

CRIME SCENE

SHERIFF'S OFFICE

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BY IAN HUNT

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SHERIFF'S OFFICE

Oregon by Night

Mysterious stories unfold in this small sleepy town. As members of the Sheriff's Office, you will unveil dark secrets in every corner. Things are not as they seem in Red Pine Hollow.

Your role is to investigate.

Places, Personalities, Secrets

From local feuds and rival gangs to the haunted museum and Indian burial site, you have every fact you need from this great sourcebook. Inside are all the details of a small Oregon lumber town: how people live, who they know, and what they know.

Crime Scene: Sheriffs Office Red Pine Hollow introduces:



- Five new character classes, including Park Ranger, County Deputy, and Sheriff
- Two bonus character classes for the bad guys
- Six new initial training origins for characters, including Homicide, and Wildlife & Fisheries
- 20 new skills, including Analyze Narcotics, Surveillance, and Canvas Opinion
- 26 new feats like Posse Up, Imposing, and Informant Handling
- Detailed town resources, including the town's history, geography, and local troublemakers
- Hundreds of sub plots and plot hooks in this mysterious, enigmatic location

Red Pine Hollow - dark secrets in a dark place

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast, Inc.®



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CRIME SCENE

SHERIFF'S OFFICE: RED PINE HOLLOW

By Ian Hunt

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INTRODUCTION

Welcome to Crime Scene: **Sheriff's Office: Red Pine Hollow**

"Open up! Police!"

It's mid-afternoon and you've been told to check out a suspected domestic violence case in the Lake View Motel. The Hotel Manager Dwight knows the couple; they meet there regularly. Normally, there's no trouble, but today they're sure having a hell of a fight. He's worried. This is the first time he's heard raised voices, threats of violence, and screams.

Dwight hurries you through the clean but tired reception area, and down the narrow, wooded path leading to room 12 ("Should have been thirteen!"). It's a dull, overcast day and the lake isn't at its best. Anyone in a room overlooking the lake should feel invigorated by the scenic view of the lake in the mountains, surrounded by fir trees and redwoods. Instead, it's been drizzling on and off all day. You can hardly see the mountains for the clouds and there's an overwhelming smell of dank, rotting vegetation.

You could easily have found room 12 by yourself. A man is shouting at a woman, calling her all the names under the sun. She's sobbing incoherently. You hear a thud and a scream. He's obviously using violence.

Your order is met by silence. This is odd. Normally you get a load of abuse from the man, or maybe the woman asks you to go away, knowing your presence will make it worse - she'll pay for it later. Then the man speaks. "It's OK, Officer!" he shouts from behind the door, "Just an argument with my wife. Nothing to concern yourself about!"

The woman doesn't speak.

"Ma'am, are you all right?"

Silence

"Sir, I've been called to check out suspected violence towards your wife. I just need to check that your wife is unharmed and that the room is undamaged. Will you let me in, or do I have to call for back up?"

Silence.

After a long pause, the door opens. You draw your gun and enter the room. The man raises his hands and lowers his eyes. You know him by sight as a resident of Red Pine Hollow, but you have never spoken before. The room's a mess. Both bedside lamps have been dashed against the wall in a fit of rage. Broken glass crunches under your feet. More glass lies on the unmade bed. The one and only table in the room is overturned, and a leg has been wrenched off a chair. You can see what it's been used for. The victim is huddled in the far corner of the room with her hands over her head, sobbing quietly. She looks familiar. Too familiar. She raises her tear-stained face and you freeze with horror. She's your wife.

There is a sheriff's office in the rural, sleepy town of Red Pine Hollow, deep in small town America. Its deputies face the same criminal threats as other law officers: drugs, violence, desperation, and greed. What makes it different for these law enforcers is that they might know each of the people intimately. These are their friends and neighbors, not merely strangers they've met in the course of an investigation. How do you judge the actions of someone you care about, over those of a stranger? Red Pine Hollow could be any small town: it's had bad times and good times, and still it keeps on going. Its people could be your next-door neighbors. Their crimes are ones you could commit. But in the heart of America, the sheriff must decide who is to be punished and who is to be jailed.

