They do not actually have to be from Southowilson at the patrol level. Your PC could transfer in during the first part of their career from elsewhere.
2. Once you hit “Seasoned”, you need to decide if your character became a Detective, or went the MaxTac route and joined SWAT or a similar unit. You would then pursue all of your Advances in a manner that reflects this career path... Detectives should definitely take “Investigator”, while Tactical officers would have some combat or leadership edges.
3. “Veteran” is the level that gets you into SIOD, and can reflect nearly anything you like. You guys will be just starting as new SIOD Officers, so not knowing how things work is realistic.

Equipment - Every SIOD officer is issued a vehicle (car or bike are usual), concealable body armor, sidearm, and a carbine or shotgun. Anything else must be requested. Starting personal funds are \$2000 - one of the nice things about personal equipment is that your boss doesn't know you own it, and there is no asking permission. Many times, your chain of command will deliberately not ask how you got things done, because if they don't know, they can't be held responsible.



SOUTH WILSON

Special Investigations and Operations Division

POLICE DEPARTMENT



SIOD is organized around a command element, and three or four squads of 4-5 officers, each of which is tasked with a separate case. Each squad is headed up by a detective sergeant, who is usually the most experienced officer on the squad. Each squad has a separate office space, all around a common briefing area near the SIOD Captain's office. The SIOD is actually based in Turner Plaza, in the Judicial Center (Bldg 11), but SIOD officers on operation will usually be operating out in the field, at local precinct offices.

COMMAND

Captain Mayfield "The Main Vein" Brucato: Renowned throughout the SWPD as a perfectionist and harsh critic, Capt. Brucato rose through the ranks through a combination of skill, dedication, and ruthlessness. He is respected by all, but liked by very few. Those dealing are advised that he will not tolerate failure, but will back his officers completely against outside criticism and interference. Capt. Brucato and his staff handle public relations, case assignment, and finances for all of SIOD. So long as the detectives consistently produce results, Brucato will usually approve requests from them. Failure usually results in transfers out of SIOD. His nickname is a reference both to his other, less flattering nickname (dick), and the veins always present in his forehead. Brucato is a multiethnic man of 48, balding but still in shape. He is usually chewing someone out on the phone, usually in the mayor's office. He is perpetually stressed looking, and is a chain smoker of jalapeno cig sticks.

Detective-Sgt. Michael Wang: One of the oldest detectives on the SWPD, Detective Wang is a tired looking 61 year-old Chinese man, always dressed in frumpy clothes and looking sleep-deprived. Wang is a curmudgeon through and through, and is constantly grouching about how bad things have gotten. Nothing surprises him, and he is totally unfazeable. Wang is a master of working bureaucracies, and can get nearly anything from higher-ups. He will be the first to point out that it won't help anyway. Wang grew up in the Southwilson area, his family emigrating from the SF ruins. He was a beat-cop when Ike Tower was going up, and will happily compare things to the "good old days". Wang is the senior sergeant, taking over for Capt. Brucato, and basically the "old man" of SIOD.

1ST SQUAD

Detective-Sgt. Ramon Ramirez: Det. Ramirez is one of the friendlier officers on the force. He is conscientious, civic-minded, and dedicated to his community. He also has a terrible sense of humor. Ramirez is a constant source of one liners and bad anecdotes, and is usually the one who assigns nicknames. Det. Ramirez got his because he has seven kids, all by one wife. His family lives in the East Projects, so he has a special bone to pick with the Chavez syndicate in that area. Ramirez is a solidly built hispanic man of 40, and a career detective. He takes special delight in organizing communities to control crime or deal with issues, and displays a flair for organization. He is the third in command behind Capt. Brucato, and Det. Sgt. Wang.

Charles Nakembe: Det. Makembe is a tall, heavily muscled East African man of about 34, and a good compliment to Det. Sgt. Ramirez, his usual partner. Makembe is a caring person, always willing to help someone in trouble. He is serious-minded, and devoted to his family. He and Ramirez are heavily involved in community projects around Southwilson, possessing a similar gift for organization. His deeds during a 2080 brushfire war brought him here out of a need for atonement. Needless to say, he has a TAC background. He has two wives and seven children, all adopted.

