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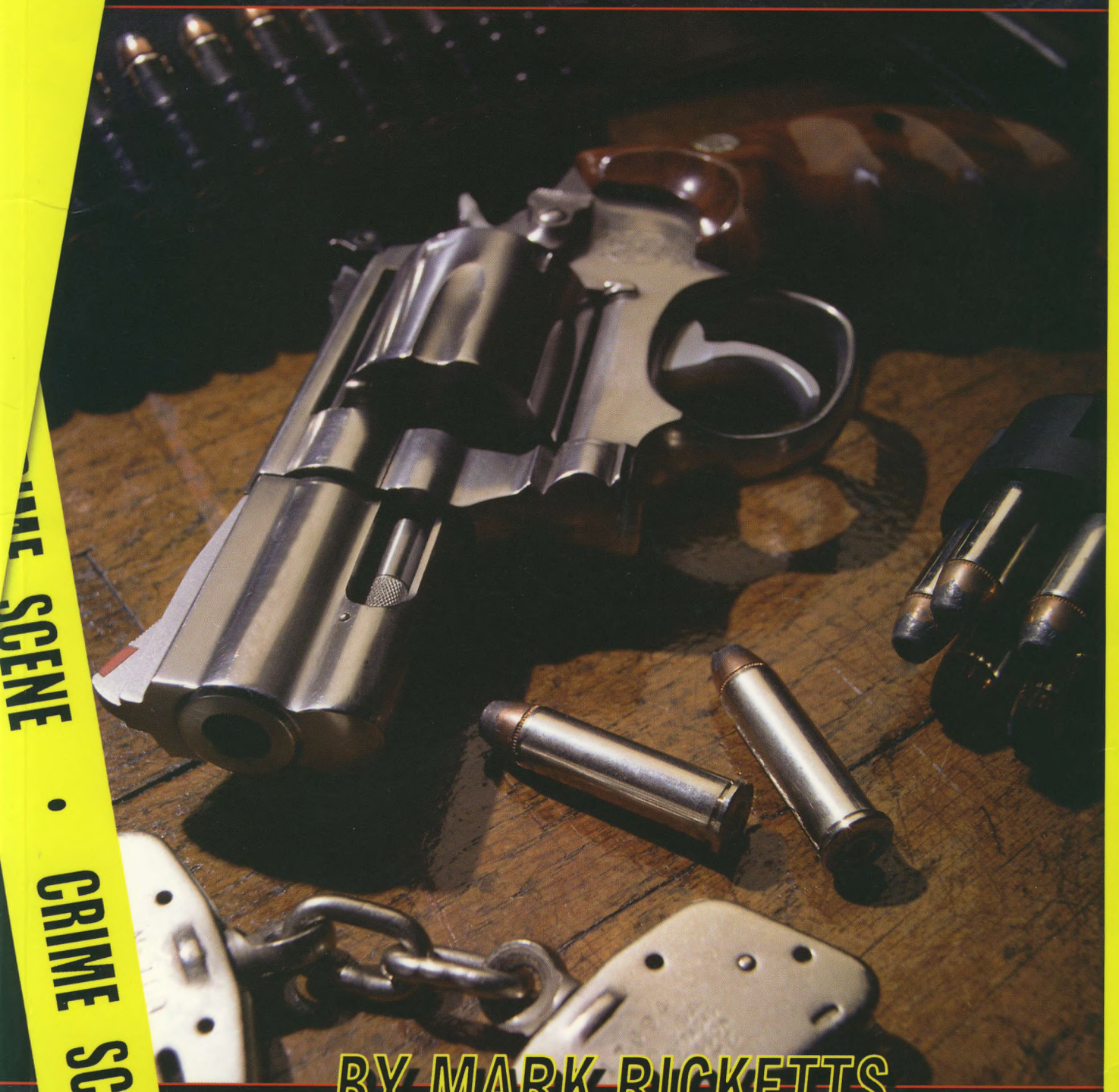
CRIME SCENE

POLICE INVESTIGATION



BY MARK RICKETTS

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POLICE INVESTIGATION

By Mark Ricketts

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CONTENTS

INTRODUCTION 3

CHAPTER 1: THE JOB 5

Training 5
Rank 5
Promotion 6
Benefits 6
Duties 7
Patrol 7; Police Work 7; Sergeant 8
The Law 8
Crime 8; Jurisdiction 8; Constitutional Rights 9; Court 9
Police Procedures 9
Miranda Rights 9; Warrant of Arrest 9; Discovering a Crime Scene 10; Crime in Progress 10; Deadly Force 11; Entering a Crime Scene 11; Search Warrants 11; Disciplinary Action 12

CHAPTER 2: POLICE ORGANIZATION 13

Local Law Enforcement 13
Large Municipal Police Departments 13; Small Municipal Police Departments 14; County Sheriff's Office 15
State Law Enforcement 15
Specialized Forces 15
Jurisdiction 15
Building Your Police Force 15
Station House 16
Evidence Locker 16; Interrogation Room 16
Other Organizations 16
Public Attorneys 16; Medical Examiners/Coroners 17; Professional Police Associations 17
Department of Justice 17
US National Central Bureau-INTERPOL 17; FBI 18; DEA 18; US Marshals 18; ATF 18
Homeland Security 18
Online Resources 18
Law Enforcement Online 18; National Crime Information Center 19; NIC Database 19

CHAPTER 3: CHARACTERS 20

Character Classes 20
Multiclass 22
Cop Class 22
Trooper Class 23
Deputy Class 24
Detective Class 25
Crime Scene Investigator Class 26
Criminal Psychologist Class 27
Putting Together a Team 28
Starting Departments 28
Patrol 28; Investigation 28; Vice 28; Crime Prevention 28; Juvenile 28; Traffic 29; Homicide 29; Narcotics 29; Generalist 29; Civilian 29

CHAPTER 4: SKILLS AND FEATS 30

New Skills 30
New Feats 38

CHAPTER 5: SCENE OF THE CRIME 43

Suspects 43
Motive 43; Means 43; Opportunity 43; MO 44
Evidence 44
Sources of Information 45
How to tell if People are Lying 45
Investigating a Crime Scene 46
Bodies 48; Physical Evidence 48; Firearm Evidence 49; Computers 49; Physical Evidence Board 49
Search Operations 50
Hostage Situations 51

CHAPTER 6: COMBAT 52

AC Bonus 52
Firearm Rules 52
Rate of Fire Dice 52; Reloading 53; Jams 53
Chase Rules 53

CHAPTER 7: EQUIPMENT 56

Police Issue Body Armor 56
Restraint Equipment 57
Police Weapons 58
Police Clothing and Vehicles 60
Vision and Hearing Enhancement Devices 61

CHAPTER 8: GM RESOURCES 62

Sheriff Class 62
SWAT Officer Class 62
Generic NPCs 63
Real Police or Movie Cops 65

CHAPTER 9: SAMPLE ADVENTURE 67

APPENDIX A: KITS 77

APPENDIX B: POLICE PARLANCE/CODES 78

CHARACTER SHEETS 79-80

Tables

Uniform Structure and Insignia 6
Class Skills by Class 21
Cop Class Features 22
Trooper Class Features 23
Deputy Class Features 24
Detective Class Features 25
Crime Scene Investigator Class Features 26
Criminal Psychologist Class Features 27
Starting Departments by Class 29
Narcotics Analysis 30
Skills 31
Feats 39-40
Methods of Evidence Containment 49
Vehicle Size 54
Transportation 55
Police Armor 56
Police Firearms 58
Common Melee Weapons 59
Sheriff Class Features 62
SWAT Officer Class Features 63

INTRODUCTION

It had been a very bad day and Travis was hungry. Was it too much to ask, thought Travis, just to get a burger at some point? But HQ had been hitting them all day. Annoyingly he knew his partner Milo wasn't bothered in the least. Milo could survive on one cup of coffee a week. He never noticed when it was lunch or dinnertime; heck, he never even noticed when it was 6 P.M. and their shift was over. Milo loved this stuff. He was a good cop.

They pulled up outside the tenement. It was a tall, gray monolith 6 stories high. It towered ominously over 8th and 53rd. There were a million of these in Detroit — all cold, bleak, and unfriendly. Travis surveyed the scene; Milo was already out of the car. Even on a weekday the building was guarded by a group of youths — perhaps in their mid teens, about five or six of them. They wore large black jackets with the hoods up to make themselves look bigger. It didn't work. They looked scrawny and eager, ready to throw their testosterone in any direction. To them the two cops seemed the perfect target. One of the toughs at the top of the stairs straightened his shoulders ceremoniously and turned slowly to the officers.

"Can I help you, officers?" he sneered, chest out. Milo ignored him and walked in. Travis followed, giving the delinquent a bored, dismissive look, knowing the disrespect would bite.

The corridor leading into the complex had the usual feel — dark and reeking of poverty. A mausoleum with roaches, thought Travis. They had the number of the apartment, but they didn't really need it. The screams and mayhem ahead were a beacon to the trouble. They approached carefully. The door to 113 was ajar. The hallway was cluttered with neighbors. A woman who looked a hundred years old started gesticulating at Milo, speaking rapidly in Spanish or perhaps Italian. He brushed past, heading for the opening. Someone in the crowd was sobbing. Travis put his hands up trying to calm them. His body blocked their escape. He might need their statements later. He kept one eye on Milo who entered while announcing their presence. He could make out over his shoulder a small girl about eight, crying, coming towards him. It was Milo's arm that stopped the old lady as she tried to enter the apartment. It was not polite, but he was the first to spot the blood pooling under the half-open kitchen door. He signaled to Travis to call in a team. This was a crime scene now and nobody was going anywhere.

Welcome to **Crime Scene: Police Investigation**!

ABOUT THIS BOOK

Crime Scene: Police Investigation is a sourcebook for everything to do with police. It covers structure, procedures, equipment, and much more. It is a comprehensive resource for playing law officers, as well as inserting police characters into your own stories. This book adds depth to any crime scene as a part of a campaign, as well as provides gamemasters (GMs) and players (PCs) with the detail needed to make crime and law enforcement feel real, dynamic, and exciting.

In this book, players learn how to ask the right questions, get the right information, and catch the "perp." It shows not only what it takes to be a cop, but how to act like one. The book thoroughly details such concepts as criminal law, police jurisdiction, Miranda rights, and chain of command, clearly outlining where police characters fit in and what conflicts and challenges they face. There is an extensive section on how to provide the right information and create solid leads (or red herrings). Examples of clues, crimes, and police locations (such as interrogation rooms or mobile crime units) are included.

Players can choose from a number of new character classes: Detective, Cop, Crime Scene Investigator, or Criminal Psychologist. There are slew of new skills and feats covering such specialized areas as interrogation, surveillance, evidence collection, crime scene analysis, plus many more. PCs can form a special investigation team or a task force, or just be the local cops.

Furthermore, **Crime Scene: Police Investigation** details how crimes are solved explaining not only how to catch criminals, but how track them down and get the proof to put them away.

Note: Crime Scene: Police Investigation focuses exclusively on US law enforcement since that is the police force most frequently portrayed in popular films, television, and

novels. This book has been thoroughly researched both from factual and fictional sources, blending the two into a role-playing friendly resource. Real-crime enthusiasts should be aware that **Crime Scene: Police Investigation** is not intended as a strictly accurate account of police procedure and practice — some facts have been sacrificed for the sake of playability and fun. All NPCs are entirely fictional, any similarity to people either living, dead, or fictional is entirely coincidental.

HOW TO USE THIS BOOK

Crime Scene: Police Investigation is a game for the *d20 Open Game Licence System*. A copy of the *Dungeons and Dragons Player's Handbook* is required for play. This book is intended to be cross compatible with all other **Crime Scene** books.

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Note: For the sake of simplicity, all law enforcement officers — police officers, deputies, cops, troopers, crime scene officers etc. – regardless of rank or type will be collectively referred to as "the police." The term "cops" will apply to all city and rural police officers, whereas the terms "troopers" or "state troopers" will be used for state police.

IMPORTANT!

First and foremost, **Crime Scene: Police Investigation** is a game. In a role-playing game, players engage in the fantasy of portraying someone that they are not, in this case law enforcement officers. Through consensual storytelling, players direct their characters to do and say things that they normally would not do in real life.

Crime Scene: Police Investigation is a book about investigating crime and how it works in the real world. We have tried to make it as realistic as possible using facts. This information is presented for entertainment purposes only. As a result, some types of criminal activity have been omitted: namely those we consider being of bad taste in a game. Similarly, if you think reading this book will help you commit crime more easily without being caught, you are wrong. You should seek professional help. You have confused role-playing with real life.

Crime Scene: Police Investigation focuses on aspects of US police organization and investigation. To learn more about forensics check out **Crime Scene: Forensics**. The world of federal agents is explored in detail in **Crime Scene: The Feds**. We also have a **Crime Scene: Supernatural** that covers situations when police and horror collide. And, guess what? We do books on the bad guys too.

The book is organized into four sections – police work, characters, the crime scene, and resource material.

- Police work section – 'Chapter 1: The Job' (pp. 5-12) and 'Chapter 2: Police Organization' (pp. 13-19) — identifies the procedures and constraints under which police operate. It explains the law, police structure, and other useful information to bring a police environment to life.

- The character section covers the new character classes, including new skills and feats — all the PCs need to know about who they are going to play. See 'Chapter 3: Characters', pp. 20-29, and 'Chapter 4: Skills and Feats', pp. 30-42.

- The third section describes investigation techniques and crime scenes. Here one can find details on everything from fingerprinting to processing dead bodies. (see 'Chapter 5 : Scene of the Crime' on pp. 43-51.)

- The resources section details everything needed to operate within the setting: new rules (for firearms, chases), equipment, character archetypes, and NPCs, (See 'Chapter 6: Combat', pp. 51-55, 'Chapter 7: Equipment', pp. 56-61, and 'Chapter 8: GM Resources', pp. 62-66). This section ends with a sample adventure to set the scene (see pp. 67-76).

Crime Scene Series

*The **Crime Scene** series focuses on all aspects of the law and crime in the 21st century. Meticulously researched and highly detailed, these sourcebooks are the perfect compliment to any modern-day game. Packed with background material, each **Crime Scene** book can be used either independently or combined with others to suit any needs.*

*Check out other titles in the **Crime Scene** series:*

- ***Crime Scene: The Mob***
- ***Crime Scene: Supernatural***
- ***Crime Scene: The Feds***
- ***Crime Scene: Forensics***
- ***Crime Scene: Yakuza***
- ***Crime Scene: Sheriff's Office Red Pine Hollow***
- ***Crime Scene: Lower East Side***

CHAPTER 1

THE JOB

"Police work can be demanding and stressful"
—US Dept. of Labor

THERE HAS ALWAYS BEEN A NEED FOR SOMEONE TO "keep the peace." In modern terms, it is the police who fulfill that function, whether as beat cops, detectives, sheriffs, deputies, highway patrolmen, mounted police, or officers of the court. The police are both beloved and vilified — depending on of course from which side of the law one views them. Law enforcement officers are seen as being everything from donut-dunking patrolmen to gun-toting mavericks, from bribe-taking dirty cops to friendly good-ole-boy sheriffs.

The following are the variables that are relevant when determining the type of character one might play in this game:

- Type of police officer: cop, detective, crime scene investigator, deputy, etc.
- Generalist or specialist: narcotics detective, highway patrolman, etc.
- Organization: large municipal police force, local sheriff's office, etc.
- Rank: captain, lieutenant, patrol officer, etc.
- Jurisdiction: city, county, state, national, etc.

Police serve many functions within the community. Their very presence on the beat and on patrol prevents crime from happening by reminding criminals that someone is watching. They crack down on organized crime and drug trafficking, routing out nests of criminals and breaking up their operations. They offer out-reach programs to troubled youths, educational talks on self-defense, and neighborhood watch. They are there when there is an emergency — just call 911. Lastly, they investigate any of a number of crimes.

The first section details how one becomes a police officer, explaining training, rank, and the hierarchy of duties. The latter part of the chapter explains the framework and boundaries that define police work.

Police must be well versed with the law and legal procedures because they significantly affect both the officer's career and their place within the law enforcement community. Players that operate outside of these boundaries need to be aware that there could be consequences to their actions (see disciplinary action, p. 12).

TRAINING

Candidates for the police must be US citizens between the ages of 20 and 37, and must have a high school diploma. Applicants have their eyesight, hearing, and fitness tested. They are also fingerprinted and drug tested, and in some forces, subjected to a lie detector test. Anyone who is found to be using drugs or discovered to have used drugs in the past are usually refused. It goes without saying that applicants who have a serious criminal record are also refused.

Personality is also important in a potential police officer. How they handle stress, violence, and interpersonal situations can make or break a cop. Being a cop is an intense and mentally challenging job. It is vital to weed out any applicants who would be unable to stand the pressure or who have personal issues and prejudices that could interfere with their duties. Thus all candidates receive extensive personality and psychometric testing and are interviewed by senior officers and psychologists.

Those applicants who pass the physical and mental tests go on to police academy, where they receive training in various aspects of police work. The basic police training lasts about three months.

The training includes:

- Law and Civil Rights
- Self Defense and Firearm Use
- First Aid
- Emergency Response
- Patrol
- Traffic Control
- Police Procedures

Training doesn't stop after police academy. Much of a cop's training is learned "on the job" both through general experience and from their colleagues. Additionally, all police take courses throughout their careers at private academies, police colleges, and local universities in order to improve their skills and stay up to date on new procedures and laws.

RANK

All police forces are organized according to rank, in much the same way as the military is, since originally policing duties were handled by the military. Regular cops start at the rank of officer (equivalent to a military private). As they progress through the organization they rise from corporal to sergeant to lieutenant to captain.

Above these junior ranks are the division commanders or chiefs of police (see below for the names of senior titles)

JUNIOR RANKS

Generally, training and command structures are broadly similar across different types of police forces. See below for a summary of uniformed structures and their insignia.

Depending on the size of the force, various grades may have any number of subdivisions.

Plain Clothes Cops

Certain police duties require officers to wear street clothes instead of uniforms. This allows the cops to blend in, put people at ease, or hide their identification as an authority figure. Plainclothes police officers, such as detectives, police technicians, or specialist investigators, do not wear insignia, but they still retain their rank titles and privileges. Thus, a plainclothes police officer has the same authority as a uniformed officer of the same rank.

SENIOR RANKS

Depending again on the size of the force, there can be any number of high-ranking officials within a police organization. Often these officials run entire citywide divisions or precincts and are accountable only to a chief of police, which may or may not be an elected position. The actual organization of upper-level police structure varies — municipal forces (city), sheriff's offices (county) and troopers (state) follow different rank hierarchies.

Senior rank are as following, in ascending order:

- **State Troopers:** Major, Lieutenant, and Colonel.
- **City Forces:** Commander, Deputy (or Assistant) Chief, and Chief
- **Sheriff's Offices:** Sheriff's Deputy (also Under Sheriff or Assistant Sheriff) and Sheriff

Some forces also incorporate other job titles, such as "head of," "divisional commander," and so on.

Note: In **Crime Scene: Police Investigation**, instead of starting at the bottom, player characters typically begin play as an investigating officer, which gives them the starting rank of sergeant (representing that they are about four years into their career and have been through basic training). Other junior and senior ranks have been included should players or GMs wish to start at lower or higher ranks, or to create NPCs of varying ranks.

PROMOTION

Police promotion is linked directly to experience. At the more junior levels, officers are promoted after three or four years on the job. At about the rank of captain (it varies) promotion is based more on merit and achievement. However, job vacancies still state that cops require at least a couple of years of experience at each rank before being promoted to the next. Nonetheless, more capable candidates move upwards more quickly.

As well as character and experience, qualifications and skills are critical. Each major advance in the career structure, them lieutenant to captain, requires examinations.

Many senior positions are achieved through promotion along the normal police career path. However, some senior ranks are elected posts, such as sheriff or city police chief. Any eligible person can stand for election. Candidates are usually required to have at least four years' experience as an accredited law enforcement officer, or to have served as a summary court judge for ten years. Since these are political positions, candidates have to campaign in order to win, which means developing party affiliations and raising campaign funds. Often successful candidates have distinguished themselves in the news by making an important bust or being involved in a high-profile case. They also need to curry favor among other elected positions, such as the mayor, the DA (District Attorney), or even the state government.

Note: In **Crime Scene: Police Investigation**, rank is not the same as Level. Promotion is achieved by buying the right feat (see p. 41).

Benefits

Police salaries start at about $20,000 per year. The average cop earns about $40,000 per year, rising to about $60,000

Uniform Structure and Insignia

Cops	Troopers	Deputies	Insignia
Police Officer	Trooper	Deputy Sheriff	No insignia
Police Officer	Trooper	Deputy Sheriff	Single chevron
Corporal	Corporal	Sheriff's Corporal	Double chevron
Sergeant	Sergeant	Sheriff Sergeant	Three chevrons
Lieutenant	Lieutenant	Sheriff's Lieutenant	One silver bar
Captain	Captain	Sheriff's Captain	Two silver bars

My First Day

I was shown the vast array of forms that we are required to use in different situations. You are shown the layout and equipment locations of your patrol vehicle, in addition to the police department layout and facilities. You are shown the limits of your patrol area and what you are expected to cover, as well as important hot spots and special patrol duty areas.

My field training officer also took me around and introduced me to many of the people I would get to know in the law enforcement business, such as the judges in my jurisdiction, the jail staff, the prosecuting attorneys, the dispatchers, some fire department and EMS service personnel, and many different citizens and business owners who are helpful to police work.

Well, that pretty much sums up my first day. I didn't feel fully trained and ready for at least the first couple of months. It's a long process. I still learn things daily and I've been in law enforcement for seven years.

—Jake, Texas Police Officer

per year at higher ranks. Cop receive a very good pension package that kicks in after 20 or 25 years of service, which means many cops are able to retire in their forties. Their families also receive generous death benefits should the officer die in the line of duty.

DUTIES

There are many different types of police officers. **Crime Scene: Police Investigation** only begins to touch on this huge diversity. The most obvious distinction is uniformed and non-uniformed police work. Here are some typical activities associated with both.

Uniformed police work:

- Chemical/microscopic analysis
- Training and firearms instruction
- Handwriting and fingerprint identification
- Horse patrol
- Harbor patrol
- Canine (K-9) squad
- SWAT (Special Weapons And Tactics, see p. 14)
- Emergency team

Non-uniformed police work:

- Detective
- Crime scene investigator
- Photographer/sketch artist

This may seem over simplified, but the reality is that uniformed officers can, and do, perform non-uniformed police activities and visa versa. We make the distinction for guidance only. Similarly, many people believe that uniformed officers are more junior than non-uniformed, because beat cops are junior to detectives. This is not the case. Uniformed and non-uniformed officers are present at every level in various police forces. Even very senior police wear both uniforms and suits. To complicate matters, crime scene investigators regularly carry out police duties and regular cops perform crime scene duties as needed. Also sheriff's departments tend to be smaller than urban forces, allowing for less specialization amongst their staff.

Patrol

After basic training officers start off doing some kind of patrol work. The purpose of patrolling is to deter crime, maintain public order, respond quickly to crime, arrest criminals, and provide aid to distressed citizens. Patrol cars facilitate the movement of traffic and create a sense of safety and security.

The police also maintain a presence using foot, bicycle, or mounted patrols depending on the layout and nature of the area. Seaside or riverside forces also have a harbor or boat patrols. Many of these patrols exist more to satisfy the need for community liaison rather than to solve crime. Research has shown a strong police presence works, both to calm the community and prevent incidental crime.

Police Work

The first few years of police work are relatively quiet for the rookie cop. The average rookie makes fewer than ten felony arrests per year. Ninety-five percent of crimes are reported rather than unearthed by the police. In the precinct or office, officers take turns answering phones and dealing with walk-in complaints. Most calls regard crimes against property. On the street, cops spend the majority of their time handling disputes or halting anti-social behavior.

All cops spend a fair amount of time filling in reports and processing paperwork — the amount of paperwork only increases as a cop rises in rank. Detectives manage huge case files. While computers have automated some of the work, paper copies are still important as backups. Each department maintains an archives that contains both open (unsolved) and closed (solved) cases. Only about one in five crimes are solved.

Prior to becoming a detective or specialized officer, most characters have been one of the following:

- A beat cop
- A deputy sheriff
- A state trooper
- A civilian with a police interest or skill

After a few years, most officers make sergeant.

SERGEANT

Achieving the rank of sergeant is a mark of prestige and respect within police organizations. Prior to that the cop was a rookie and probably rarely had a choice of duties. Once they make sergeant, a cop can begin to specialize and establish which duties they prefer and wish to pursue.

Upon reaching sergeant, the officer has the opportunity to train in the following:

- Specialized sergeant (cop, trooper or deputy)
- Detective
- Crime Scene Investigator
- Criminal Psychologist

More detail on specialization and rank is given in 'Chapter 3: Characters,' pp. 20-29, and 'Chapter 4: Skills and Feats,' pp.30-42.

THE LAW

The police enforce the law. As such they need to be very familiar with the definitions and limits of the law, as well as with legal and police procedures and basic human rights as outlined in the Constitution. In order to fight crime, they must understand crime. A police officer that works outside the law is just a bully and a thug and won't get very far before being sent to jail themselves (see disciplinary action, p 12).

CRIME

Crime is defined, as "a violation of a law in which there is injury to the public or a member of the public, which could result in a term in jail or prison, and/or a fine as possible penalties." People who commit crimes are referred to as criminals. Often the term is incorrectly applied to people accused of crimes, but it really should only be used when a person has been convicted of a crime. According to the law, people are innocent until proven guilty, and should be referred to as alleged. Repeat offenders are called habitual criminals or recidivists — they are typically criminals who have been convicted of more than two felonies or many misdemeanors. Habitual criminals tend to receive harsher sentencing than first-time offenders even for the same crime.

CIVIL VS CRIMINAL

The law is broken down into two general areas: civil and criminal. Civil law is when one person files a lawsuit against someone else (usually for monetary damages), whereas criminal law takes effect when a person breaks the law and is prosecuted by local, state, or federal government. In a civil case, the defendant pays damages if found guilty; in a criminal case the defendant faces imprisonment or worse, depending on the severity of the crime. The burden of proof also differs between civil and criminal cases. Civil cases only require "probable cause" (above 50 percent certainty), whereas criminal cases must prove guilt "beyond a reasonable doubt" — in another words with 100 percent certainty.

Occasionally, both civil and criminal proceeding can be brought against the same defendant in cases involving law breaking and civil damages. **Crime Scene: Police Investigation** focuses mainly on criminal acts, which are the ones that most often involve the police.

MISDEMEANORS AND FELONIES

There are two main classifications of crime within criminal law: misdemeanors and felonies. The distinction lies in the sentencing, which reflects the severity of the crime. Misdemeanors are lesser crimes punishable by a fine, community service, or a short jail term (up to one year). Typical misdemeanors include petty theft, disturbing the peace, simple assault and battery, drunk driving (without injury to others), drunkenness in public, traffic violations, public nuisances violations, vandalism, and other minor infractions.

A felony is a major crime whose seriousness is punishable by death or by an extended prison term. Often referred to as "high crimes," felonies include such crimes as kidnapping, treason, terrorism, murder, grand larceny, etc.

LEGAL JURISDICTION

Different courts have legal jurisdiction over different types of lawsuits. Just as police are limited to investigating crimes within their geographical area, so are courts restricted to trying lawsuit filed within their jurisdiction. That jurisdiction can be either geographical or based on the type of legal case.

The jurisdictional breakdown is as follows:

- District and county courts (also called superior courts) oversee lawsuits involving large sums of money, divorces, child custody, probate of the estates of the deceased, and trials of felonies.
- Local or city courts try cases involving lesser amounts of money, misdemeanors, traffic violation,

and preliminary hearings for felony charges (to determine if there is sufficient evidence to warrant a trial by a higher court).

- Federal courts handle lawsuits involving people from more than one state, or cases pertaining to federal, Constitutional or maritime law, as well as bankruptcy.
- Appeals are handled in a separate court system called appellate courts. In order to file an appeal the lawyer must present new evidence or some justifiable reason to continue the case.

CONSTITUTIONAL RIGHTS

All US citizens have rights embodied in the US Constitution and the Bill of Rights. These include:

- Not being punished retrospectively if the law changes.
- Protection against unreasonable search and seizure.
- Protection against prosecution for a lesser crime if a more serious one (involving the same act) had been found "not guilty."
- "Not guilty" can never be appealed by anyone who disagrees with the verdict.
- Protection from self-incrimination by refusing to speak — the Fifth Amendment.
- The right to a speedy trial and the right to an attorney.

Though it is worth noting that ignorance of the law is no excuse for breaking the law.

COURT

Eventually all cops appear in court either to provide testimony or to explain evidence as an expert witness. When in court, cops swear an oath to tell the truth just as ordinary citizens do. They also have to be prepared to defend their record and explain prior actions in detail, as often opposing lawyers will do their best to discredit a police witness, particularly if their testimony is key to the prosecution's case. Lying under oath can lead to a perjury charge (see disciplinary action, p. 12).

Police procedures are structured to support cops by guiding them in how to gather evidence and information in a proper and legally admissible way.

Police Procedures

Once a crime has been committed it reaches the police in one of two ways. Either they witness it themselves or it is reported by a bystander. If a crime takes place in the presence of police officers, they can arrest the suspect, but only if they have "probable cause" (enough reasonable evidence to suggest the person did it). When any arrest is made the police must read the person their rights, known as the Miranda Rights.

MIRANDA RIGHTS

In 1963, Ernesto Miranda was arrested in Phoenix, Arizona for robbery. While in police custody he signed a written confession to the robbery, and also to kidnapping and other more serious crimes committed a few days before the robbery. After the conviction of 20 years, his lawyers appealed on the grounds that Miranda did not know he was protected from self-incrimination.

The case *Miranda vs. Arizona* (1966) went all the way to the Supreme Court, where the prior conviction was overthrown. The court established that the accused had the right to remain silent and that prosecutors may not use statements made by defendants while in police custody unless the police have advised them of their rights, now called the Miranda Rights. As an endnote, Miranda died in 1976 at the age of 34 after being stabbed in a bar fight. A suspect was arrested but chose to exercise his right to remain silent and was released.

Before a cop can question anyone, they must advise them of their rights under the Constitution by reciting the Miranda Rights:

> *You have the right to remain silent. Anything you say can, and will, be used against you in a court of law. You have the right to consult with an attorney before speaking to the police, and to have an attorney present during questioning now or in the future. If you cannot afford an attorney, one will be appointed for you before any questioning if you wish. If you decide to answer questions now without an attorney present, you will still have the right to stop answering at any time until you talk to an attorney. Knowing and understanding your rights as I have explained them to you are you willing to answer my questions without an attorney present?*

Once given, the officer must make sure that the suspect understood them.

At this point the cops can try to get the suspect to cooperate, and can even ask permission to search the person's property or person without a warrant; however, the suspect can refuse point blank and ask for their lawyer. In reality, people usually cooperate, through, as most people are eager to assist in an investigation and to stay on the good side of the police.

WARRANT OF ARREST

Cops are required to have a warrant for an arrest. If the officer had "probable cause" and has already arrested a

person, they request the warrant later, while the suspect is in custody. They have 24-48 hours to do this or they must release the suspect. If they have evidence ahead of time, they can request a warrant before picking up the suspect.

Warrants are usually issued by a magistrate, however, in some cases a prosecuting attorney or a judge may be able to issue them. Warrants are not granted automatically. First, the magistrate reviews the evidence as a whole, considering the individual's record and so on. They may well tell the police to continue the investigation, as they do not have enough evidence to arrest the person yet. Often they use "reasonable doubt" as their benchmark, which tougher to prove.

The charging document in court against a suspect is called a complaint. All the details are outlined in court and a "bond" (bail) is determined. Defendants can plead guilty or not guilty — if they stay silent, it counts as "not guilty"). A person is considered innocent until proven guilty, which is why acts attributed to a defendant are considered alleged before the verdit is made.

Discovering a Crime

It is not uncommon for a crime to be discovered after it has been committed. Examples include a burglary, vandalism, or even a murder. How the situation is handled from a police perspective depends on who finds it and in what order people arrive on the scene. If a private citizen stumbles upon a crime, they usually call the police or alert a nearby cop. If a police officer discovers the crime, they make an assessment of the situation. If they feel a crime has been committed, they secure the scene (particularly so if it is a serious crime) and call for additional police as needed.

No matter how tempting it is, a police officer cannot enter a home or vehicle without a search warrant (unless a crime is in progress, see below). If they do enter a home or vehicle illegally, any evidence they collect, no matter how damning to the suspect, is thrown out of court as inadmissible. Such actions could even lead to the case being declared a mistrial and the charges dismissed, letting a criminal that should have been convicted off scot-free. The officers involved are likely to be demoted, taken off duty for a time, or even fired as punishment for not following proper procedure.

911

When a person calls 911 in an emergency situation, the dispatcher takes as much information as possible regarding the crime committed: the location, the person(s) involved, and any additional assistance needed (ambulance, fire department, etc.). Then the dispatcher notifies the nearest patrol unit to report the scene. Uniformed officers never work alone and are ordinarily in pairs.

Unless the crime is still in progress (see below), once on the scene the patrol officer decides whether they need more personnel, such as a death investigation team, narcotics unit, or arson squad. The officer makes notes as to time of arrival, a description of the location, any relevant observations (e.g. noticeable odors, out of place objects, broken windows), and details of any witnesses on the scene.

The officer's primary concern is to protect the scene. This means the officer makes sure that no one touches or moves anything. In the case of a private home or business, the officer stops anyone from cleaning up or disturbing the area, no matter how innocuous the action seems — for example, replacing an off-the-hook phone that is buzzing, straightening a pile of magazines on the coffee table, or removing dirty dishes. People, especially in their own home, like to make a good impression on strangers and often feel the natural urge to tidy — a good police officer should stop them for the good of the crime scene and the investigation in general. PCs should use *Diplomacy* or *Intimidate* to influence a person, rather than resorting to force, which could lead to charges of brutality or harassment. Also any struggle further contaminates the scene, possibly destroying even more evidence.

The characters on the scene make a *Search* check to examine the initial situation and a *Spot* check to locate any suspects that may still be there. Often the perpetrator is still present when a crime is reported. If there is a suspect on the scene, the situation turns into a crime in progress.