Crime Scene: Sheriff's Office provides the GM with a ready-made town and a menu of characters for a game centered on criminal investigations. In this book, players can choose from five character classes: State Trooper, County Sheriff's Deputy, Deputy Detective, County Sheriff, and Park Ranger. There are new skills and feats covering specialized areas such as crime scene recording, evidence analysis, interviewing skills and many more. PCs can form a special investigation team or task force, or just be the local cops.

IMPORTANT!

In researching this book, the writers have tried to make it as enjoyable as possible. We've taken the real facts of life from small town investigations and turned them into an exciting game. This is, however, only a game. The town of Red Pine Hollow is imaginary - a fictional town inserted into a real location to create a better feeling for context. The game is based in Oregon purely for aesthetic reasons, and we mean no offence to any office or resident of that state, and in particular the hardworking members of its law enforcement community. All characters in this publication are fictitious and any resemblance to real persons, living or dead, is purely coincidental.

A Lurking Sense of Oddness

As has been mentioned above, Red Pine Hollow is closely based around real-world American small town life. This is very much in keeping with the Crime Scene series, which focuses on realistic police and criminal practices.









Some GMs may prefer a somewhat stranger setting. Many stories of small-town American life are about the weird goings-on that are often imagined just beneath the mundane, day-to-day surface. TV series such as *Twin Peaks* and *American Gothic* are prime examples of this, featuring apparently very ordinary towns that actually have many far more sinister undercurrents than would at first be apparent. Series such as *Buffy the Vampire Slayer* take that attitude to an extreme, with a new supernatural threat every week but with the ordinary citizens never being aware of anything odd going on.

So, another use of Red Pine Hollow is to serve as a basic, ordinary setting for you as GM to add your own extraordinary flourishes to, if you so choose. Rather than force you to use this book in such a way, though, we have added weird goings-on as boxed text suggestions, like this one. That way you can add as much or as little weirdness to your game as you wish. You can run Red Pine Hollow absolutely straight, or you can add growing hints of madness as in *Twin Peaks*, or clear threats of supernatural evil as in *American Gothic*, or go the whole hog and have a Zombie attack one week and a genetically modified Super-Convict break out of the jail the next, as in *Buffy*. Or, indeed, anything in between. Often the most satisfying approach with a long-running game is a subtle one, so that the players don't even get a clue as to what is truly going on until some time after several sessions of dealing with domestic disputes, busting kids for graffiti, and rescuing cats from trees.

WHAT IS THE CRIME SCENE SERIES?

The Crime Scene range of games is designed for use with other d20 games. As such, a copy of the *Dungeon and Dragons Player's Handbook* is required to play the game. Each book covers a different aspect of police or law enforcement agency investigation, including books on those who operate against the law in the world of organized crime. The books include the classes to play characters from that agency, as well as a wealth of rigorously researched background information. This enables both player and GM alike to create a realistic campaign environment firmly grounded in the facts of the situation. The book also includes the rules necessary to adapt other d20 games for play in the present day, and covers firearm combat, ballistic armor, and rules for vehicles, as well as the unique feats and skills that the characters from each aspect would possess. The Crime Scene books also include a section of NPCs for the GM to use and an exciting adventure based in the world of that particular aspect of law enforcement.

Current and future Crime Scene titles include:

-  **Crime Scene: Police Investigation**
-  **Crime Scene: The Mob**
-  **Crime Scene: Forensics**
-  **Crime Scene: Supernatural**
-  **Crime Scene: Feds**
-  **Crime Scene: Hong Kong**
-  **Crime Scene: Yakuza**
-  **Crime Scene: Triads**

HOW TO USE THIS BOOK


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


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Crime Scene: Sheriff's Office provides the GM with a ready-made town and a full cast of characters for a game centered on criminal investigations. It may be that the GM wishes the players to be sent there to solve a particular crime, or that they are assigned to the area to assist the sheriff. They may even be given the parts of ordinary people caught up in the events of the town. It's up to the GM. Through consensual storytelling, players direct their characters to do and say things they would, could or should not do in real life. This game does not promote or encourage any criminal or unethical themes described in this book.


