

Using Mutant City Blues with Secrets and Lies

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thanks to Simon Rogers

Requires both Mutant City Blues (www.pelgranepress.com) and Secrets and Lies
(www.plumbagolounge.com/plumbago.shtml)

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Mutant City Blues by Pelgrane Publishing is an excellent setting to use with the Secrets and Lies rules. Miami makes for a culturally rich Mutant City while super powers give an exciting twist to Secrets and Lies.

This article is about running a game featuring the Heightened Crimes Investigative Unit under the rules of Secrets and Lies. It's a different kind of game; still a police procedural, but also exploring the ranks within the department, the effect of celebrity and the toll that the job takes on officers. The rules also allow one to be on the lookout for clues at all times, define their expertise as the story demands, and experience the terror of a super-powered conflict that could end their career in a flash.

Don't feel obligated to use the Plumbago Lounge, or even the city of Miami, in your campaign. Use whatever city you are comfortable with.

Difficulty

The basic rule of thumb for translating Difficulty from Mutant City Blues to Secrets and Lies is to subtract one. If the Difficulty in MCB is 4, then you need 3 Discipline to accomplish the same feat in SL.

For a Difficulty of exactly 7 (6 in SL), the odds of success are statistically identical in the two games. For a spend (in MCB) or Risk (in SL) of 1 point, you need to roll a 6 in MCB or draw 1 stone out of 6 in SL. For two points you have a 2 in 6 chance, and so on until you can buy your success with 6 points in either game.

The difference is that in Mutant City Blues, the points are spent whether you win or not. If you win such a draw in Secrets and Lies, you now have 6 Discipline for the day.

Health and Stability checks

In Secrets and Lies there is no equivalent to Stability, an important ability in Mutant City Blues. When the rules call for a Health or Stability check, the character must allocate Discipline equal to the Difficulty minus one or fail the check. This is not a skill: there is no skill limit on the amount one can allocate.

For any entries requiring low Stability in MCB, assume that anyone with 2 or less Discipline at the moment qualifies.

Rather than suffering a Mental Crisis (MCB page 102), the player can choose to indulge a Desire they do not currently possess at level 3 or 4. During Violence, a Mental Crisis keeps you from bidding any Well.

The points demanded by Health and Stability checks take a big bite out of the Discipline budgets of starting players. They will have to choose between failure, Risk, indulging Desire, or perhaps Consequence (for instance, by allocating points away from Fitness).

The Draft

This describes a draft for creating HCIU officers. It is an advanced draft (SL page 48). The Planner should always feel free to alter the draft rules given in the book, here, or anywhere else. They only provide a starting point. Altering the Draft is a way for the Planner to breathe life into their campaign.

Job Skills

All characters have the Job Skill of Law Enforcement.

Add Allowance (SL page 38) to the draft. The player who drafts Upper Class will need it in order to keep it. If you like, also add the Job skill of Law (see Investigative Abilities).

While characters are playing out their investigations, they do not have to allocate Discipline to their Law Enforcement job. That is an abstraction; in this case, you are actually playing out the job and will succeed or fail accordingly. If you don't want to play a police procedural, perhaps you can abstract out the Job as usual and focus on the interpersonal relationships and politics in the department.

Power

As described in "Clawing up the Career Ladder" (SL page 42), Power will determine rank on the force:

- 0 – Patrolman, probationary member of the HCIU
- 1 – Detective
- 2 – Sergeant
- 3 – Lieutenant
- 4 – Captain, eligible to become Chief of Detectives (MCB page 146)
- 5 – Police Commissioner (MCB page 145)

The Planner may want to disallow any Power of 3 unless they want one of the player characters to be watch commander (MCB page 169). Power 4 and 5 should be out of reach.

As police, characters will not be able to use their Power to affect issues as described on SL page 60. They can use Celebrity and Income if they wish.

The -2 Power is available, but an officer's Notoriety is limited to 1 in order to remain on the force. Thus, a player who drafts Age 21-27 and -2 Power will be a patrolman with Notoriety 1. Gaining Notoriety 2 or more will remove the character from play and the Planner should always warn players who are at risk of it.