Crime in Progress

A crime in progress is just what it sounds like — a situation where the suspect is either caught in the act of committing a crime or is fleeing from the scene. If an officer, either on duty or off, witnesses a crime taking place, they will intervene. They will do all within their power to stop the crime and to apprehend the criminals involved.

The police do not need a search warrant to enter a building if they have a reasonable belief that a crime if being committed inside. This extends to their right to break down doors or windows to enter a place where they can hear a struggle or violence. They can also arrest anyone as long as they have probable cause that they have or could have been involved in committing the crime.

This may involve a pursuit, in which case standard operating procedure is to call for back up, particularly if weapons are thought to be involved. In reality, cops often take off after suspects without calling for back up. While in pursuit, the player needs to make successive checks against their Constitution not to get winded. Depending on the terrain, other checks, such as *Jump*, *Balance*, and *Drive*, may come into play. In most pursuits, cops coordinate both foot and vehicular units to catch a suspect.

Deadly Force

Police take weapons very seriously. If a cop sees a weapon (or even the silhouette of one), or suspects that drugs are involved, they will respond with deadly force to apprehend the suspect. The police mandate is to use the least amount of force necessary to safely apprehend or stop a suspect. However, when faced with someone who is armed or enraged often a sign of being on a "Medical Euphoric", a cop shoots first and asks questions later. Any hesitation on the cop's part could mean the difference between life and death for both the officer and any bystanders that might get caught in the crossfire if shooting starts.

Gun Accuracy

A point to make about guns: they are not nearly as accurate as the popular media have led us to believe. In real life, cops aim for the center of mass (in the case of a person, the torso or chest), because that increases their chances of hitting the target. Shooting to wound or disable is a dramatic fiction. This is true of both stationary and moving targets. Even suicide victims holding a gun to their head often miss and have to try again. Any movement (e.g. wiggling, dodging, running, or in the case of a suicide, a shaky hand) can ruin a person's aim, even at point-blank range.

Some police forces advise victims to flee if an attacker tries to force them into a car at gunpoint, because even at close range, a victim is better off taking their chances. The odds are in their favor that the bullet will miss or will miss any vital organs. However, if the attacker can immobilize the victim (bind or knock them out), then an attacker can merely shoot the person as many times as it takes to kill them – accuracy being no longer an issue.

Entering a Crime Scene

A police officer does not need a warrant to enter a property on which a crime has taken place and secure it, but they do need either a search warrant or the written consent of the owner of the property in order to collect evidence and conduct an investigation. It is general practice to leave cops to guard the scene while permission is secured either through the owner or a magistrate.

Note: When entering a crime scene, one should exercise extreme caution since there is the possibility that the perpetrator is still on the premises or nearby, and may be armed and dangerous — this is where successful *Spot* checks are vital.

Search Warrants

Fourth Amendment to the US Constitution requires police officers to acquire a search warrant prior to investigating any aspect of a crime on private property. US citizens are explicitly protected from unlawful and unreasonable search and seizure. Therefore US law enforcement officers must go before a judge or magistrate to get a proper warrant to either search a location or item, or to seize property.

The Fourth Amendment

"The right of the people to be secure in their persons, houses, papers, and effects, against unreasonable searches and seizures, shall not be violated, and no Warrants shall issue, but upon probable cause, supported by Oath or affirmation, and particularly describing the place to be searched, and the persons or things to be seized."

When a detective or police officer wishes to get a search warrant, they must complete an affidavit — a statement under oath — citing the following:

- The reasons (probable cause) for the search
- Where the search is to be conducted
- The scope of the search (specific items, the intensity, and the duration)
- How the information was acquired that supports the reasoning.

The officer doesn't have to prove a case, but he does need to supply as many facts and circumstances based on trustworthy, verifiable, and legally obtained information as possible. It is based on these facts that the magistrate assesses the importance of the need for the search. The officer must swear an oath that the information provided is true and accurate. It is possible that a perjury charge may later be filed if it is found that false allegations were made. To constitute probable cause for a search, the officer must prove that a crime has been committed, that the items sought are connected with criminal activity, and that such items will be found in the place to be searched.

Issuing a Warrant

As with arrest warrants, the person issuing the search warrant can be a magistrate, judge, or prosecuting attorney, but they must be considered "neutral and detached." The reason for this objectivity is that the person who issues the warrant makes the sole decision as to whether the officer actually has probable cause or not.

Search warrants are issued to allow the cops to search (and seize) the following:

- Evidence within a crime scene
- Property used in committing a crime (i.e., a getaway car)
- Stolen or embezzled items
- Illegal substances (i.e., drugs, illegal firearms, hazardous chemicals or waste)

An affidavit must include the following information:

- The name of the county where the property sought is located.
- The name of the person preparing the affidavit (the affiant).
- A description of the property sought using as much detail as possible.
- A description of the place being searched, using as much detail as possible. Places can include private home or apartment, businesses, cars, boats, trucks, or people. The description should mention any specific rooms, locations, or areas involved.

> **Example 1:** The premises at 12300 Elm Street, Alliance, Virginia. The premises are described as a two-story house, green aluminum-siding exterior with yellow trim and a black-tarred roof. All rooms, attic, basement, and other parts therein, and the surrounding yard and the garage, storage rooms, and any outbuildings located on the property.
>
> **Example 2**: The premises known as "Jane's Pantry," located on 450 North Park Street, Mortimer, ND, a restaurant in a single-story commercial building, with the word "Jane's Pantry" appearing in large pink and green letters above the front picture window and stenciled on the front glass door. All rooms, dining areas, service areas, kitchens, pantries, stoves, refrigerators, freezers, restrooms, offices, and other parts within the building, including any storage areas and trash containers attached or unattached.

The officer has to list the source of each fact. While most facts are based on personal observations, other facts can come second-hand from witnesses or contacts. The latter, known as "hearsay," is valid as long as the source can be proven to be credible. Witnesses are cited directly using their names — the information is considered credible since it has been attributed and can be checked.

Information from a confidential source must be supported by a statement explaining how the cop knows the contact. It must also state that the contact is an adult with no criminal record who is employed, that the contact is not being paid for the information, and why the person wishes to remain confidential.

In the case of criminal informants, the officer shows a history of that person providing reliable and honest information in the past. Information based on anonymous tips must be corroborated before they can be used.

Searching, Questioning and Surveillance

Stop and search can only be used if an cop witnesses unusual behavior; they cannot conduct a speculative search. However, they can search people who have given their consent. Car searches are like people searches and are based on probable cause unless permission is given. Evidence can be seized without a warrant if it is in "plain view" (e.g., the officer sees a gun lying on the front seat). Otherwise the cop must get a warrant (see p.11).

Surveillance of any type also requires a court warrant based on probable cause. Similarly, once in custody, a Miranda warning must be given to anybody before questioning begins.

DISCIPLINARY ACTION

The same laws that apply to ordinary citizens bind police officers as well. When they break those laws, they are treated with the same severity as any common criminal, if not more. After all law enforcement officers have powers that exceed the scope of common citizens and because of this, they are expected to use that power responsibly and to work with established protocols and procedures.

As law enforcement officers, players must remember that they cannot operate outside or above the law (no matter what the circumstances). If they do, there are consequences for their actions, administered by the GM through police disciplinary procedures. These procedures could involve a suspension or an internal investigation that could lead to being fired or, depending on the severity of the infraction, jail. A dirty cop is often treated more harshly than a criminal is since the officer is expect to have "known better" but chose to do it anyway.

Serving prison time can be a fast track to premature death for a former cop. Anyone who knows anything about police benefits know the loss of pension is a very big deal, given how good the scheme is.

Police should never lie in official statements; any competent lawyer will catch them out during court and discredit their testimony. If a police officer is caught lying under oath, they can serve jail time for perjury, and it is likely the judge will give them the maximum term.

Tampering with evidence — altering, planting it or destroying — is patently illegal and will mostly like lead to dismissal and jail. Also, if the police involved with an investigation are found to have tampered with evidence or with the crime scene, then more than likely the case will be declared a mistrial and the suspect will "walk."

CHAPTER 2

POLICE ORGANIZATION

THERE ARE MANY DIFFERENT KINDS OF POLICE AND law enforcement organizations operating within the United States. Every town, city, roadway, and even open field falls under someone's jurisdiction. No place, no matter how remote, can escape police justice — though admittedly in extremely remote areas the police have a tougher time enforcing the law and catching criminals, but they still try.

Law enforcement is organized into four basic types — local (city or county), state, federal, and specialized. This book deals primarily with the first two: local and state. Federal law enforcement is examined in the sourcebook **Crime Scene: The Feds**, though how the various federal agencies interact with local and state law enforcement will be touched on in the second half of this chapter.

LOCAL LAW ENFORCEMENT

Local police forces can be broken down into two main types: city (police departments) and county (sheriff's offices). City police departments operate in any "municipal district" — defined as an area that is under local self-government or has been incorporated into a city or town. Since they have their own local government, they also have their own police force. Municipal districts can be either urban or rural depending on the size and population density of the city or town. Thus there are two kinds of city forces: "large municipal police departments" and "small municipal police departments."

Areas that lie outside a municipal district (an incorporated city or town) are under the county's jurisdiction and are governed from a county seat, which uses a sheriff's office to enforce the law. Sheriff's offices tend to cover primarily rural areas since urban areas tend to fall under the jurisdiction of an incorporated city or town.

Large Municipal Police Departments

Large municipal police departments can have thousands of personnel and numerous divisions, bureaus, or sub-departments. In big city forces most of the officers are uniformed with only about fifteen percent being plainclothes investigators. Municipal police departments vary greatly in size and are organized by geographic area (i.e., the city limits).

The largest police forces exist in major cities, for example, Los Angeles or New York. Given their extensive resources such departments have access to the most modern policing techniques and provide the best training.

A police commissioner heads large city police forces. All city police forces are made up of a number of small police stations (organized by city district or borough) and a collection of citywide divisions or bureaus, that can include SWAT teams, bomb disposal, etc.

Crime Scene: Police Investigation presents two broad models that capture police work in large urban sprawls, based on the Los Angeles and New York police forces but simplified. The fundamental difference between the two is whether they focus on citywide divisions that are heavily specialized or local police stations that generalize their skills to cover many different types of crime. When creating a character (either a PC or NPC), it is worth considering in which environment the cop was trained.

1. **Centralized:** The Los Angeles Police Department (LAPD) operates using a centralized bureau structure that covers the entire LA area, with bureaus in specialized areas (Detective, Special Operations, etc.), and in broad geographical areas (i.e., north, central, etc.). The Detectives Bureau (which include such categories as detective HQ, narcotics,

SWAT

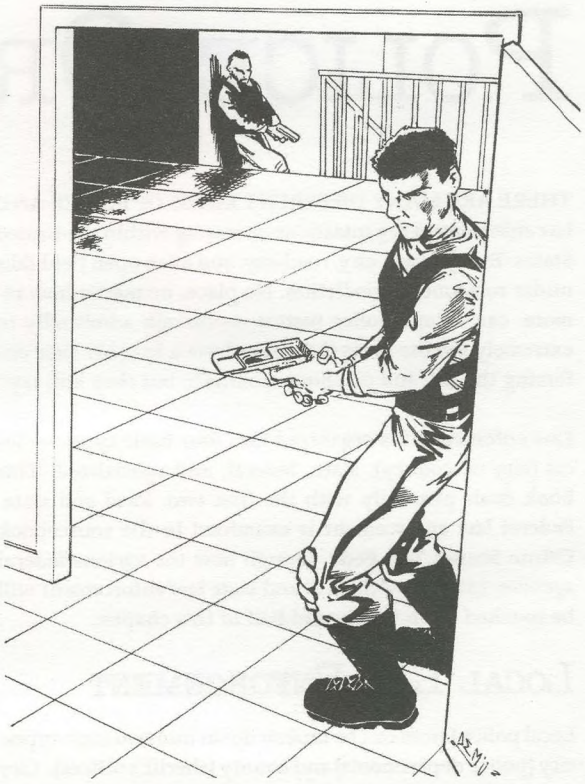
The Special Weapons And Tactics team (SWAT) is available to all forces. It is split into cells of 6 to 15 officers, including a sergeant and lieutenant. LAPD, for instance, has a 100-person SWAT operation. SWAT teams use unmarked cars, and handle any situation where suspects have barricaded themselves in either alone or with hostages. They also handle VIP protection and "immediate entry warrants." Only the chief of police, sheriff or head of the state troopers can sanction SWAT involvement, and to do so they must supply a very good reason.

robbery/homicide, juvenile crimes, organized crime and vice, etc.) works with Area Bureaus to solve crimes. The Detective HQ further specializes in such areas as missing persons, firearms, threat management, etc. The Special Ops Bureau provides air support, K-9 units, underwater units, etc. whereas, the Counter-Terrorism Bureau handles bomb disposal and SWAT. Thus LAPD detectives are highly specialized and so are the experts who work with them. It is not unusual to bring in civilian experts or outside police, as required.

2. **Decentralized:** The New York Police Department (NYPD) operates in a more decentralized manner, with the city being subdivided into 73 local precincts, organized by borough. Each precinct is supported by central bureaus (such as detective, housing, internal affairs, and transportation); however, crime solving is handled mostly at the precinct level, with officers assigned from the central bureaus where needed. The Detectives Bureau trains investigators that work either in local precinct detective squads or in specialized citywide units. Divisions within the bureau include central investigation (e.g., homicide and SWAT), forensic investigation (e.g., bomb squad, police lab, ballistics, crime scene units), fugitive enforcement (e.g., cold cases — unsolved homicides open for more than six months — and juvenile crimes), and special investigation (e.g., kidnapping, art theft, robberies, fraud, missing persons, arson, surveillance). While the NYPD uses specialists, they focus is more on the local precincts and their staff rather than broad-reaching central bureaus.

Small Municipal Police Departments

There are two kinds of small municipal police departments — urban and rural. While smaller in size, most urban municipal police departments still have many of the same resources as are found in large city departments. These smaller city forces are self-sufficient regarding all but the most exceptional criminal activity, but they do have access to state facilities and resources should the need arise (see State Law Enforcement, p.15). The fundamental difference between a small city force and a large city force is the range



of services they provide and their response time. Cops in a small city force do not specialize as much and can often be stretched more thinly. Response times can take longer and it could take hours to call in a specialized team, such a SWAT or bomb disposal.

Typical divisions in a smaller municipal police force are:

- Patrol
- Investigation
- Vice
- Crime prevention
- Juvenile
- Traffic

Rural municipal police departments, on the other hand, are far smaller and thus are extremely limited as to resources and staff. Typically these small town departments only have one or two full-time officers and a few part-time officers. Officers in such forces have a be a jack of all trades as their duties encompass whatever needs to be done, from answering phones to investigating crime scenes to dealing with the local drunk. They often only have access to one patrol vehicle, but depending on the area could pick up any number of very specialized interests, such as snowmobile driving, horseback riding, animal control, piloting, dog handling, etc. Police is such small areas rely more on the human touch and often know everyone within their town and are familiar with every inch of the countryside.

County Law Enforcement

Sheriff's offices operate at a county level and cover all areas not under a municipal jurisdiction. Most deputies are uniformed, and like cops, are assigned to patrol and call response. They control the county jail and are expected to serve criminal warrants and administer the civil process as directed by the county courts. They also deal with emergency situations, such as forest fires and search-and-rescue operations.

The average sheriff's department employs one investigator per ten staff. Generally speaking, a sheriff's department is smaller than its municipal counterpart though it often covers a much larger area, and like rural municipal police department, their officers don't tend to specialize as they are expected to cover any duties needed. However in densely populated counties, the sheriff's office is correspondingly larger. In these cases, deputies may specialize in certain types of crime, such as:

- Patrol
- Investigation
- Vice
- Crime prevention
- Juvenile
- Traffic

The top position in county law enforcement is the sheriff, who is publicly elected (usually every four years) and as such may have a political agenda. The sheriff has full control over their office. They decide how best to maintain law and order, and how to prioritize the budgetary and physical assets of the office. The under sheriff or deputy sheriff stands in for the sheriff in their absence; however, in the case of death or dismissal, it is the county coroner who takes over until the next local election. Larger sheriff's offices may also have bureau chiefs and division commanders.

State Law Enforcement

State-level law enforcement is referred to as state troopers or highway patrol officers. Their jurisdiction is primarily limited to the state and federal highways so they mostly deal with traffic violations. This is more dangerous than it seems at first glance. Criminals often speed and keep their cars in disrepair, making them more likely to be randomly stopped by a state trooper. Troopers often walk unwittingly into a hostile situation this way. Many trooper lose their lives in such encounters — they also make a number of startlingly effective arrests.

State troopers are also frequently called in to assist local city or county police if there is a shortage of resources. The state police trained detectives, forensic specialists, SWAT, motorcycle officers, and even, pilots. About fifteen percent of force is investigators who often have a statewide remit to aid other forces. State troopers tend to get involved where there is no other police presence, such as on lonely roads in wide-open spaces with low population. In such remote areas, troopers typically handle any crime they come across, including burglary, missing children, assaults, and robbery. Troopers can work an entire case if it falls under their jurisdiction, even working with the local District Attorney to get a prosecution. Troopers are ultimately accountable to the governor.

Note: Hawaii is the only state that doesn't have a state police force.

SPECIALIZED POLICE FORCES

There are over 1,300 specialist police forces, such as the military police, public transport police, federal government police, university police, etc. Although all of these are broadly similar, their remits and jurisdictions vary, depending on where they are and what kind of organization it is. Even within the force itself, the issue of jurisdiction can become fuzzy, although this is not common.

JURISDICTION

A lot of cop shows and movies focus on tussles over jurisdiction amongst different forces. This as much as anything creates a sense of urgency and tension at during the story. After all a little rivalry adds spice to an adventure.

In reality, jurisdiction is hardly ever an issue. Most forces have been operating under the same jurisdiction procedure for many years. Of course, there can be complications, but they are not commonplace. In general, somebody more specialized or more senior takes over a case when appropriate with no argument from below. Quite often, things are handed over once the preliminary investigation reveals where the best place for solving this crime is.

Note to GMs: It is important that the PCs are never unclear about jurisdiction. It can derail a campaign if the PCs lose a good case, because somebody has challenged them over it. The GM should be clear from the start that even if a case gets bigger that the PCs remain in charge of the investigation. The GM can uses such reasons as the chief want them personally involved, the PCs have specialized contacts or knowledge, or even that the department's resources are stretched thin — anything as long as the players know this is their story and they must solve it.

Building your Police Force

No two police forces wear the same uniform or drive the same cars, nor do they have the same structure, jurisdiction, or procedures. For instance, some forces issue officers

with a standard gun, others let cops choose their own. When constructing a police force, the GM and the players should consider a number of factors. They should think about how detailed or extensive the training is, how officers are expected to behave, how often characters move around, or how strong are their connections to the local area, etc.

First they must decide what type of force it is, local or state. If it a local force then they must choose from one of the following: a large municipal police force or a small municipal police force (either urban or rural) or county police force (sheriff's office).

In any police-oriented game, the GM should consider the following aspects when designing a police force:

- What are the color and style of the uniforms?
- What kind make, model, and color of car do they use?
- What are the boundaries of their jurisdiction (i.e., where is the county, city, or state lines)?
- How does this force interact with other forces and agencies? Which do they come in contact with most often, and why?
- Is it a specialist police force, such as a university force?
- Are there special units within the force (e.g. narcotics, juvenile), or are all the officers generalists who do a little of everything?
- How often and how well do the different types of officers (uniformed versus non-uniformed police like detectives) work together?
- Does the force employ scientists and support staff based in offices and laboratories or, do they do all forensics in the field?

Once a working police force has been established, the GM and players must decide who the PCs are and why they are working together. Is it a specialized unit, a mix of different types in a large force, or a small department with few officers doing everything. In some places detectives work less frequently with uniformed police. In others, uniformed cops do detective and crime scene work. Criminal psychologists are rare in small rural forces, but officers who are interested in criminal psychology are not. That said, pretty much every state has all the facilities necessary for detailed crime analysis and processing so if a PC wants to play a specialist in a small police force, they could justify it by saying they were made available by drawing on state resources.

THE STATION HOUSE

All police have a local station house or office they call their home. A typical police station has a main entrance staffed by a watch sergeant or similar, public and private waiting areas, offices, a general bull pen for the cops' desks, an evidence locker, an interrogation room, an archives, a lock-up area, a kitchen/break room, and restrooms. Some offices also have a medical examination room, sleeping quarters, showers, exercise facilities, an auto repair shop, or even a media center (for visiting press to use). The extent of a station house's facilities depends entirely on the budget of the police force.

The Evidence Locker

All stations have an evidence locker. In a small sheriff's office this might look more like a hotel room safe than anything elaborate. In a large municipal precinct, it is more likely to be a large separate room with row of shelves containing specialized lockable bags and boxes. For most, it is just a rows of sturdy lockers with extremely tough locks.

Naturally, this is where the PCs should place their evidence. If they are known to have evidence, they will be asked for it should they attempt to keep it to themselves. It is difficult to explain badly processed evidence in court, so evidence handling is treated very seriously. The officer puts the evidence in the evidence locker (which is often guarded). PCs must sign it out if they need it — and they need to supply a reason.

Interrogation Room

There is an interrogation room at most police stations. Quite often they have a reflective, two-way glass on one wall, although this is not always present. One cannot have an interrogation room below street level, as it is considered too intimidating for a suspect, so usually they are on the second floor. The room is very spartan with just a metal table and two or three hard chairs. There is recording equipment either built in or in the form of a tape recorder on the table. The table is as far from the door as it can be and the interrogator sits with their back to the door. There is likely to be nothing else in the room.

Other Organizations

Police deal with any number of outside organizations, whether they are public legal or medical professionals, or state and federal agencies. They also have access to a number of nationwide databases and online resources.

Public Attorneys

While most people think of lawyers as private practice fat cats, the police more often work with their public counterparts — government-employed attorneys/lawyers. These public attorneys can either work for the prosecution (as country or state prosecutors) or for the defense (as court-appointed public defenders). Prosecuting attorneys have a keen interest any evidence the police have gathered and they also scrutinize the police process, looking for any mistakes or mishaps that could damage their case. It is in

the police's best interest to cooperate with the public prosecutor, as they are the people who fight for the conviction. Often a case won't go a court unless the attorney is certain they have enough solid evidence and testimony to assure a conviction.

Public attorneys operate at all levels, starting with city attorneys (who work for the city council), to state attorneys (who are elected every four years), to US attorneys (who are appointed by the president and cover only federal crimes). All attorneys must have a law degree and have passed the bar. State attorneys, called district attorneys, prosecute criminal cases and report to the State Attorney General (who is also elected every four years). Each US attorneys covers one of the ninety-three judicial districts in the country. As such, US attorneys act as the main federal law enforcement officer in their area and thus have wide discretion.

Medical Examiners/Coroners

The responsibility for determining the cause of death rests with pathologists, medical examiners, and coroners. The latter two work directly for the government. The fundamental difference between a medical examiner and a coroner is that coroners are elected and do not necessarily have any medical knowledge. Medical examiners, on the other hand, are doctors who perform the same role but are not elected. There is a trend towards medical examiners rather than coroners since some coroners have sometimes been motivated by political reasons rather than the strict truth.

Unless a doctor was present to sign the death certificate, the medical examiner or coroner is brought in to assess the situation. The coroner/medical examiner is the person who decides if an autopsy is needed., Typically circumstances under which they are called in include:

- Any death where there were no nursing or medical staff present
- When homicide is known or suspected
- When criminal action was involved in the death
- In cases of starvation, exposure, drug addiction, alcohol poisoning, poisoning
- If a contagious disease is suspected
- When death was in custody
- Any unnatural death (i.e., from suicide, suspected foul play, etc.)

Forensics

The police use forensics in a number of ways to assist in their work. Medical examiner use forensic pathology to perform autopsies to establish the cause and time of death. There are numerous types of forensic experts who specialize in all sorts of areas, such as odontology (dentistry), blood, archaeology, and even, entomology (bugs). Forensics experts and crime scene officers can work together on any crime scene. Players may even recruit a freelance NPC forensics expert to the team to perform a specific task. The GM can determine the availability of such specialists.

To learn more about forensics, check out **Crime Scene: Forensics**.

Professional Associations

In addition to their work on the force, many cops also belong to peer groups or professional organizations where they can learn new techniques, discuss topics of mutual interest, and receive peer recognition. Often these groups have magazines or newsletters, as well as regular meetings and conferences. As part of a professional organization, PCs may have to write a paper, give a lecture, or chat about their current activities to other cops.

Here is a list of some of the professional associations a character may wish to contact or join:

- The American Probation and Parole Association
- The International Association of the Chiefs of Police
- The Major Cities Chiefs Association
- The Major County Sheriffs Association
- The National District Attorneys Association
- The National Sheriffs Association
- The American Society of Crime Laboratory Directors
- The Conference of Chief Justices

Professional associations are also a good source for advice from colleagues, particularly if players are stuck on a case and inquiries have to be made discreetly.

Department of Justice

The Department of Justice manages federal crime in its entirety in the US. The US Attorney General (appointed by the president) heads the Department of Justice and represents the government in their most important cases in the Supreme Court.

It has about sixty or so branches, which include the following:

- US National Central Bureau-INTERPOL
- Federal Bureau of Investigation
- Drug Enforcement Administration
- US Marshals Service
- Federal Bureau of Prisons
- US Attorneys
- US Parole Commission

US National Central Bureau-INTERPOL

On behalf of the US Attorney General, USNCB facilitates international law enforcement cooperation with Interpol when handling international fugitives and crimes committed across national borders.

Federal Bureau of Investigation (FBI)

The Department of Justice is the largest employer of federal officers and the FBI employs most of them. Headquartered in Washington DC, the FBI employs about 11,000 field agents and 16,000 staff to support them. Their remit covers the violation of federal statutes, but they are also deeply involved in issues of national security. The FBI typically only deals with big crimes that are far-reaching and complex — anything from white-collar crime to kidnapping to drug trafficking. Agents work closely with other police groups when out in the field.

The FBI is divided in seven programs:

1. Applicant Matters
2. Civil Rights
3. Counter-Terrorism
4. Foreign Counterintelligence
5. Organized Crime/Drugs
6. Violent Crimes and Major Offenders
7. Financial Crime

The FBI is also well known for tracking down the country's most violent fugitives, some 12,000 fugitives at any point in time.

The FBI is the investigative arm to the Department of Justice and its power is defined by statute. Like the police, it uses the US Attorney system to decide who gets prosecuted. Those detained, however, are placed in federal custody. While it may seem otherwise, the FBI is subject to the same approval processes for surveillance and informants as that of the police. The FBI maintains state-of-the-art forensics labs and training facilities. Furthermore, the FBI supports a "Critical Incident Response Group," which is effectively the FBI SWAT team.

In the movies, the FBI is often seen as taking over cases. This is not really the case. Of course the FBI is influential but circumstances, not power politics, dictate who the boss is in any particular crime situation. The FBI may get involved in serious crime at a local level, but only if there is a disturbing pattern to the crime that seems to be rising, therefore making it a national issue. They are also brought in the case of serial killers since criminals often operated in other states previously and the FBI maintains a more extensive profiling database.

Drug Enforcement Administration

The Drug Enforcement Administration (DEA) enforces the laws surrounding drug trafficking and abuse.

US Marshals Service

The US Marshals is a nationwide organization that focuses primarily on apprehending fugitives and protecting courtrooms. They also deal with witness protection, prisoner custody, and transportation. The US Marshals has a Special Operations Group (SOG), which is their equivalent of SWAT. One of the more unusual responsibilities of the US Marshals is that they escort missiles while in the US.

ATF

The US Department of the Treasury overseas the Bureau of Alcohol, Tobacco and Firearms (ATF), which enforces the federal laws and regulations relating to alcohol, tobacco, firearms, explosives and arson.

Homeland Security

Created in 2003, the Department of Homeland Security (DHS) now overseas the newly formed Customs and the Border Patrol, which include both the US Customs Service, which deals mainly with illegal goods brought into the country, and the US Immigration and Naturalization Service (INS), which deal with illegal immigrants.

It also now includes:

- US Secret Service, who investigate counterfeiting, large-scale fraud, and computer crime (hacking, online financial theft, etc.) in addition to their protection duties.
- Coast Guard
- Inspector General

Details on these and other federal agencies is included in **Crime Scene: The Feds**.

Online Resources

The police have access to a number of local and nationwide law enforcement databases. The main ones are the Law Enforcement Online, the National Crime Information Center database, and the National Instant Criminal background check, all three services are provided by the Criminal Justice Information Services Division (CJIS) of the FBI.

Law Enforcement Online

Law Enforcement Online (LEO) is a national interactive computer communications system and information service run by CJIS. It is a very big intranet exclusively for the law enforcement community — be it local, state, or federal — allowing them exclusive communication with each other. PCs can access LEO at the office.

LEO is state of the art. Its services include a topical focus area, special interest groups, news groups, and instant chat. It also maintains a calendar of conferences, courses, and so on, as well as a great deal of on-line training. PCs looking to improve their skills can use LEO to do so.

LEO also provides a secure e-mail function within the law enforcement community. When faced with the problem of

potential hacking or dubious colleagues, LEO provides a good, discreet way of talking to those they can trust.

National Crime Information Center

The FBI National Crime Information Center (NCIC) is by far the most useful resource to the hardworking law enforcement officer. Players are likely to refer to NCIC often, as it is where the really important data comes from. The NCIC covers the entire US, as well as Puerto Rico, the US Virgin Islands, and Canada. It is state-of-the-art and a truly remarkable database. The NCIC can be accessed from remote terminals in the station and in police cruisers. Many modern police officers may even have a portable modem device that allows them to access the database even in the field. The database also put the PCs in contact with other officers around the country at the press of a few buttons or a phone call.

The NCIC database is far reaching. The enhanced name search uses the New York State Identification and Intelligence system (NYSIIS). Not only does it report the whole of a person's criminal record, it can also speculate by looking up phonetically similar names, in case the user has an incorrect or partial spelling. It stores fingerprints of the right index finger and can draw a comparison against all known fingerprint data (including wanted and missing persons). It also contains a mugshot database, noting any identifying features such as scars and tattoos. It even lists details on any cars or boats connected to a known criminal.

Furthermore, the NCIC contains data on all convicted prisoners, as well as those on probation or parole. It can cross-reference people and link files to indicate who has worked with whom in the past. The database also flags anyone that other members of the law enforcement community have been making similar inquires about in the last 5 days.

Only PCs who are sufficiently police savvy (DC 20 on *Police Bureaucracy*) and knows a lot about computers will realize that NCIC also logs who is looking for what; so players can sometimes reveal what they are looking for without realizing.

CJIS also provides a National Incident-Based Reporting System (NIBRS) that can take a little longer to access. This shows patterns of crime across the US and how they are changing. It is best used by players as a way of identifying crime trends created by major criminal organizations.

In 1999, the National Crime Prevention and Privacy Compact was enacted to stop the practice of individual police department charging each other for their respective data.

NIC Database

Although not a police system, in some cases, the general public can access NCIC data. The "Brady Act" allows federal firearm licensees to telephone for information on an individual attempting to purchase a firearm using the National Instant Criminal Background Check System (NICS). The rules governing this resource vary slightly across different states. Some require an e-mail or telephone call. A response takes approximately 30 seconds.

A query tell if a person is:

- A convicted felon
- A fugitive
- An unlawful drug user
- Committed to a mental institution
- An illegal alien
- Discharged dishonorably from the military
- Subject to a restraining order for violent crime
- Convicted of a violent crime

If a person falls under one of these categories, the FBI simply states that the transaction of a firearm is not to proceed. However, applying for a license to sell firearms could prove a very useful strategy for getting information about NPCs for a PC who is not involved in law enforcement. Calls are monitored — so frequent calls to NICS could arouse attention.

NICS is a toll free number unavailable on Christmas day and Thanksgiving.

CHAPTER 3

CHARACTERS

PEOPLE ENTER LAW ENFORCEMENT FOR MANY reasons. The kind of past you choose for your character determines how they look at themselves and their job. Here are some ideas around backgrounds for characters.

Tragic circumstances, such as having a loved one or friend hurt or killed by a criminal, or having one's treasured belongings stolen or destroyed, can lead a person to join law enforcement. A desire to avenge wrongs can be a very strong motivation; however, it can lead to significant problems. For instance, such a character may find it hard, if not impossible, to give up on a seemingly unsolvable crime. Likewise, they may take it personally if a criminal they have apprehended is acquitted, especially if they get off on a technicality.

Some people become police officers out of sense of civic duty. For them the idea to "serve and protect" is a solemn oath, not just a slogan on their badge. Such characters could come from any background — a hard-working blue-collar family, a solid middle class background, or a poverty-ridden broken home. These types of people are the ones who as children wanted to grow up to be a police officer.

Those that come from bad neighborhoods where drug dealers, pimps, and burglars hold sway will have noticed from an early age that someone needs to clean out the scum and villainy. They have looked inside themselves and decided that they best way to get something done is to do it themselves. As law enforcement officers, they will have to walk a fine line between being a good cop and being true to their neighborhood. Many people, even good ones, have a deep-seated mistrust of the police due to past prejudice, and in some very real instances, outright persecution. Choosing this kind of background forces players to decide the strength of their various loyalties from the beginning, and they should be prepared for the conflict that it will no doubt bring.

Some people are attracted to law enforcement because of the power it can grant them — specifically power over other people. Bullies exist everywhere and there are more than a few in law enforcement. Nevertheless one must bear in mind that not all burly police officers are bullies. Law enforcement can be a refuge for the strong. It does not imply that such people lack intelligence, far from it, but rather they find their physical prowess overshadows their other talents, leaving them few comfortable choices in the job market. Strength is valued in law enforcement, and can be a choice for someone who has tried another trade and found it unsatisfying. For instance, a football player who didn't make the professional cut, a bouncer who is tired of the club circuit, a bodyguard who wants to help ordinary people, or a dock worker who needs something more challenging and rewarding than hauling stock. With this kind of character one can bring in any number of unrelated skills from previous jobs or hobbies.

For some, being a police officer is a family tradition. Fathers, grandfathers, and great-grandfathers will have, or may still be serving on the force. Often they have earned honors and awards, which puts pressure on their descendants to match or exceed their achievements. On the plus side, having a family member on or retired from the force gives a character a good contact for information and support. It can also help the character to gain rank more easily. On the flip side, if the character doesn't live up to the family reputation, there can be hell to pay. Trying to live up to someone else's expectations can be a lot of work, but it can lead to terrific role-playing.