Each of the town's characters is fully described and there are ideas for simple possible plot lines. It may be they are potential criminals. It could be that an action they commit sparks a chain of events that leads to an act of violence or murder. The petty jealousies and desperations that drive people to criminal acts are all detailed as the townsfolk try to live out their lives. Some have already crossed the line into criminal behavior and have not yet been caught. Others secretly plot and scheme for the day they finally make their big move. In the sleepy mountain town of Red Pine Hollow the only thing that's certain is that trouble is always brewing just under the surface.


How the players get to Red Pine Hollow is entirely up to the GM. Some simple suggestions are listed below, but as always, the GM's ideas are final and if some aspect of the town, its inhabitants, or its location isn't right for your campaign, then it's perfectly easy to change. Red Pine Hollow can just as easily be turned into a dusty town in Nevada, or a small island off the coast of Maine.


 The characters are part of the local county sheriff department/State Troopers. They are called in to provide specialist investigation experience to solve an unusual crime.

 The characters are drafted into the town's sheriff department to bolster the office, expanding it up to a more reasonable level. The characters now work for the sheriff and must help him keep order. Given that one of the themes of **Sheriff's**

Office: Red Pine Hollow is the spiraling crime rate of the town, this is perhaps the best option if the players wish to play peace officers in a long-term campaign set in Red Pine Hollow.

 The characters are actually just passing through the town. Perhaps they were at the prison to provide testimony to the parole board, or even just on holiday in the town to do some fishing. When a serious crime occurs, they might wish to offer their services. They'll have to use the poor local resources to solve this one rather than the high tech equipment they're used to in the big city. This option can work well for games in which other Crime Scene or Fright Night books have been used to generate characters, so that the characters may be experienced adventurers by the time they arrive at the town.

 The characters aren't even law officers at all, but ordinary people caught up in events. Perhaps to clear their names they are going to have to find the real criminals, or perhaps they are the only witnesses to a crime. Will they be forced to go on the run? Or will they turn themselves in and rely on the efforts of the local police? For this option to work, you will need to include character classes from other books.

 The characters are criminals who have arrived in the community of Red Pine Hollow to make some money, or maybe even to exact revenge on one of its residents. Instead of trying to solve crimes, they are here to commit them. Do the players have the wherewithal to exploit the opportunities in the town? Will the players get caught, or will they get away with it? This option can work with either the Felon and Gang Member character classes from this book, or in combination with such books as **Crime Scene: The Mob**, **Crime Scene: The Yakuza** or **Crime Scene: Triads**.

Included at the back of the book is a rules section that allows d20 games to be played in a present day setting. The section also includes character classes based on the rural police officers with two

bonus criminal character classes of Felon and Gang Member. The setting is fully compatible with the other Crime Scene books and the character classes from Hogshead Publishing's Crime Scene series. It is fully compatible with any other d20 games.

POLICE ORGANISATIONS

The Local Municipal Force

There are two kinds of police departments in the area: small municipal police departments in the towns; and the County Sheriff's department. Smaller city forces have the same resources as major city departments and are self-sufficient regarding all but the most exceptional criminal activity. In addition, they have access to state facilities and resources should the need arise (see State Law Enforcement, below). The fundamental differences between a small city force and a large city force are 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 might be longer and it could take hours to call in a specialized team, such as SWAT or bomb disposal.

Rural municipal police departments on the other hand are far smaller and therefore significantly limited with regard 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 to be good generalists, as their duties encompass whatever needs to be done - from answering phones, through 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 in 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 Independence Law Enforcement

Sheriffs' offices generally 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, although it often covers a much larger area. As with rural municipal police departments, their officers don't tend to specialize, because they are expected to cover any duties that arise. 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 Narcotics or Juvenile.

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 her office. She decides 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 her 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 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 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 a state of disrepair, making them more likely to be randomly stopped by a state trooper. Troopers often walk unwittingly into a hostile situation this way. Many troopers lose their lives in these encounters - they also make a number of startlingly effective arrests.

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 are ultimately accountable to the governor.

Federal Bureau of Investigation (FBI)

The FBI is the investigative arm of the Department of Justice and its power is defined by statute. Like the police, it still uses the US Attorney system to decide who gets prosecuted. Those detained, however, are placed in federal custody. Contrary to appearances, the FBI is subject to the same approval processes for surveillance and informants as the police. The FBI maintains state-of-the-art forensics labs and training facilities.