Discipline and Ki

Lay out 2 Discipline and +/-1 Ki per player.

Desire

Desire is not drafted; everyone starts with 1 Consumption and must choose 2 more Desire. For 2 points, an officer can start with a mutant defect at stage one.

Disallowed Drafts

The Negative Trait of High School is not available, as it would disqualify the new HCIU officer. The Age of 16-20 is not available, as it limits Education. Age 70+ with +3 Power is not available, as it would tend to keep characters off the street.

Non-Police Characters

If the Planner wants to run a campaign where not everybody is police, they can allow these drafts and have the others be family or confidential informants. A Job draft is still not recommended; anyone who doesn't qualify for Law Enforcement can negotiate with the Planner for a different job.

Drafting Powers

For each player, add 4 powers to the draft. Each draft gives the player a power at level 3. Each repeated draft of the same power increases its level by 3. Like anything else in the draft, no two players can draft the same power.

Skipping Powers

In order to skip a General Power, you must sacrifice one level. To traverse a dotted line to a correlated power, sacrifice two levels.

Splitting a Draft

When you reach an Investigative power, you may spend as few levels as you wish (even zero, which skips the power) and then draft another power with the levels that remain.

Some General Powers have limits on the level or must be taken at one specific level. When drafting a General Power, you must devote all three levels to that power unless you reach the limit given. If so, you can spend the additional levels on a connected power.

Non-Mutant Characters

Players can choose not to draft any Mutant Powers and still be on the HCIU. They will not be a mutant and cannot gain mutant powers later.

Adventure Skills

Violence and Observation are not part of the draft. All detectives start with those skills at level 3. Probationary detectives (Power 0) start with Observation at level 2.

Mutant Powers

Like Adventure Skills, you have to fuel powers with Discipline. The skill level is a limit on how much Discipline you can risk at a time. You can allocate Discipline up to the power's Level, then Risk for the amount you need. After that (if you win), you can maintain the power at that level if it is appropriate. You cannot reduce that level – cashing in your winnings – unless you drop it down to the power's base level.

Watch out for the terms 'Allocate' and 'Spend' in the power descriptions below. Spent Discipline is gone for the day. Allocated Discipline can be reallocated as needed. If there are both spent and allocated points listed, then they are added together against the maximum points (the power's Level) that can be used.

Investigative Powers

Sensory Powers

These are: Analytic Taste, Environmental Awareness, Hearing, Microvision, Olfactory Center, Plant Communication, Spatial Awareness, Technopathy, Thermal Vision, Touch, Translation, X-ray Vision.

Each power is active for as long as the character allocates one or more Discipline to it. This is not cumulative with Observation, though most powers duplicate part of Observation. For example, Hearing will detect someone moving silently but will not detect a lie. However, Hearing can also pick up sounds that no human could detect.

Observe Dreams

To shut out the target's emotions, Allocate Discipline equal to the target's Ki. Detecting and remembering this encounter uses Observation rather than Stability.

Read Minds

The default level of this power requires zero Discipline; in fact, you must allocate 1 Discipline to shut it off. Spend 1 Discipline per point to gather information.

Deep drilling requires a spend of 1 Discipline, then an allocation of 4. The required target for the target's Stability test starts at 4 and drops by 1 for each Discipline allocated by the reader, but that has to be declared at the same time as the 4 points for the read.

Example: Jason has Read Minds at level 4 and wants to drill into Kelly's mind. He also wants to reduce Kelly's Stability test to 1. Jason will need to spend 1 and then allocate 7 Discipline all at once; this requires a Chaos(4/3) draw, assuming he has 4 Discipline to Risk. Jason cannot Risk Chaos(4/4) for all 8 Discipline; he must spend the 1 first.

Spatial Awareness

Grants no bonus to Violence.