There is also the possibility that the family member has disgraced himself (e.g., took bribes, committed a crime). Entering the force with this kind of black mark can be very challenging, but it gives the PC a personal goal to clear or exonerate the obviously misunderstood relative.

CHARACTER CLASSES

In **Crime Scene: Police Investigation** presents six new character classes. They are:

- Cop
- Trooper
- Deputy
- Detective
- Crime Scene Investigator
- Criminal Psychologist

These classes represent police roles starting at the sergeant level. Criminal Psychologists start off as counselors and Crime Scene Investigators begin as crime scene technicians, which means PCs can have a civilian background if they select these classes. It is also possible for a PC to remain a civilian and work freelance, provided the GM allows it.

All classes require an INT score of at least 8 and Strength, Dexterity, and Constitution scores of at least 10 if they have received police training prior to starting the game.

Skills and Feats

Each PC starts of with some bonus feats from their training. They also get bonus skill (and sometimes feats) levels according to which department they worked in prior to the game (see Starting Department, p. 28). PCs get skill points as outlined below, e.g. Cop class skill points at first level: (4 + INT modifier) x 4. There are no additional skill allocations beyond this. Each class has class skills available to it (see below). All skills outside of this are cross-class.

Class Skills by Class

Skill	Cop	Trooper	Deputy	Detective	Crime Scene Investigator	Criminal Psychologist
Analyze Narcotics				X		
Autoshop		X			X	
Balance					X	
Bluff		X		X		X
Climb					X	
Computer Operation	X			X	X	X
Concentration		X			X	X
Counseling			X			X
Crime Scene Recording					X	
Diplomacy		X				X
Disable Device					X	
Dog Handling			X			
Drive: Chase		X				
Drive: Tailing			X	X		
Evidence Analysis					X	
Forced Entry	X					
Gather Evidence			X	X	X	
Gather Information	X		X		X	
Hide			X			
Interview	X	X	X	X		X
Intimidate	X			X		
Jump						
Knowledge: Autopsy			X	X	X	X
Knowledge: Law	X					
Knowledge: Street Sense			X			
Listen	X					X
Medical Assistance		X				X
Move Silently						
Police Bureaucracy				X		
Police Interrogation			X	X		
Research						X
Search	X				X	
Sense Motive	X	X	X	X		X
Speak Language	X					
Spot		X			X	
Surveillance		X				
Swim						
Tailing (on foot)				X		
Tumble						
Undercover						
Wilderness Lore						

There is a list of feats available to each class. You can only get additional feats outside of those listed by agreement with the GM or by multiclassing (see below). PCs get a bonus feat every odd-numbered Level (1, 3, 5 and so on), which they can choose from the list of bonus feats. They also receive a feat as a class ability at even even-numbered Level (2, 4, 6, 8, 10), which is specified by character class. (See 'Chapter 4: Skills and Feats', pp. 30-42, for descriptions of individual feats listed).

PCs have no choice in the specified feats. Unless stated, a character cannot have the same feat twice.

Multiclass

There are no multiclass restrictions. Changes represent new training for the character or a re-assignment to another area of work. However, if multiclassing gives a PC a feat they already have, they gain no benefit and cannot have a substitute feat.

COP

The first on the scene in most occasions, the Cop is the backbone of the US police system. These highly trained individuals can provide any service from counseling to guarding or armed response. In **Crime Scene: Police Investigation** Cops are at the heart of all investigations and cases. They provide the presence and authority that a uniform provides.

PCs play Cops from sergeant to captain rank, so they are not beat cops, but rather coordinators and leaders who allocate resources and get things done. Quite often this may involve organizing many uniformed officers over a wide area, whether as a search party scouring a wooded area or a team of officers canvassing an area door to door. In any case, it is the Cops who follow up leads, check the details, and talk to the public. Cops work closely with other classes such as Detectives, Crime Scene Investigators, and so on to progress an investigation. Whenever manpower is needed, Cops provide it. This is particularly useful at the information gathering stage, when many people are needed Cop characters are the ones who would be coordinating such an exercise. Similarly, if there is an element of danger then it is the Cop who provides protection and support. Cops represent the public face of any investigation. They are often the ones who make press statements, canvass an area, or reassure the local population.

Cop

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+1	+1	+1	+0
2	Archive Knowledge	+1	+2	+2	+2	+0
3	Bonus Feat	+2	+2	+2	+2	+1
4	Strong Stomach	+3	+3	+3	+3	+1
5	Bonus Feat	+3	+3	+3	+3	+1
6	Informant Handling	+4	+3	+4	+4	+2
7	Bonus Feat	+5	+4	+4	+4	+2
8	Weapon Specialization	+6/+1	+4	+4	+4	+2
9	Bonus Feat	+6/+1	+5	+5	+5	+3
10	Walking the Area	+7/+2	+5	+5	+5	+3

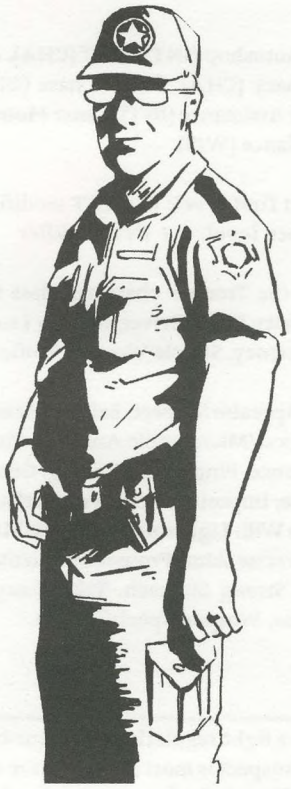
Hit Die: d8

Class Skills: Computer Operation (INT), Forced Entry (STR), Gather Information (CHA), Interview (INT), Intimidate (CHA), Knowledge: Law (INT), Listen (WIS), Search (INT), Sense Motive (WIS), Speak Language (NONE).

Skill points at first level: (4 + INT modifier) x 4
Skill points per level: 4 + INT modifier

At first level, the Cop character class starts off with the following feats: Driving License, Side Arm Weapon Proficiency, Simple Weapon Proficiency.

Bonus Feats: Alertness, Appraise Suspect, Ballistic Armor Proficiency, Bribing, Chemical/Microscopic Analysis, Combat Reflexes, Connecting Evidence, Counter Surveillance, Crack Driver, Dodge, Emergency Medic, Endurance, Good Right Hook, Great Fortitude, Hostage Negotiation, Imposing, Improved Initiative, Iron Will, Lightening Reflexes, Long Arm Firearm Proficiency, Marksman, Media Handling, Point Blank Shot, Precise Aim, Promotion: Lieutenant, Promotion: Captain, Ready Weapon, Skill Focus, Take Charge, Toughness, Weapon Finesse.



TROOPER

State Troopers have a unique job. While most of the time, they are only seen patrolling the highway, the role of the Trooper is far more diverse. State Troopers have all the technical facilities and back up training to match any other force. A good Trooper is familiar with many aspects of police work and is called upon to perform a myriad of tasks.

Troopers have responsibility for the open road and tend to work the most remote areas of the US, dealing with any crime that happens there. As a result, they are independent and confident, often working alone in a position where back up would be slow to come. Troopers help find people who have gone missing and if the crime is statewide the Trooper may also have jurisdiction and they also have remit to aid investigations in local areas that need assistance, providing valuable resources to other forces.

Troopers patrol, arrest, search, etc. just like any other force. They even respond to 911 calls if they are the best person to deal with a situation. Troopers are versatile and resilient, and can operate well in just about any environment.

Trooper

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+1	+1	+0	+1
2	Long Arm Firearm Proficiency	+1	+2	+2	+0	+2
3	Bonus Feat	+2	+2	+2	+1	+2
4	Alertness	+3	+3	+3	+1	+3
5	Bonus Feat	+3	+3	+3	+1	+3
6	Emergency Medic	+4	+3	+4	+2	+4
7	Bonus Feat	+4	+4	+4	+2	+4
8	Ready Weapon	+5	+4	+4	+2	+4
9	Bonus Feat	+5	+5	+5	+3	+5
10	Skill Focus	+6/+1	+5	+5	+3	+5

Hit Die: d8

Class Skills: Autoshop (INT), Bluff (CHA), Concentration (CON), Diplomacy (CHA), Drive: Chase (DEX), Interview (INT), Medical Assistance (INT), Sense Motive (WIS), Spot (WIS), Surveillance (WIS).

Skill points at first level: (2 + INT modifier) x 4
Skill points per level: 6 + INT modifier

At first level, the Trooper character class starts off with the following feats: Crack Driver, Driving License, Side Arm Weapon Proficiency, Simple Weapon Proficiency.

Bonus Feats: Appraise Suspect, Ballistic Armor Proficiency, Bribing, Chemical/Microscopic Analysis, Combat Reflexes, Dodge, Endurance, Fingerprint Taking, Good Right Hook, Great Fortitude, Imposing, Improved Initiative, Informant Handling, Iron Will, Lightening Reflexes, Marksman, Point Blank Shot, Precise Aim, Promotion: Lieutenant, Promotion: Captain, Strong Stomach, Take Charge, Toughness, Weapon Finesse, Weapon Specialization.

DEPUTY

Who gets into a fight regularly each Saturday night? Who knows which suspect is most likely to have stolen from the local five and dime? Who know not only which kids cause the most trouble but where they live? The Deputy. Their mandate is to know, protect, and serve the local community. Deputies get involved when there is trouble on their patch. What type of patch this is determines what type of job the Deputy holds. If it is a quiet rural area, then it is a quiet rural job. If the area is a low-life, crime-ridden cesspool, then the Deputy is likely to be more hardened and resilient. The Deputy is well known within the community and benefits from having a network of local contacts and associations.

Deputies have to be able competently handle all kinds of police work, often being one of a very small police force. Deputies find themselves doing everything from policing the Friday night hangouts to protecting the local political candidate, to teaching kids about crime prevention at the local school.

Also, ambitious Deputies could someday aspire to become Sheriff, which being an elected position could provide the Deputy with potential political power (and of course, additional pressures).

Hit Dice: d8

Class Skills: Counseling (CHA), Dog Handling (CHA), Drive: Tailing (WIS), Gather Evidence (WIS), Gather Information (CHA), Hide (DEX), Interview (INT), Knowledge: Autopsy (INT), Knowledge: Street Sense (INT), Police Interrogation (CHA), Sense Motive (WIS).

Deputy

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+1	+1	+1	+0
2	Archive Knowledge	+1	+2	+2	+2	+0
3	Bonus Feat	+2	+2	+2	+2	+1
4	Crack Driver	+3	+3	+3	+3	+1
5	Bonus Feat	+3	+3	+3	+3	+1
6	Informant Handling	+4	+3	+4	+4	+2
7	Bonus Feat	+4	+4	+4	+4	+2
8	Precise Aim	+5	+4	+4	+4	+2
9	Bonus Feat	+5	+5	+5	+5	+3
10	Toughness	+6/+1	+5	+5	+5	+3

Skill points at first level: (2 + INT modifier) x 4
Skill points per level: 6 + INT modifier

At first level, the Deputy character class starts off with the following feats: Driving License, Side Arm Weapon Proficiency, Simple Weapon Proficiency.

Bonus Feats: Alertness, Appraise Suspect, Ballistic Armor Proficiency, Chemical/Microscopic Analysis, Connecting Evidence, Counter-Surveillance, Dodge, Emergency Medic, Endurance, Fingerprint Taking, Good Right Hook, Great Fortitude, Imposing, Improved Initiative, Iron Will, Lightening Reflexes, Long Arm Firearm Proficiency, Point Blank Shot, Promotion: Lieutenant, Promotion: Captain, Ready Weapon, Skill Focus, Strong Stomach, Take Charge, Weapon Specialization.

DETECTIVE

Police detectives are central to a criminal investigation. They are the ones who follow up leads, interview witnesses, and notice discrepancies and in doing so bring it all together to form a sense of the whys and wherefores of a crime. Detectives can specialize in any number of techniques — interrogation, surveillance, interviewing, etc. Additionally, they are likely the ones who confront the suspects. This is the fundamental difference between a Detective and the other classes — Detectives dig around inside the case and as such are the closest to the suspect (and the danger that can entail). While others search for evidence, it is the Detective who is questioning the suspect or spying on their house.

The Detective is a personal role and what they face is often it is not pretty. They are social creatures, good at talking and making the connections. At heart, a good Detective is observant, quiet, and meticulous — once they've put them at their ease, they let the suspect talk and they listen.

Hit Dice: d6

Class Skills: Analyze Narcotics (WIS), Bluff (CHA), Computer Operation (INT), Drive: Tailing (WIS), Gather Evidence (WIS), Interview (INT), Intimidate (CHA), Knowledge: Autopsy (INT), Police Bureaucracy (WIS), Police Interrogation (CHA), Sense Motive (WIS), Tailing: On Foot (WIS).

Skill points at first level: (4 + INT modifier) x 4
Skill points per level: 4 + INT modifier

Detective

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+1	+0	+1	+1
2	Informant Handling	+1	+2	+0	+2	+2
3	Bonus Feat	+2	+2	+1	+2	+2
4	Ballistic Armor Proficiency	+3	+3	+1	+3	+3
5	Bonus Feat	+3	+3	+1	+3	+3
6	Connecting Evidence	+4	+3	+2	+4	+4
7	Bonus Feat	+4	+4	+2	+4	+4
8	Walking the Area	+5	+4	+2	+4	+4
9	Bonus Feat	+5	+5	+3	+5	+5
10	Take Charge	+6/+1	+5	+3	+5	+5

At first level, the Detective character class starts off with the following feats: Simple Weapon Proficiency, Side Arm Weapon Proficiency, Driving License.

Bonus Feats: Alertness, Appraise Suspect, Bribing, Counter-Surveillance, Crack Driver, Dodge, Endurance, Fingerprint Taking, Great Fortitude, Hostage Negotiation, Imposing, Improved Initiative, Iron Will, Lightening Reflexes, Media Handling, Point Blank Shot, Precise Aim, Promotion: Lieutenant, Promotion: Captain, Ready Weapon, Skill Expertise, Strong Stomach, Toughness, Weapon Specialization.

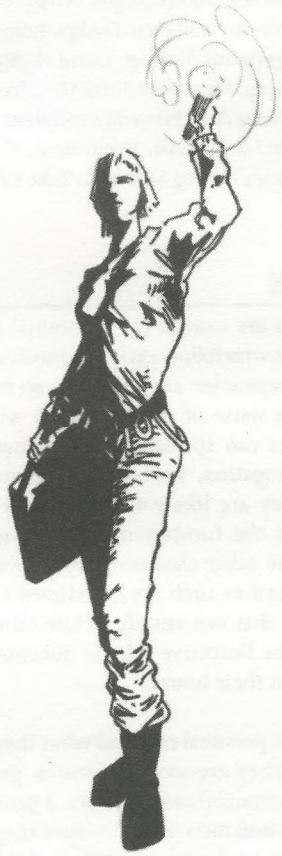
CRIME SCENE INVESTIGATOR

Crime Scene Investigator specializes in dealing with crime scenes. A Crime Scene Investigator may be an evidence collector, a sketch artist, a photographer, or a combination of all three. Their main role is protect and process a crime scene so that information can be collected and documented before the crime scene is damaged or corrupted. A Crime Scene Investigator has training in a number of forensic fields, though their focus is on collecting evidence, rather than interpreting it.

Crime Scene Investigators must be able to visually sift through a crime scene and determine the relative significance and importance of various bits of potential evidence. They also must protect the crime scene from interference, both from outsiders and from other police officers that may unwittingly destroy evidence through negligence or lack of experience.

As a sketch artist or photographer, they are responsible for thoroughly documenting a crime scene, providing information for later analysis. They decide what to record and how to record it. Crime Scene Investigators are rarely the first person on a crime scene, so they have to be able to identify prior interference and work fast to prevent further degradation of a scene. In larger crime scenes, Crime Scene Investigators supervise any crime scene technicians (NPCs controlled by the GM).

Crime Scene Investigators can be private citizens who work freelance, but most have received formal police training. In many forces, it is not unusual for Cops or Deputies to do



Crime Scene Investigator

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+1	+0	+1	+0
2	Strong Stomach	+1	+2	+0	+2	+0
3	Bonus Feat	+1	+2	+1	+2	+1
4	Crime Scene Hazard	+2	+3	+1	+3	+1
5	Bonus Feat	+2	+3	+1	+3	+1
6	Walking the Area	+3	+3	+2	+4	+2
7	Bonus Feat	+3	+4	+2	+4	+2
8	Take Charge	+4	+4	+3	+4	+3
9	Bonus Feat	+4	+5	+3	+5	+3
10	Archive Knowledge	+5	+5	+3	+5	+3

the work of the Crime Scene Investigator. In game terms, this is effectively cross classing. Despite their specialization, Crime Scene Investigators should not find themselves restricted only to crime scenes. They are usually police officers as well, and possess all the requisite skills and abilities to fully function within any police investigation.

Hit Dice: d6

Class Skills: Autoshop (INT), Balance (DEX), Climb (STR), Computer Operation (INT), Concentration (CON), Crime Scene Recording (INT), Disable Device (INT), Evidence Analysis (INT), Gather Evidence (WIS), Gather Information (CHA), Knowledge: Autopsy (INT), Search (INT), Spot (WIS).

Skill points at first level: (6 + INT modifier) x 6
Skill points per level: 6 + INT modifier

At first level the Crime Scene Officer character class starts off with the following feats: Simple Weapon Proficiency, Side Arm Weapon Proficiency, Driving License, Fingerprint Taking, Chemical/Microscopic Analysis.

Bonus Feats: Alertness, Connecting Evidence, Counter-Surveillance, Dodge, Emergency Medic, Endurance, Great Fortitude, Imposing, Improved Initiative, Iron Will, Lightening Reflexes, Media Handling, Point Blank Shot, Precise Aim, Promotion: Lieutenant, Promotion: Captain, Ready Weapon, Skill Expertise, Toughness.

CRIMINAL PSYCHOLOGIST

The Criminal Psychologist is a very specialized class and should only be played with approval of the GM. The reason for this is many police departments, especially small or rural ones, won't have one on staff. Criminal Psychologists start work as counselors and deal mainly with victims of

crime. They also counsel their fellow officers, working on stress management and other issues that arise from such a violent and sometimes demoralizing job. Over time, Criminal Psychologists build experience analyzing the psychology and motives of criminals. Some may specialize hostage negotiation, or in specific areas such as juvenile crime.

As part of any investigation Criminal Psychologists may be called upon to interview or interrogate witnesses where others have failed. They have a instinctive knack (as well as extensive training) in spotting lies and false testimony. Criminal Psychologists are skilled at creating suspect profiles based on the clues. Frequently, they have a medical or scientific background too. Criminal Psychologists rely heavily on both research and intuition to get their job done.

Criminal Psychologist

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+1	+0	+0	+1
2	Informant Handling	+0	+2	+0	+0	+2
3	Bonus Feat	+1	+2	+1	+1	+2
4	Skill Focus	+1	+3	+1	+1	+3
5	Bonus Feat	+2	+3	+1	+1	+3
6	Psychological Profiling	+2	+3	+2	+2	+4
7	Bonus Feat	+3	+4	+2	+2	+4
8	Iron Will	+3	+4	+3	+3	+4
9	Bonus Feat	+4	+5	+3	+3	+5
10	Handwriting Analysis	+4	+5	+3	+3	+5

Hit Dice: d6

Class Skills: Bluff (CHA), Computer Operation (INT), Concentration (CON), Counseling (CHA), Diplomacy (CHA), Interview (INT), Knowledge: Autopsy (INT), Listen (WIS), Medical Assistance (INT), Sense Motive (WIS).

Skill points at first level: (4 + INT modifier) x 6
Skill points per level: 6 + INT modifier

At first level, the Criminal Psychologist character class starts off with the following feats: Appraise Suspect and Driving License. They also start with an additional 4 ranks in the skill *Sense Motive*.

Bonus Feats: Alertness, Archive Knowledge, Bribing, Connecting Evidence, Doctor, Dodge, Emergency Medic, Endurance, Great Fortitude, Hostage Negotiation, Imposing, Improved Initiative, Lightening Reflexes, Media Handling, Promotion: Lieutenant, Promotion: Captain, Ready Weapon, Side Arm Proficiency, Simple Weapons Proficiency, Strong Stomach, Take Charge, Walking the Area, Weapon Finesse, Weapon Specialization.

Putting Together a Team

In **Crime Scene: Police Investigation**, the players are a group police officers involved in a story. They can play similar characters or take different ones from each of the classes to form a team.

These classes can be from different forces, for example Trooper and Deputies, so the GM and players need a reason for the characters to be working together, or the PCs could just be members of a same force, who work together either because they are friends or their boss tells them to do so.

Other reasons could include:

- Local resources are stretched and police officers have been pulled in from various locales to help out.
- There is a mixed jurisdiction involved and officers from different departments have agreed to work together.
- The PCs are part of a task force or special investigation unit that takes the best from all the forces.
- The PCs find themselves in a situation throw together by accident, where they are cut off from their regular resources and forces for some reason.

All these reasons are plausible and provide a good basis to get characters working on the same plot together. **Note:** Sometimes a story might preclude the use of certain types of character classes.

Starting Departments

Each PC selects a starting department, which represents experience gained prior to game start. They gain all the specialized training and expertise required by in their chosen field. This previous experience serves as a kind of a police background origin.

PCs must meet any prerequisites present for a particular starting department.

The types of starting departments available are limited by character class (see table p.29).

Patrol

Patrol can be on foot, by bicycle, by boat, by air, and even on horseback. Ordinarily, however, patrolling is done in cars. The officer provided the general function of policing an area and responding to calls. Most call-outs would have dealt with domestic violence and public drunkenness.
Benefits: Gain an additional 2 ranks in *Listen* and *Sense Motive*.

Investigation

In some forces, low ranking officers assist in an all-purpose investigation department. Bigger forces may subdivide this function. The work of the officers is to support detectives and senior uniformed police in major crimes. This can be done in a variety of way, including making inquires and protecting crime scenes.
Benefits: Gain the feat Imposing and an additional 2 ranks in *Gather Information*.

Vice

This squad investigates activities involving prostitution, pornography, and gambling. They maintain files on suspected and convicted individuals who have links to organized vice activities and illegal gambling, from bookies to organizers of illegal fights.
Benefits: Gain an additional 2 ranks in *Bluff* and *Surveillance*.

Crime Prevention

The role of a crime prevention officer involves a lot of community liaison work and presentations. These usually take place at colleges and local schools, but it can also be given at clubs and societies. Crime prevention officers also prepare information for press releases or websites.
Benefits: Gain the feat Media Handling and an additional 2 ranks in *Knowledge: Law*.

Juvenile

This department concerns itself with preventing and investigating crime relating to minors (those under the age of 18). These duties range from finding missing children to

Starting Departments by Class

	Patrol	Investigation	Vice	Crime Prevention	Juvenile	Traffic	Homicide	Narcotics	Generalist	Civilian
Cop	X	X	X	X	X	X	X	X	X	
Trooper	X	X	X	X	X	X	X	X	X	
Deputy	X	X	X	X	X	X	X	X	X	
Detective	X	X	X	X	X	X	X	X	X	
Crime Scene Investigator	X	X	X		X		X	X	X	X
Criminal Psychologist		X	X	X	X		X	X		X

looking into gang-related crimes. It also includes crime and drug education in schools. Officers in this department deal with some of the most emotional areas of police work and must be especially sensitive to its delicate nature.
Benefits: Gain the feat Appraise Suspect and an additional 2 ranks in *Counseling*.

Traffic

The PC comes from a department that dealt exclusively with traffic concerns. They have issued tickets and directed traffic, as well as handled accidents. As such, they need to be thorough, systematic, and possess good judgment and reactions.
Benefits: Gain an additional 2 ranks in *Medical Assistance* and *Spot*.

Homicide

This department deals exclusively with murders. Officers in this department are skilled at investigating death crime scenes and interpreting autopsy reports. They are also able to cope better with distraught relatives and friends of the victim.
Benefits: Gain an additional 2 ranks in *Knowledge: Autopsy* and *Diplomacy*.

Narcotics

The massive rise in drug related crime over the last 40 years has led to the formation of investigation units specifically targeted at tackling the spread of narcotics, particularly in the larger forces. The units are charged with seizing assets from drug dealers, and breaking up the organized distribution of narcotics.
Benefits: Gain an additional 2 ranks in *Analyze Narcotics* and *Undercover*.

Generalist

Because they work in a precinct structure, or in a small rural area, the character has chosen to be a generalist and

be good at many diverse things. Their expertise therefore lies in the fact they work in a clearly defined area and that they know this location very well.
Benefits: Gain an additional 2 ranks in *Knowledge: Law* and *Knowledge: Street Sense*.

Civilian

Prior to becoming a Crime Scene Officer or Criminal Psychologist, the PC was a civilian. Their civilian role was probably quite similar to their current role. The PC may even still be a civilian working as a consultant, in which case they have only an honorary rank.
Benefits: Gain the feat Promotion: Lieutenant and an additional 2 ranks in *Hide*.

CHAPTER 4

SKILLS AND FEATS

BEING A LAW ENFORCEMENT OFFICER DRAWS UPON a multitude of very unique and specialized abilities that either they have picked up on the job or learned in police academy or through advanced training. For this game we have developed new skills and feats to reflect the singular needs and talents of the police.

The following are the new and existing skills used in the **Crime Scene: Police Investigation** game. Some remain unchanged and can be found in *Dungeons and Dragons Player's Handbook,* New skills and existing skills that have been altered to reflect the genre are detailed below. GMs should feel free to adapt any rules and skills to suit their own campaigns as needed.

Notes: The *Dungeons & Dragons Player's Handbook* has been abbreviated to **PHB** in references. In the Skills table on p. 31, new skills are labeled with an asterisk (*).

NEW SKILLS

Here are descriptions of the new skills that appear in **Crime Scene: Police Investigation**.

ANALYZE NARCOTICS (WIS)

Description: The skill also covers the analysis of narcotic substances to establish type, as well as chemical formulas, purity, and likely effects.

Analysis: The difficulty of the check is determined by the resources available to the PC, whether they use a simple taste test, a basic test kit, or a full laboratory. The more sophisticated the equipment the more accurate the results, but the longer it takes. A PC can elect to perform the test either quickly or accurately. For every 5 points, the character exceeds the DC, they can chose to have performed the analysis more quickly or more accurately and so gain more information about the tested substance.

PCs can also use this skill to trace dealers based on the specific chemical components used in the narcotics.

Failure: The sample is either lost or misinterpreted, due to a tainted sample or carelessness.

AUTOSHOP (INT)

Description: Many criminals hide objects vehicles, often in very clever and hard to find places, such as within a car door frame. Sometimes the criminal rigs hidden areas with traps or alarms. This skill covers the ability to find things hidden within a vehicle and to identify booby-trapped devices (though not how to dismantle them). A character with this skill has a thorough knowledge of cars and trucks. In addition to knowing all places objects could be hidden and how best to dismantle it, this skill also allows the PC to know if a car has been tampered with and how to make basic repairs to a car. This skill can serve as a general knowledge skill regarding cars, engines, and so on.

Check: Most cars and trucks are relatively similar; therefore the type of vehicle does not affect the DC. Normal difficulty is 10. If the car has been trapped, then it becomes 15.

Narcotics Analysis Table

Level of Facility	DC	Time	Accuracy
None	30	1 round	SCANT: Only simple guesses as to substance type.
Basic Test Kit (portable)	25	5 minutes	BRIEF: Identification of the narcotic using a reagent.
On Site Testing Kit (crime scene van, etc.)	20	1 hour	DETAILED: Identification plus purity level using methods to test and isolate basic ingredients
Local (basis forensics lab)	15	6 hours	COMPLETE: Identification plus purity and likely effects using above methods plus limited animal testing. PCs with the feat Chemical and Microscopic Analysis can take 10; reduces the time to 2 hours.
Regional (specialized lab)	10	2 days	PROFESSIONAL: Identification, purity, likely effects, composition, and origins of ingredients using cutting-edge equipment. PCs with Chemical and Microscopic Analysis can take 10; reduces the time to 1 day.

Skills

Skill	Ability	Untrained	Description
*Analyze Narcotics	INT	No	New. Ability to identify narcotic substances.
*Autoshop	INT	No	New. Ability to search vehicles. Also general knowledge.
Balance	DEX	Yes	Unchanged. See the Skills chapter in the PHB.
Bluff	CHA	Yes	Unchanged. See the Skills chapter in the PHB.
Climb	STR	Yes	Unchanged. See the Skills chapter in the PHB.
*Computer Operations	INT	No	New. Using computers, as well as security and data management.
Concentration	CON	Yes	Unchanged. See the Skills chapter in the PHB.
*Counseling	CHA	No	New. Ability to pacify and comfort those in distress.
*Crime Scene Recording	INT	Yes	New. Ability to accurately record the details of a crime scene using photography or sketching.
Diplomacy	CHA	Yes	Unchanged. See the Skills chapter in the PHB.
Disable Device	INT	Yes	Unchanged. See the Skills chapter in the PHB.
*Dog Handling	CHA	No	New. Handling and training police dogs.
*Drive: Chase	DEX	Yes	New. Pursuing one vehicle with another at speed.
*Drive: Tailing	WIS	Yes	New. Pursuing another vehicle surreptitiously.
*Evidence Analysis	INT	No	New. Examining of evidence using chemical and microscopic analysis.
*Forced Entry	STR	Yes	New. Gaining access to a secured area or object by force.
*Gather Evidence	WIS	No	New. Collecting and storing evidence from a crime scene.
Gather Information	CHA	Yes	Unchanged. See the Skills chapter in the PHB.
Hide	DEX	Yes	Unchanged. See the Skills chapter in the PHB.
*Interview	INT	Yes	New. Collecting and collating pertinent information when taking statements.
Intimidate	CHA	Yes	Unchanged. See the Skills chapter in the PHB.
Jump	STR	Yes	Unchanged. See the Skills chapter in the PHB.
*Knowledge: Autopsy	INT	No	New. Ability to read and understand autopsy notes and reports.
*Knowledge: Law	INT	Yes	New. Knowledge of legal skill, including criminal law and court procedure.
*Knowledge: Street Sense	INT	Yes	New. Awareness of personalities, trends, and attitudes in an urban environment.
Listen	WIS	Yes	Unchanged. See the Skills chapter in the PHB.
*Medical Assistance	WIS	No	New. Ability to treat of any kind of injury. Replaces the *Heal* skill.
Move Silently	DEX	Yes	Unchanged. See the Skills chapter in the PHB.
*Police Bureaucracy	WIS	Yes	New. Manipulating the police machinery to get favors and do work more quickly.
*Police Interrogation	CHA	Yes	New. Legally interrogating suspects in a police environment.
*Research	INT	Yes	New. Researching using library, Internet, or neutral resources.
Search	INT	Yes	Unchanged. See the Skills chapter in the PHB.
Sense Motive	WIS	Yes	Unchanged. See the Skills chapter in the PHB.
Speak Language	INT		Unchanged. See the Skills chapter in the PHB.
Spot	WIS	Yes	Unchanged. See the Skills chapter in the PHB.
*Surveillance	WIS	Yes	New. Performing covert observation and listening using stealth.
Swim	STR	Yes	Unchanged. See the Skills chapter in the PHB.
*Tailing: On Foot	WIS	Yes	New. Ability to follow somebody on foot without being noticed.
Tumble	DEX	Yes	Unchanged. See the Skills chapter in the PHB.
*Undercover	CHA	Yes	New. Ability to insinuate oneself into or impersonate criminal society.
Wilderness Lore	WIS	Yes	Unchanged. See the Skills chapter in the PHB.

Try again? No, because the PC is unaware that they missed anything.

Special: The PC may take 10 using this skill.

COMPUTER OPERATIONS (INT)

Description: This skill governs the use of computers and their applications, as well as security and data management. Characters can use this skill to hack into computer systems and to dig out data from a person's files. The skill also covers setting up security measures for computer systems.

Check:

LOCATING DATA: The difficulty for this check is based on the size of the operation involved — the larger the file base, the longer it takes to sort through.

For every 5 points the character exceeds the DC, they can reduce the time required by one rank (see table below), to a minimum of one round.

Size of System	DC	Time
Domestic	10	5 rounds
Business	15	2 minutes
Secure Business	20	10 minutes
International	30	1 hour

HACKING AND SECURITY SET UP: PCs can attempt to access a secure system, or try to secure a system against hacking. The character makes a *Computer Operations* check against a DC determined by the level of security present.

Level of Security	DC
Weak/Negligible	20
Minor	25
Strong	35
Secure	40

Try again? No. A significant failure may mean the PC left evidence of their tampering or even a trail.

COUNSELING (CHA)

Description: The PC knows how to give comfort and advice to people in stressful circumstances or situations, as well as to provide professional psychological help. PCs can use this skill to calm characters and diffuse tension from a situation. It also allows PCs to deal with aggressive or highly emotional individuals and to influence their attitude (i.e., talk down a jumper or get a twitchy person to hand over a gun) .

Check: A successful use of the skill shifts the attitude of an emotional character towards neutral or indifferent (see *Dungeon Master's Guide* for full rules on character attitude).

The DC is determined by the emotional state of the subject — the more extreme the emotion, the higher the DC. The subject gets a chance to resist the attempt by making a Will save versus the PC's skill check.

Try Again? The PC can try to calm the subject again, but each failed attempt increases the difficulty of the next attempt by 5. It is likely the subject would respond poorly to repeated efforts to manipulate their emotions, making them either more antagonistic or aggressive to the PC.

CRIME SCENE RECORDING (INT)

Description: Use this skill to record evidence at the crime scene by either sketching the scene or take detailed pictures. Recording a crime scene quickly and accurately is vital for later analysis or court use since once the police leave a crime scene, it is likely to be cleaned or contaminated in some way. The photographs or sketches are the only record of the scene. This skill determines how much information the PC has recorded in their crime scene notes and how easily the information can be used. This skill can also be used when interpreting old crime scene notes and records. A successful check can let a PC spot in the additional evidence in a picture or sketch that others may have missed.