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 violations of federal statutes, but they are also deeply involved in issues of national security. The FBI typically only deals with far-reaching, complex "big" crimes -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 a field-oriented organization with nine divisions and three offices at FBI headquarters (FBIHQ) in Washington, DC, as well as its training facility in Quantico, Virginia. It provides program direction and support services to 56 field offices; approximately 400 satellite offices known as resident agencies; four specialized field installations; and 23 foreign liaison posts. The foreign liaison offices, each of which is headed by a Legal Attaché or Legal Liaison Officer, work abroad with American and local authorities on criminal matters within FBI jurisdiction.

The FBI has one main office in Portland and five smaller offices called Resident Agencies located in Bend, Eugene Medford Pendleton, and Salem. The Portland Division of the FBI is involved in many team investigations and joint task forces with local, state and other federal law enforcement agencies throughout Oregon. It is also the center for the Joint Terrorism Task Force comprising state and federal organizations. The Portland FBI also works to establish new lines of communication with other law enforcement agencies at local, state and federal level. Projects include the distribution of a

monthly newsletter to parties in the state to help identify trends, big cases and on-going issues.

The nearest office to Red Pine Hollow is the Resident agency of the town of Salem. Its territory includes Lincoln, Linn, Marion, Polk, Tillamook and Yamhill and Independence counties. Salem Resident Agency includes groups focusing on:

-  Counterterrorism
-  Violent Crimes
-  High Intensity Drug Trafficking Area (HIDTA) Task Forces
-  Organized Crime
-  Civil Rights

More information on the FBI and what it does can be found in Crime Scene: The Feds.

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 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 the best place for solving the crime.

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 make it clear from the start that even if a case gets bigger, the PCs remain in charge of the investigation. The GM can say that the chief wants them personally involved, that 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.

CHAPTER 1

THE TOWN OF RED PINE HOLLOW

THE HISTORY OF RED PINE HOLLOW

The first written record of Red Pine Hollow was in 1765, when Russian fur traders set up camp in the area to hunt the rich population of beavers. Recently discovered evidence, however, reveals an Indian settlement long before this. Nevertheless, it wasn't until Prospector Douglas Foster founded the town in 1849 that the town was named Red Pine Hollow and permanently settled.

Foster was mistakenly convinced that the Garnett River flowing through the valley was rich with gold. Although a tiny amount of gold was sifted from it, the big strike eluded him and in 1854, he headed north at the next hint of gold fever. The town site lay almost deserted until settlers coming along the Oregon Trail decided to make their homes here. Far away and remote, the town's population hardly grew, with just a small scattering of farms, cabins, a church and stores.

The town only really started to expand when lumber companies moved into the area to exploit the vast forests. The lumber bosses soon persuaded Southern Pacific Railroad to extend their railroad out to the town, thereby guaranteeing new prosperity. This expansion continued with the nearby sighting of Interstate Route 5. This led to a slight boom as people pulled off to stay at the town's motels.

When the Great Depression shut down the town's lumber mills, it closed the railroad link for a while, throwing the town into a long period of unemployment. Many families left, but with the Second World War, the mills were reopened to provide wood for the war effort. This proved the town's high water mark as men and materials flooded in. Unfortunately when the war ended, so too did the prosperity of the town. Slowly the numbers began to dwindle until the last big lumber mill closed down in 1987. The town tried to reinvent itself as a Hunting and Fishing resort with limited success. Holiday cabins and a summer camp were built

and the tourists trickled in, giving the town a summer boost. Unemployment remained relatively high until the announcement of the construction of the Red Pine Men's Correctional Facility. Despite local protest at the building of the prison, construction went ahead, along with new houses to home prison staff. The town once again began to grow.

FACTS

Red Pine Hollow is not a wealthy place. The boom years have passed it by, and its population often feels stranded and ignored, isolated in the mountains and valleys as others pass through to somewhere better. It is a place to catch up on sleep, or refuel the car - never the final destination, just a stopping point on the way to somewhere else.