General Powers

If not noted below, the character allocates Discipline against a target set by the Planner in order to use a power. Allocation is limited by the Level of their power, but may then use Risk to get any more that they need. Use the Difficulty numbers given in Mutant City Blues and subtract 1.

Absorption

Absorption may be attempted at the end of Violence, an Assassination attempt (SL page 57) that need not do any Wounds, or just by a handshake. The absorbing character must allocate Discipline equal to the target's level in the desired power. Allocate 5 or 7 points as noted in the power description.

These allocations need not be cumulative unless one absorbs another power (third, fourth and so on), but even then the allocation is only 7 per power, not 7+14 for three powers (for example).

To extend the power's duration, spend 1 point as noted.

Alter Form

Allocate points as noted. For significant departures as noted, Violence and Chase skills are reduced by 1. Spend a point to maintain form as noted.

Fitness automatically changes to that of the target. One can use Alter Form to change your Fitness at will, even without changing the face. The cost for this is 3 points plus 1 per level change.

Armor

For each point of Discipline allocated to Armor, add a token to the draw to survive Wounds. When activated, appearance changes to Disfigured. The itchiness counts as a one-point distraction (SL page 30).

Blade Immunity

If everyone on one side of a battle has Blade Immunity, then the other side contributes no Discipline from blades. Otherwise, run the battle as normal. Allocate 1 or more to Blade Immunity, separate from the allocation to Violence. During the wound draw (step 13a), remember that you declare the weapon used when you draw the token. If someone has Blade Immunity, then they can ignore one Wound from a blade for each point they allocated to Blade Immunity. If they ran short, then they can spend 1 Discipline to ignore the wound. The wound draw is ignored, not re-drawn.

Blood Spray

Must spend 3, then may allocate more to increase the Athletics test. People in the area must Allocate 2 Discipline (after they regain their footing, if needed) or flee. Anyone hit by the Blood Spray has their Violence and Chase skills reduced by 2, but not until any current Violence or Chase is resolved. Blood Spray, by itself, does not count as initiating Violence. The 3 points spent can be recovered before the end of the day, as noted for restoring Health points on MCB page 40.

Cognition

Spend 1 point to use. The power's level is the maximum number of times you can use it on a single case.

Concussion Beam, other Blast Powers

These powers replace a character's Violence skill during violence. They require Discipline to empower as always, but they count as both a character's skill and their weapon. Healing time is as follows:

- Venom (spit), Venom (stinger) – Ten minutes
- Concussion Beam, Telekinesis, Water Blast, Water Manipulation, Wind Control – Hours
- Light Blast, Psionic Blast, Self-Detonation, Sonic Blast – Days
- Ice Blast, Lightning, Secrete Acid, Spit Acid – Weeks
- Fire Control, Fire Projection, Heat Blast, Spontaneous Combustion – Weeks, target is permanently Disfigured.
- Radiation Projection – Weeks (see also the power description)
- Disintegration – Months, for the prosthetics and rehabilitation. Target is permanently Disfigured.

Disease Immunity

As noted in the rules, any Discipline allocated to this power is tripled for the purposes of Health tests to resist disease.

Earth Control

Anyone knocked off their feet by an earthquake is only Injured (SL page 55). Recovery takes Hours.

Emotion Control

Allocate for the initial test; may spend Discipline to extend it. If the user sends the target to Angry, they may spend additional Discipline to increase Ki through Desire for Anger as noted on page 51 of Secrets and Lies. This creates a Consequence draw for permanently increasing the target's Desire for Anger, which cannot normally happen in SL.

Empathy

Allocate, rather than spend, the points as noted in the power description. Determining someone's Relationship towards you takes 1 point, towards someone else requires 2. MPD shifts have no effect on the allocation. For each Discipline spent, may heal one Wound from Psionic Blast.

Endorphin Control (Others)

Allocate 3 for Fit and Obese characters, 2 for Fat and Normal ones, 1 for Emaciated ones. Spend Discipline up to the remaining level of the power; target indulges a Desire for Drugs at that level and may use that Well of Desire for Health and Stability tests.