Photographs need to capture the details from all angles, leaving no ambiguity. The most common error is taking a "pretty" picture, rather than concentrating on the actual information required.

Sketches must detail distances and sizes with care. Every object should be triangulated from two fixed points. Identifying a body's position by measuring the distance from a chair is less accurate, as the chair can be moved. It is better to measure it from the door frame.

Check: Checks are made as DC 10 for making a proper and accurate recording of the crime scene. The amount by which the PC exceeds that DC determines how well the evidence was captured. It takes 1d4 minutes per 5-foot square to properly document it from several angles.

Try Again? No, the PC would not realize that they had got it wrong. Once they have left the initial crime scene, it becomes contaminated so any photos or sketches made later on could not be trusted to be accurate.

DOG HANDLING (CHA)

Description: The police use dogs to perform many functions, from sniffing out drugs and explosives to tracking and apprehending suspects. The dogs are highly trained and are taught to respond to specific verbal commands and hand signals. Used this skill to handle trained police dogs. It can also be applied to other trained animals, such as guide or guard dogs, or on animals in general, though minuses may apply. This skill can be used a general knowledge skill of canines.

Check: The check for handling a police dog is DC 10 to perform basic tasks, rising to DC 15 to do something it would instinctively shy away from (i.e., jumping through fire, etc.). Each order counts as a half move action.

Try Again? Yes, in the case of a failed check the PC can repeat the order in the next round.

DRIVE: CHASE (DEX)

This skill covers the use of vehicles to pursue another vehicle. The vehicle being chased is often aware of such pursuit and will try to evade the following vehicles. See Chase Rules on p.53.

Note: Acts as a default for any ordinary driving checks.

DRIVE: TAILING (WIS)

Description: This skill governs the surreptitious pursuit of another vehicle without alerting them to the PC's presence. It involves using various techniques to keep the target from spotting the PC. Tailing a car is easier in heavy traffic than on lonely roads, since the driver can use the other traffic as cover. Typically a tailing car stays two to three cars behind the target and must anticipate the target's actions and be prepared to make split second lane changes and turns, bullying other drivers and even jumping lights.

The vehicle should be as inconspicuous as possible — flashy or uncharacteristic cars (with vanity plates or obvious decals) add minuses to the PC's check. A distinctive car is more likely to draw the target's attention, especially on a sparsely populated area.

This skill can be used for pursuits involving other types of vehicles, such as snowmobiles or boats, but again it is harder to tail someone the less incidental traffic there is. If the driver leaves the car but continues pursuit, they must use the skill *Tailing: On Foot* (p. 37).

Check: A *Drive: Tailing* check is made against the target's *Spot* skill to avoid being noticed. The GM should make modifications as necessary.

Failure: The PC has either been spotted by the target or has lost the trail.

Note: Acts as a default for any ordinary driving checks.

EVIDENCE ANALYSIS (INT)

Description: Use this skill to identify and categorize evidence. When a PC enters a crime scene, they are faced with a multiplicity of potential clues. The PC must be able to decide what is significant and what is not. PCs use this skill when looking at an object to decide whether it is significant evidence or not. For example, if somebody is stabbed and there are knives in a kitchen nearby, the PC should be able to recognize which ones could potentially match the wounds on the victim, as well as be able to tell bloodstains from, say, dried ketchup or molasses, etc.

Check: Typical checks are made at DC10 for any piece of evidence, with the following modifiers:

Circumstance	DC Modifier
The evidence is contaminated. (depending on contamination)	+5 to +10
The evidence is inconspicuous, unclear or well hidden.	+5
The crime scene is large or complex.	+4
The crime scene is small with a limited amount of evidence present.	–4
The evidence is obvious.	–5

Try again? No, the PC is unaware they have misinterpreted the evidence.

FORCED ENTRY (STR)

Description: This skill covers gaining access to premises or secured objects such as safes or lock boxes using brute strength — either applying strength to force something open, or to break the lock. Using this skill leaves an apparent sign of disturbance.

Failure: The PC is not strong enough to breach the object's defenses.
Fumble: PC receives 1d6 points of damage.

Try Again? The GM may allow a PC to use this skill multiple times on the same object, but at a -2 for each subsequent attempt.

GATHER EVIDENCE (CHA)

Description: The PC knows how to collect, preserve, and package evidence on a crime scene so that it is suitable for later analysis and presentation in court.

Check: Properly collecting evidence takes time, skill, and some luck. The GM determines how hard a particular kind of evidence is to collect and whether or not the evidence has degraded or been corrupted by outside influences (the longer the crime scene has been going, the higher the DC).

Try Again? This depends entirely on the nature of the evidence the PC is trying to collect. If it is a single item, then they only have one chance to collect it properly, otherwise it either damaged or destroyed during the collection process. If it something like a large pool of blood or an object with several clear finger prints, the PC can try again; however, the GM determines if this is feasible.

Special: The PC can take 10 or 20, provided there are no outside factors degrading the evidence in question (e.g. weather, people disturbing the scene, or hazards). The GM determines whether this is the case or not. Collecting evidence generally takes d2 minutes for every 5 points of the DC per object.

INTERVIEW (INT)

Description: This skill represents police interviewing that happens outside the interrogation room where the person being interviewed is not obliged to answer any of the questions asked. It can still happen in a police station, of course, but the situation is very different. The skills needed for a good interviewer are also different. In interrogation, the PC has lots of time and control over the subject, whereas in an interview there may be a time pressure and the subject can leave at any time. Interviewing relies on good preparation. Interviewers are professional and courteous. They narrow down the facts quickly, avoiding speculation and opinion, but at the same pick up on little facts that could be relevant. Most people want to help and are happy to talk, but politeness helps. After all, witnesses need to feel they are critical to the case and are being heard. In some situations, rudeness or disinterest can help to shake someone up, but this is rare.

The skills allows an interviewer to cull data from an enthusiastic witness rather than to pull specific facts from them. Sometimes the PC may spot that the person is holding out and then they can try to probe or persuade. This skill lets the PC develop useful triggers for prompting a interviewee's fuzzy memory, such as getting them to look at things from a different perspective or going over the facts chronologically.

Since preparation for an interview is critical, the PC must state ahead of time what they hope to gain from the interview. This way, they can gauge success or not after the interview. It is best to take the interviewee to one side and avoid crowds.

Check: The DC for a typical interview is 10, modified by the GM (for any extraneous circumstances that would make things more difficult or easier).

Try Again? Yes.

KNOWLEDGE: AUTOPSY (INT)

Description: This untrained skill does not require a medical degree or training in the forensic examination of the body. Having this skill does not give a PC the right to perform an autopsy, but allows them to observe one. It is used to understand autopsy information either from talking to forensic pathologists (i.e., the presence of gangrene within the fatty tissue layer could indicate severe frostbite) or from reading their notes or reports. **Note:** Autopsy notes are written in a special kind of shorthand.

KNOWLEDGE: LAW (INT)

Description: This skill covers legal education and experience. The character thoroughly understands the workings of the law and the courts, both civil and criminal. They know how to serve writs, to plea-bargain, and coach witnesses. This skill also offers information about the local legal system — who's who, major cases, and so on.

KNOWLEDGE: STREET SENSE (INT)

Description: This skill reflects a character's knowledge of urban culture. It covers the customs and practices of the

street, as well as criminal fraternities. Characters with this skill recognize and understand aspects of the scene — music, media, and personalities originating from this arena.

MEDICAL ASSISTANCE (INT)

Description: This is a trained skill that allows a PC to tend injuries and ailments. The skill is broken down into three aspects: stabilization, long-term treatment, and surgery.

Note: Unless the character has the Emergency Medic feat for patching wounds or the Doctor feat for surgery, then all checks are at –4.

Also, in order to use this skill effectively, the character needs the correct medical equipment to hand and a commitment of time. Without the proper equipment, stabilization and long-term treatment skill checks are made at an additional –4 penalty. Surgery without the correct equipment is a brutal mediaeval affair — the DC is raised to 25 for any such attempt.

STABILIZATION: This aspect prevents a wounded character from deteriorating further. The skill can also be used to arrest the spread of poison.

Check: The PC performs a check at DC 15. This can only be done once per injury.

Success: The patient is stabilized, if they have negative hit points, or recovers d4 hit points, if they still had positive hit points. For poison, the effects have been slowed, but only long-term treatment can cure the patient.

Failure: The patient receives no benefit from the attempt at healing.

Fumble: Critical failure inflicts d6 damage on the patient.

Retry: No, patient must receive care from other specialists.

LONG-TERM TREATMENT: This covers all attempts to restore a PC back to full hit points. Such care requires both rest and attention. Generally police characters receive long-term treatment in hospitals or clinics; however, in remote areas they may have to rely on unofficial specialists for medical treatment.

Check: The PC makes a skill check at DC 15 at the end of each day's rest.

Success: The patient recovers another 3 HPs plus their CON modifier to a minimum of 1. They also recover 1 point of ability plus their CON modifier to a minimum of one.

Failure: The patient receives no benefit from the attempt at healing.

Fumble: Critical failure inflicts d6 damage on the patient.

Retry: The PC can try again the following day.

SURGERY: Surgery is most often used in the removal of bullets, but could apply to any number of other treatments. Surgery helps patients recover more quickly from serious injuries or conditions. In general, surgery takes place within a hospital, but sometimes emergency surgery on the scene may be needed.

Check: The surgeon makes a check against DC 20.

Success: Surgery increases the amount of base HPs the patient recovers during long-term treatment, giving them a base of 5 instead of 3 (see above). This effect lasts for a number of days equal to the amount by which the PC succeeded the check. Damage to ability is also recovered at a faster base rate (2 instead of 1).

Failure: The surgeon inflicts d6 damage.

Fumble: Critical failure inflicts 2d6 points of damage on the patient.

Retry: The PC can try again the following day.

POLICE BUREAUCRACY

Description: Paperwork features heavily in police work and there is a lot of "red tape." The most obvious example is the need to get warrants for search and arrest. Furthermore, PCs must make a formal request to get access to vehicles or equipment or to work with other forces or specialists. Issues crop up around jurisdiction and leadership authority. A PC with this skill know how to work the system — files paperwork, get favors, sweet talk their bosses, etc. In the event of an emergency, where an officer has not followed policy and protocol, this also helps cover their tracks and avoid any possible disciplinary action.

Check: The DC is at the GM's discretion, but the following guidance applies:

Situation	DC
Doing a perfectly legitimate action quicker.	15
Making a close call look perfectly legitimate.	20
Obtaining a favor from a superior for something that is otherwise unavailable.	25
Covering for a colleague who has flagrantly violated procedure and been caught.	30

For every 5 points success or failure GM's can also modify the outcome accordingly.

Fumble: The PC has drawn attention to their actions and may face consequences.

Try again? No.

Special: The PC can take 10 using this skill.

POLICE INTERROGATION (CHA)

Description: PC us this skill to legally gain verbal evidence from a suspect who is most likely unwilling to talk. What differentiates interrogation from other types of investigation is that it is obtained using authority. As such, it relies on the character doing the interrogation to be credible and (maybe) intimidating. The subject feels compelled to cooperate. There are two types of interrogation styles: manipulative and empathetic. In the films, both styles are often used as "good cop/bad cop." Different suspects will respond in different ways to both.

Manipulative interrogation is the coercive style that relies on the suspect feeling intimidated. This is done by using the interrogator's personality (i.e., being frightening, acting angry) and by manipulating the subject's environment (i.e., restricting break times, seating them in an uncomfortable chair, etc.). The law does set limits to how far this can be applied. For example, an interrogation room cannot be in a basement, as this might be intimidating. If the suspect asks to see their lawyer, the police must let them (though unless the suspect asks for them a lawyer can be barred if they show up unbeknownst to the suspect). Also the suspect can refuse to say anything, as is their right (see Miranda Rights, p.9).

The manipulative interrogator uses several techniques to put the suspect on edge. These can be subtle, such as making the suspect sit as far away from the door (hence freedom) as possible; controlling the suspect's cigarette, fluid and food intake; depriving them of visitors, etc. More dramatically it might involve lying to the suspect: "Your fingerprints were on the weapon," "You were seen at the crime," and so on. Obviously, this is risky if the suspect realizes that the interrogator is lying. For instance, if the suspect knew they could be no fingerprints because they know they wore gloves.

Empathetic interrogation makes the interrogator appear more reasonable to the suspect. The interrogator acts more warmly and friendly. They listen carefully to what the suspect has to say and appear to appreciate the comments they make. Whenever possible, the interrogator puts themselves in the place of the suspect, saying, "Oh, I feel like that sometimes," or "Hey, I've got an aunt who lives there." This method of interrogation build a rapport between the cop and subject, making it more likely the subject supplies more detailed information than they would have otherwise as they ramble on.

Note: A PC can use *Intimidate* rather than *Police Interrogation* to get information from suspects; however, any statements or confessions made will not be admissible in court.

Check: The PC makes a check against the target's Will save. The GM may decide to add bonuses to the check based on good role-playing.

Failure: The subject has either resisting telling anything important to the PC or has fed the PC misleading or incorrect information, GM's discretion.

Fumble: The subject has been able to resist telling the PC anything.

Try Again? . Typically, no new attempt to make the target talk can be made until the PC has cause to doubt the subject's given statement, or it can be disproved.

RESEARCH (INT)

Description: Use of this skill covers gathering information from the Internet or library, or other information resources, such as microfiche, universities, newspaper morgues, etc.

Check: The DC for using this skill is largely up to the GM — some subjects may be concealed or harder to research. Basic facts are DC 10, obscure facts are DC 20, hidden or illegal information is DC 25, and information on government secret projects and covert operations is DC 40.

Failure: The sought-after information one of the following: unavailable, unclear, contradictory or conflicting, or even non-existent.

Fumble: The PCs pick up either erroneous or misleading information.

SURVEILLANCE (WIS)

Description: Surveillance mostly involves observing location, object, or person that is static. Usually this also involves being inconspicuous at the same time. The effectiveness of surveillance is determined by the planning of the operation. The whole area needs to be examined in detail to determine the best approach to take. The appropriate clothes have to be worn for the environment and the appropriate technology has to be deployed.

If the target is moving around, then it becomes tailing (see *Drive: Tailing* or *Tailing: On Foot*).

Surveillance can be from on foot, from a parked vehicle, or from a building. Unlike the "stake outs" of the movies, they tend not to be the pretzel and pizza eating gatherings from the neighboring window. If anything, those involved are spread out and work meticulously and silently — independent of each other. Surveillance is painstaking and dull, but highly effective.

The primary use of this skill is to observe and record the activities of suspected criminals in the hope of catching them performing a criminal act, or getting them to reveal information they have not told the police. A warrant is required for certain surveillance activities, and strict laws govern the level of intrusion that officers can perform. If the PCs overstep any such laws, any evidence gathered is inadmissible in court and the police officers may be subject to a disciplinary investigation or prosecution from the individuals under surveillance.

Check: This skill only covers attempts at observing, not in positioning themselves to remain unnoticed; this would require the use of *Hide* and *Move Silently* skills. GMs should set a difficulty for the skill check based on the circumstances and equipment the officers are utilizing.

To observe an individual unaided from 20 feet would require a skill check with a DC of 15. The further away the observer is and the higher the amount of background distortion and cover, the harder the check.

Try Again? No, the PC either missed something or got spotted, GM's discretion.

TAILING: ON FOOT (WIS)

Description: Following someone while on foot without being noticed is not easy. One has to keep a respectable distance from the target, but be near enough to keep a track of them at all times. A tailing PC must be able to blend in with the crowd and look inconspicuous. They also need to be able to adapt to sudden changes in the situation (like the target stopping or darting into a store) and to watch this target out the corner of their eye (or off reflective surfaces) without making direct eye contact. The PC assesses a target's gait, posture, and habits so that they can spot them even from a distance and in a crowed area. They also try to anticipate a target's movements, and are good a guessing where to pursue them if they lose them.

Check: The PC makes a check against the target's *Spot* skill to avoid being noticed. The GM should make any modifications as necessary.

Note: The skill *Move Silently* is not interchangeable with *Tailing: On Foot* as most tailing occurs out of earshot of the target and in public places.

Failure: The PC has been spotted by the target or has lost the trail.

UNDERCOVER (CHA)

Description: This involves specially trained police officers pretending to be criminals in order to catch and punish the bad guys. They are commonly used in drug-related cases where police officers attempt to buy or sell illegal drugs and then arrest any people they do the deal with. It is extremely dangerous and many officers are injured in these operations.

"Sting operations" involve a group of police officers joining together to catch criminals by pretending they are somebody else (i.e., bogus company dealing in stolen goods or a fake car shop that offers to repaint stolen cars). Such operations can be as large as a bogus corporate crime cartel or they can be as small as getting a minor to buy cigarettes illegally and arresting the storeowner.

"Decoy operations" put temptation in the way of the potential criminal. In these, cops pretend to be vulnerable. For instance, acting as a tourist with an expensive camera positioned in a bad neighborhood or posing as a drunk with money hanging out of their pocket.

"Deep cover operations" involve infiltrating organized crime group over a long period of time. These people be-

come fully absorbed in their new world — they don't get any time off and must maintain their cover 24-7. Undercover operatives have, in extreme circumstances, gone to jail to maintain their persona. Some have lost themselves in their role, becoming criminals. There is also a danger from other officers who do not know the undercover person is one of the good guys.

There is plenty of potential in role-playing undercover operations. For the agent there are plenty of challenges that can be presented, the biggest of which is one that occurs in the real world. Undercover work rots the soul: one hangs around with a lot of undesirable people and see a lot of bad things. What is worse, they either get with the program, or find themselves in very big trouble. While undercover officers wear wires, they many choose not to wear protective clothing or anything else that may incriminate them. This leaves them extremely vulnerable and often in very dangerous situations.

The skills needed to perform undercover operations are widespread: acting, make-up, imitating accents, or postures — generally pretending to be someone else.

Check: The undercover skill is rolled is made at each significant scene (or once day in the case of deep cover operations, at the GM's discretion). If somebody suspects, they make a Intelligence check against the roll of –4.

Try again: No.

Feats

The following new and existing feats are used in **Crime Scene: Police Investigation**. Some remain unchanged and can be found in the *Dungeons & Dragons Player's Handbook*. New feats have been created and existing feats have been altered to reflect the genre as detailed below. GMs should feel free to adapt the feats as needed for their own campaigns.

Note: The *Dungeons & Dragons Player's Handbook* has been abbreviated to **PHB** in the references. In the Feats table on pp. 39-40, all new feats are labeled with an asterisk (*).

Here are descriptions of the new feats that appear in **Crime Scene: Police Investigation**.

Appraise Suspect

Description: Prior to any interaction or interview, any character can evaluate the subject to see if they can get an edge or know how to behave with this person. They do this by looking at the following:

- How smart is this person? Smart people give different behavioral signs that one can pick up on.
- How emotionally stable is this person? Unstable, emotional people make decisions much more on emotions rather than logic and will respond accordingly.
- How mature are they? Do they understand right from wrong?
- Are there any cultural differences that are going to affect this conversation or could explain unorthodox views or behaviors?
- Finally, does this person have a medical condition or are they on drugs? If they were drunk, for instance, they may be more lucid with less fear of the consequences.

Prerequisites: CHA 13+

Benefits: The PC gains +2 to all relevant *Sense Motive* and *Diplomacy* rolls.

Archive Knowledge

Description: Deep within most police buildings are the archives. Many of these pre-date any electronic information systems. Knowing these archives is very useful, as experienced officers can draw upon them to add facts to cases that otherwise would have been missed. These archives include old case notes and evidence.

Prerequisites: Access to a criminal records archive

Benefits: The PC gains +2 to any *Interview, Knowledge: Law,* or *Research* roll if using the PC's local archive.

Bribing

Description: Bribes are an effective way of maintaining contacts or getting information. The best way of bribing is to leave the money, in sight without making a big deal about it. The PC should never be judgmental or self-righteous. They should also take care not draw attention to the money and should avoid describing it as a "bribe." That way, if the target refuses, it is no big deal. PCs should not be cheap. On the street, bribes range from $20 to $200 for regular people, and more money than the PCs are likely to have for rich people.

Prerequisites: CHA 11+

Benefits: PC has +2 bonus to relevant *Gather Information* or *Police Bureaucracy* rolls.

Chemical/Microscopic Analysis

Description: With this feat PCs are able to perform ad hoc analysis using basic lab machinery. This machinery can be found in any police laboratory, as well as most mobile crime scene units. Those tests that can be completed are blood-type analysis, chemical compound analysis, toxicology analysis, and ballistic analysis. This effectively means the PC can match bullets or blood specimens, tell if somebody was drunk or on drugs, and recognize common materials and fibers.

Feats

Feat	Prerequisites	Details
Alertness		See Feats chapters in **PHB**.
*Appraise Suspect	CHA 13+	Ability to determine the reliability, honesty, and background of witnesses and suspects. Gain +2 to all relevant *Sense Motive* and *Diplomacy* rolls.
*Archive Knowledge	Access to police archive	Gains +2 to any *Interview, Knowledge: Law,* or *Research* roll.
*Automatic Firearm Proficiency		Allows the PC to use an automatic firearm without a –4 penalty.
*Ballistic Armor Proficiency		Allows the PC to wear modern forms of body armor without incurring the penalties associated with the wearing of such protection.
*Bribing	CHA 11+	PC is an adept at bribing and has +2 bonus to relevant *Police Bureaucracy* or *Gather Information* rolls.
*Chemical/Microscopic Analysis	INT 13+	PC has been trained in using lab facilities. They gain +2 to any *Evidence Analysis* or *Analyze: Narcotics* checks made when using a lab facility.
Combat Reflexes		See Feats chapters in **PHB**.
*Connecting Evidence	WIS 10+	PC can recognize specific evidence that is important at any crime scene.
*Counter Surveillance		Ability to check a location to see if any bugs or other devices have been placed in it. PC receives a +4 bonus to any relevant *Spot* and *Search* rolls.
*Crack Driver	DEX 13+, Driving License	PC receives a +2 bonus to any *Drive: Chase* and *Drive: Tail* checks.
*Crime Scene Hazard		PC has the ability to spot dangers in a crime scene. They get a +2 bonus to all relevant *Spot* and *Search* rolls when at a crime scene.
*Doctor	INT 14+, 4 ranks of *Medical Assistance*	PC received extensive medical training and can perform surgery without incurring a –4 penalty.
Dodge		See Feats chapters in **PHB**.
*Driving License	Age 16+	PC is proficient in driving a class of vehicle and no longer incurs the –4 penalty for use. Each time this feat is chosen, select one of the following: Cars, Motorbikes, Boats, or Helicopter. Can be taken multiple times.
*Emergency Medic	WIS 10+	PC has received training in first aid and treating injuries. They gain a +2 bonus to all *Medical Assistance* checks when attempting to stabilize.
Endurance		See Feats chapters in **PHB**.
*Fingerprint Taking		PC is proficient in collecting and collating fingerprint samples.
*Good Right Hook	Base attack 1+	PC gains +4 damage to their unarmed attacks if it is a right hook.
Great Fortitude		See Feats chapters in **PHB**.
*Handwriting Analysis	Psychological Profiling	Ability to determine a suspect's mood and character when analyzing handwriting. Get +4 to *Sense Motive* when reading the writing of any suspect.
*Hostage Negotiation	INT 14+	Ability to pacify and negotiate with hostage-takers. PC receives +2 to relevant *Diplomacy, Counseling*, and *Bluff* rolls.
*Imposing	CON 13+	PC can use their police status to influence the general public. They receive +2 on all relevant *Bluff* and *Intimidate* rolls.
Improved Initiative		See Feats chapters in **PHB**.
*Informant Handling	CHA 13+	PC knows how to extracting information and services from informants. Get +2 to *Police Interrogation* or *Intimidate* when dealing with them.
Iron Will		See Feats chapters in **PHB**.
Lightning Reflexes		See Feats chapters in **PHB**.
*Long Arm Firearm Proficiency		Allows the PC to use a long arm firearm without a –4 penalty.
*Marksman	Attack bonus of 1+	The range increment for a ranged weapon is increased by 1.5 for any full action attack taken to shoot with it.
*Media Handling	CHA 13+	Ability to handle the media. Get +2 on relevant *Bluff* and *Diplomacy* rolls.
Point Blank Shot		See Feats chapters in **PHB**.
*Precise Aim		PC can fire any single shot weapon into a melee, ignoring the –4 penalty.
*Promotion: Lieutenant		PC gains promotion to the rank of Lieutenant with the relevant increase in pay and position.

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Feats (continued)

Feat	Prerequisites	Details
*Promotion: Captain	Promotion: Lieutenant	PC gains promotion to the rank of Captain with the relevant increase in pay and position.
*Promotion: Sheriff	Promotion: Captain, Deputy class.	Can only be taken with the GM's consent. Promotes a Deputy PC to the position of Sheriff with the relevant increase in pay and position.
*Psychological Profiling	*Sense Motive* +4	PC is trained in recognizing psychological traits and behavioral indicators, enabling them to build a profile of a suspect.
*Ready Weapon	Base attack +1 or higher	PC can ready weapon as a free action, and reload or clear a jammed firearm as a half action.
*Side Arm Firearm Proficiency		Allows the PC to use a side arm weapon without a –4 penalty.
*Simple Weapon Proficiency		Allows the PC to use a melee weapon without a –4 penalty.
Skill Focus		See Feats chapter in the **PHB**.
*Strong Stomach		PC gets a +2 on Fortitude saves when faced with gory or morbid scenes.
*Take Charge	CHA 13+	PC is skilled at using authority to deal with people at a crime scene. When processing a crime scene, PC gains +2 to *Diplomacy* and *Intimidate*.
Toughness		See Feats chapters in **PHB**.
*Walking the Area		PC is adept at walking around large crime scene areas and identifying which parts are significant. Gets +2 to all relevant *Spot* and *Search* rolls.
Weapon Finesse		See Feats chapters in **PHB**.
*Weapon Specialization	Proficient with weapon, base attack bonus +1 or higher	PC is especially good at inflicting damage with a chosen type of weapon. Add +2 to all damage inflicted with that weapon. If a ranged weapon, the target must be within 30 feet. This feat can be taken multiple times; its effects do not stack. Must specify the weapon type when taking the feat.

Prerequisites: INT 13+
Benefits: They gain +2 to any *Evidence Analysis* or *Analyze Narcotics* checks made when using a lab facility.

Connecting Evidence

Description: In many crime scenes the perpetrator leave evidence that connects them to the crime. Fingerprints, footprints, blood etc. are the obvious ones, but it could include finding matches that originate from a particular club or a rare brand of cigarette. All this is connecting evidence. Some people are good at spotting evidence that is out of place at a crime scene — lipstick in a bachelor flat, a music CD when the owner has no CD player, etc. This feat is for those that have the knack of knowing which evidence should not be there, and maybe links the crime scene to the perpetrator.
Prerequisites: WIS 10+
Benefits: Gain +2 to relevant *Search* and *Spot* checks.

Counter-Surveillance

Description: Characters know how to spot bugs and wiretaps, and use surveillance equipment. The first part is a physical search to check for things like bugs, cameras, or hardwires. It is very time consuming and takes at least 10 minutes per 5-foot square to thoroughly search. The second part involves a radio frequency sweep, which searches for radio bugs. **Note:** Only working bugs are found and such bugs can be turned off. PCs need access to specialized detectors to execute this kind of the search.
Prerequisites: None
Benefits: PC receives a +4 bonus to any relevant *Spot* and *Search* rolls.

Crime Scene Hazard

Description: Crime scenes happen in the strangest places. They may be burnt-out buildings, junkyards, and so on. Officers always have to be careful when processing a crime scene or walking the area for the first time. Some people are skilled at spotting dangers and this feat represents that.
Prerequisites: None
Benefits: They get a +2 bonus to all relevant *Spot* and *Search* rolls when at a crime scene.

Driving License

Description: Most PCs have received extensive police training, including driving. Those with this feat can drive to a reasonable standard and don't require a skill roll to do so. Each time this feat is chosen, select one of the following: Cars, Motorbikes, Boats, or Helicopter. This feat can be taken multiple times.
Prerequisites: Age 16+
Benefits: PC no longer suffers the –4 penalty for using that type of vehicle.

Emergency Medic

Description: The character has training in emergency response. They may be ex-military or have an emergency services background. PCs with this feat are often expected to help other characters in an emergency where there is a "man down."
Prerequisites: WIS 10+
Benefits: The PC gains a +2 bonus to all *Medical Assistance* checks when attempting to stabilize a patient.

Fingerprint Taking

Description: PC is proficient in taking fingerprints from crime scenes. This feat assumes that they have the appropriate equipment to do so. Occasionally, at the GM's discretion, some fingerprinting won't yield good results, either because of the poor surface upon which the print occurs, or because the print is only a partial one.
Prerequisites: None
Benefits: The PC gains a +4 to all relevant *Gather Evidence* checks.

Good Right Hook

Description: Some officers are sufficiently burly to deliver a good right hook if they chose to do so. This is not a typical police response of course.
Prerequisites: Base Attack +1
Benefits: The PC gains +2 damage to their unarmed attacks.

Handwriting Analysis

Description: Some criminal psychologists are able to analyze handwriting and learn things about a suspect. With this skill they can determine intent, mood, and behavioral traits by examining the nature and shape of the writing.
Prerequisites: Psychological Profiling feat
Benefits: They get +4 to *Sense Motive* when reading the writing of any suspect.

Hostage Negotiation

Description: The characters has been trained in hostage negotiation. This includes elements of psychology, timing process and so on. The negotiator understands crisis team structure, the dynamics of negotiation, psychology, tactical team deployment, negotiating stress, and dealing with the media. Hostage negotiation requires a lot of psychological training — two thirds of all hostage-takers threaten suicide and one in five take their own life. (See Hostage Situations on p. 51.)
Prerequisites: INT 14+
Benefits: The PC gets +2 to any relevant *Diplomacy*, *Counseling*, and *Bluff* rolls.

Imposing

Description: There are some officers who are able to make the uniform count when it matters. They somehow manage to appear wearing it when needed. This helps in dealing with the general public, particularly those who respect authority.
Prerequisites: CON 13+
Benefits: Get +2 on relevant *Bluff* and *Intimidate* rolls.

Informant Handling

Description: Contacts need sustaining. They are not always unfortunate runts that a detective can rough up a bit for "the word on the street." Informants are human. They won't be very happy if all the PC does is tap them for information without some reward. Contacts have to be maintained and need lots of attention at that time. If it is a bar owner, then PC needs to drink in that bar. If it is a secretary, it is going to cost that PC lunch every now and then, even if they do not want particular information. Good informants include court clerks, a tax or insurance assessors, and public librarians or archivists. Of course, the best contacts are often dealers, gang members, or other criminals. There is no game system for informants: they are determined and managed by GMs, according to their need.
Prerequisites: CHA 13+
Benefits: Gets +2 to any *Police Interrogation* or *Intimidate* checks when dealing with informants.

Media Handling

Description: In high profile cases some officers are expected make statements to the press, hold press conferences, or give interviews. This feat represents those who are good at manipulating the media. This is not just saying the right things, but planning what to say and strategically revealing the right information at the right time.
Prerequisites: CHA 13+
Benefits: Get +2 on relevant *Bluff* and *Diplomacy* rolls.

Promotion

Description: There are three types of Promotion feats: Promotion: Lieutenant, Promotion: Captain, and Promotion: Sheriff. Promotions are acquired through getting the right feat. Ordinarily, promotion between grades is over several years, so GMs can block at their discretion any promotions that are unwarranted. Similarly, the GM can insist on the relative grades in a game if it is significant to the story. PCs start the game as sergeant unless they are a civilian liaison (they start with the Promotion: Lieutenant feat).
Note: Only a Deputy character can take the Promotion: Sheriff feat and they have to be voted into this post.
Prerequisites: The previous rank feat
Benefits: The PC gains the rank, getting the pay and position that entitles them.

Psychological Profiling

Description: Psychologists and psychiatrists can link visible evidence to personality types. As a science, it is not exact. PCs can ask for psychological profiles, but only in big cases and usually just for homicides. The police use profiling when there is no main suspect. The FBI is the biggest user of profiling; its own study found that only 17 percent of cases had been solved by the use of profiling. Profilers draw most of their evidence from the scene of the crime.

It is not unusual for profilers to disagree. Example profiles include:

- An urbane intellectual who is a manipulation freak.
- A blue-collar worker of low intelligence and no remorse.
- A victim of great personal loss or anguish connected with the MO.
- An antisocial personality looking to articulate themselves.

These would be good profiles to receive if the PC is the officer assigned to a case. They represent a big clue from the person telling the story. When writing a story, the GM needs to think about the psychology of their criminals; however, in game, the GM should not want to give too much away too soon. In reality, profiling adds flavor rather than facts. Profiling only gives clues and signals, not a detailed description (i.e., the suspect is a highly intelligent person, etc.).
Prerequisites: *Sense Motive* +4
Benefits: See above.

Strong Stomach

Description: A police officer occasionally encounters scenes that are unpleasant. This feat applies to those who are relatively unshaken by gory scenes.
Prerequisites: None
Benefits: The PC gains a +2 save on Fortitude save when faced with a gory or morbid scene.

Take Charge

Description: During the chaos that is a large crime scene, crucial evidence is sometimes lost, particularly in the first few hours. Quite often there can be an issue over who has jurisdiction or where the actual scene begins and ends. The general public may be present and all sorts of experts may be arriving on the scene. There is great need for somebody to assert themselves and start organizing people. Characters with this feat are better at doing just that.
Prerequisites: CHA 13+
Benefits: The PC gains +2 to all *Diplomacy* and *Intimidate* checks when dealing with people at a crime scene.

Walking the Area

Description: Many crime scenes occur in wide-open spaces such as a wood. It is very difficult to know just where evidence will be and where the edges of the crime scene actually are. In larger crime scenes, somebody has to walk the area for two reasons: the first is to identify the area that will be taped off and secured; the second is to prioritize where within this area the most clues are likely to come from. These clues may be very well hidden-something is buried, for example. This feat represents having a great instinct for this.
Prerequisites: None
Benefits: Get +2 to all relevant *Spot* and *Search* rolls.

WEAPON/ARMOR PROFICIENCY FEATS

These feats are intended to replace the Weapon and Armor Proficiency feats listed in the *Dungeons & Dragons Player's Handbook*. **Note:** Possession of the following proficiencies negates the –4 penalty for using a weapon untrained.