Geography: Red Pine Hollow lies in the center of the tiny county of Independence to the east of Interstate 5 and Southeast of the city of Salem. The Pacific coast is two and a half hours' drive to the west. Portland, the State capital, is a little under four hours drive to the north. Red Pine Hollow is a solitary town, nestled in a valley where the Red Pine Creek and Garnett River join, before feeding in to Lake Belleau.

Population: 13006. From 1960 to 1994, Oregon had a 74% increase in population to over 3 million. During this period, Independence County had a population increase of 42% while Red Pine Hollow had only a 6.5% increase in population. 25% of children in the town live in a single-family household.

Topography: Low coastal mountains with small valleys and clear-running streams.

Flora: Heavily forested with Douglas Fir and Redwoods. In the low lands and valleys, native grasses, flowers and berries.

Climate: Mild

Average Temperatures: January 40°F July 67°F

Average Annual Rainfall: 42 inches

Elevation: 292 feet

Area: The city center covers only a square mile, but its outlying areas cover a radius of some 10 miles.

Economy: Based on the timber industry. Like many other logging communities in the north-west, it experienced mill closings and heavy job losses, causing the population to switch first to tourism and then to prison management.

Independence County Quick Facts

Capital: Salem

Area: 603 square miles

Established: July 5, 1849

Population: 88,450 (est. July 1, 2001)

Elevation: 154 feet

Average Temperature: Jan. 39.3° F; July 66.3° F

Annual Precipitation: 40.35 inches

Principle Industries: Government, food processing, lumber, manufacturing, education, tourism, and agriculture.



Fire, Famine and Flood

There are several natural disasters that could strike Oregon generally, and thus affect Red Pine Hollow in particular. GMs wanting to run a gritty, unusual game with a high rate of civilian casualties may wish to introduce one of these disasters into their campaigns. In any case, the main focus will be on clearing up and saving lives after the disaster, rather than on the event itself, though the GM may call for assorted saving throws, with characters caught in the more direct effects and having to escape by various means.

Oregon has several active and potentially active volcanoes. The GM may place a small one close to Red Pine Hollow, or else move the town close to one of the major ones such as Mount Hood or Mount Jefferson. Here the focus will be on the immediate disaster, since any eruption will, unless it coincides with other geophysical effects such as earthquakes or a tsunami, only affect a localized area. Once the characters have saved whoever they can from the immediate effects, outside help will come fairly rapidly.

The entire West Coast is in danger of drought in the near future, as a side-effect of global warming. This will be a long, slow process, and is more likely to cause economic devastation than anything else, since it will probably be possible to bring in food and water from elsewhere. Playing out a regular campaign, but incorporating the effects of food and water shortages, job losses, and environmental degradation, could be a rewarding (if depressing) roleplaying experience.

Gaming through a disaster can be a fitting climax to a Red Pine Hollow campaign, with the town destroyed but its people living on. Just as a great movie or book has more emotional impact by making us sympathize with the characters, a long-term campaign set in one place will involve the players with the recurring NPC townsfolk, so that players have something of a personal stake in saving people from disaster.