Endorphin Control (Self)

No cost to activate. Character indulges a Desire for Drugs and may use that Well of Desire for Health and Stability tests. Remember that Desire cannot be Risked for more. Lasts 5 minutes, cannot be extended. The level of the power is the total amount of Desire that can be created in the course of a day.

Entangling Hair

Counts as Violence, but cannot inflict Wounds. Note that if you win the contest of Violence, you could choke a person. Use the rules for Deplete Oxygen on page 44 of Mutant City Blues.

Enter Dreams

As noted in the power description, add the highest allocated pool in any of the relevant powers to the Difficulty target. Since the target is asleep, assume that any unspent Discipline is available to be allocated. No additional spend is needed to remain in a target's dream.

Fangs

Limited to level 1.

Fangs count as knives (SL page 54).

Allocate 1 to retract fangs, otherwise they are extended.

Fire Control

For use in combat, see Blast Powers. Must have at least 7 Discipline, after Risk, to inflict Wounds with a manlike fire puppet. This 7 Discipline counts toward the Violence. If someone cannot damage the puppet with their weapons, and it is the only combatant on one side, then they cannot contribute Well (see Rout, SL page 54). May cancel out the Wounds inflicted, against anyone, with Fire Projection or other flame-based weapons.

Fire Immunity

See Blade Immunity. Allocate 3 to activate. Protects against all Wounds from fire.

Flight

Replaces the Chase skill. Each Discipline allocated allows sustained movement of 10 kilometers per hour. One point lets you move as fast as a Normal person and 2 lets you match a Fit person. Use this to determine Speed advantage in a Chase (SL page 65); flying characters should usually have Position advantage.

Force Field

Allocate to create a force field; remains up as long as you continue allocating to it. May add to the Violence skill in any contest of violence. Cannot be used to inflict Wounds; use it to skip draws as noted on step 12e, SL page 53.

Gravity Control

Can contribute up to 4 Discipline to contests of Chase or Violence, in addition to any skill or power use.

For affecting single objects, this power negates mass rather than gravity, else the wind would not affect them as much. May allocate to negate mass as shown on the table in MCB page 51 for as long as you continue to allocate. May instead spend Discipline to affect an object and leave it to float as listed for the power.

Healing

May spend 1 Discipline to remove 1 Wound. The power's level is the maximum you can spend on one person; after that, they must heal fully before you can spend again. Healing occurs after Violence but before the draw to survive a Wound. May heal Disfiguring conditions from Wounds.

High Energy Dispersal

See Blade Immunity. Costs 1 rather than 2 as given in Mutant City Blues.

Illusion

Allocate 3 per target affected. Must spend the Discipline in order to make the illusion free-standing (lasts until the next day).

Impersonate

Spend 1 for four hours of impersonation. Allocate 1 to dodge a question as noted in the power description. Must also allocate Discipline to increase or decrease your Ki to that of the target. If you cannot match their Ki, then you cannot impersonate them. The power's level is the maximum Discipline you can allocate and spend for the day.

Induce Aggression

Spend 3 or more to use. Target must match this as a Stability test.

Induce Fear

See Induce Aggression.

Induce Mental Disorder

See Induce Aggression. Can be used to induce a Desire at level 3.

Invisibility

Allocate Discipline to use. Replaces Unobtrusiveness for the purposes of passing undetected. Must reduce Ki to 0 or less.

Kinetic Energy Dispersal

See Blade Immunity. Costs 1 point rather than 2 as given in Mutant City Blues.

Lightning Decisions

By allocating 2, the character can choose to act first or last in a particular stage of Violence (SL page 52). They can either declare weapon use last (step 3), declare their Risk last (step 7), or make their Casualty draw whenever they wish (step 12). May allocate more than once for multiple steps or to outbid someone else with this power.

Limb Extension

Allocate 1 per meter as described for the power.