Simple Weapon Proficiency

This covers a limited range of melee weapons typically available. The majority are easy to locate and require little training or experience to use with a degree of proficiency.

Unarmed:	Reinforced gloves
Armed:	Knives, switchblades
	Clubs, night sticks
	Canes, batons
Improvised:	Pool cues, baseball bats, heavy chains, chairs, broken bottles

Side Arm Firearm Proficiency

This feat covers all bullet-loading pistol and handgun weapons, whether they are automatic or cylinder in loading design. Training or instruction for the use of such weapons comes from military, police, or civilian firing ranges.

Automatic Firearm Proficiency

This feat covers all bullet-loading firearms capable of firing single shots, three round bursts, or full automatic bursts and sprays. Automatic firearms range from small machine pistols to submachine guns to assault rifles.

Long Arm Firearm Proficiency

This feat covers all rifle-like weapons that fire single shots whether through bolt, pump, or automatic action. It also includes shotguns, hunting rifles, sniper rifles, and older military rifles.

Ballistic Armor Proficiency

This feat covers the use of all modern forms of body armor, which range from light concealable vests to heavy, tactical response armor. The feat allows PCs to ignore the penalties associated with the wearing of such protection.

CHAPTER 5

SCENE OF THE CRIME

EVERY CRIME SCENE IS DIFFERENT AND SHOULD BE treated as such. Similarly, there is no one way to solve a crime. But police tend to rely on tried and trusted procedures to guide them once a crime scene has been established.

Police generally use the following procedures:

1. **Case the crime scene:** Get clues from the scene of the crime (see Crime Scene on p. 46).
2. **Identify sources:** Note down who reported the crime and who was around when the police arrived — they could be important sources of information. Identify anyone else no present who provide information: potential suspects, the victim or other victims, witnesses, informants and persons acquainted with any suspects or the crime scene.
3. **Interview sources**: Take statements from all people present. Uniformed cops can take statements from those that seem less relevant, while the PCs talk to the important sources.
4. **Victim:** Get as much info as possible about a victim (such as last known movements), particularly if it is a potential homicide.
5. **Motive:** Who had the means and opportunity to commit the crime? Is there a *Modus Operandi* (MO)? Would psychological profiling help?
6. **Find connecting evidence:** Does the evidence point to a particular suspect? For example, if someone was killed with a crossbow, the PCs should try to find out who is able to use one or who owns or bought the crossbow used.
7. **Find suspects**: Interrogate them.

The process seems simple, but of course, it is not. People lie, vital evidence goes missing, sometimes there is a conspiracy or cover up, etc.

Before tackling a crime, the PCs must consider the following aspects when trying to find a suspect and collecting evidence. The police not only have to find the culprit, but they also have to be able to prove that they are guilty in court of law for the charge to stick.

SUSPECTS

When determining a suspect, the PCs must establish such conditions as motive, means, and opportunity. All three are needed to convict a suspect. Police also use MOs to establish if a crime fits a known criminal's style.

Motive

This is usually done through interviewing, although some issues will stand out. A tried and true method used often in movies is "follow the money." Money, while not necessarily the root of all evil, is often the motivation behind evil acts. Motives also often involve power, either the struggle for more, or the struggle against someone who has taken theirs away.

Means

The police also have to find a viable suspect who had the means to perpetrate the crime. An enfeebled old lady is not going to have the strength to beat a strapping young man senseless. Likewise someone deathly afraid of heights is unlikely to be able to push someone off a tall building.

Opportunity

Often more important than anything else is showing that suspect was or could have been present at the scene to commit the crime. This is where alibis come in. A person can be cleared of suspicion if there was no way they could have been at the scene at the time of the crime (i.e., they were in a business meeting in another city and have ten witnesses to the fact).

MO

A *modus operandi* (MO) can very useful when dealing with repeat offenders. Sometimes the MO gives away a lot of information away about the perpetrator. The characteristics of an MO are based on the type of crime. Criminals tend to do what they are good at. Bank robbers are very unlikely to burgle houses on the side; they stick to banks. A person might only attack young men, or only rob from the elderly. Certain types of property can also provide a link — if an arsonist only burns down gyms, one could extrapolate that the suspect might be a person with issues against fit or muscular people, or against a specific health club chain.

MOs can also be based on how the criminal performs the crime. Does it involve the same type of weapon? Are they systematic, ceremonial, drug crazed, etc.? Do they have a signature or calling card that makes them different somehow? Even the time of a crime might be relevant. It could indicate the hours a perpetrator works. So note everything, miss nothing.

Evidence

Evidence is anything (objects, testimony, sworn statements, etc.) that can be submitted as proof admissible in a court of law. Evidence is used in many ways: to link a suspect to a crime, to establish the nature or cause of crime, to prove methods, or to provide motives.

There are two basic kinds of legal evidence: direct and circumstantial. Direct evidence is anything a person has either seen or heard — things that can be proven as fact based on direct observation using one's senses. For instance, the testimony of a witness that saw a person beat someone else senseless then leave. It also includes anything a person has seen or done themselves (i.e., "I dropped the suspect off at the house at 6 p.m." or "I saw the suspect leaving the scene with a huge bloodstain on her blouse."). Evidence can be testimonial, documentary, photographic, material, forensic, and even taped, as long as the evidence was acquired legally.

Conjecture or hearsay (rumors) are not considered evidence and are inadmissible in most courts. Forensic evidence is usually admissible as long as there is an expert witness to testify to the meaning and reliability of the evidence. More details on forensic evidence are explained in the **Crime Scene: Forensics**.

Circumstantial or indirect evidence suggests a connection or that something happened without actually proving it. Usually such evidence lends itself to multiple interpretations, which makes them less useful. Furthermore, using such evidence tends to rely on finding a series of such facts (a chain of proof) that could link a suspect to a particular crime. While circumstantial evidence is admissible, most courts are slow to convict based solely on such evidence.

> **Example 1:** A witness testifies that the suspect own a revolver of the same make and caliber as the one used to commit the homicide.
>
> **Example 2:** The perpetrator of a crime was observed wearing a red shirt with vertical blue stripes; the suspect owns such a shirt.
>
> **Example 3:** A large amount of cash was stolen out of personal safe in the victim's home. The suspect's fingerprints were found on the outside of the safe and the suspect has recently bought a expensive new sports car paying for it in cash. The evidence implies that the suspect stole the cash from the safe and used it to buy the car. The suspect could get charged based on that unless other reasons are supplied that are believable enough to throw the assumption into doubt. For instance, the fingerprints could have gotten on the safe when the suspect leaned against it while visiting the victim, a friend. Also the suspect could have bought the car by cashing in a matured bond.

Circumstantial Variability

If the item of physical evidence is found and subsequently associated with a suspect where the suspect had no right to be, then the evidence may:

- Establish a suspect's presence at the crime scene.
- Establish probable cause.
- Establish proof beyond a reasonable doubt.

If the physical evidence is found at a time where a suspect may have had a legitimate right to be (innocent access), then the evidence may have no significance.

Taped Evidence

When one can and cannot legally tape someone is determined state by state. Most states require only single-consent for taping, which means the person taping is present and part of the conversation. However, there are thirteen states that require dual consent, which means all parties must be aware of the taping. Those states are California, Connecticut, Delaware, Florida, Illinois, Maryland, Massachusetts, Michigan, Montana, New Hampshire, Pennsylvania, and Washington. Consensual recording includes leaving a message on a answering machine, being filmed on cctv in a public place, taping or filming with the recorder in plain view, etc. Police who tape criminal using a wire have to obtain a warrant to do so. Taped evidence also needs to be authenticated before it can be used since they are easy to tamper with.

Sources of Information

In the course of an investigation, the PC will explore any number of sources in order to get all the information they need. These sources could involve trips to the public records office, local library, or police archives, or they could require the police to canvass an area, interview witnesses, or interrogate suspects. Chances are most investigations will require a combination of all of these.

PUBLIC RECORDS AND INFORMATION

There are many simple sources in which to find data. The most accessible and obvious one is NIC's, which contains police records.

Here are some other public sources of information:

- The phone book
- Public record offices — the courts, the motor vehicles department, local and county government departments, etc.
- Water and electrical companies
- Marital/domestic history
- Family history
- Employment history
- Financial history
- Daily routines, habits, and activities
- Friends, acquaintances, and associates
- Local place of worship
- Education
- Criminal Record

If the PCs have access to a suspect's house, they can look for the following:

- Official documents: records of ownership, deeds
- Licenses: driving, marriage, business, etc.
- Business transactions
- Bills
- Tickets: planes and trains

When trying to build up an physical picture of a suspect, these are the factors the PC should try and establish:

- Gender
- Race
- Age
- Height
- Weight
- Build and posture
- Hair color and style and facial hair
- Complexion
- Eye color
- Shape of nose and mouth
- Any scars or tattoos
- Speech
- Clothing, jewelry, and style

All told, this should give the PCs a pretty good picture of any particular person. Of course there are many other things they could look at, but these are just an idea as to where one could start. In most investigations, the best evidence comes from the secondary sources that come out of the first part of the investigation. So characters should run their investigation carefully — they may not have all the resources to do everything.

INFORMANTS

There are many different types of informants and each kind should be treated differently. Informants include people who just want to do the right thing; people who want to be the PC's friend; people in trouble who need a favor; and people who are forced to inform. Every informant has a file that includes their details, meeting times, logs of conversations, and so on. It would be unusual for an informant to be known only to the PC. Furthermore, it is extremely difficult to present evidence from a secret informer in court. Judges tend to be skeptical of unnamed sources. In a game situation, informants should be very colorful and potentially unpredictable.

CANVASSING

This is when uniformed police officers question an entire neighborhood or area in order to find individuals who may have something to offer the investigation. An in-depth interview occurs only if a suspicious person is found. PCs need to think carefully about where to canvass. A simple radius around the crime scene not always the most effective choice. One should think about where the perpetrator may have entered or exited the area and work along routes. Canvassers are looking for eyewitnesses to the crime and for evidence that supports it. They also look for corroborating details about the suspect (their habits and so on).

How to tell if People are Lying

A lot of research has gone into distinguishing lies from truth in an investigation. The use of language is much more of a clue if one knows how to look. There are obvious lies. There are also subtle ways of detecting lies in the way that people structure sentences around truthful and untruthful statements. People speak in patterns — everyone has a typical and idiosyncratic way of expressing themselves. Only when they become self-conscious does their normal structure change.

This is in fact the basis for lie detector tests, which measure the amount of the electric response in a subject to determine whether they are telling the truth or lying. In a lie detector test, the proctor spends the first fifteen minutes establishing a base line of response, asking basic questions with obvious answers (i.e., state your name, is the wall gray, what is your occupation, etc.). After that the ques-

tioner asks the real questions, looking for a spikes in the electrical impulse, which indicate that the person is agitated and thus lying. Of course this doesn't work on people who believe the lies they tell, or people who can ruin the base line, but being agitated during the first fifteen minutes.

When interviewing people, it is best to start with innocuous questions, again to set a baseline response and also to put the subject at ease. The more comfortable the subject is, the more likely they are to become chatty and reveal more information than they intend to.

Here are some other rules for determining if a subject is lying and how to get the most out it if they are. GMs should consider these rules when talking to the PCs as an NPC suspect and try to use them when telling the truth or lying in order to provide in-game role-playing reinforcement so that PCs don't just have to rely on skill rolls.

Note: Handling lying and truthfulness in game can be very tricky. In a role-playing game, in essence everyone is lying. The GMs and the PCs are only assuming fictional roles and are not the people actually in question and thus will not share true responses; however, like actors they can "get in character" and make an effort to put on a convincing performance.

Rule 1: How does subjects refer to themselves? Typically people use the word "I" a lot when being truthful. When talking about things they have actually done, people tend naturally to brag a bit ("I did this, I did that."). When lying, people often switch to using "we" to describe actions (sharing the blame) or refer to actions passively, saying "then this happened" (distancing themselves from it). These switches in perspective are subtle, but can help an investigator spot the change and know where to look.

Rule 2: What is the emphasis? Spot the difference in these statements: "I took out my gun," "I took out the gun," and "The gun was taken out." These are three ways of saying the same thing, but one can see a difference in emphasis. Are they really buying in to what they are saying? There are other signs too, such as referring to people by name or more formally by title, such the difference between referring to one's spouse as "Louise" or "the wife."

Rule 3: Is there a good level of detail? What is getting the most attention? A truthful person gives everything in detail: before, during, and after an event. They may jump around, making asides and going on tangents, but they tend to try to do their best to give a complete answer. They should also be able to elaborate on any of details without too much difficulty. A liar misses stuff out, and often doesn't think everything through.

The whole truth means just that — not a "selective" truth. Liars are prone to contradiction and in order to avoid it they take more time considering their answers as they work it through in their head. Cross-examination can help to see if contradictions are a genuine error (poor memory) or not.

Rule 4: What does the body language say? People who are lying tend to make a number of nervous gestures and signals. An investigator should look out for a widening of the eyes, a touching of the nose, the placing of a hand in front of the face, shifting in the seat, and so on. A good investigator knows which of these are natural and which are unusual. They look for clusters of these that stand out in a statement.

Below is a group of non-verbal and general indicators that differentiate the honest from the dishonest. They do not always apply, of course, but they can give a pretty good idea of what one should look for in a crime scene interview.

Investigating a Crime Scene

It is not easy to investigate a crime scene and much can go wrong in the early stages. The same protocol cannot be used every time as every crime scene is unique and presents its own set of problems and challenges to the investigator. Very few crime scenes just sit there waiting to be examined by the PCs — the scene quickly becomes contaminated by suspects, bystanders, and the police themselves. Evidence disappears or is destroyed; things are moved, and people start to forget things.

Honest	*Dishonest*
Cooperative	Uncooperative
Will say why they are angry or fearful	Will not say why they are angry or fearful
Consistent behavior	Mood swings
Direct answers	Evasive
Fights and won't give in	Claims exhaustion, tries to get out of the questioning
Upright or leans forward	Slumped, arms and legs crossed
Will ask what you want to know	Will wait to be asked
More talkative	Quiet
Relatively composed	Anxious or sullen

Must Have a Warrant

*There is no "crime scene exception" to the Fourth Amendment. That is, once the emergency is over and police have secured the scene, then the police must comply with Fourth Amendment requirements. If the scene is a protected area such as a house or private part of a business, then a search warrant or written consent from the owner must be obtained. Of course officers can secure and protect the scene until these requirements are met (*Flippo v. West Virginia*).*

It is important to remember that as soon as someone enters the crime scene, it changes. What this means from a game standpoint is that the PCs will corrupt the scene by their very presence and potentially trample evidence, depending on the amount of care with which they approach the scene. However, this should not become an occasion for a GM to have vital evidence destroyed, just because the PCs didn't state specifically that they did not run willy-nilly through the room upon entering it. The players and GM should establish what "standard operating procedure" means to them. There is no need to say that latex gloves are being put on if latex gloves are always put on — certain things can and should be assumed, as long as they are agreed upon ahead of time. This allows for better game flow by avoiding the constant repetition of named actions. Another way a GM can determine the care with which the PCs take upon entering a crime scene (and thus quantifying how much evidence may be lost or changed) is to secretly roll the PCs' crime scene response skill rolls, noting if a failure has corrupted the scene.

The first couple of hours are the most important in a fresh crime scene. If the police are fortunate, the first person at any crime scene is a police officer. They designate it as a crime scene, cordoning it off from outside interference. Their first priority is to interview anyone in the area and ascertain as many facts as possible. As soon as they have secured the area, they call for backup, asking for various kinds of specialized teams depending on the nature of the crime. The officer is responsible for protecting the crime scene and has a lot to do in those first few minutes.

PROTECTING THE SCENE

The protection of a crime scene begins with the first police officer on the scene and ends when the scene is released from police custody. A contaminated crime scene will not hold up in court and protecting it is not easy. Distressed victims, unhelpful suspects, or passers-by often disturb the crime scene. Some things also quickly go away such as a smells or a person's level of intoxication. Officers should note if anything is altered (or altering) and make written notes as soon as possible. Experienced officers know what to note, but things can be ignored in the frenetic start to an investigation. An inexperienced officer may use the nearby telephone for example ruining any fingerprints, or a team member may eat in the sealed off area leaving crumbs. The most violated area is usually the floor and roping off an area does not always stop people from entering the scene and walking all over it.

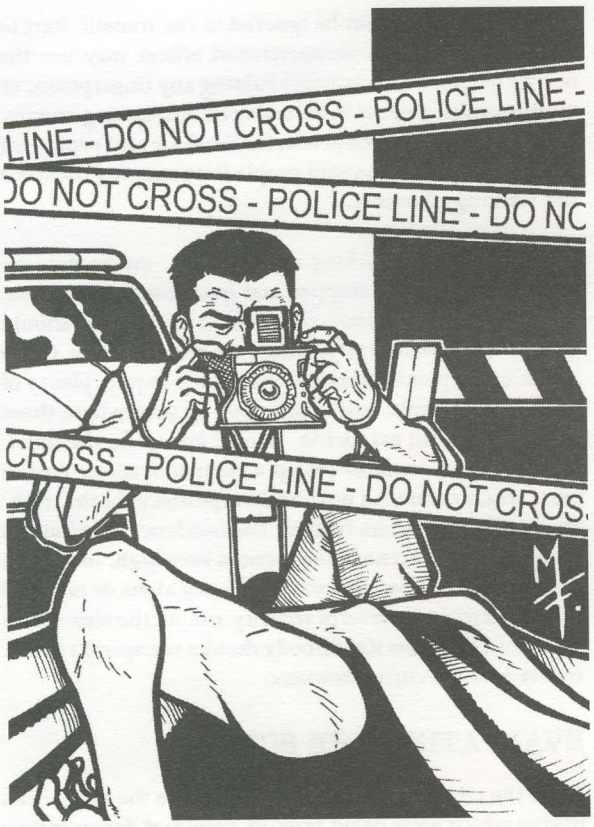
If the PCs are approaching a crime scene, unless they are known, they will be stopped and questioned. Even then, amongst themselves they may wish to decide who should enter and who should stay outside the restricted area. Crime scenes can expand dramatically and they require plenty of room. For example, one could need an area where those participating can eat, drink, smoke, and go to the toilet. One may need room to set up a communications post, a press area, a command post, and a repository for the trash. To complicate matters further, the incidence of criminals returning to the scene of the crime is very high, so the PCs have to decide if people can safely work alone or not, and must determine the level of security around the area. Crime scenes can also grow if somebody decides to expand a search area or look for clues elsewhere.

EVALUATING THE SCENE

Next, the crime scene technicians evaluate the area, identifying which areas could provide clues and documenting what has occurred. This involves first scanning the general layout of the scene, establishing such things as point of entry or point of exit, notable evidence, any obvious disturbances, etc. It requires a lot of gut instinct and snap decision-making. Any object could be out of place and could have been left by a suspect. This is called "connecting" evidence. The technicians also have to decide whether or not to extend the crime scene to include different areas, such as upstairs rooms in a house where a murder has taken place downstairs. It is possible for the first officer on a scene make the wrong call as to where the crime scene is (for the purposes of evidence gathering). PCs with the *Gather Evidence* skill or the Connecting Evidence or Walking the Area feats can make a roll to double-check an NPC's call regarding the crime scene limits.

DOCUMENTING THE SCENE

While the technician are tagging evidence, but before they start removing it, a photographer must record each aspect of the crime scene, gathering as much salient evidence as possible without moving anything. An investigator also makes a sketch of the area, showing the overall layout with measurements indicating where all important objects were in relation to other objects, such as where the body was in relation to a gun. Measurements must be made using at least two reference points from two separate fixed points (like the edge of a doorway or window) as opposed to us-



ing moveable objects (i.e., a sofa or bookcase), which could be shifted later on, making them useless as references.

In the case of a death, a forensic pathologist may be called in to examine the body. In the case of decayed or calcified remains, a forensic anthropologist might be needed. Whatever the situation, all the technicians and specialists should work methodically and thoroughly, recording everything no matter how small.

Documenting the crime scene thoroughly is critical, for instance are the lights on or off, are the drapes open or closed, is the air-conditioning on or off. All these factors can influence the interpretation of the crime scene. Notes need to be extensive and as inclusive as possible. The team has to take care to document any evidence they disturb (i.e., if they had to move furniture, etc.). Crime scenes are meticulous affairs and PCs could have to wait days until all the results are back. Often they are forced to prioritize, deciding which evidence should be processed first if they need to move quickly. Throughout a crime scene there lies a delicate balance between being objective and not making too many assumptions and building a working theory as to what may have happened. If one remains objective, then all the evidence is meticulously examined with little missed. However, without a plausible theory, evidence cannot be prioritized and time is lost and suspects may be questioned too late.

In the case of a major crime scene, higher-level crime scene officers are likely to be called in. Immediately, they ascertain if there has been any outside disturbance in the crime scene — lights turned on or doors and windows opened by officers. They give particular attention to the floor, looking for evidence tracked in or out by careless technicians or emergency medical teams (EMTs). Higher-level crime scene officers can get frustrated with lower ones for mucking up a crime scene and not following proper protocol.

When a dead body is present it has often been moved before the police arrive. Well-meaning EMTs will have checked the body, possibly trying to revive the victim. The police should check with them and ascertain if the body was moved and in what ways. The investigator should start by making a visual assessment of the body, taking copious notes. The key at this point is never make assumptions about the cause of death and detail everything as it is seen. So, for example, a PC should not describe a mark as a gunshot wound, but rather should describe it just as a circular wound, noting the diameter and distinguishing features of the mark. It could well have come from something other than a gun. The sketch of a murder scene is particularly important; the positioning of furniture (for example) might be critical, as it could indicate a struggle.

COLLECTING EVIDENCE

Once all potential evidence is identified, it is processed. This is the final stage and often takes the longest time. Physical evidence is collected and packaged and testimonial evidence is recorded as bystanders and suspects are questioned. This calls for a number of different skills; a good team needs excellent technical, observational, and people skills.

Physical evidence has to be collected and sent to the laboratory for analysis. The crime scene investigator decides what is items are sent and what remains, using the *Analyze Evidence* skill.

Bodies

When investigating a body, PCs need to look for defensive wounds and make detailed notes of any blood splatter patterns. They should place paper bags over the victim's hands and feet to preserve any evidence under the fingernails (which will be collecting during the autopsy). Using frosted scotch tape they can remove trace evidence from surfaces, such as marks or hairs. Once done, the body itself should be encased in a plastic sheet, rolled carefully to preserve any evidence.

Physical Evidence

A cotton swab or gauze can be used gather blood or saliva samples. Distilled water is used if it has dried. Blood samples should be placed inside a cooler or freezer. Any

bloodied items need to get to the laboratory as soon as possible, stored in cardboard boxes — plastic containers can cause condensation that could contaminate or spoil evidence.

Fibers and threads should also be catalogued and stored. PCs must remember to mark on their sketches where they were found. Glass or paint fragments should be bottled. All such objects are usually picked up with tweezers. If arson is suspected, then flammable liquids are also documented and gathered.

Other physical evidence includes tool marks, footprints, tire tracks, and of course, fingerprints. Most fingerprints appear on paper, glass, or metal (any smooth surface). A big risk of course is PCs leaving their own prints at the crime scene, but a bigger risk is that fingerprints are damaged or lost in transit. They have to be prepared and packaged carefully as a result. In an emergency, cellophane protects fingerprints evidence.

Firearm Evidence

When a firearm is found at a crime scene, it should handled carefully. Even if cocked, the weapon remains dangerous. The gun should be emptied of bullets (a loaded gun should never be transported). The gun is placed in a strong cardboard or wooden box. The bullets are wrapped in paper and put in pill bottles. Spent cartridges are also very useful and should be gathered.

The PC should make a note of the serial number (**Note:** A PC who doesn't have a firearm skill may confuse the serial number with the model or patent number.). A gun should never be cleaned or fired prior to examination.

Powder shot patterns and gunshot residue also provide valuable evidence. Such patterns should be carefully photographed and all residues should be collected and sent to the laboratory. Clothing with gunshot wounds or residue should also be submitted.

Evidence on the Scene

With regards to evidence, or clues in the vernacular, GMs should take care to have both relevant and irrelevant clues, and possibly misleading clues (also called "red herrings"). The crime scene should be very detailed, and the GM should be prepared to answer even the most obscure questions (e.g. what is the decorating like in the room? Has it been recently done? Does the victim's clothing coordinate? And what style and color are they?) However, PCs should be able to rule out irrelevant details, not necessarily immediately, but by the end of the investigation.

Pieces of evidence that have been pursued should be resolved, unless they are being kept as a mystery to be revealed as part of a future plotline. If the PCs have spent a lot of time on a particular piece of evidence only to determine it is unknown, they will feel they have failed, even if they have solved the crime.

Computers in a Crime Scene

Most officers unplug computers they find in a crime scene. This is done, because of the worry that information can be wiped with the stroke of a key, or even remotely. In actuality, it is better simply to unplug the modem, as pulling out the wires could lose any documents that are currently open and that might be relevant. The best thing to do is save any open documents to disk before doing anything else.

The Physical Evidence Board

Putting all the evidence together is great fun. Players can do this the same way that their characters do — by reproducing a physical evidence board. For the characters, this appears as a big white board somewhere at the station; for players, it might be a scrap of paper or in a journal.

Here are some tips regarding how to build a board:

- Use the headings: Peoples, Records/Files, and Physical Evidence

Methods for Evidence Containment

Container Type	**Evidence**
Cardboard box	bones, bullets & casings, large guns, glass fragments
Glass vial	blood
Paper bag	dried blood, clothing, fabric, rocks, ropes, handguns, soil
Paper envelope	cigarette butts, fibers, fingernail scrapings, fingerprint cards, hair, saliva swabs (air-dried)
Plastic bag	jewelry, money, drugs, medicine, plants
Plastic box	gunshot residue
Metal box	paint chips
Metal paint can	burnt items, arson materials

- Use circles for People, rectangles for Companies
- Number each piece of evidence
- Start to list possible connections
- Draw strongest in bold
- Use dotted lines for more tenuous links
- Eventually you have an "association matrix"
- Count the number of links to each name

The evidence board is an invaluable part of any investigation and a good way of remembering all the details. Do not forget however that an evidence board does not consider the timeline and the PCs (and the GM) must keep an eye on that also.

PAPERWORK

While we do not recommend a game include role-playing around paperwork, documentation does feature heavily in almost any crime scene investigation. The PC may need to refer to the paperwork later. The main areas of paperwork throughout a crime scene are:

- An administrative worksheet, which details how the search was done and includes all the main/headline details such as time frame and who was there.
- A narrative description, which takes one through the investigation one step at a time.
- The photographic log and sketches from the scene.
- The evidence recovery log, which details were found, including fingerprints.

HAZARDS

Hazards occur regularly at crime scenes. They can be chemical, physical, or biological hazards so protective clothing may be needed, if only a hard hat. Not all crime scenes happen in nice places. They can be in junkyards, under water or in burnt out buildings. These problems are all surmountable but the biggest problem in a crime scene is people, in particular the untrained public. Crime scenes out in the open attract attention.

SEARCH OPERATIONS

Similar techniques to a crime scene (p. 46) are deployed in search operations. A search has the advantage that the PCs can plan them slightly better and turn up with all the appropriate expertise, including somebody who is in charge. However, because the PCs are looking for something or someone, a search can be over a much wider area. When planning a search, characters need to consider:

- Clothing
- Communications
- Lighting
- Shelter
- Transportation
- Food

- Medical assistance
- Security
- Equipment
- Personnel

The process, like a crime scene, has all the same procedures regarding evidence collection. Photographs and sketches are still used and the same specialists are present. Searches are often outside and factors such as the weather create a whole new set of issues. The size of the area can also be a factor, forcing the PCs to choose which areas to focus on. Sometimes, aerial photography may be used. In either case, it requires expertise to determine which areas look most promising. The PC should always be on the lookout for obvious disturbances such as recently dug over ground or items than seem out of place.

Once a preliminary survey is made, the PCs then have to consider physical evidence possibilities. In other words, they have to make the call as to whether they think they might find something of value. At this point, if it is a large operation, ground radar enhancement or aerial infrared photography might be deployed, such things are particularly useful in finding living or recently deceased victims.

The police use various systematic methods to search areas, using maps and compass orientations. Search patterns can either work outwards in a circular fashion from a center

point, or work across in a long, straight front. Either way the area is gridded off in some manner, so that evidence can be accurately placed and recorded. Once the area has been cordoned and divided, the search can be conducted in one of two stages: a cautious one, where the scene is examined very closely, or a vigorous search, where the area is taken apart, dug up, or destroyed in an attempt to find hidden or concealed areas.

During the final survey, everyone gets together to discuss what has been found. Pertinent evidence is packaged and sent for testing as needed. Before leaving, everything is checked once more. At this juncture, the PC must decide if they have gone far enough or wish to widen the search. **Note:** Only the officer in charge can "release the scene." That officer may or may not be a player character.

Hostage Situations

Sometimes the police encounter hostage or emergency situation (such as attempted suicides). The police need to be able to deal with the situation; doing everything they can to minimize damage and casualties. Often in situations like this the criminal psychologist comes in the handiest; however, any cop should be prepared to handle such occurrences.

Negotiation Steps

Once a hostage or emergency situation has been established, the police first need to isolate the area. Bystanders can get hurt or in the way. The police's primary function is to protect the public. Next the police should nominate a negotiator — either the highest-ranking officer on the scene or one specially trained in negotiation (i.e., anyone with the Hostage Negotiation feat). It is best that the hostage-taker deal with only one person throughout the negotiations. Changing the point of contact during a negotiation often makes the person angry, nervous, or upset — none of which helps in resolving things.

First the negotiator builds a rapport with the hostage-taker, using the following techniques:

1. The PC should express feelings of understanding and empathy.
2. They should encourage the hostage-taker to do the talking, but jump in to distract the person if they start threatening immediate violence or suicide.
3. The negotiator must display calmness throughout regardless of what the person says. If the PC loses their cool they lose control of the situation.
4. The PC should find ways, no matter how small, to work with the hostage-taker.
5. A negotiator should never lie — if they are caught in a lie they lose the hostage-taker's trust and cooperation. They should try to be empathic as possible.
6. The PC should try to help the hostage-taker save face, but should offer only minimal suggestions. Again, they should let the hostage-taker do the talking as long as things stay calm.

After making contact with the hostage-taker, the negotiator needs to determine the extent to which the incident is negotiable. Sometimes there is no way to get a peaceful resolution at which point the negotiator must tell the officer in charge so they can make arrangements for an assault or rescue. Of course, the negotiator should do their best not to have to resort to such an option since assaults and rescues tends to led to bloodshed and loss of life.

The negotiator needs to know the following:

1. Does the hostage-taker want to live through the experience?
2. The negotiator needs to make a threat of force on the part of authorities.
3. What are the demands of the hostage-taker?
4. The negotiator must be seen by the hostage-taker as a person who can hurt the hostage-taker, but who trying willing to help them.
5. Is there a time pressure on the negotiation? Has the hostage-taker given an ultimatum with a time limit?
6. Is there a reliable channel of communication between the hostage-taker and the negotiator?
7. Has the area been contained?

When negotiating, the PC should do the following things:

1. Avoid accepting deadlines.
2. Keep the hostage-taker talking.
3. Make sure the hostage-taker understands that the negotiator is not able to make final decisions.
4. Withhold rewards (e.g. food, water, media) as long as possible. Such items may be used later on as bargaining chips to get individual hostages released.

There are different strategies needed depending on the type of person the PC is dealing with in a hostage or emergency situation. Criminals respond very differently from emotionally disturbed people, as such should be treated in different ways.

Strategies for the criminal hostage-taker:

1. Clearly states the range of cooperation.
2. Be calm and businesslike.
3. Use logic.
4. Avoid setting or accepting time limits.
5. Help the criminal save face.

Strategies for dealing with emotionally disturbed people:

1. Encourage the person to vent frustration.
2. Use reflective techniques.
3. Never argue — logic will not help.
4. Give the person plenty of time. Rushing them can frustrate them and cause them to make rash acts.

CHAPTER 6

COMBAT

THIS CHAPTER OUTLINES RULES FOR MANAGING gun combat in a police context, as well as offering a suggested adjustment to Armor Class bonus rule. The new firearm rules take into account factors like rate of fire, different kind of fire, reloading, and strafing. Guns themselves are described in 'Chapter 7: Equipment' on pp. 56-61.

This chapter also presents rules for running car chase scenes, which are ubiquitous in a police setting.

ADJUSTED COMBAT RULES

Comparatively, people and objects in the modern police world are fragile and prone to damage.

As such, we offer an adjustment to the regular Armor Class bonus rules to reflect this difference.

AC bonus

PCs and objects receive an AC bonus ability in the game; this represents how easily they can be hit in a fight or how vulnerable they are to damage. PCs who are attempting to hit something or someone roll their attack with the target's AC bonus as a bonus to a normal DC 10 plus any ability or circumstance modifiers.

Example: A 7th Level Cop with a Dexterity of 15, giving them a +2 DEX bonus and a +4 total AC bonus, would require a To Hit check of 16 or better to be hit with no additional circumstance modifiers.

FIREARM RULES

Guns come in a variety of shapes and sizes, with varying rates of fire, types of fire, caliber, sizes, and features. In order to properly represent modern firearms combat in a police game, the GM and the players must become familiar with the differences between each type and how they affect game play.

Many modern day weapons can fire a large number of bullets in a very short time — the typical firing rate of a submachine gun is 650 to 900 rounds per minute. Since such a gun uses a magazine containing a little over thirty rounds, this gives a total firing time of two and a half seconds, less than one round on average. A three-round burst emerges in around two tenths of a second. Given such factors, trying to accurately measure ammunition consumption is nearly impossible. Moreover, when trying to shoot a moving target, a shooter uses even more ammunition since the aim is to follow the target as a they keep firing.

There are three overall factors to consider with modern firearms: rate of fire, reloading, and type of fire. Rate of fire covers how many bullets or rounds a gun can fire in a set amount of time. There are three types of rates: single-shot, three-round or semi-automatic shot, and autofire. These rates of fire directly affect how often PCs must reload their guns, and how often the guns jam. Furthermore, the type of fire — directed, wild, or strafing — impacts both the rate of fire and the reloading requirements.

As a result, the following rules have been developed to try to model the nature of such engagements.