RED PINE HOLLOW BUSINESSES

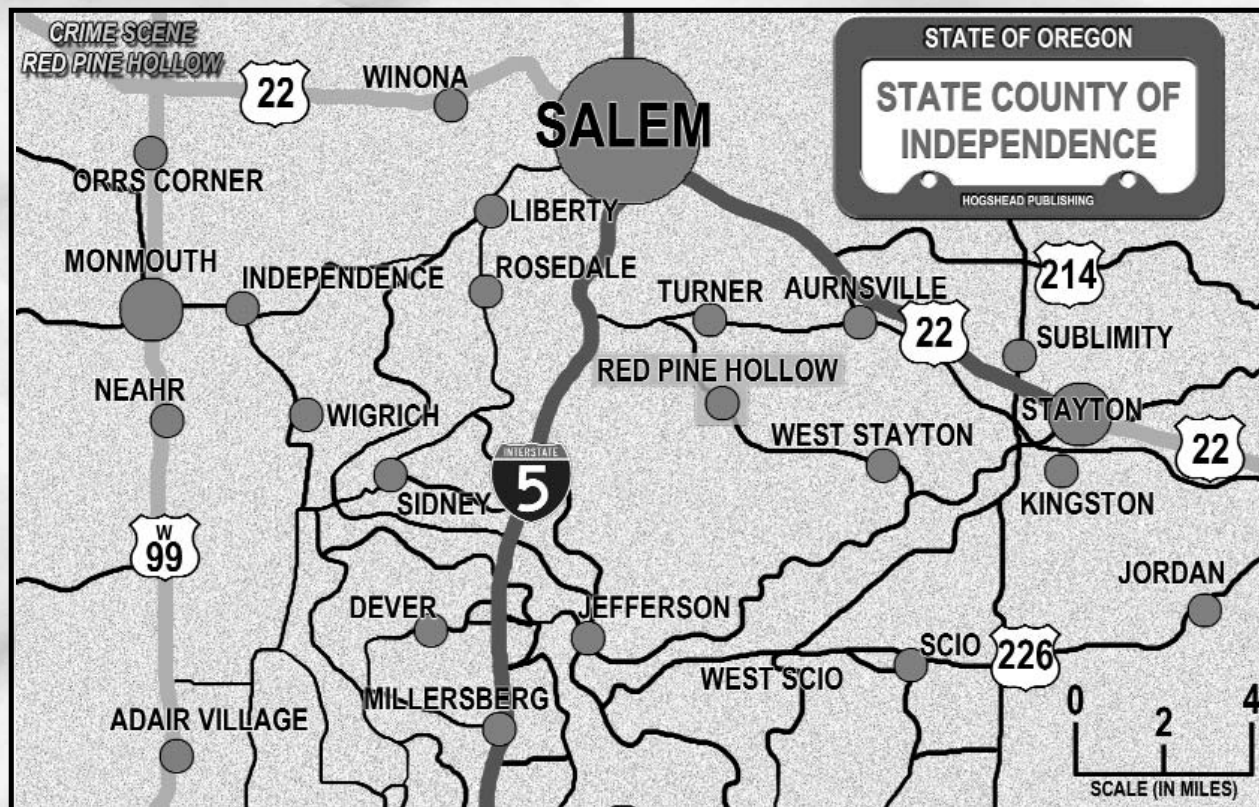
Please note these businesses are purely fictitious. Any resemblance to real businesses in the area is entirely coincidental.

| | |
|--|--|
| Accommodation Pine View Motel | Gun And Field Supplies Store Oregon Hunting & Fishing Supply |
| Accountants Reynolds Account and Payroll services, Bob Simmons, Grant, Weiner & Solomon | Hardware & Auto Parts Dibco Auto Parts, Mickey's Hardware, Red Pine Farm and Feed Supplies |
| Antiques Moivas' Classic Antiques, Linden Country Antiques, Country Lady's Antiques | Insurance Golden Eagle Insurance, Oregon Home and Motor Insurance |
| Art Gallery & Foundry Oregon Ranch Fine Arts | Internet and Marketing Services Digital Trans-Comm. Research |
| Attorneys Russell Beckett, Parker, Wade and Cole | Jeweler's Stewart Gold and Jewelry Store |
| Auto Repair Finch Auto Repair, Red Pine Hollow Automotive & Muffler Repair | Liquor Store Bob's Liquor |
| Banks Oregon Central Bank, Pacific Star Bank | Newspaper The Red Pine Herald |
| Businesses Wood Craft Products, Mini Storage Rental, Oregon Lumber and Forestry Inc., Cuts & Curls Hair Salon, Hugh's Aluminum Industries, Clarence Decker Painting, Something Special Bridal Wear, Independence County Wood Products, Oregon Auto Bodyshop & Gas Station, Reinforced Water and Septic Tank Products | Pet & Feed Store Rally's Feed and Grain |
| Churches First Baptist Church of Oregon, The Church of The Nazarene, St. Mark the Apostle Catholic Church | Photography Adelsperger Photography |
| Construction Hernandez Masonry & Construction Garnett Construction North Douglas Pines Builders Group | Physicians Lydia Williams, MD Miles Wiltse, MD |
| Dentist Tracey Richardson D.M.D. Richard Reynolds, D.M.D. | Real Estate Century 21 Real Estate, Hemingway Better Homes & Gardens |
| Electric Utility Oregon Power and Electric Cooperative | Restaurants and Bars Hen's Heaven, Borden's Kitchen, The Rough House Bar, Sichuan Garden Restaurants, The Hacienda Family Mexican Restaurant, Marv's DeliBurger Drive-In |
| Florist Gardeners' Choice Florist | RV PARK Trails of Oregon RV Park |
| Food - Grocers Red Pine Hollow One-Stop Victoria's Grocery | Travel Agency Happy Trails America |