Terry Hasegawa: Det. Hasegawa is a caring, insightful woman, an attractive Japanese woman of 35. She has made a career of serial killers, and has the ability to accurately forecast personality types. She is renowned for this skill, and often lectures at EU's criminology department. Currently she is trying to get into Vannoy's past and help her. This, needless to say, is unwelcome. Hasegawa and Fujimori don't get along well at all, and avoid each other when possible. She has a reputation for being friendly in a no-nonsense way.

Kenny Fujimori: Det. Fujimori is one of the least popular detectives on the force. He is physically perfect, a deadly martial artist, keenly intelligent, and arrogant as hell. Ken always dresses in the finest Takanaka Exec clothing, and has ties to the Arasaka family. Think "Iceman" from Top Gun as a pattern, and you are getting close. For some reason, he and Det. Khan get along reasonably well. Det. Fujimori is harsh with perps, and unforgiving of mistakes. He also enjoys baiting other people, goading them into mistakes and exploiting their weaknesses. This works well on the street, but causes problems in SIOD. Det. Fujimori has a special affinity for killing yakuza. Many gunsels have fallen while "resisting arrest", usually cut down by his mono katana.

Nikolas Mataschenko: Det. Mataschenko is a handsome caucasian of 34, specializing in organized crime. He is a skilled fixer, often working with Det. Hahn, though the two do not like each other much. "Adder", as he is called, is known to be untrustworthy. He is prone to screwing others for his own gain, and is usually the first to speak to Internal Affairs. He acts as a whistle-blower, keeping his own nose scrupulously clean. No one in SIOD has fallen prey to his schemes, though a few regular detectives have. Needless to say, he is not well liked. He gets along famously with Det. Fujimori, who is the only person who will socialize with him.

2ND SQUAD

Detective-Sgt William Kosewicz: Det. Kosewicz is an older man, about 55, with a long and checkered career. He has been promoted and demoted many times, and were it not for his conviction rate, he would have been fired long ago. Kosewicz is a bully; he enjoys roughing up perps and acquiring "confessions". He is also on the take, accepting bribes from all comers. All in all, a textbook example of what not to do. He is abusive interpersonally, especially to Det. Ashelin. In spite of these many flaws, Kosewicz has one redeeming feature, his determination. When he sets his mind on something, he achieves it, no matter what the cost. If Kosewicz is hunting you, then no place on Earth can hide you for long.

Robert Ashelin: Det. Ashelin is an uninspired officer, a plain looking white man of 31. In fact, his main virtue is that he is nearly invisible. Not only is he quiet and stealthy in tactical situations, he simply goes unnoticed the majority of the time. Ashelin is friendly in a stiff sort of way, and seems ill at ease with large groups. Hasegawa theorizes that he suffers from low self-esteem. He spends his off-duty time alone, and rarely socializes with other officers. In combat, he tends to disappear, only to reappear in the midst of the foes. His background is homicide investigations.

Curtis Hahn: Det. Hahn is a wheeler-dealer and a face man, originally from vice. He always knows the word off the grapevine, and excels at undercover work. If anyone needs black-market materials or resources, then Det. Hahn is the one to talk to. Hahn's side deals are an open secret, and Internal Affairs has a long file on him. He is an attractive caucasian man of 32, with brown hair and an easy manner, a la Ralph Fienes (Strange Days). Capt. Brucato ignores his excesses due to his results, but Hahn's methods alienate him from the more "by the book" detectives. He also runs a number of quasi legal betting pools, and many patrol officers owe him money and favors.

Christina Vannoy: Det. Vannoy is an attractive caucasian woman of 29, with red/black hair and a tough-as-nails attitude. She specializes in undercover operations, befitting her vice training. Vannoy suffered some terrible trauma in her past, and tends to put up a harsh front. She is capable of blistering verbal attacks, and speaks street-lingo better than anyone else in SIOD. She has unparalleled knowledge of the skin trade and the organizations that deal in it. Vannoy is not close to any of the other officers, though she works well with Hahn and had a relationship with Shannon in the past. Det. Hasegawa is currently trying to get her to open up, pissing Vannoy off to no end. Vannoy is a very skilled artist, capturing life on the

street with her tortured paintings. She keeps this side of her well-hidden, but will open up to someone who understands art.