Magnetism

Spend Discipline as noted on MCB page 56 for 'magnetize'. For 'demagnetize', allocate Discipline to create a field of 1 meter per point, demagnetizing all items in the area. For bullets, use as per Kinetic Energy Dispersal but also add your allocation to the Violence total on your side if someone on the other side uses metal bullets.

Memory Alteration

Spend Discipline as noted in the power description, trying to match the listed Difficulty minus one.

Natural Weaponry

Limited to level 2.

Counts as Violence 3 weapons (SL page 54).

Allocate 2 to retract, otherwise they are extended. At level 1, they cannot be retracted.

Nondescript

Allocate Discipline to use. Replaces Unobtrusiveness for the purpose of passing undetected. Also counts as being Unremarkable. See SL page 56.

Night Vision

Spend one Discipline to activate for two hours.

Pain Immunity

May only be taken at level 3.

Allocate 3 to use as described. May act freely if Injured or having only taken one Wound.

Phase

Allocate 3 for every half-meter of material you want to pass through. In Violence, use as per Blade Immunity with a cost of 1 per Wound. When Phasing into a critical organ in contests of Violence, death is immediate for the target upon any Wound draw; the user takes one Wound with a healing time of Months and is permanently Disfigured.

Plant Control

See Entangling Hair. Can also grant positional advantage in a Chase, replacing the Chase skill.

Possession

See Induce Aggression. Spend 4 per additional action.

A possessed person has a Ki of 0.

You must allocate the Discipline for all skill and power uses; the target's Discipline is irrelevant.

Precision Memory

See Cognition.

Quills

See Natural Weaponry.

Radiation Immunity

See Blade Immunity.

Radiation Projection

Fitness and Medicine can only contribute one token to the Wound Survival Draw (SL page 55). Healing and Regeneration cannot remove the Wounds, only Cure Disease.

Radiation sickness is not listed under Cure Disease; assume the target is 4, the same as early stage cancer.

Reflexes

See Blade Immunity. Costs 1 rather than 2 as given in Mutant City Blues.

Resist Influence

Discipline allocated to Resist Influence count double towards any Stability test to resist a power.

Regeneration

For each 1 Discipline spent, remove 2 Wounds. The power level is the maximum number of Wounds you can heal rather than the maximum Discipline you can spend. After that you must heal fully and wait until the next day before using the power again. See also the Healing power.

Secrete Acid

May be used as described in MCB. See also blast powers. Anyone Wounded by Secrete Acid may lose possessions on Chaos ($x/4$), where x is the number of items they are carrying (SL page 34).

Self-Detonation

The target numbers are revised for this power:

- Class 1: 3
- Class 2: 10
- Class 3: 30

- Class 4: 300
- Class 5: 15,000
- Class 6: 3,000,000

If used in Violence, the user counts as an ally to everyone in the Casualty draw (SL page 53, step 12b) and does not contribute tokens to the Wound Draw (step 13). If the self-detonator is acting alone, use Rout (SL page 54). To stop a self-detonator before using their power, use Assassination (SL page 57). The Reconstitution Interval is 1 hour if 3 Violence was contributed, 2 hours for 4-10 Discipline, and so on.

Sexual Chemistry

May only be taken at level 3.

Allocate 3 to use as described. Everyone within range has Desire 3 for Sex with the user, Desire 1 if not normally predisposed. Their Relationship towards the user becomes Good.

Sonar

Allocate to use as described in Mutant City Blues.

Sonic Blast

See blast powers.

Speed

Each Discipline allocated allows sustained movement of 20 kilometers per hour. 1 point lets you move as fast as a Fit person, 2 lets you move faster than any normal human.

Spit Acid, Spontaneous Combustion

See blast powers.

Spread Pathogen

Allocate 3 or more to use; target must match the allocation. Target is Injured (SL page 55) and takes Days to recover. Spend Discipline to create contagion as described in MCB page 65; people who come into contact must allocate Discipline equal to the contagion rating.

Strength

Counts as weapon level 3. For lifting, allocate the Difficulty minus one.

For humans without this power, the Planner may use either Mutant City Blues or Secrets and Lies for lifting rules, as long as they are consistent.