RATE OF FIRE DICE

PCs have the option to decide how much effort (number of bullets) they put into shooting a target, from a single shot to a three-round burst to full automatic fire. A single shot follows the same basic attack rules as detailed in the d20 System. Firearms that can fire at a higher rate use what are called Rate of Fire dice d6.

PCs roll a number of d6 depending on the type of gun. Rate of Fire dice are only used for guns that have the capacity for burst or automatic fire — single-shot guns do not have Rate of Fire dice.

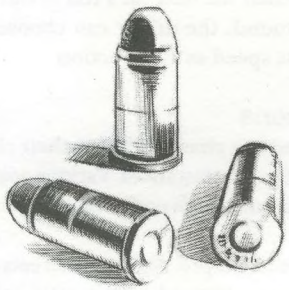
The dice when rolled are counted as d3s with a roll of 6 signifying that the weapon has run out of ammunition. If multiple 6s are produced, then the weapon jams while firing. It is possible in this situation that the weapon has fired some rounds before jamming.

Single-Shot Fire

Firearms of this type include most automatic pistols, revolvers, bolt action rifles, and both pump and double-barreled shotguns. As stated above, these types of weapons do not receive any Rate of Fire dice, as they only fire one shot per action, unless increased by feats. For these weapons, PCs must keep track of the number of rounds they've fired until they expend the weapon's load.

Three-Round Burst/Semi-automatic Fire

Semi-automatic/three-shot burst fire, referred to as "burst," allows for more controlled, accurate firing. PCs roll one



Rate of Fire die — the chance of jamming is much reduced compared to fully automatic weapons. **Note:** PCs with the Strafe Fire feat gain an optional additional Rate of Fire die.

Fully Automatic Fire

Fully automatic fire, or autofire, follows the same rules, but gives the PC the choice of how many Rate of Fire dice they wish to roll, up to the limit for the firearm plus any for feats. When using an autofire weapon, a PC is more likely to run out of ammunition or suffer a weapons jam.

Machine pistols, small machine guns (SMGs), and assault rifles commonly get two Rate of Fire dice, but other weapons (some compact machine pistols, vehicle mounted machine cannons and mini guns) have such high rates of fire that they warrant more.

Reloading

If just one of the Rate of Fire dice comes up as a 6, then the weapon has run out of ammunition. In game terms, the character cannot continue firing until taking time to reload the gun, provided they have spare clips or ammunition. Guns with magazines, belt feeds, or break barrel actions are reloaded as a full action with all the usual effects taking such an action imposes.

Weapons that have other types of loading configuration, such as revolvers or pump-action weapons, take longer to reload and require a full action for every two bullets or cartridges reloaded into them. The Ready Weapon feat allows this to be increased to 4 rounds per full action. The laborious nature of such reloading, however, will not permit this time to be shortened to a half-action maneuver, even if fewer rounds are inserted.

Jams

If two or more 6s come up on the Rate of Fire dice, then the weapon has jammed. Any other dice that are not 6s still count as being fired with all the normal rules in effect. Characters can free a jammed weapon, incurring all the usual effects of taking such an action in combat.

Exceptions

Exceptions to the above rules come in two forms: fresh clips and high-build quality. The first refers to weapons that are known to be fully loaded, either because they have been specifically checked before combat, or they are a weapon with an unusually high ammunition capacity, such as vehicle-mounted or belt-fed weapons. In these cases, the player may re-roll the first single 6 that comes up on a Rate of Fire die.

The second exception is firearms of exceptionally high quality or high reliability. When using these types of weapons, the player can re-roll the one Rate of Fire die the first time two or more 6s are rolled.

Directed fire

PCs electing to fire multiple shots against a single target count as using directed fire. They receive a +1 To Hit and a bonus to damage equal to result of their Rate of Fire dice.

Wild and Strafing fire

These types of fire refer to automatic weapons directed against multiple opponents. Such weapons are harder to control and are often less-accurately aimed, affecting an area, rather than being directed at a single target.

The PC designates the arc they would like to fire into, then determines how many shots are fired using the weapon's Rate of Fire dice. The PC then allocates the shots to the various possible targets, starting with the nearest and working outward. If a target can be shot multiple times, then the PC's To Hit and damage gain a +1 bonus per shot.

Chase Rules

The following rules permit GMs to run fast-paced, exciting chases, with any kind of vehicle. The main determining factors in a chase are the distance between participants, their relative speeds, and the maneuvers they are trying to perform (modified based on the conditions present).

Ranges

For the purposes of chases, there are five possible ranges:

Neck and Neck: The participants are side by side or bumper to bumper. Drivers can elect to try to knock the other vehicle off the road or force it to a standstill by use of the maneuver option. When Neck and Neck, the vehicles are close enough to perform melee attacks on the opposing passengers at a –4 penalty, as circumstances allow.

Close: The participants are easily within sight of each other. Participants can fire sidearm, SMG, and shotgun weapons at each other at a –4 penalty, as circumstances allow.

Medium: The participants are still in sight of each other, but will frequently lose direct line of sight if in built up or forested terrain. They can fire long arms at each other, but at a –4 penalty, as circumstances allow.

Long: The participants are frequently out of sight of each other. Only specialized heavy or mounted weaponry can be fired, at a –4 penalty, as circumstances allow.

Extreme: The participants have lost sight of one another. All *Drive: Chase* checks are at a –5 penalty as they are forced to guess where the vehicle being chased is. If any of these checks are failed, then the driver has lost the pursued vehicle entirely. Technology that allows tracking may be used to reestablish pursuit, but it takes some time and the vehicle being pursued will be able to place some distance between them and the pursuer. No combat is allowed between vehicles unless a weapon can operate without line of sight.

Speed

If the above ranges are maintained, the vehicles keep pace with one another. Some drivers will wish to catch up or pull away from other participants. To do so, one car must move faster than the other with a resulting increase in difficulty in performing maneuvers. Going faster also makes the vehicles harder to hit with weapons, thus increasing their defense. If a driver cannot keep pace with a vehicle, they automatically lose a level of range, falling further behind each round. There are five levels of speed:

Parked: The vehicle is stationary; receives no bonus to defense.

Urban: The vehicle is moving at normal city speeds (15-50 MPH). The vehicle receives +1 to its defense.

Freeway: The vehicle is moving at very fast (51-99 MPH). It receives +2 to defense; maneuvers are at +2 difficulty.

Race: The vehicle is moving at extremely fast speeds (100 MPH or more). The vehicle receives +2 to its defense, and all maneuvers are at +4 difficulty.

Flight: This is only for airborne and exceptionally fast vehicles (i.e. rocket-powered vehicles). Flying vehicles are at +4 to defense with no maneuver penalties unless flying at low altitudes. For super-fast vehicles on the ground or aircraft at low altitudes, a maneuver penalty of –6 is applied.

Maneuvers

Each round, the drivers of vehicles participating in a chase have various maneuver options:

- They can try to out run the other vehicle by increasing their speed.
- They can try to lose their pursuer by making sharp turns taking harder routes.
- At Close and Neck and Neck ranges, they can try to outmaneuver a pursuer by cutting across or sideswiping them. To do so, the lead car sets a check they can achieve and makes a *Drive: Chase* roll. The pursuing drivers must equal the roll to keep up, or higher than the lead car's roll to outmaneuver it.
- Every round, the driver can choose to increase or decrease speed as a free action.

Complications

Drivers engaged in a chase will have their checks modified by the following circumstances. Various complications can either make pursuit much easier or much harder.

Crowded Streets: Empty, nighttime streets are easily navigated, but racing against heavy traffic going the wrong way down a freeway is as difficult as it is foolhardy. A +1 to +5 penalty should be applied to allow for the level of other traffic on the road.

Narrow Streets and Alleys: Moving quickly through narrow or confined spaces is extremely dangerous at high speeds and the livelihood of crashing is greatly increased. Also in such areas, drivers may not be able to pass each other, and they will have a smaller margin for error when cornering. A +2 difficulty is applied to chases in narrow or confined areas.

Off Road: This penalty applies when taking vehicles unsuited to such conditions off the main road. Such vehicles may easily become grounded or bogged down in sand or mud. Drivers of such vehicles are at –2 to their *Drive* checks.

Poor Conditions: Adverse weather conditions further complicate chases. Heavy rain or snow makes spotting other cars harder and increases the chances of high-speed skids or hydroplaning. A –1 to –4 penalty should be imposed depending on the severity of the weather.

Vehicle Size

Some vehicles are more maneuverable than others. Its size plays a crucial role in this — it's easier to drive a motorcycle down an alley than a semi. A vehicle's size modifier is applied to the difficulty of all attempts to lose pursuers and maneuver checks. It also acts as a modifier for crashing damage.

Vehicle Size Table

Size	Modifier	Examples
Medium	0	Motorbike, jet ski.
Large	+1	Motorbike with side car, most cars, hang glider, dingy
Huge	+2	Station wagon, suburban, pick-up truck, sail boat
Gargantuan	+4	Truck, semi rig, tank, helicopter, light aircraft, fishing boat
Colossal	+8	Semi with trailer, construction machinery, private jet, yacht

Failure

Failure means either a pursued car is lost or a purser catches up. If a check fails by more than 10, the care ends up in a very bad crash. Even though failure for a pursuer means only they have lost their quarry, if they fail by 10 or more they still can crash. See rules for crashing below.

Crashing

If driver fails a *Drive: Chase* check by more than 10, or if the vehicle is deemed to have suffered critical damage making it uncontrollable, the vehicle will crash. The extent of the damage depends on how fast the vehicle was going.

For each speed rank over parked, the vehicle takes 2d6 damage plus modifier for size. The driver can attempt a Reflex save to halve the damage. This save applies to all the vehicle's occupants. If the occupants are secured by seat belts or the car has air bags, then the damage is further reduced by half. **Note:** Secured occupants cannot fire at other vehicles or perform any physical actions while being restrained.

Pedestrians hit by vehicles involved in a chase are dealt with in the same way, but lack the protection of being secured. In the case of two vehicles colliding, their combined speed is used when applying damage.

Example: A car traveling at 75 MPH (freeway speed) collides with a stationary (parked speed) car. Both cars and their occupants take 4D6+2. However, if both were traveling in opposite directions at freeway speeds the combined speed inflicts 8D6+4 (4D6* 2 +2) on each.

TRANSPORT

The following table is a list of sample vehicles commonly used with the Chase Rules.

Max Speed: The highest speed a vehicle can achieve.

Armor Class (AC): This rating counts as the DC for any attempt to hit it. Vehicles moving at speed gain an additional +2 for each rank of speed they possess.

Handling: This modifies all *Drive* and Initiative checks made by the driver.

Hit Points (HP): This represents the structural integrity of the vehicle. When it is reduced by 50 percent, the driver is at a –2 penalty for handling the vehicle, and the vehicle's top speed is reduced by one category. If the vehicle's HPs are reduced to zero, it is inoperable and cannot be driven further. Damaged vehicles might still be driveable, but might not be roadworthy and will attract the attention of the police if driven further.

Damage Reduction: This rating is deducted from the damage inflicted on the vehicle.

All Terrain: Only vehicles with the all-terrain option can operate "off road" without incurring penalties for terrain.

Size: This determines the relative size of the vehicle. (To Hit modifiers have already been included in the Armor Class rating).

Transportation Table

Vehicle	Max Speed	AC	Handling	HP	Damage	All Terrain	Size
Dirt bike	Freeway	10	+2	20	0	Yes	M
"Hog" bike	Freeway	9	0	20	2	No	L
Sports bike	Racing	10	+2	20	0	No	M
Economy car	Freeway	8	0	30	2	No	L
Sedan	Freeway	8	0	30	5	No	H
Sports car	Racing	8	+2	30	0	No	H
Luxury car	Freeway	12	–2	35	5	No	G
Pick-up truck	Freeway	8	0	35	5	Yes	H
Van	Freeway	8	–2	40	5	No	H
Semi and trailer	Freeway	8	–4	45	5	No	C
Helicopter	Flight	8	+2	35	0	N/A	H
Harbor Patrol Boat	Urban	7	0	60	5	N/A	C
Inflatable Power Boat	Urban	9	+2	20	0	N/A	L

CHAPTER 7

EQUIPMENT

LAW ENFORCEMENT OFFICERS USE A WIDE VARIETY of armor, specialized police gear, firearms and melee weapons, and surveillance equipment.

GMs should consider the laws regarding the sale or purchase of such items in the areas they wish to base their games before deciding what level of firepower to make available on the streets. In areas with restricted access, weapons are less likely to be automatic or military in origin. Instead, they might be primarily designed for sporting (hunting, target shooting), or utilitarian (game/pest control).

POLICE ISSUE BODY ARMOR

The rise in urban violence has led to many forces making body armor available to its officers. Such armor is still quite bulky and heavy, making it hot and relatively uncomfortable to wear for long periods. Because of this, it is usually only worn in high-risk situations, or where there is significant threat of violence. This includes any forced entry or crowd control action. The armor is then either distributed at the station house, or retrieved from the trunks of patrol car or crime scene vehicles.

The police use several different types of armor to respond to their officer's needs. The first type is a light, concealable vest that can be worn under regular clothing without being too conspicuous. A *Spot* check at DC 20 must be made to notice its presence. These vests made of Kevlar or other such substances prevent a bullet from penetrating and spread out the concussive force of bullets. Police wearing these can still be knocked out by the force a bullet and could have a nasty bruise and even broken ribs, but will survive. Such vests are useless against cutting or stabbing weapons.

The second type of body armor is for officers responding to high-threat situations. It consists of a heavier vest worn over the regular uniform. Such vests often have webbing or utility pockets built into them. Unlike the concealable vest, these have layers of metal weave as an under layer to help prevent injury from stabbing weapons.

The police also use helmets with clear, bullet-resistant visors to protect the face. These are usually used only in riot situations. The military also use armor similar to this to protect their soldiers; however, police issue armor tends to provide greater protection from blows and blunt trauma. It has padding against melee attack, with only the vest specifically designed to stop ballistic damage. This is particularly true of their helmet design. The military issues flak helmets and body armor sets that increase protection against ballistic impact (bullets or shrapnel). When dealing with civil disturbances, officers can also be issued with riot shields, which are made from the same bullet-resistant material as the visors for their helmets.

The force's critical response teams wear the next type of body armor — the heaviest armor worn by regular police units. It consists of heavy vests and helmets, along with plates on the lower legs, arms, and groin. The armor is designed to work primarily against ballistic impacts, but also

Police Armor

Armor Type	AC Bonus	Max DEX Bonus	Penalty
Police Motorcycle Jacket	+2	+4	−1
Police Motorcycle Helmet	+1	+4	0
Light Concealable Vest	+0	+4	−1
Police Vest	+2	+3	−2
Police Riot Helmet	+1	+3	0
Police Riot Shield	+2	+3	−2
Military Vest	+1	+3	−1
Flak Helmet	+1	+4	0
Response Armor	+2	+3	−2
Bomb Disposal Armor	+4	+0	−6

functions well against knives and blunt trauma. Although made from heavy plates of ceramic and Kevlar, the weight is distributed across the body, so that maneuverability is not limited too much.

Police and military bomb disposal squads wear the heaviest and most protective type of body armor. This is designed to offer maximum protection at the expense of maneuverability. The armor is very bulky, but offers the wearer a chance of survival if caught in a bomb blast. The armor totally encloses the wearer in thick layers of ballistic cloth, with thick plates on all but the joints.

Such armor also imposes a penalty on the following skill checks: *Balance*, *Climb*, *Hide*, *Jump*, *Move Silently*, and *Tumble*. Having the appropriate Armor Proficiency feat halves any such penalty rounded down to zero. PCs wishing to use multiple pieces or body armor such as a riot shield, riot helmet, or police vest should add the armor's AC bonus and damage conversion for each piece of armor to get a final modifier to their armor class.

RESTRAINT EQUIPMENT

It is of course up to the individual police officer to assess any threats they face, but they may have to justify the use of the force they exhibit. Over the last few years, improvements in this field have helped give police an extra edge and reduced the number of times when injury occurs to both the arresting officer and assailant.

Non-lethal restraints/incapacitants fall into three categories: chemical, electrical, and mechanical. Such incapacitants include gel or stun rounds, as well as handcuffs and other physical restraints.

Chemical Incapacitants

These usually take the form of irritants that inflame the eyes or skin. Leaving the target unable to focus or breath.

Tear Gas: Usually delivered by gas grenade, tear gas produces a dense cloud that has a 10-foot radius on the first round of dispersal, expanding up to a 15-foot radius on the second. It lasts 4 + d4 rounds in an open area, but any wind can disperse it, subtracting –4 rounds to the dispersal time. Anyone caught in the cloud without appropriate eye protection must make a Fortitude save at a DC of 25 or become blinded for 3d4 rounds.

Mace/Pepper Spray: These sprays act in much the same way as tear gas grenades, except that the irritant chemical is stored in a small, pressurized can that can deliver a stream of the liquid chemical into the face and eyes of an attacker. The range of such cans is extremely limited, with much of the accuracy of the spray depending on the wind. They have an effective range of 1 meter. The target is –4 to hit, as the spray needs to hit the eyes to incapacitate them. Targets hit by a spray must make a Reflex save at DC 25 to dodge the spray.

If it hits the eyes, the target is blinded and cannot see at all. They have a 50 percent chance to miss in combat — their effective DEX is reduced to 3, and they get a –4 penalty on the use of Strength- and Dexterity-based skills. They cannot make *Spot* checks or perform any other activity (such as reading) that requires vision.

Electrical Incapacitants

These weapons are usually referred to as tazers. They come in two types, but function the same way. The tazer holds a battery with a large capacitor, which is used to give the target a powerful electric shock that either knocks them unconscious or induces muscle convulsions. The tazers differ with regards to the method of delivery of the shock: the more simple one has electrodes that must be pressed on to the target, whereas, the other uses two darts that trail conductor wires back to the battery.

Tazers require a successful To Hit check made with the target. The target must make a Fort save with a DC of 15 or be paralyzed. Dart guns inflict d2 points of damage and have an effective range of two meters. A character that fails their Fortitude check counts as paralyzed. As such they fall to the ground, unable to move (they have an effective, but not actual, DEX and STR of 0). They are helpless. This effect lasts for 2d3 rounds.

Mechanical Incapacitants

Primarily used in riot situations, these are very large-caliber bullets, usually made from a synthetic rubber or plastic. These are fired at sub-sonic speeds into a person, striking with tremendous force, but with little penetrative effect. These are commonly called beanbag, stun, or rubber bullets. Use of these weapons is heavily controlled, due to the unpredictable nature of their use. Normally they are only ever brought out in the most extreme situations where firing live rounds would cause massive loss of life. These bullets can still cause very severe injury and have been known to kill. The bullets can only be fired from shotgun or canister round firearms. They do d6 damage.

Mechanical Restraints

Once a suspect has been arrested or subdued, they are usually restrained to limit any threat or ability to escape. The standard police method for ensuring this is by the use of handcuffs. Officers are trained extremely well to position and secure a suspect without exposing themselves to danger. Standard procedure is for the suspect to have their hands secured behind their back.

A handcuffed character takes a –2 penalty on attack rolls in addition to a –4 penalty to DEX. If the handcuffs are

anchored to an immobile object, the restrained character can't move. Otherwise, PC can move at half speed. Handcuffs require a *Disable Device* check DC 30 to open; metal cuffs have 20 Hit Points at AC 13. Plastic strip-binder cuffs only require a *Disable Device* check of 20 to remove and have 5 HPs with AC 10.

The other form of restraint commonly used is called shackles. These are employed by the US prison services to restrain prisoners while in transit. They consist of cuffs for hands and feet joined by a central chain, which is sometimes secured to a belt. Unlike handcuffs, the prisoner's hands are kept in front, but the central chain limits their movement; they can only take shuffling steps. Shackled PCs have an equivalent DEX of 4 for any physical activity checks at –4. They can only move at quarter speed and cannot run or jump. *A Disable Device* at DC 35 is required to remove them; they have 40 HPs at AC 15.

POLICE WEAPONS

Police forces around the world use a variety of different firearms and weapons. Some only allow officers to carry batons or nightsticks, while others allow their officers to choose the weapon they wish to use, and as long as they register it with the force and it falls within simple parameters. The GM can find out which weapon the police agencies in any area use. Alternatively, below is a list of commonly used firearms that are issued as standard weapons.

Colt M1911 (.45 ACP)

First produced over ninety years ago, this pistol has been the American officer's side arm through two World Wars, only being replaced in 1990. The pistol is still issued to SWAT teams, its rugged build making it a favorite still.

Glock 17 (9mm)

This Austrian-made pistol set the standard for modern gun design. It features many plastic components leading to unsubstantiated fears that it could slip through a metal detector. The pistol is extremely reliable and has a high ammunition capacity.

Desert Eagle (.50 Action Express)

This large bulky pistol gained many fans due to the sheer size of its caliber. Although originally released in .357 by Israel Military Industries, it has been adapted to fire even larger calibers, including .44 Magnum and .50 Action Express rounds. This pistol is very heavy and produces an exceptionally loud report when firing.

Ruger GP 100 (.357 Magnum)

These revolvers became the standard US police revolver in 1987, and are still in service in many forces around the country.

Police Firearms

Weapon	Damage	Crit	Type	Range	RoF	Ammo	Weight
Colt M1911 (.45 ACP)	2d6	20	Ballistic	30 ft	0	7 round box	3 lb
Glock 17 (9mm pistol)	2d6	20	Ballistic	30 ft	0	17 round box	2 lb
Desert Eagle (.50 AE)	2d8	20	Ballistic	20f ft	0	9 round box	4.5 lb
Ruger GP 100	2d6	20	Ballistic	20 ft	0	6 round chamber	2 lb
H & K MP5	2d6	20	Ballistic	20 ft	2	15 or 30 round box	7 lb
UZI (9mm)	2d6	20	Ballistic	20 ft	2	25, 32, 40 box	7.5 lb
Kalashnilov AK 47 (7.62)	2d8	20	Ballistic	70 ft	2	30 round box	10 lb
Colt M16 A2 (5.56)	2d8	20	Ballistic	80 ft	2	30 round box	7.5 lb
Springfield M1903 (.30-06)	2d10	20	Ballistic	80 ft	0	5 round box	9 lb
VAL Silent Sniper (9 X 39mm)	2d8	20	Ballistic	90 ft	1	20 round box	6 lb
Franchi Spas 12 (12 gauge)	2d8	20	Ballistic	20 ft	0	8 shell internal	10 lb
Remington 870 (12 gauge)	2d8	20	Ballistic	20 ft	0	5 shell internal	7 lb

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Remington 870 (12 gauge)	2d8	20	Ballistic	20 ft	0	5 shell internal	7 lb

Heckler and Kosh MP5 (9mm)

One of the most famous submachine guns in the world, this German-made weapon has numerous variants used by many police and military forces. It is highly reliable and so benefits from the high-built quality rule, allowing a player to re-roll one Rate of Fire die the first time multiple 6s are rolled.

Uzi (9mm)

Produced in Israel in 1953, it was the first of a new type of post-war machine pistol. Easy to use and reload, it remains popular around the world to this day. Smaller variants exist featuring higher rates of fire, but they are less reliable.

Kalashnikov AK47 (7.62)

Possibly the most common assault rifle, its Russian designer envisioned it ending oppression for the poor since it was cheaply produced and easily operated. In reality, it is the armament of choice in nearly all third-world countries in countless border and civil wars. Many copies and updates of this weapon exist with most Eastern Block and former Soviet satellite states producing their own model.

Colt M16 A2 (5.56 NATO)

Similar in configuration to the weapon used by the US in Vietnam, this modern update is more rugged and durable, serving as a standard military and police assault rifle.

Springfield M1903 (30.06)

Put into production at the beginning of the century, this bolt-action rifle is a typical military production rifle of its time, seeing action as the infantry man's weapon in both the WWI and WWII.

Val Silent Sniper (9 x 39mm)

This Russian rifle is the latest in covert anti-personnel rifles, firing armor-piercing rounds accurate to around four hundred meters. It has an integral silencer and flash suppression system, and can accept a variety of telescopic or night vision sights.

Franchi Spas 12 (12 gauge)

This is a military-grade, pump-action shotgun that was derived from a riot gun commissioned for the Italian police (the Franchi SAS). Both versions are widely available and very popular with gun enthusiasts, and have appeared in numerous films and television action shows.

Remington 870 (12 gauge)

This shotgun is the standard issue for most police and SWAT units. It operates a pump-action reload with a five shell internal magazine.

COMMON URBAN MELEE WEAPONS

The police have a number of weapons at their disposal. They also know how to use and deal with common and improvised weapons.

Spring coil baton

This baton is used by a variety of police. It consists of short sections of coiled metal that fit inside each other, creating an extendible baton that carries considerable weight for its size. It collapses down to a small size, can be easily carried, and may be retracted or extended as a free action. The construction, however, does not lend itself to use with hold moves, but is typically used for strikes in an attempt to incapacitate an opponent.

Nightstick

These are simple truncheons and batons carried by police and security forces around the world. Most are just over a foot long, but some are longer to give more torque to blows delivered by them.

Tonfa

Originating as handles from rice mills in Asia, these batons have a short grip extending from the shaft, about a third of the way down its length. This gives the baton an off set 'T' configuration. Police and security forces use this style of baton for its improved tripping and hold capabilities.

Common Melee Weapons

Weapon	Damage	Critical	Type	Range	Size	Weight
Spring Coil Baton	d4	20	Bludgeon	–	S/M	2 lb
Night Stick	d6	20	Bludgeon	–	M	2 lb
Tonfa	d4	20	Bludgeon	–	M	2.5 lb
Switchblade/Flick Knife	d4	20	Piercing	–	S	–
Pipe	d6/d6	20/19-20	Bludgeon/Piercing	–	M	3 lb
Baseball Bat	d6	19-20	Bludgeon	10 feet	L	3 lb
Straight Razor	d4	19-20	Slashing	–	S	–
Heavy Chain	d8	20	Bludgeon	–	M	5 lb

Switchblade/Flick Knife

Both these knives feature blades that are housed in the handle. The blade of the switchblade extends from the side of the handle into a locked position, whereas the blade of the flick knife extends the blade from the tip outwards. Although these knives have shorter blades than ordinary knives, their ease of concealment and rapid deployment makes them an old favorite amongst the criminal element.

Pipe

A length of metal pipe used as a club, this has the advantage of being easy to find and dispose of. If the end of the pipe is cut through at an angle, it also serves an effective stabbing weapon — the statistics after the slash are for attacks made in this manner.

Baseball Bat

A common sporting product, the advantages of its size and weighted design allow tremendous force to be inflicted at the point of impact.

Straight Razor

Hard to get hold of now, this weapon is infamous in the annals of criminal history. The sharpness of the blade producing deep cuts, that although not usually fatal in themselves, causes large blood loss and terrible scars. The straight razor is often used to inflict punishment attacks or to cut the throats. Craft and surgical knives, which have extremely sharp blades but lack the tensile strength of combat knives, also come under this heading.

Heavy Chain

Unlike the thinner dexterous chains used by martial artists, this represents much thicker lengths of security chain. This gauge of this chain prevents entangling attacks from being used, but instead it delivers terrible crushing lashes. The clumsiness of these swings is always at –2 To Hit, but only requires the Simple Weapon Proficiency feat.

CLOTHING

PCs get five sets of uniforms, but only one set of "brass." The style of uniforms varies from one force to another.

Other clothing police routinely use includes:

- **Coveralls:** both lightweight and heavy-duty. Disposable paper garments are also useful.
- **Particle masks:** to block overwhelming odors.
- **Goggles**
- **Baseball or shower cap**
- **Gloves:** latex gloves, dishwasher rubber gloves, cotton gloves, extended-arm length latex, and wire-mesh, which are cut-resistant.
- **Rain/snow gear**
- **Reflective vest**

POLICE VEHICLES

Police cars vary wildly. Typical ones might be Ford Crown Victoria model sedans or Chevrolet Impalas. Most departments have one or more 4-wheel drive vehicles for utility situations. These tend to be Chevrolet Tahoes, Jeep Cherokees, or similar vehicles. If one really wants to be accurate about vehicles, police websites almost always show them. (See Transportation table p. 55 for stats.)

MOBILE CRIME SCENE UNIT

Every character is comforted by the presence of a large van outside, with gear in it that is going to help them. They can call in a mobile crime scene unit to be present at any crime scene. Sometimes they are called Mobile Forensic Units or something similar, depending on their function. Different forces have differently outfitted vehicles, based on their needs and budget. Usually there needs to be a reason for the unit to be called in; maybe it is a high-profile case that needs a speedy conclusion or maybe forensic services are far away, as the crime is in a remote area. Characters would not be thanked for bringing in specialists and sitting them for days in a van if the services are available three blocks down the road.

These vans come in all different types and are sometimes given slightly different names. Usually they are openly marked as police vehicles; these are obviously not those used in surveillance operations. In crime scene, they are graded as follows:

Low-grade

This is a converted van where officers eat and rest. If has unit markings with a blue emergency light, a radio system, a small evidence locker, a computer and a cool, dry forensics locker. It also has a TV, telephone, coffee maker, refrigerator, and video facilities.

Medium-grade

This is a converted van or ambulance that has all the above but with specialized cameras, blood kits, and forensic lights. It has machinery for processing and interpreting blood, and digitally capturing and identifying latent fingerprints. It also has a GPS (global positioning system). Some of the better ones also have drug chemistry facilities to identify illegal substances and toxicology facilities to measure the amount of alcohol in the blood. They may also have microscopy facilities to enlarge images and the ability to match bullets to guns if necessary. These need a specialized crime scene investigator to operate.

High-grade

This vehicle is either a converted mobile home or van of at least 20 feet in length. It has all the equipment mentioned

above. It also has a fax machine and microwave. On the roof is an observation deck and lighting to light up the immediate area. Larger ones may have a small conference room. Sometimes, these vehicles have direct video links and their primary use is to arrange search warrants "live."

All these vehicles have space for the forensic and crime scene kit described on page 77. These units are made to specification and kitted out to order by the relevant force.

There is no standard vehicle as such. Some smaller police forces or sheriff's offices do not have these at all. In the main, the PCs should always have access to at least a low-grade model for their use. They would need a sensible reason to have one. PCs that are 5th Level and above can access a medium-grade vehicle if needed and 7th Level and above, they should be able to get access to a high-grade one, but only if they are available.

VISION ENHANCEMENT DEVICES

Binoculars: Binoculars are the most common of vision enhancement devices used by the police. They are classified by two numbers (e.g., 7 x 35 or 10 x 50). The first number is the magnification, so 10 means something looks ten times closer than it is. The second number is the diameter of the lens in millimeters. Bigger lenses let in more light and are better.

Those available in **Crime Scene: Police Investigation** are:

- 10 x 50, which cannot be concealed within clothing as they are large and heavy
- 8 x 40, which are good but less chunky
- 7 x 35, light and good for general purposes
- 10 x 25, which are pocket sized

Monoculars: Monoculars are less powerful than binoculars and are rarely used. Spotting scopes, however, can have a magnification of up to 40 and need a tripod (read — big telescope), but tend only to be used by surveillance teams.

Night Vision: These devices allow vision in partial and total darkness. They can be attached to video recording equipment. Those available are:

- Goggles
- Sights (for guns)
- Binoculars (at a lower magnification)
- Monoculars

These devices are very compact — night vision binoculars are smaller than regular binoculars. Only federal agents or the military are likely to have anything more sophisticated than this, such as infrared technology.

Camera Lenses: A 1800mm lens allows photographs to be taken from a mile away; however, it requires a tripod and is very large. In fact anything above 200mm requires a tripod. The standard lens on most cameras is 55mm.

Pinhole lens cameras are very small and designed to be concealed. They need a video transmitter nearby, which in itself needs only be as small as a coin. Police officers need to be aware of the individual's right to privacy when deploying these devices. Apart from that, they are surprisingly easy to use.

Vehicle Tracking Devices: These can be "radio frequency" or "global positioning systems." The radio frequency device feeds back to a receiver, which indicates how far and which direction the vehicle is from the receiver — most work in 180-degree or 360-degree arcs. They are relatively simple devices, but make tailing much easier. Crowded environments can sometimes interfere with these systems.

A global positioning system (GPS) is far more sophisticated. When linked to a computer, it can not only shows where a moving vehicle is, but can also plot the course on a map in real time. It can monitor up to ten vehicles at once.

Laser Range Finder: This is a small but useful device that instantly measures distances. It also provides a bearing, so it gives the direction it is aimed at. This is very handy for measuring crime scenes, particularly ones outdoors.

HEARING ENHANCEMENT DEVICES

Wiretaps: Hard wiretaps are another wire coming from a device that monitors everything that device does. It contains a second wire that is connected to a listening device. A soft wiretap modifies software at the telephone exchange. Of course, this is easier. These taps can send signals to people or simply be recorded and checked later. Characters have the option of both.

Bugs: Bugs can be ultrasonic or work on a radio frequency. Crime scene police use the latter, as they are far more common. Radio frequency bugs can be placed anywhere and send a radio signal to a receiver, which must be nearby. These bugs can be switched off if the police suspect a radio sweep is occurring. When turned off, they can only be found manually. The bug is about the size of a coin and there is an art to hiding them in useful places.

Other Listening Devices:
There are laser devices that bounces off windows and record vibrations, such as talking or noise inside. Unfortunately, they also record any incidental noise outside, so they can be unreliable. However they are useful if a bug cannot be planted. Similarly, sound amplification dishes can listen over distances of up to 75 meters away. Like laser listening devices, they pick up a lot of extraneous noise — in this case, in the line of sight.

CHAPTER 8

GM RESOURCES

CRIME SCENE: POLICE INVESTIGATION OFFERS GMS the opportunity to create a realistic police environment set in the modern world. As such, we have detailed all those factors that you can place into your adventures to ensue your investigation runs as planned. In this chapter we add some resources that you can put into many of your games these include:

- 2 bonus character classes: Sheriff and SWAT Officer.
- 15 NPCs from police dog to drunk.
- Some tips about the style of your game.
- Details on how drugs would work in a game.

SHERIFF

The post of Sheriff is elected and controls the sheriff's office. Often these positions are filled by deputies already working in that office, who use their service record to promote their abilities, but they can come from outside. Typically, an officer from another law enforcement agency with four years' service or ten years as a summary court judge stand in such an election. They require backing from a political party — Democrat, Republican, or Independent.