Kirpan Khan: Det. Khan is a Sikh, and a fifth generation police officer. Though a skilled fighter, his real forte is investigations. Det. Khan is upright, noble, honorable, and somewhat priggish. He disapproves of lax discipline, and makes it known to others. He comes from a large family in Southwilson, many of whom are in public service. Despite his arrogant demeanor, he genuinely cares for the SIOD, and will always lend a hand. Det. Khan can always be counted on to pull his weight, but not without urging others to do the same. Khan resents Det. Delgado's recent success, feeling she received undue credit for several high-profile collars. Khan is a tall, regal looking Indian, who speaks with a faint educated accent. He always has the visible trappings of his faith, including turban, beard, and dagger.

3RD SQUAD

Detective Sgt. Kevin Murphy: Kevin Murphy is an athletic black man of about 30, with quick wit and a ready smile. His main trait is his inability to resist a good cause. Kevin is an idealist in every sense of the word, as well as a 4th generation officer. He is the nephew of the Chief of Police, and some doubt his ability because of this. Nonetheless, he is a dedicated and energetic detective. He specializes in corporate crimes, and is a skilled lawyer as well. Most cases involving corps cross his desk, as he is both skilled enough to make cases stick, and dedicated to justice. Kevin truly hates "evil corps" and other organized victimizers, seeing common perps as schmoe's who have lost their way in life. Murphy dislikes Fujimori, but gets along nicely with Det. Khan.

Tae Kuk Youn: Tae is a small, wiry Korean man of about 29, pleasant looking but basically a loner. Tae dresses in max-flash, and appears to be in competition with Fujimori in that regard. The two dislike each other intensely due to some childhood rivalry. Tae's basic specialty is that he is a prowler. He can sneak into anywhere, has no fear of heights, and is blindingly fast. Some say that his dress is a way of compensating for his job. Tae handles the really difficult surveillance jobs for SIOD. He is also a demolitions expert, and is rumored to have carried out black op's for the police in the past. Despite all this, his background is investigations, specifically kidnapping and robberies.

Marina SanGiacomo: Det. SanGiancomo is a stunning Italian woman of 31, possessed of great intelligence. She is a quiet note-taker, well able to use her beauty to loosen tongues around her. She is also a social climber, dating among the higher echelons of society. Something about her is vaguely condescending, and so she is not well liked. She especially dislikes Det. Vannoy. Det. SanGiancomo is from investigations, promoted after a particularly successful bust of an SDI drug ring. She is something of an expert on the syndicate. She also resents Detective Sgt. Murphy's success, feeling that the position is hers. As a result, she undermines Murphy when possible.

Deion Hammond: Det. Hammond is a no-nonsense, by the book detective, a third generation officer striving for promotions. He is friendly, but distant. His family served under Wilson himself, so Deion takes his job seriously. He considers it his misfortune to be stuck with Det. Argyros as a frequent partner. Det. Hammond is a black man of 29, tall and thin, and always well dressed. Hammond is a church-going Catholic, so he conflicts with Argyros on those grounds as well. However, he does have a strong moral core, making him a good counterbalance to the freaked out Greek. Hammond and Murphy are quite close to one another, having much in common.

Aristo Argyros: Det. Argyros is a wiry Greek man of about 26, and something of an enigma. His background is investigations, but his real forte is netrunning. He comes from a corp family, and has been involved with the net all his life. He shows the effects of addiction to IQ boosters and net-combat drugs, but holds out nonetheless. Argyros claims to have met gods in the net, and is now a full member of a DDI/Voodoo sect popular in Southwilson. He calls the gods by their Greek names, accepting that they are aspects of voodoo loas. Needless to say, most people think he is quite mad. Actually, he is.