Suppress Influence

Allocate 1 for every 3 cubic meters protected. Must remain in the area and cannot spend to increase the effect's duration.

Swimming

Maximum level is 1.

Allocate 1 to use. May swim faster than any normal human, giving a Speed advantage in Chases (SL page 65).

Telekinesis

See blast powers. For non-violent shifting, allocate the Difficulty minus one.

Telepathy

Allocate 2 per target. Must remain on the link and cannot spend to increase the effect's duration.

Threat Calculus

Spend 1 Discipline to activate this effect for 10 minutes. The power's level is the number of times it can be used per day. Adds 1 to contests of Violence. The Planner may tell you the level of any obvious power within range.

Telescopic Vision

Limited to level 5.

Allocate Discipline to achieve the rating given in the power description.

Toxin Immunity (inhaled)

Allocate 2 to ignore the effects of any inhaled toxins.

Toxin Immunity (ingested)

See Toxin Immunity (inhaled).

Tracking

Allocate Discipline equal to the cost given in the power description.

Transmutation

Determine the difficulty of transmutation in the power description on page 70, then subtract one. Spend this amount of Discipline for each 100 grams transmuted.

Venom (Bite)

The target must take a Wound from the bite. Spend any amount of Discipline to increase the Wounds received, one for one. Takes Days to heal.

Venom (Spit)

See blast powers.

Venom (Stinger)

Limited to level 1.

Allocate 1 to extend the stinger, no cost to retract. Counts as a level 1 Weapon. Can only Injure, not Wound. Recovery takes ten minutes.

Wall Crawling

Limited to level 5.

Allocate Discipline equal to the Rating given on page 72 divided by 4.

Water Blast

See blast powers.

Webbing

Spend 1 to use as adhesive, for movement, or as a restraint. If used in Violence ('restraints'), can only be used for Restraint (SL page 55) and are limited by the Violence Skill rather than your level in the power. Your level in the power is the maximum you can spend in a day.

Water Manipulation

Must have at least 5 Discipline, after Risk, to use a manlike fire puppet for Violence. This counts as Discipline contributed to the fight. If someone cannot damage the puppet with their weapons, they can always contribute at least 1 Discipline by pushing it physically.

Wind Control

Allocate equal to Difficulty minus one to create the windstorm. Spend 1 Discipline per minute to maintain it. See also blast powers. May create the storm 'instantaneously' for Violence, allocating Discipline without having to spend to maintain.

Defects

All Defects not listed below can use the rules as written. See above for Health and Stability tests.

The following Defects act the same as Desires:

- Addictive Personality – Drugs
- Erotomania – Sex
- Low Impulse Control – Anger
- Megalomania – Success
- Voyeurism – Sex
- Depression – Attention (the causes are different but the rules are the same)
- Dissociation – Gambling, must Risk Discipline. You no longer care about your safety.

A stage one Defect is treated as a Level 2 Desire. A stage two Defect is a Level 4 Desire. However, these Defects cannot be removed using the rules for reducing Desire (SL pages 72 and 73). They must be reduced as per Mutant City Blues page 74. A stage three defect cannot be suppressed. Defects cannot be spent as Wells of Desire (SL page 20).

Arthritis, Asthma

At stage one, the listed abilities require allocating an extra Discipline. At stage two, they require spending one Discipline to perform the listed actions.

Attention Deficit Disorder

Stage one: All uses of Observation, Things You Know based on Observation, and Investigative powers require one extra Discipline.

Stage two: All such uses are impossible.

Autism

Stage one: see Attention Deficit Disorder

Stage two: All such uses require two extra Discipline. See also the Stability tests required on MCB page 76.

Blindness

Stage one: All uses of Observation based on sight, and all uses of Violence with firearms, require one extra Discipline.

Stage two: All such uses require two extra Discipline

Messiah Complex, Multiple Personality Disorder

As noted in the defect description.

Panic Disorder

Stage one: All uses of Violence and Chase require one extra Discipline.