Hit Dice: d6

Class Skills: Bluff, Computer Operations, Concentration, Counseling, Diplomacy, Gather Information, Interviewing, Intimidate, Knowledge: Street Sense, Police Bureaucracy, Police Interrogation, Sense Motive.

Skill points at first level: (4 + INT Modifier) x 4
Skill points per level: 8 + INT Modifier

At 1st Level, the Sheriff character class starts with the following feats: Driving License, Media Handling, Promotion: Sheriff, Side Arm Proficiency.

Bonus Feats: Appraise Subject, Connecting Evidence, Crack Driver, Imposing, Informant Handling, Iron Will, Long Arm Firearm Proficiency, Point Blank Shot, Toughness, Weapon Finesse.

SWAT OFFICER

The rise in violent gun crime and civil unrest in the late '60s prompted many police forces to form specialized units to deal with the increased threat to the public and themselves when dealing with incidents. These units act in response to officers' requests for back up where they feel the need for greater force may be necessary. Typically, these were formed of small, dedicated squads who received specialist military-style training in urban combat. The duty of these officers was then expanded to include the defense of police stations in times of civil unrest.

Hit Dice: d10

Class Skills: Balance, Climb, Computer Operation, Concentration, Disable Devise, Drive: Chase, Forced Entry, Hide, Jump, Listen, Medical Assistance, Move Silently, Search, Spot, Surveillance, Tumble.

Skill points at first level: (4 + INT Modifier) x 4
Skill points per level: 4 + INT modifier
At 1st Level, the SWAT officer character class starts off

Sheriff

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+1	+1	+0	+1
2	Take Charge	+1	+2	+2	+0	+2
3	Bonus Feat	+2	+2	+2	+1	+2
4	Skill Focus	+2	+3	+3	+1	+3
5	Bonus Feat	+3	+3	+3	+1	+3
6	Strong Stomach	+3	+3	+4	+2	+4
7	Bonus Feat	+4	+4	+4	+2	+4
8	Archive Knowledge	+4	+4	+4	+2	+4
9	Bonus Feat	+5	+5	+5	+3	+5
10	Walking the Area	+5	+5	+5	+3	+5

SWAT Officer

Level	Feats	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+1	+1	+1	+1	+0
2	Ballistic Armor Proficiency	+2	+2	+2	+2	+0
3	Bonus Feat	+3	+2	+2	+2	+1
4	Alertness	+4	+3	+2	+2	+1
5	Bonus Feat	+5	+4	+3	+3	+1
6	Combat Reflexes	+6/+1	+4	+3	+3	+2
7	Bonus Feat	+7/+2	+5	+4	+4	+2
8	Endurance	+8/+3	+6	+4	+4	+2
9	Bonus Feat	+9/+4	+6	+4	+4	+3
10	Take Charge	+10/+5	+7	+5	+5	+3

with the following feats: Driving License, Simple Weapon Proficiency, Side Arm Weapon Proficiency, Long Arm Firearm Proficiency, Weapon Specialization.

Bonus Feats: Crack driver, Crime Scene Hazard, Dodge, Good Right Hook, Great Fortitude, Hostage Negotiation, Improved Initiative, Lightening Reflexes, Marksman, Point Blank Shot, Precise Aim, Promotion: Lieutenant, Promotion: Captain, Ready Weapon, Strong Stomach, Weapon Finesse.

Generic NPCs

Below are listed some sample NPCs to give the GM an idea of the relative levels and strengths that the PCs could face.

Arson Investigator

Hit Dice: 5 (29 HP)
Initiative: +0
Speed: 30 ft
AC 13
Attacks/Dmg: Melee: +4 (+4 unarmed strike, d3+1)
Face/Reach: 5 x 5 ft
Special Attacks: None
Abilities: STR 13/DEX 11/CON 14/INT 15/WIS 16/CHA 14
Skills: Climb +8, Disable Device +6, Drive: Chase +6, Evidence Analysis +9, Gather Evidence, +10, Gather Information +6, Knowledge: Autopsy +5, Knowledge: Street Sense +6, Listen +6, Medical Assistance +4, Search +10, Spot +6.
Feats: Driving License, Chemical/Microscopic Analysis, Simple Weapon Proficiency.

Experienced Patrol Officer

Hit Dice: 5 (35 HP)
Initiative: +1
Speed: 30 ft
AC 14
Attacks/Damage: Melee: +5 (+5 unarmed strike, d3+2)
Melee: +5 (+5 nightstick, d6+2)
Ranged: +4 (+5 9mm. Automatic pistol, 2d6)
Ranged: +4 (+4 Remington 870 shotgun, 2d8)
Face/Reach: 5 x 5 ft
Abilities: STR 14/DEX 13/CON 16/INT 13/WIS 16/CHA 13
Skills: Diplomacy +6, Drive: Chase +8, Gather Evidence +4, Gather Information +7, Knowledge: Law +5, Knowledge: Street Sense +6, Listen +6, Medical Assistance +4, Police Interrogation +6, Search +6, Sense Motive +8, Spot +7.
Feats: Driving License: Car, Informant Handling, Long Arm Weapon Proficiency, Side Arm Firearm Proficiency, Simple Weapon Proficiency, Strong Stomach, Weapon Focus.

Homicide Detective Sergeant

Hit Dice: 7 (42 HP)
Initiative: +0
Speed: 30 ft
AC 15
Attacks/Dmg: Melee: +7 (+7 unarmed strike, 3)

Ranged: +6 (+6 9mm automatic pistol, 2d6)
Face/Reach: 5 x 5 ft
Abilities: STR 12/DEX 11/CON 14/INT 16/WIS 14/CHA 15
Skills: Bluff +4, Computer Ops +5, Counseling +3, Diplomacy +7, Drive: Chase +6, Drive: Tailing +6, Evidence Analysis +2, Gather Evidence +6, Medical Assistance +3, Intimidate +5, Knowledge Autopsy + 6, Knowledge: Law +6, Knowledge: Street Sense +6, Police Interrogation +8, Search +6, Sense Motive +8, Spot +7, Surveillance +6.
Feats: Informant Handling, Side Arm Firearm Proficiency, Simple Weapon Proficiency.

Motorcycle Officer

The officer often patrols alone, covering the areas between the major urban sprawls. They enforce traffic laws and offer aid and assistance to anyone who has had an accident.

Hit Dice: 4 (30 HP)
Initiative: +2
Speed: 30 ft
AC 17 vs. Melee, 14 vs. Ballistic.
Attacks/Dmg: Melee: +4 (+4 unarmed strike, d3+1)
Melee: +4 (+4 nightstick, d6+1)
Ranged: +5 (+5 .357 Revolver, 2d6)
Face/Reach: 5 x 5 ft
Abilities: STR 13/DEX 14/CON 15/INT 13/WIS 14/CHA 15
Skills: Diplomacy +5, Drive: Chase +11, Gather Information +4, Knowledge: Law +5, Listen +6, Medical Assistance +3, Police Interrogation +4, Search +6, Sense Motive +5, Spot +8.
Feats: Ballistic Armor Proficiency, Driving License: Bike, Driving License: Car, Side Arm Firearm Proficiency, Simple Weapon Proficiency.

Police Dog

Hit Dice: 2 (15 HP)
Initiative: +2
Speed: 40 ft
AC 13
Attacks/Dmg: Melee: +3 (+3 bite, d6+3)
Face/Reach: 5 x 5 ft
Abilities: STR 15/DEX 15/CON 15/INT 2/WIS 12/CHA 6
Skills: Jump +4, Listen +5, Search +5 Spot +5, Track +5.
Feats: None

Rookie Patrol Officer

Hit Dice: 2 (15 HP)
Initiative: +3
Speed: 30 ft
AC 14
Attacks/Dmg: Melee: +2 (+2 unarmed strike, d3+1)
Melee: +2 (+2 nightstick, d6+1)
Ranged: +4 (+4 9mm automatic pistol, 2d6)
Face/Reach: 5 x 5 ft
Abilities: STR 12/DEX 15/CON 13/INT 14/WIS 12/CHA 14
Skills: Diplomacy +4, Drive: Chase +5, Gather Evidence +2, Gather Information +4, Knowledge: Law +5, Knowledge: Street Sense +3, Listen +4, Medical Assistance +2, Police Interrogation +3, Search +4, Sense Motive +4, Spot +5.
Feats: Driving License: Car, Side Arm Firearm Proficiency, Simple Weapon Proficiency.

Fire Fighter

Hit Dice: 4 (24 HP)
Initiative: +1
Speed: 30 ft
AC 15
Attacks/Dmg: Melee: +4 (+4 unarmed strike, d3+2)
Melee: +4 (+4 fire ax, d10 +2)
Face/Reach: 5 x 5 ft
Abilities: STR 15/DEX 12/CON 16/INT 13/WIS 14/CHA 12
Skills: Climb +8, Disable Device +4, Drive: Chase +6, Gather Information +3, Knowledge: Street Sense +2, Listen +6, Medical Assistance +4, Spot +6, Search +8.
Feats: Driving License, Simple Weapon Proficiency.

Paramedic

Medics arrive in two- or three-person crews per ambulance, with each ambulance providing intensive care for two people. If they arrive at a crime scene, they may disturb it.

Hit Dice: 3 (18 HP)
Initiative: +2
Speed: 3 0 ft
AC 12
Attacks/Dmg: Melee: +3 (+3 unarmed strike, d3+2)
Face/Reach: 5 x 5 ft
Abilities: STR 15 DEX 14/CON 12/INT 14/WIS 13/CHA 13
Skills: Climb +2, Diplomacy +3, Drive: Chase +6, Gather Information +2, Knowledge: Street Sense +4, Listen +5, Medical Assistance +8, Search +3, Spot +5.
Feats: Driving License, Emergency Medic.

Frat Boy

Hit Dice: 1 (6 HP)
Initiative: +1
Speed: 25 ft
AC 12
Attacks/Dmg: Melee: +1 (+1 unarmed strike, d3+1)
Face/Reach: 5 x 5 ft
Abilities: STR 12/DEX 12/CON 8/INT 9/WIS 9/CHA 10
Skills: Drive: Chase +2, Listen +2, Spot +3.
Feats: None.

Drunk

Hit Dice: 3 (10 HP)
Initiative: –1
Speed: 25 ft
AC 8
Attacks/Dmg: Melee: +4 (+4 unarmed strike, d3+3)
Ranged: +3 (+3 shotgun, 2d8)
Face/Reach: 5 x 5 ft
Abilities: STR 14/DEX 8/CON 15/INT 8/WIS 7/CHA 8
Skills: Drive: Chase +3, Intimidate +3, Listen +2, Spot +2.
Feats: Good Right Hook, Long Arms Firearm Proficiency, Simple Weapon Proficiency.

Streetwalker

Hit Dice: 2 (9 HP)
Initiative: +1
Speed: 30 ft
AC 8
Attacks/Dmg: Melee: +1 (+1 unarmed strike, d3)
Face/Reach: 5 x 5 ft
Abilities: STR 8/DEX 12/CON 8/INT 9/WIS 12/CHA 12
Skills: Diplomacy +5, Knowledge: Street Sense +2, Sense Motive +5, Spot +3.
Feats: None.

Pimp

Hit Dice: 4 (25 HP)
Initiative: +2
Speed: 30 ft
AC 15
Attacks/Dmg: Melee: +4 (+4 unarmed strike, d3+3)
Melee: +4 (+5 knife, d4 +2)
Face/Reach: 5 x 5 ft
Abilities: STR 14/DEX 14/CON 15/INT 12/WIS 10/CHA 12
Skills: Knowledge: Diplomacy +5, Intimidate +5, Street Sense +5, Listen +3, Sense Motive +3, Spot +4.
Feats: Good Right Hook, Simple Weapon Proficiency.

Small-Time Drug Dealer

Hit Dice: 2 (9 HP)
Initiative: +1
Speed: 30 ft
AC 11
Attacks/Dmg: Melee: +2 (+2 unarmed strike, d3+1)
Ranged: +3 (–1 pistol, 2d6)
Face/Reach: 5 x 5 ft
Abilities: STR 12/DEX 12/CON 12/INT 8/WIS 10/CHA 12
Skills: Analyze Narcotics +5, Diplomacy +4, Knowledge: Street Sense +4, Listen +4, Sense Motive +4, Spot +4.
Feats: None.

Murderer

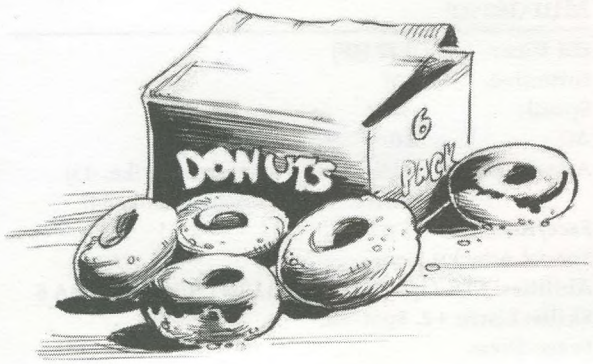
Hit Dice: 1 (7 HP)
Initiative: +0
Speed: 30 ft
AC 10
Attacks/Dmg: Melee: +0 (+0 unarmed strike, d3)
Melee: +0 (+0 kitchen knife, d4)
Face/Reach: 5 x 5 ft
Special Attacks: None
Abilities: STR 11/DEX 10/CON 12/INT 9/WIS 13/CHA 8
Skills: Listen +2, Spot +2.
Feats: None.

Serial Killer

Hit Dice: 1 (8 HP)
Initiative: +2
Speed: 30 ft
AC 12
Attacks/Dmg: Melee: +0 (+0 unarmed strike, d3)
Ranged: +2 (+2 by weapon)
Face/Reach: 5 x 5 ft
Abilities: STR 9/DEX 13/CON 9/INT 16/WIS 8/CHA 18
Skills: Hide +3, Listen +4, Move Silently +4, Spot +5
Feats: Simple Weapon Proficiency.

Real Police or Movie Cops

Most people have a view of the police (and crime) from fiction, movies or television. The police officer "get their man" and crimes have a resolution. Even the most realistic and gritty cop show simplifies the reality of police investigation for accessibility and time constraints. Cop shows are about action and drama. Police work is work. We all know that real life does not follow any script, but the GM has to decide how realistic they want their game to be. There is very little sense of dramatic timing in real life, which is why generally role-playing favors a more cinematic



approach. The GM should decide which aspects of both they and their players want from the start. To illustrate the point: let's talk here about how real police work differs from the big screen:

- Not all cases are solved.
- The bad guy is not a megalomaniac conspirator with an English accent and a personal grudge against your character.
- Most cases which are solved are done so within 24 hours. They are easy, obvious, and witnessed.
- Much police investigation involves standing around and other mundane activities.
- Major crime is rarely encountered, the average police officer makes arrests for no more than 10 felonies a year.
- Ninety percent of police work involves dealing with personal disputes and public disorder.
- There is a lot of paperwork.
- Cool, cold, hard cops with chiseled features and a big gun make lousy investigators.

A cinematic style would have the police slightly more bullet proof than real life. The hero might be nigh indestructible.

Crime Scene: Police Investigation includes a lot of real-life law enforcement information, but also includes the better part of cinematic investigation. The difference between real world police and cinematic police is how the investigation is focused. Cinematic police are keen on solving the crime, resolving the plot, getting the bad guy. While real world police want to catch the bad guy, they have to look more at getting a conviction. Establishing guilt is often not as critical as being able to prove it. Much of a real-life law enforcement officer's time is spent carefully collecting, documenting and presenting evidence in court. Knowing someone committed a crime is useless in the real world if the case is thrown out of court due to insufficient evidence, or mistakes made by the police.

In a cinematic game, the GM doesn't need to worry about the realities of convictions — trials will likely be resolved out of game, unless the players and GM enjoy *Law and Order*. All the GM, and the players for that matter, has to concern themselves with is what is dramatically appropriate. A cinematic cop game will focus on chasing down or interrogating criminals, cajoling eyewitnesses or discovering hidden evidence.

Before GMs start to think about designing a game, they need to make the call on what sort of game the players want to play.

CHAPTER 9

SAMPLE ADVENTURE

CASE 1:

Tragedy at Cutters Creek

This is an adventure for PCs ranging from 1st to 3rd Level. This game is structured around a lot of background information and then brings the characters into the present day in Cutters Creek.

- First, the PCs are engaged in looking for a missing teenager. Events unfold that connect four friends together. One of them, Clara, has been murdered by one of the others.
- In chapter 2, a missing children's inquiry becomes a murder inquiry with the discovery of a body. The characters also face some political and logistical problems along the way.
- Chapter 3, the last installment, is a race against time to capture the killer. How well the PCs performed in those earlier scenes manifests here as they try to track down where the killer may be hiding.

PLOT SYNOPSIS

"Tragedy at Cutters Creek" is set in the small town of Cutters Creek in Cutters County, Pennsylvania. The players are the local police force. Any of the character classes from local to state law enforcement are permissible in this story so long as at least one PC has direct jurisdiction within Cutters Creek.

Police are alerted to the fact that four youths in the area have disappeared. Some investigation reveals that they had decided to go at the old deserted fairground, reputed to be haunted. When the police track the teenagers down it seems they have a dark secret to hide and something has gone horribly wrong.

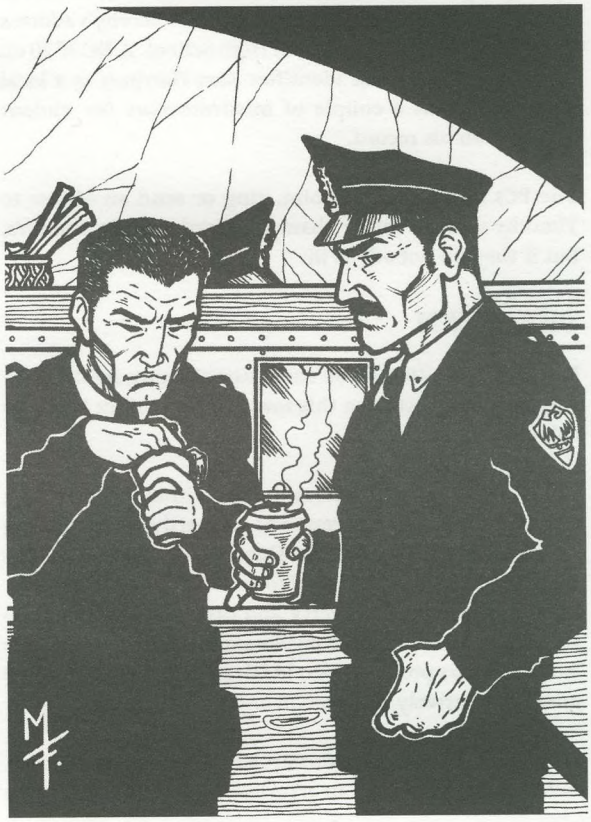
THE FORCE

The GM can make the police force a local sheriff's office (Cutters County Sheriff's Office) or a rural municipal police force (Cutters Creek Police Department). This really depends on the preference of the players regarding the class of characters they would like to play. If somebody wishes to play a Criminal Psychologist that is fine: this is a story that would suit that role. However, such a character would be from out of town. Also, there are unlikely to be more than two full-time Crime Scene Investigators in the local force.

The Cutters Creek police force consists of 4 patrol officers, 4 sergeants, 1 lieutenant, and 1 captain. This can be modified to suit the distribution of the players. The GM can have state troopers brought in to aid the investigation if players wish to play one.

INTRODUCTION

It is another sleepy Sunday in Cutters Creek and it is your shift. Max, the duty sergeant, shuffles in his chair probably, you surmise, contemplating his next donut. The phone will no doubt ring later this evening with the usual eclectic mix of drunks and domestics and you may be called upon to deal with them. Other than that, it will be another night of patrolling around town and grabbing a cup of coffee at Martha's Diner.



Today it's raining. It has been raining for days now. You hope it's clear by Thursday for the Cutters Creek annual parade.

"You had better take this," said Max, his bulky frame shadowing your desk, "Some kids have run off together."

He hands you a form — it is the local incident slip where Max notes all the calls he has taken that day. This one is a Missing Person report from a Mrs. Jessica Rowan. It seems her daughter Susan, age 15, has been missing for three days.

The PCs should notice that Max referred to "kids" plural rather than just Susan. The report states that Jessica rang the police at 10:28 a.m. some 20 minute ago. Max took a statement in which the mother said that her daughter was supposed to be visiting her boyfriend's house. The boyfriend is called Timothy Harrison but she has no contact details for him. Susan left at 6:30 p.m. on Friday and was expected to return on Saturday, but she never showed up. Max promised to send over an officer, but took no more details than this.

Timothy Harrison's address is 35 Bramble Road in the lower south side. The details of Timothy's father Kurt are available through local electric and water companies, as well as through his driving license registration. Timothy's address is available at the Cutters Creek High School. A DC of 20 on *Knowledge Street Sense* identifies Kurt Harrison as a local drunk who has a couple of misdemeanors for violent behavior on his record.

The PCs might, at this point, ring or send an officer to Timothy's house rather than go straight to the Rowan's, but if they do nobody is in.

THE TOWN

Disclaimer: Cutters Creek and Cutters County are fictional. Any similarity between this town and any other is purely coincidental.

Those characters that enforce the law within the town have probably concerned themselves primarily with fighting drunks and arguing couples. Occasionally there is a driving offense. The worst part of town is the lower south side. An unsavory mix of poverty and disreputable bars occasionally produce the odd misdemeanor and a few notable bad characters produce the odd felony but this is rare. Even guns are relatively uncommon and are not sold locally.

The main road through Cutters Creek has a pizza parlor, two burger joints, and an assortment of respectable trade stores. These include Jack's Machine Hire, the Cutters Creek General Store, and the Red Hen Bookshop. The town has two churches, one high school, a fire station, and police station. It is a quiet town, conveniently positioned just off the freeway.

Once it was a mining town but that was a long ago in the '60s. In the early '70s, it was also home to one of the best fairs in the state — The Cutters Creek Community Fair. Even now there is a pretty good yearly carnival.

There are few visitors outside of the occasional construction worker or salesman. Out of town there is the Cutters Creek Mall and some fast food outlets. All in all, it is a happy, quiet place with a relatively low crime rate.

OTHER LOCATIONS

Only the old fairground and bottling plant appear directly in the story, but some PCs may wish to search the other possible out-of-town sites while trying where the find the missing teens.

The Old Mines

The town was built near some coalmines some eighty years ago. The mines have been abandoned for some thirty-five years, once they were mined out. The area is surrounded by a high chain-link fence, which although easy enough to climb, blocks any access to vehicles.

There are several old buildings and sheds around the mine site, all are still boarded up or so dilapidated that such efforts would be meaningless. The mine head itself is sealed with a heavy, wooden door and is padlocked firmly shut. The whole area is deserted and has been so for some time.

The Abandoned Fairground

The state fair used to reside fifteen miles from Cutters Creek and was functional until ten years ago. When the interstate was built and the bottling plant closed down it meant that bigger fairs were more accessible. So this particular location died. Officially it was "mothballed" and never dismantled properly after its owner went bankrupt, most of it is still there and it forms a considerable part of the folklore in the area.

The fair had all the attractions of the time including a Ferris wheel and a small roller coaster. The site is doted with broken down merry-go-rounds and empty rides. Along with smashed Arcade games and ring toss stalls. Everywhere is covered in bright colors although this just masks peeling blistered paint and rusted metal.

Hunting Shacks and Lodges

To search all of these would be impossible, there are hundreds within a fifty-mile radius and many are never marked

on maps. The easiest way is for the PCs to announce the disappearance of Susan and have the various owners check themselves.

The Deserted Bottling Plant

This is a large monolith of a factory on the outskirts of town to the west. Its high imposing walls are a great for local mythology. A car could be hidden here and it might take a day to find.

The site consists of a central factory building with a wing of offices projecting from it. Around this are four warehouse and maintenance sheds. The factory building is easily five stories tall and is filled with rusting disused machinery. Conveyer belts and pipes run back and forth across the space, with vast stamping presses tower into the gloom. The offices consist of hundreds of small rooms, most either locked or with doors swollen with decay making entry into each difficult. Beneath this is a large boiler room, with a large row of rusty furnaces. The out buildings are much easier to search. Each is simply a hollow shell filled with rubbish and scrap from when the plant was closed.

The City Dump

This is where the local homeless population congregates. A police car passes by every few hours. While conspicuous, it is not an area of high crime. If the PCs spend a little time talking to its residents they can soon find out if the teenagers have been here and gone. It seems the hobos keep a tight watch on their domain.

Myrtles Marsh

The police know that if one wanted to hide anything it would be in Myrtles Marsh. It is a vast area of marshland north of the city where the local rivers converge into a wide flood plain. The whole area is filled with bogs and pools lined with marsh grass and little else. There are few places that a car could get off the road, even if it was to be dumped into the marsh. It would take days to search it completely.

What's Really Going On

Steven Clarence is perpetrator of all the crimes that happen in this adventure. Steven is a very screwed up 16-year-old kid, but that is not how he sees himself.

Steven has been head of the track team since he could run. He is strong, agile, and athletic. Steven has never been in a position where he did not get what he wanted, from grades to girls. As such, he looked down upon anybody who could not meet his own standards especially those who were different. The greatest influence on Steven (an only child) is, not surprisingly, his father. Miles Clarence is the town doctor and highly respected. He also is the county coroner and good friends of the mayor.

More recently however, Steven's world has fallen apart. The ideals in which he holds have been challenged significantly. Eight weeks ago, Steven listened to the answer machine in his father's office to take some messages. Accidentally, by pressing the wrong button, he heard some older messages that made it evident that his father was having an affair with his colleague Rhona Kendal, the nurse in his father's surgery. Shocked, Steven rooted around for more evidence only to discover plane tickets to a "conventions" for both of them, including theater and dinner receipts from out of town. What is more, these seemed to go back some years.

This revelation shattered Steven. His father had always been very strict and puritanical so Steven never suspected something like of this of him. Two weeks later, after arguing with his track coach, Steven was dropped from the team. Shortly after that, he fell out with his girlfriend, Tracey who is about to be crowned carnival queen. Steven's anger grew and grew, yet somehow he lacked the confidence to confront his father who now seemed a stranger to him. Instead he found a new outlet for his anger.

Steven also blames his mother. He started to see her as too subservient and weak. When he misbehaved, she forgave him too easily. Steven decided that she was more interested in socializing and shopping than in him or his father. Perversely, he then started to blame Cutters Creek for this behavior, seeing the town as decadent and corrupt. Steven's mental health has declined radically.

Things changed when Steven approached Timothy, a boy he had been bullying since the age of ten. Steven's reasons for following Timothy home were simple. His own world had let him down and he was eager to explore alternative world different to his own. Timothy was both symbolic and alien.

Steven was also starting to get rebellious with school, his coach, and his father. He became eager to learn how to do this. He wanted to become more like Timothy, clearly the best way of punishing both his parents. When he got a tattoo on his arm, they never noticed.

There was also another, more sinister reason, Steven, who, by now was getting very disturbed, intended to experience Timothy. He wanted to judge him. The judgment would be harsh if necessary. Steven got to know Timothy who was delighted to participate in the corruption of a high-profile jock. Together, they talked, listened to music and plotted. As they talked, however, the boys genuinely start to like each other.

In some strange way Steven was eager to blame the town in which he lived in. More and more Steven viewed himself as judge, jury, and potential executioner. After witnessing Timothy's father in a drunken rage, this merely re-enforced

that the problem with Steven's world was the local society of Cutters Creek rather than any individual. Together they plotted the society's downfall.

Timothy is essentially a nice kid. While happy to talk about revolution, corruption, and revenge, he never thought for a minute that Steven was about to act so violently on these beliefs. Steven, though, had other plans; he'd lost all sense of perspective and was determined to punish this town. Having suffered little pain to date, he was simply ill equipped to deal with trauma and self-realization that now surrounded him.

On the night of Friday 16th of May...

The two boys and two other girls, Clara Thompkins and Susan Rowan, decided to go to the deserted fairground fifteen miles out of town. What the girls did not know was that the boys had choreographed the whole thing. Steven had met Clara a few days earlier and despised her. Clara was attractive and shallow. Like most attractive and shallow girls of this age in Cutters Creek she wanted to get to know Steven, even now, considered the ultimate catch. Clara was to be Steven's first victim, although he had not shared this with Timothy. Susan was Timothy's girlfriend and was along for the ride.

That night, the foursome drove to the fairground in Steven's car. They arrived at about 9:00 p.m. and drank until midnight. During that time they chatted, flirted, and explored the fairground. They left beer cans all over the site as many other revelers had done before them.

To celebrate midnight Steven persuaded Clara to climb the Ferris wheel. This took some persuasion. Steven promised that he would make Clara the most popular girl in the town if he joined her, in the cubicle, at the top of the wheel. She took this to mean an offer to go steady. Steven kept his promise and pushed her from the top of the wheel knowing the town would be devastated by the loss.

Meanwhile, not far from the scene, Timothy and Susan had discovered a chamber that still housed a large petrol engine. Much of the chamber was underground. They broke the padlock and Timothy was fooling around threatening to lock Susan in this dungeon they had found. This was still possible, as a sliding bolt on the doors outside was still operable.

Timothy witnessed Steven pushing Clara off the wheel. He had suspected, but not challenged, Steven's motives from the onset. He responded very quickly by closing the door on Susan and locking her in. His logic was that he did not want her involved in any way with this crime. He would release her later having protected her and figured out what best to do. He then approached Steven as he climbed down the wheel.

Steven stared at Clara's broken body for a while before saying anything. He explained very calmly to Timothy how he was about to exact revenge on the town and this was the start. It was his calm, dispassionate attitude that frightened Timothy the most. At this point, he realized exactly how dangerous his friend was. Nonetheless he pleaded with Steven to show reason. Steven grew aggressive calling his friend a hypocrite and that he would punish him. Timothy fled at this point. Steven did not give chase if he had — he would have caught him.

Right now

Steven is about to inflict a series of high-profile attacks on the city. He does not want to get caught until after Thursday when he plans to disrupt the yearly parade. He is relatively indiscriminate about his targets until then. The PCs can expect a killing and/or vandalism spree until that point. Steven is currently either in his father's shed or at the local school.

Timothy is hiding out at the abandoned bottling plant — it took him a day to walk there. He is convinced that he will be blamed for the death of Clara. He does not think that anyone will believe him over the son of the county coroner and captain of the track team.

Susan Rowan is still locked in the chamber at the fairground. She is very hungry, but has water from the rainwater on the floor. She can survive for at least three more days.

CHAPTER 1:
The Search for Susan

Given all the background above the PCs should begin by trying to locate the missing girl. They know that she was last seen with her boyfriend Timothy, who has also disappeared. Pretty soon they will be able to link Timothy with the second teen, Steven. However they have few clues as to how to find these three. Until a search of the fairground reveals the body of Clara Thompkins.

THE ROWAN HOME

Susan's home is in a quiet suburban area of Cutters Creek just north of the railway tracks. As the PCs get to the house, they will encounter two very distraught parents, Jessica and Peter. All they want is for the PCs to find their daughter. They are long past anger and are now very worried.

They suspect Susan, who is 15, may have run off with "that new boyfriend of hers." They consider Timothy to be a bad influence on Susan. They have been dating for a little over a month.

The parents have no idea where she might be. Susan is described as happy at school and they say she gets along with them reasonably well. DC 15 check on *Counseling* reveals that they have been arguing lately and the parents feel guilty about that. However, they are convinced that Susan would never do anything silly or dangerous on her own.

On Saturday morning about 11:00 a.m. Susan rang back to ask for her favorite TV show to be video recorded while she "hung out." It was a music show.

There are no clues as to Susan whereabouts inside the house. She did not keep a diary or notebook. If the PCs gain access to her bedroom they learn that Susan is clearly going through her teenage rebellious years. She has loud music and loud clothing. The bedroom is untidy, but there is nothing to indicate any issues or problems on her part.

When Susan's mother tried her phone on Saturday at 12:15 p.m., Susan did not answer. They have been ringing it every half hour or so since to no avail.

THE HARRISON HOME

This house is in the lower south side, the more troublesome part of town. If the police ring the house, Timothy's father will not answer (he never does). It is likely that he's at work. He works at a packaging plant out of town, but there is no way of obtaining this information unless the PCs question his neighbors. He works between 8:00 am and 7:30 in the evening. Timothy pretty much comes and goes, as he wants.

A *Knowledge Street Sense* check at DC of 20 reveal that Timothy's father, Kurt , is well known around Cutters Creek. He is a drunk and has been charged twice for violence. He was arrested about 2 months ago for fighting and has committed two misdemeanors for assault. These details are listed on the NCIS.

Timothy is 16 and expressing his teenage rebellion. If the PCs gain entry to the house they find Timothy was very much into the occult and dark magic. A *Sense Motive* check at DC of 20 reveal that this is entirely typical of teenage rebellion and does not really indicate any motive on his part. This child really does have some issues, though, particularly with authority.

The relationship between Timothy and his father is distant. Timothy's mother Ruth left his father when he was eight due to drinking and domestic violence. Timothy has been largely neglected ever since.

The house will be empty until 7:30 that evening. A neighbor Lindsay York assists any inquiry by providing the location of Kurt's workplace. If probed, she may also reveal that Kurt, while turbulent is mostly cheerful when sober. Timothy, or "Tim," she considers "a bit of a delinquent," but that's all. Kurt can be phoned at work. He reveal that he has not seen his son all weekend and that he suspects that he is with Susan or maybe his new best friend. He does not know Steven's name and is, for the best part, unhelpful.

FOLLOWING UP

Only a DC of 25 on *Knowledge: Law* could get the local judge to issue a search warrant for either of these properties at this stage. However, the PCs can declare the children as missing persons (minors) and instruct all units to keep an eye out for them. The PCs will need photographs of the children to do this.

Both parents can be questioned further although this only illustrates how little they know. They also have alibis for most of their activities over the weekend. A *Police Interrogation* of DC 15 with Kurt reveals that Tim has recently become friendly with a "jock" from school, but he does not know the kid's name.

Inquiries at the Cutters Creek High School reveal that Susan is quiet and relatively well behaved, whereas Tim has a history of trouble making. This ordinarily consists of rudeness and pranks rather than anything sinister. The school is unaware of any relationship between the two teenagers. However they do know that Steven Clarence and Tim have been seen hanging around together recently. Nobody in the school can comprehend this as they are so different.