Stage two: On any Stability test, you must spend the Discipline, not allocate it.

Plasma Deficiency

Stage one: triggered by Violence, Chase or any power. You will not be able to recover Discipline until you get plasma. You lapse into a coma when Discipline reaches zero.
Stage two: All uses of Violence, Chase and powers require Discipline to be spent and refreshed by plasma, one half-pint per point.

Schizophrenia

Stage one: All uses of Persuasion and Unobtrusiveness require one extra Discipline to be allocated.

Stage two: All uses require two extra Discipline.

Scleroderma

Stage one: You become Unattractive.

Stage two: You become Disfigured.

SEDS Carrier

SEDS takes effect when Discipline drops to 0 or if he/she has Wounds equal to or greater than Discipline.

Trance Susceptible

As noted in the power description.

Converting MCB Characters

The following notes may be helpful in converting MCB characters to Secrets and Lies and in converting MCB adventures such as *Hard Helix*.

Starting Traits

Start with the 'Pickup and Go' character on page 41 of Secrets and Lies. Add 1 Discipline. Add Law Enforcement. Adventure Skills are Persuasion 2, Observation 2, Violence 3.

The player may pick one Favorable Trait for the character. The Planner then gets to choose one Unfavorable Trait for the character.

Experienced Characters

For every 2 points gained during play, a player may draft one of the improvements on SL page 73, but cannot draft the same thing twice in a row. Mutant Powers count as Adventure Skills for this purpose.

Investigative Abilities

Most of these are Things You Know (p. 24). All of them are available to Law Enforcement characters and new ones can be created as needed.

Exceptions:

- Bullshit Detector, Influence Detection falls under the Observation Skill.
- Lying (MCB page 20), Flattery, Impersonate, Interrogation, are covered by the Unobtrusiveness Skill. When converting a character from MCB, pick up Unobtrusiveness at level 2.
- Flirting is a Thing You Know based on Persuasion, though Appearance may be a factor.
- Intimidation is covered by the Violence Skill.
- Languages normally require Refined Education (page 24). For Mutant City Blues, you can know one additional language as a Thing You Know. Characters converted from MCB can have one language per point of Languages but cannot pick up new ones.
- Law at level 1 is a Thing You Know. Characters converted from MCB with Law 2 or more have a second Job Skill of Law. HCIU officers cannot moonlight as lawyers, so they are giving up a lucrative career to be police.
- Negotiation and Reassurance are Things You Know based on the Persuasion Skill.

General Abilities

Driving

A Thing You Know based on Education.

Filch

Covered by Unobtrusiveness. The base target for pickpocketing is 2 (SL page 57).

Athletics, Health

Anyone with Athletics or Health of 6 or more should start as Fit, Fit +1 or +2 (your choice). Anyone with Athletics and Health each 2 or less should start as Fat. However, as a practical matter the Planner should let the character have whatever level of Fitness he/she is willing to allocate Discipline to in a Grind.

Infiltration

Covered by Unobtrusiveness or by having a low Ki.

Mechanics

A Thing You Know based on Education.

Medic

Equivalent to the Job Skill of Medicine. MCB characters can have the Medicine Job Skill, but the level is equal to Medic divided by 3, round up. Thus, you need a Medic ability of at least 10 in order to work as an intern or nurse. You need Medic 16 to translate to a practicing physician.

Preparedness

Has no equivalent in Secrets and Lies, but is still possible. Anyone with more than 1 point in Desire for Consumption can utilize their consumption as described in MCB, page 26. Remember that Law Enforcement gives the characters White Collar Income and Working Poor or cheaper items are effectively free. The Planner can call for a Chaos test for unlikely items.

Scuffling, Shooting

Covered by the Violence skill. If converting a character and Scuffling, Shooting and Intimidation add up to more than 12, divide by 4 and round up to find the character's Violence skill. Note that they will need a weapon more powerful than their service pistols to take advantage of it.

Stability

No equivalent in Secrets and Lies.

Surveillance

A Thing You Know based on Observation.