Friends of both Tim and Susan are all too willing to assist in inquiries. Their statements vary wildly. Depending on dice rolls, they describe a torrid passionate relationship, secret cults, a teacher conspiracy, or they may even tell the truth. They however, if necessary, re-enforce the link Steven Clarence and Tim. A *Gather Information* roll DC 20 reveals the name of Steven's ex-girlfriend Tracey Sheldon.

They are unlikely to mention Clara if her disappearance has not reached them yet.

Tracey Sheldon

Tracey reveals that Steven's mood has changed dramatically recently. She is also aware of his falling out with his father. Steven mentioned that his father had a "dark secret," but she doesn't know what it is. Tracey's relationship with Steven was transient at best. Steven had little interest in seeing her in private, but was happy to parade this very pretty girl in public. The demise of their relationship was not unexpected (after only 3 months); however, she is a little unhappy about being "ditched" by text message with no explanation.

Tracey is about to become the queen of the parade on Thursday — a fact of some significance later. She is in great danger as Steven will inevitably try and disrupt the parade by killing her. She lives, with her mother Faith Sheldon, at 14 Oak Lane near the center of Cutters Creek in a tenement block.

THE CLARENCE HOME

Once the PCs make the link between the two missing teenagers and Steven. They can visit Miles and Julia Clarence, Steven's parents. Their belief is that Steven is at a track event out of town. (**Note:** There is such track event.) They will be astonished to find out otherwise. Steven has not told them about his argument with the coach or about being dropped from the track team.

Both parents are very defensive about their son. They seek assurances that none of this will be made public — a promise the PCs should not give. If the characters interview the parents together they give no reason to suspect why their son has changed recently. Interview them separately and a DC of 20 on *Police Interrogation* makes Miles reveal that he is having an affair and his son may have suspected this. He does not know how Steven found out.

Steven's room is very tidy and contains a multiplicity of trophies and sports photographs. It is evident that Steven has excelled in almost every sport he has tried. Everything in the room, even the contents of the drawers, are meticulously maintained and ordered.

In the bottom of the closet opposite the bed is the tape from the answer machine that implicates his father in the affair with his colleague Rhona Kendal.

On the wall is a photograph of Steven with his car — this indicates that Steven has a car and PCs should realize he left in it.

THE EVIDENCE

To track the teenagers to the deserted fairground is not easy. It is more likely that the body of Clara will be found first. At this point there is nothing to link Clara to the three others. If uniformed officers successfully canvass the area (*Gather Information* DC 20) then some local residents will have spotted Steven's car heading out of town towards the fairground. If all the areas are judiciously searched, then Steven's car will be found and identified. Any uniformed NPC officer, who finds the car reports it in, but does not enter the fairground unless instructed.

Connecting the two friends Steven and Timothy is easier. Teachers at the high school make the link if questioned. Timothy's father also links him with a "jock." The GM can have some witnesses see the four teenagers driving across town on Friday night, if more evidence is needed.

CHAPTER 2:
THE FAIRGROUND

This is a crime scene. Irrespective of whether the PCs have found the body or not, they must decide how they are going to process it. This means the characters must be careful. The actual old fairground is huge (2 miles by 1 mile) and requires an area search to examine.

The hazards at the fairground include:

- Other drunken revelers
- A couple of wild dogs
- Rides that are near collapsing
- Mud (it has been raining for days)

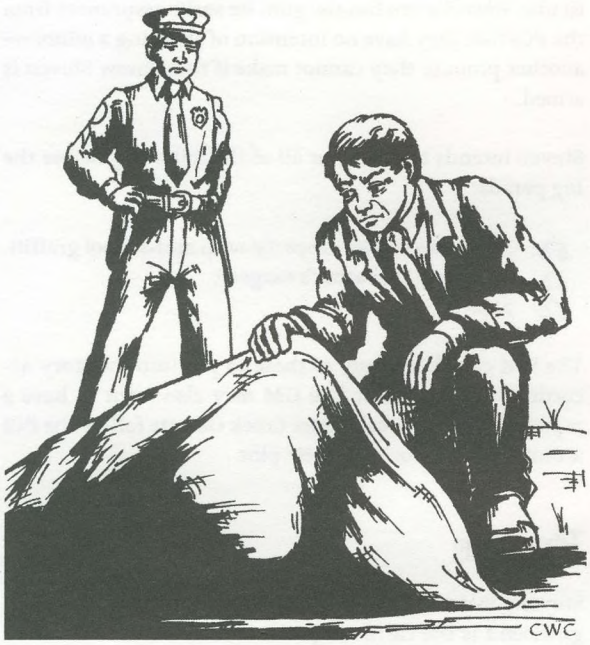
If the PCs organize a systematic search of the area, they discover the body of Clara Thomkins after 3d20 minutes. Finding Susan Rowan takes an additional DC 20 against *Search*, from whoever is nearest. Susan is barely conscious and not making a noise. If she is not found in d6 hours, she starts screaming weakly as she realizes people are around.

Clues at the Crime Scene

> *The rain is not helping. It makes visibility in the fairground only a few feet. Mud is everywhere. You are cold and wet. The rain makes it difficult to hear each other and you must shout to be heard. As you approach, you can just see a silhouette on the ground. It is the body of a young girl. A Ferris wheel looms over her ominously.*

These are the clues at the crime scene that link the boys to the murder:

- Both their footprints are in the mud (this is easily trampled over).
- There are numerous bottles of beer with the fingerprints of the four youths within 400 yards of the scene.
- There are some rust and paint fragments on Clara's back that match that of the Ferris wheel (*Crime Scene Recording* at DC 20 will match these fragments to the top of the wheel, but requires the PCs to examine the top and take a sample.).
- There are fingerprints of both Steven and Clara up the side of the Ferris wheel where they climbed (these require a DC 20 at *Gather Evidence* to locate).
- Clara is wearing jeans, sneakers and a T-shirt. Her purse contains a library card with her name (if the PCs do not find this — somebody else will).



Once the body is removed and analyzed these are the clues:

- There are traces of Steven's saliva (DNA) in Clara's mouth indicating they kissed. The PCs will need a sample from Steven in order to match it.
- There is no trace evidence or bruising to indicate a struggle.
- The trauma to the body indicates one massive impact, typical of a fall or being hit by a vehicle.
- There are no impact bruises — she was not struck violently (she was in fact pushed).
- The time of death was around midnight on Friday.

THE THOMPKINS HOME

There is little to link the four together until this point. Clara lived in a nice part of town called The Vale. Clara's parents are out of town and had left Clara to look after the house. She was 16. Clara's parents Ruth and George Thompkins are at the house of Ruth's sister Evelyn. They will not return until Wednesday.

To discover the whereabouts of her parents, the police simply have to access their mobile phone records and ring them. If they search the house, which by now of course is empty, the number is also programmed into their domestic phone.

Clara has in her room in her dresser some clippings about Steven winning a race some three months ago. Keeping these alludes to her fondness for him. There are no other clues regarding this particular crime. The room is tidy and well kept. The décor and most of the ornaments are pink.

Clara's Parents

The police need to inform Clara's parents before the murder goes public. Once they locate the parents, they need to send an officer to their location to break the bad news. Within two hours of that they will return. The PC would need to make a DC 25 on *Knowledge: Law* roll to get a warrant without proving they have rigorously tried to get hold of the parents first. On all of Ruth's documents including medical and insurance records her next of kin is listed as her sister Evelyn.

When the parents return, they are absolutely distraught. They do not cooperate with the police at all unless a PC achieves DC 20 on a *Counseling* roll. Failing that, a specialist officer will have this job. It takes a day for the parents to arrive.

The parents know about Steven, Clara has told them that she is about to date him. They immediately blame him for the murder. They thought she was staying at home while they were away and had trusted her not to "party."

Susan

At some point Susan will be retrieved from the crime scene. The room is which she was locked in is dank and dark. She is terrified but largely unharmed. Susan is in shock and is dazed and uncooperative. A *Medical Assistance* check of DC 10 reveals she needs a doctor. She can answer rudimentary questions, but will need rest (and probably sedation) before she can tell her story. As soon as Susan's parents are aware of Susan's location they arrive and ask numerous questions.

Susan partied with the teenagers and got drunk on Friday night. Timothy had threatened to lock her in the room. He pushed her in suddenly and bolted the door. He then ran off without saying a word. She cannot explain his behavior. She does not know Clara is dead. If questioned, her suspicion would be that strangers attacked the party, as she could not believe either Timothy or Steven are murderers. Susan is anti-establishment and may be hostile if pushed.

Timothy Harrison

Timothy is hidden in the old bottling plant. He has no idea what to do next. At some point he will return to the fairground to try and release Susan. This is likely to be d4 hours after the discovery of Clara. If the PCs do not find him the GM should have him spotted by a patrol. Give the PCs sufficient time to figure out how they wish to find the boy. The GM can introduce Timothy if and when they need him.

If questioned Timothy acts hostile and sullen. He insists on his Miranda rights immediately and acts confrontational from the start. *Police Interrogation* DC 20 yields that he

feels he is innocent and he admits that saw Steven push Clara from the Ferris wheel. He is genuinely terrified of Steven and warns the characters that they are dealing with a very dangerous individual. He hid from the scene figuring nobody would believe him over the local school hero.

CHAPTER 3: STEVEN CLARENCE

Steven is about to inflict punishment on the town of Cutters Creek. After the initial investigation it should be evident that he is the prime suspect. The rest of the adventure focuses on his apprehension and behavior. For the PCs this is not easy Steven is both resourceful and intelligent. He is also very athletic, which may help.

Steven has some food (snacks that he kept from Friday's party) but is scavenging whatever else he needs.

He will try and steal his father's gun if he gets the chance. He still has his key to the house and will also use the opportunity to get food and clothes. His father will report the theft d6 hours later. If Steven gets a gun, he will only use it in self-defense if somebody tries to arrest him. He is sleeping rough in his father's garden shed or in the storeroom at the school gymnasium. He also knows that Timothy's house is empty during the day.

Steven may be spotted on any of these occasions whereupon he runs for the nearest fence and endeavors to leap over it. He can outrun any officer so long as he runs where vehicles cannot go. It might make for good drama in the plot if, at some point, the PCs have to chase him. Steven is very likely to elude them.

Steven's father is in constant contact the PCs for information. If necessary he pulls strings with the mayor to get information from them. As soon as he suspects that his son is in danger he tries to influence the investigation. In particular, once Steven has the gun, he seeks assurances from the PCs that they have no intention of shooting a minor — another promise they cannot make if they know Steven is armed.

Steven intends to do any or all of the following before the big parade:

- Vandalize school property with anti-school graffiti.
- Set fire to his father's surgery.
- Steal a police car.

The GM can choose any of these to put into the story according to their need. The GM may also want to have a reporter from the local Cutter Creek Gazette follow the PCs around, if that works in their plot.

FINALE

Steven's main objective is to disrupt the carnival. His ex-girlfriend is the carnival queen and, as such, is the most obvious target. He intends to kill her.

He is likely to do this in one of two ways: either he will kill her while she is on top of her float or he will kill her where she lives.

In either event, Steven ultimately has second thoughts. Despite killing Clara, he has not yet turned into a ruthless killer. If he is able to get into the float (which is liberty bell covered in pink flowers) he will seize her from below, holding a gun to her head. If this is too risky — because of a high police presence he goes after her at her house beforehand and holds up there with her. He does this only once her mother, a known smoker, goes out to buy cigarettes, which she religiously does every day around 10:00 a.m.

Either way Steven does not actually kill Tracey. He simply loses his nerve. Instead he uses the opportunity to make a ruckus, mostly about his father and mother. After this he announces that the track team is weak and that the coach is ineffective. Later he eulogizes about the decadence of Cutters Creek and the hypocrisy of the town, which he considers mindless and shallow.

This is a hostage situation and the PCs should be able to deal with it. The outcome can be anything that is best for the story. Here are some ideas about how things could manifest:

- Timothy offers to talk to Steven.
- Steven's father, Dr. Miles Clarence, offers to talk to him (This would be disastrous.).
- The mayor, John Coultraine, wishes to be involved.

Steven only lasts a few hours and a *Sense Motive* DC 20 show that he is getting gradually more suicidal. After d4 hours he is seriously considering this as an option. Prior to doing this he announces this intention. The PCs have only d6 rounds to respond.

Steven won't kill Tracey (if he is with her). He simply does not see the need.

NPC Statistics

Here are the stats and background description for the relevant NPC characters in "Tragedy at Cutters Creek."

The GM can use the templates in 'Chapter 8: GM Resources' on pp. 62-66, to create random other townspeople and so on.

Timothy Harrison

Hit Dice: 1 (6 HP)
Initiative: +1
Speed: 30 ft
AC 11
Attacks/Dmg: Melee: –1 (–1 unarmed strike, d3-1)
Face/Reach: 5 x 5 ft

Abilities: STR 8/DEX 11/CON 9/INT 14/WIS13/CHA 12
Skills: Knowledge: Bluff +2, Computer Operations +3, Knowledge: Street Sense +2, Listen +3, Sense Motive +2, Spot +3.
Feats: None.

Challenge Rating: 0
Alignment: Chaotic Good

Susan Rowan

Hit Dice: 1 (4 HP)
Initiative: +2
Speed: 30 ft
AC 12
Attacks/Dmg: Melee: –1 (–1 unarmed strike, d3-1)
Face/Reach: 5 x 5 ft

Abilities: STR 7/DEX 14/CON 11/INT 8/WIS 9/CHA 15
Skills: Diplomacy +2, Knowledge: Street Sense +2, Listen +2, Sense Motive +2, Spot +3.
Feats: Athlete.

Challenge Rating: 0
Alignment: Lawful Neutral

Steven Clarence

Hit Dice: 2 (16 HP)
Initiative: +2
Speed: 30 ft
AC 14
Attacks/Dmg: Melee: +3 (+3 unarmed strike, d3+3)
Ranged: +2 (–2 Colt M1911, 2d6)
Face/Reach: 5 x 5 ft
Special Attacks: None

Abilities: STR 17/DEX 18/CON 16/INT 14/WIS 9/CHA 16
Skills: Knowledge: Balance +4, Bluff +3, Drive: Chase +4, Knowledge: Street Sense +2, Listen +2, Sense Motive +3, Spot +4.
Feats: Driving License, Expertise.

Challenge Rating: 1
Alignment: Neutral Evil

Mayor John Coultraine

A big bear of a man, the mayor used to be the foreman at the bottling plant before it closed down. It was then he came to the fore as a political figure, organizing protests and petitioning to keep the plant open. Despite failing, the town recognized his determination and honesty and elected him mayor at the following election, a post Coultraine has held ever since.

The news of the killing appalls him more than he lets on — just another sign to him of the town's slide into ruin. He has done all he could to stop it, but the money and investors just aren't coming to the town. For him the parade is the one event that helps unite the townspeople and give them a sense of community and hope. After all it's just one sad deranged boy, he's sure the police will catch him.

Hit Dice: 2 (12 HP)
Initiative: +2
Speed: 12 30 ft
AC 12
Attacks/Dmg: Melee: +2 (+2 unarmed strike, d3+2)
Face/Reach: 5 x 5 ft
Special Attacks: None

Abilities: STR 15/DEX 16/CON 14/INT 12/WIS 14/CHA 16
Skills: Bluff +3, Diplomacy +4, Intimidate +5, Knowledge: Street Sense +4, Listen +3, Sense Motive +4, Spot +3.
Feats: Driving License.

Challenge Rating: 0
Alignment: Lawful Neutral

Dr. Miles Clarence

The doctor came to this town after his tour in Vietnam ended, back then this was an up and coming place, filled with expectancy for the future. Having been brought up in Chicago, this was the sort of clean break he was looking for, a fresh start away from the streets amongst nature. Miles quickly fitted in, becoming respected as a doctor and eventually making it his home. He married Julia in 1983, after a romance that lasted through the care of his mother before she died.

As the tough times began to take hold of the town, Miles continued to have a source of joy in his new family, as Steven was born. Steven was the boy every father would have wanted, excelling at school and at sports, bringing a constant sense of pride to his father.

But around his home the town was in a slump, the loss of the bottling plant, leading to more and more cases of depression, alcoholism, and suicide as the population began to lose heart.

Recently Miles was elected to coroner, giving up his practice to work full time at the post. Finding himself more and more depressed himself; he ended up falling into an affair with his assistant Rhona. Miles is racked with self-loathing over the affair, and has taken to drinking alone in his study. Although Julia knows something is wrong has yet to try and confront him.

Miles still has an old pistol in a box hidden on the top shelf of his wardrobe. Although he doesn't know it, Steven found it years ago while looking for hidden birthday presents. At the time he was far too sensible to play with it, but now he knows where to find a gun if he wants one. The pistol is an old Colt M1911 service pistol and has a full clip of seven rounds and does 2d6 damage.

Hit Dice: 3 (18 HP)
Initiative: + 1
Speed: 30 ft
AC 11
Attacks/Dmg: Melee: +3 (+4 unarmed strike, d3+1)
Ranged: +4 (+4 Colt M1911, 2d6)
Face/Reach: 5 x 5 ft
Special Attacks: None

Abilities: STR 13/DEX 12/CON 15/INT 16/WIS 14/CHA 14
Skills: Diplomacy +4, Dive: Chase +2, Listen +5, Medical Assistance +8, Sense Motive +3, Spot +5.
Feats: Doctor, Driving License, Emergency Medic, Side Arm Firearm Proficiency .

Challenge Rating: 1
Alignment: Lawful Neutral

APPENDIX A: KITS

Basic Tool Kit

- Screwdriver set
- Combination pliers
- Adjustable wrench
- Hammers
- Pry bar
- Drills
- Keyhole saw
- Shovel
- Wire cutter
- Putty knife
- Folding knife
- Glass cutter
- Metal cutters
- Needle-nose pliers
- Claw hammer
- Hatchet
- Rubber mallet
- Dry-wall knife
- Extension cords
- Allen wrench set

Investigator's Kit

- Gloves
- Paper and pens
- Body bags
- Cell phone
- Radio
- Flashlight
- Body ID tags
- Camera
- Tape measure
- ID & business cards
- Watch
- Paper bags and envelopes
- Specimen containers
- Disinfectant
- Official forms
- Blood collection: tubes and syringes
- Inventory list
- Linen sheet
- Evidence tape
- Raincoat, umbrella, boots
- Tape/rubber bands
- Disposables: jumpsuit, hair cover, face shield, shoe covers
- Pocketknife

Medical Kit

- Paper towels
- Tape (masking and duct)
- Plastic and paper bags
- String
- Surgical tools
- Flashlights
- Pens paper
- Food and drink

Crime Scene Kit

- Crime scene tape
- Numbered cones
- Do Not Enter signs
- Gunshot residue kit
- White chalk
- Insect repellent
- Portable lights
- Flashlights
- First-aid kit
- Police seals
- Flags
- 5% nitric acid solution
- 100-foot steel rule
- 12-foot steel rule
- Distilled water
- Generator
- Batteries
- Grease pencils
- Scotch tape
- 18-inch ruler
- Compass
- 30-60 & 45-degree triangles
- Graph paper
- Protractor

Evidence Collection Kit

- Tweezers
- Nylon brush
- Magnet
- Tongs
- Scissors
- Sifting screens
- Flex mirror
- Cotton balls
- Eyedroppers
- Magnifying glass
- Pinking shears
- Pipettes and pipette bubs
- Scribes
- Spatula
- Scalpels
- Extra blades
- Filter paper
- Cheesecloth
- Tongue depressors
- Cotton swabs
- Vacuum cleaner with filters
- Unused cotton sheets
- Shower curtain hooks
- Flex-claw pick-up
- String tags
- Envelopes
- Pill boxes
- Twine
- Test tubes
- Evidence labels
- Plastic jugs, boxes and zip-lock bags
- Paper bags
- Evidence tapes
- Glass vials
- Metal cans
- Brown wrapping paper
- Cardboard boxes

Trace Evidence kit

- Waterless hand wash
- Thermometer
- Crime scene tape
- First aid kit

Fingerprint Kit

- Fingerprint cards
- Fingerprint ink
- Ninhydrin
- Silicone
- Lifting tape
- Dusting kit
- Fingerprint magnifier
- Tissue builder kit
- Transparency sheets
- Fingerprint data cards
- Fingerprint powders
- Black latent lifting cards
- White latent lifting cards
- Magnabrush kit
- Cyanoacrylate kit
- Iodide fuming kit
- Postmortem finger spoon

Latent Print Kit

- Local maps
- Trash bags
- Gunshot residue analysis kit
- Magnifying glass
- Portable light
- Reflective vest
- Tape recorder
- Hand tools
- Video camera & batteries
- Blood test kit.

Photographer's Kit

- Tripod
- Blackboard
- 2-inch rulers
- Extra batteries
- Extra power packs
- Film

Surveillance Kit

- Binoculars
- Monocular
- Night vision scopes
- Still cameras (films and lenses)
- Video cameras (less common)
- Batteries galore

APPENDIX B: POLICE PARLANCE AND CODES

Police Parlance

Accessory: Somebody who helps a criminal.

Accomplice: Somebody involved in a crime.

ACCJIN: Courts/probation database.

Affidavit: Written statement of fact verified by oath.

Alibi: The defense: "I wasn't there."

APS: National Automated Property System.

Attorney: A lawyer.

At large: Person unaccounted for.

Back up: Officers called in to assist.

Bail: Money or security bond posted with the court to guarantee an appearance.

Bars: Insignia of Lieutenant.

Beak: Judge or Magistrate.

Beat: Geographical patrol area.

BOLO: Stands for "Be On the Lookout" for.

Book: To formally charge after an arrest.

Brass: Police senior administration.

Bucket: Jail.

Burden of proof: How good the evidence is.

Bust: To arrest.

Capital offense: see ***Felony***

Case number: Sequential reference number assigned to each case.

Cold paper: Report of a crime long past.

Complainant: Person who called the police.

Complaint: Formal accusation of crime.

CORI: Criminal Offender Record Information (specially protected and restricted).

Conspiracy: When two or more people agree to perform a criminal act.

Contraband: Illegal goods.

Corroborating evidence: Evidence that backs up other evidence.

Defendant: The person charged with committing a crime.

Disorderly conduct: Misdemeanor for bad behavior.

Dirty: Guilty of a crime.

Dope: Any illegal narcotic.

Dopin': Participating in illegal use, sale, or manufacture of narcotics.

Drive-by: To check a specific location by car.

Embezzlement: The violation of trust regarding property or money.

Entrapment: Police entice a person into committing a crime.

Felon: Person arrested or convicted of a felony offense.

Felony: Serious crime, punishable by death or incarceration in prison

Fit up: Create incriminating circumstances.

Hearsay: Statements made outside a court, often inadmissible.

Hook up: To handcuff.

Hot: Happening now.

IA: Internal Affairs – handle any investigation of officers within a police force.

Incident: Police action not requiring a formal written report.

In custody: Under arrest, under control.

In progress: Happening now.

Intel: Information, intelligence.

Invoke: Exercise of right to remain silent.

Immunity: Freedom from prosecution, usually in exchange for testimony.

Impound: Take & store a vehicle for a time.

J: Juveniles; those under 18 years of age.

Knock and announce: Required protocol when serving search warrant.

Light 'em up: To activate a police car's lights and siren.

Load up: To plant incriminating evidence.

LT: The lieutenant.

MDS: Mobile Data System in a patrol car.

MDT: Mobile Data Terminal in a patrol car.

Miranda: Police advisory of one's Constitutional rights.

Misdemeanor: Less serious violation of law – penalty of county jail and or fine only.

Mistrial: When a judge declares a trial void.

MUPS: Missing Persons database.

NCIC: Group of national crime databases.

On the Box: Being given a lie detector test.

Packin': Carrying a firearm.

Pat down: A cursory search for weapons during detention or arrest.

PC: Probable cause (to detain or arrest).

Perjury: Lying under oath.

Perimeter: Exterior limits of a crime scene.

Perp: Perpetrator of a crime or suspect.

Pre-lim: Preliminary examination before the trial of a felony case.

Priors: Any previous arrests.

Rap sheet: Official record of arrests & dispositions.

Rap: Prior criminal record.

Run out: Get all available data on a person or vehicle.

SOC: Scene Of Crime.

Slammer: Jail.

Slug: Bullet or projectile.

Smack: Heroin.

Snitch: Criminal who gives info to police.

Stooge: Criminal who works for the police.

Stripes: Insignia of Sergeant.

Subpoena: A court order to appear as a witness.

Suit: A lawyer or attorney.

The Box: Polygraph or lie detector.

Unit: Police vehicle.

Visual: Able to see; under observation.

Walk: Released from custody or acquitted.

X-unit: Portable radio carried by officers.

Police Codes

There are two sets of police codes that are popular: the nine and ten codes. Here are a few from the ten codes that can be used:

Code 1: At your convenience
Code 2: Urgent, but no red light & siren
Code 3: Emergency, red light & siren
Code 4: No further assistance needed
Code 5: Stakeout
Code 6: Wanted felon, armed & dangerous
Code 7: Mealtime
Code 10: Bomb threat
Code 30: Emergency, officer needs help

187: Murder
211: Robbery
245: Assault with a deadly weapon
415: Disturbance
460: Burglary
503: Stolen vehicle

10-4: Message received okay
10-9: Repeat
10-19: Return to station
10-21: Phone your office
10-33: Alarm sounding
10-49: Proceed to
10-53: Man down
10-66: Suspicious person
10-97: Arrived at the scene
10-98: Finished with last assignment

CRIME SCENE

POLICE INVESTIGATION

CHARACTER NAME _____ PLAYER NAME _____

CLASS _____ LEVEL _____ RANK _____ DEPARTMENT _____

GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____ NAME OF POLICE FORCE _____

ABILITIES	BASE SCORE	BASE MODIFER	TEMP SCORE	TEMP MODIFER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

BASE SPEED

BASE ATTACK

HP HIT POINTS	WOUNDS/CURRENT HPS	DAMAGE	**TOTAL**

AC ARMOR CLASS — ARMOR MODIFIER _____ + DEX MODIFIERS _____ + MISC MODIFIER _____ + AC BONUS _____ = **TOTAL** _____

INITIATIVE — DEX MODIFIERS _____ + MISC MODIFIER _____ = **TOTAL** _____

SAVING THROWS	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	**TOTAL**
FORTITUDE (CON)	_____	+ _____	+ _____	= _____
REFLEX (DEX)	_____	+ _____	+ _____	= _____
WILL (WIS)	_____	+ _____	+ _____	= _____

MELEE ATTACK BONUS — BASE ATTACK BONUS _____ + STR MODIFIER _____ + MISC MODIFIERS _____ = **TOTAL** _____

RANGED ATTACK BONUS — BASE ATTACK BONUS _____ + DEX MODIFIER _____ + MISC MODIFIERS _____ = **TOTAL** _____

WEAPON	TOTAL ATTACK BONUS		DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES	
WEAPON	TOTAL ATTACK BONUS		DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES	

SKILLS (Maximum Ranks:___/___)

SKILL NAME	ABILITY	ABILITY MOD	RANKS	MISC MOD	TOTAL
❑ *Analyze Narcotics*	INT	____ +	____ +	____	= ____
❑ *Autoshop*	INT	____ +	____ +	____	= ____
❑ Balance	DEX	____ +	____ +	____	= ____
❑ Bluff	CHA	____ +	____ +	____	= ____
❑ Climb	STR	____ +	____ +	____	= ____
❑ *Computer Operations*	INT	____ +	____ +	____	= ____
❑ Concentration	CON	____ +	____ +	____	= ____
❑ *Counseling*	CHA	____ +	____ +	____	= ____
❑ *Crime Scene Recording*	INT	____ +	____ +	____	= ____
❑ Diplomacy	CHA	____ +	____ +	____	= ____
❑ Disable Device	INT	____ +	____ +	____	= ____
❑ *Dog Handling*	CHA	____ +	____ +	____	= ____
❑ *Drive: Chase*	DEX	____ +	____ +	____	= ____
❑ *Drive: Tailing*	WIS	____ +	____ +	____	= ____
❑ *Evidence Analysis*	INT	____ +	____ +	____	= ____
❑ *Forced Entry*	STR	____ +	____ +	____	= ____
❑ *Gather Evidence*	WIS	____ +	____ +	____	= ____
❑ Gather Information	CHA	____ +	____ +	____	= ____
❑ Hide	DEX	____ +	____ +	____	= ____
❑ *Interview*	INT	____ +	____ +	____	= ____
❑ *Intimidate*	CHA	____ +	____ +	____	= ____
❑ Jump	STR	____ +	____ +	____	= ____
❑ *Knowledge: Autopsy*	INT	____ +	____ +	____	= ____
❑ *Knowledge: Law*	INT	____ +	____ +	____	= ____
❑ *Knowledge: Street Sense*	INT	____ +	____ +	____	= ____
❑ Knowledge: _____	INT	____ +	____ +	____	= ____
❑ Knowledge: _____	INT	____ +	____ +	____	= ____
❑ Listen	WIS	____ +	____ +	____	= ____
❑ *Medical Assistance*	WIS	____ +	____ +	____	= ____
❑ Move Silently	DEX	____ +	____ +	____	= ____
❑ *Police Bureaucracy*	WIS	____ +	____ +	____	= ____
❑ *Police Interrogation*	CHA	____ +	____ +	____	= ____
❑ Research	INT	____ +	____ +	____	= ____
❑ Search	INT	____ +	____ +	____	= ____
❑ Sense Motive	WIS	____ +	____ +	____	= ____
❑ Speak Language:_____	–	____ +	____ +	____	= ____
❑ Speak Language:_____	–	____ +	____ +	____	= ____
❑ Speak Language:_____	–	____ +	____ +	____	= ____
❑ Spot	WIS	____ +	____ +	____	= ____
❑ *Surveillance*	WIS	____ +	____ +	____	= ____
❑ Swim	STR	____ +	____ +	____	= ____
❑ *Tailing: On Foot*	WIS	____ +	____ +	____	= ____
❑ Tumble	DEX	____ +	____ +	____	= ____
❑ *Undercover*	CHA	____ +	____ +	____	= ____
❑ Wilderness Lore	WIS	____ +	____ +	____	= ____
_____	___	____ +	____ +	____	= ____
_____	___	____ +	____ +	____	= ____
_____	___	____ +	____ +	____	= ____
_____	___	____ +	____ +	____	= ____
_____	___	____ +	____ +	____	= ____

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EQUIPMENT

ITEM	WGT	ITEM	WGT

STARTING DEPARTMENT

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
WEIGHT / SIZE	AMMO / TYPE	PROPERTIES		
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
WEIGHT / SIZE	AMMO / TYPE	PROPERTIES		
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
WEIGHT / SIZE	AMMO / TYPE	PROPERTIES		
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
WEIGHT / SIZE	AMMO / TYPE	PROPERTIES		

FEATS

- ❑ Alertness
- ❑ *Appraise Suspect*
- ❑ *Archive Knowledge*
- ❑ *Bribing*
- ❑ *Chemical/Microscopic Analysis*
- ❑ Combat Reflexes
- ❑ *Connecting Evidence*
- ❑ *Counter-Surveillance*
- ❑ *Crack Driver*
- ❑ *Crime Scene Hazard*
- ❑ Doctor
- ❑ Dodge
- ❑ *Driving License*
- ❑ *Emergency Medic*
- ❑ Endurance
- ❑ *Fingerprint Taking*
- ❑ *Good Right Hook*
- ❑ Great Fortitude
- ❑ *Handwriting Analysis*
- ❑ *Hostage Negotiation*
- ❑ *Imposing*
- ❑ Improved Initiative
- ❑ *Informant Handling*
- ❑ Iron Will
- ❑ Lightning Reflexes
- ❑ *Marksman*
- ❑ *Media Handling*
- ❑ Point Blank Shot
- ❑ *Precise Aim*
- ❑ *Promotion: Lieutenant*
- ❑ *Promotion: Captain*
- ❑ *Promotion: Sheriff*
- ❑ *Psychological Profiling*
- ❑ *Ready Weapon*
- ❑ Skill Focus
- ❑ *Strong Stomach*
- ❑ *Take Charge*
- ❑ Toughness
- ❑ *Walking the Area*
- ❑ Weapon Finesse
- ❑ *Weapon Specialization*

ARMOR/WEAPON PROFICIENCY

- ❑ *Automatic Firearm Proficiency*
- ❑ *Ballistic Armor Proficiency*
- ❑ *Long Arm Firearm Proficiency*
- ❑ *Side Arm Firearm Proficiency*
- ❑ *Simple Weapon Proficiency*

NOTES:

BADGE DESIGN

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CRIME SCENE

POLICE INVESTIGATION

JUST THE FACTS, MA'AM

CRIME SCENE: POLICE INVESTIGATION tells you everything you need to know about the Police. First, police structures, procedures and training. Then all you need for solving a crime, from processing a crime scene to collecting evidence to determining motives and MOs. Learn all about the appraising a suspect, handling the media, managing jurisdictions and eating donuts.

GOOD COP, BAD COP?

Discover how the experts interview suspects, negotiate hostage situations and work undercover. This book is the perfect tool for playing law enforcement officers or putting them into your campaign. It covers all the cool police technology, equipment, and language. Everything from cordoning off a crime area to detecting lies to booking a perp – it's all researched and explained within.

CRIME SCENE: POLICE INVESTIGATION introduces:

- 6 new character classes: including *Trooper*, *Detective* and *Criminal Psychologist*
- 10 character origin departments: such as *Narcotics*, *Homicide* and *Vice*
- Rules for all police procedures including processing a crime scene and conducting an investigation
- Over 20 new skills: *Surveillance, Undercover, Gather Evidence* and *Counseling*
- Over 25 new feats: *Psychological Profiling, Connecting Evidence* and *Hostage Negotiation*
- Tons of equipment from *ballistic armor* to *mobile crime units* to *evidence collection kits*

CRIME SCENE: POLICE INVESTIGATION puts you on the beat, in the action and in the shoes of any police officer – from a cynical, urban homicide detective to a naive, small-town deputy. You can be part of a special task force made up of the very best or the poor schmuck stuck in the boondocks with no back-up. Either way, crime solving and criminal catching starts here!

CRIME SCENE: POLICE INVESTIGATION – YOUR ONE-STOP SHOP FOR SOLVING CRIME

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