TOWN CHARACTERS

11

| Town Character | Position |
|---------------------------------------|---|
| Sheriff Walter Dane | The elected Sheriff of Red Pine Hollow. |
| Deputy Sergeant James "Jimmy" Marshal | Senior Deputy to Sheriff Walter Dane. |
| Deputy Peter "Pete" Bailey | A young deputy with an old-fashioned attitude. |
| Deputy Catherine Walsh | A street cop who transferred to the sleepy rural town. |
| Lucy Weatherspoon | Office manager for the sheriff's office and widow of the previous sheriff, Bob Weatherspoon. |
| Magistrate Charles Connor | A former radical who semi-retired out to the town and was appointed magistrate by the Governor. |
| Trooper Rodrigo Hernandez | The State Trooper usually assigned to the roads west of town. |
| Medical Examiner Abigail Schieman | The county medical examiner, recently promoted to the post. |
| Doc. Lydia Williams MD | Due for retirement soon, the doctor has served the community for over twenty-five years. |
| Doc. Miles Wiltse MD | A young, good-looking doctor who moved to the town to start his first practice. |
| Reverend Jarek Schimnel | An evangelical minister for The Church of The Nazarene |
| Doug Jones | Owner of Independence County Wood Products; stood against Sheriff Walter Dane in the last election. |
| Martha Jones | New age campaigner and wife of Doug Jones. |
| Ben Dury | Former manager of Lake Belleau summer camp. Has been subject to ongoing litigation over the injury of a young boy for the last 2 years. |
| William Cross | Owner of Oregon Hunting & Field Supply. Gun ownership advocate. |
| Frank Garnett | Former mayor and local rancher, he is also the boss of Garnett Construction. |
| Warden Paul Jorgensen | The warden of the Red Pine Hollow Men's Correctional Facility. |
| Warder Frank Doyle | A warder of the local prison; on the take from The Mob. |
| Earl Sanders | A violent drunk who has deserted his family to gamble way his money in Portland. |
| Mary Sanders | The long-suffering and battered wife of Earl Sanders. |
| Todd Sanders | Eleven year old juvenile delinquent and troubled son of Earl Sanders. |
| Don Cribb | A logger and bar room brawler. |
| Jay Adams | An ex-con who runs an Aryan Brotherhood gang, which smuggles narcotics into the prison. |
| Scotty | Drug chemist for the Aryan Brotherhood gang. |
| Ray | Aryan Brotherhood biker who thinks he should be the leader. |
| Billy | An extremely violent Aryan Brotherhood gang member and friend of Ray. |
| Napo Rodriguez | Brother of Lagarto, and drug dealer for the Mexican Mafia. |
| Largarto Rodriguez | Brother of Napo and drug dealer for the Mexican Mafia. |
| Eddie Velez | A gun happy member of the Mexican Mafia. |
| Mickey "The Game" DiVarco | Capo with the Salerno family in San Francisco, and host of a mobster card game in a cabin in the woods. |
| Fat Carmine Labriola | A mobster with the Salerno family in San Francisco. |
| Dino Carlisi | An associate of the Salerno family in San Francisco. |
| Vito Lombardi | Capo with the Lombardi family in San Francisco. |



LOCAL LANDMARKS

The Main Square

The Main Square of the town dates back to the early days of the pioneers and is extremely picturesque. At the center of the square is a redwood tree, which provides shade in the summertime for people sitting on the surrounding benches. The benches overlook a well-kept, colorful garden, which is maintained by enthusiastic local gardeners. One of the original pioneer wagons has been converted into a stand for hanging baskets, with flowers that cascade to the grass in a waterfall of vibrant color. A nearby sundial generates interest for the children, as does a range of small animals in cages, rescued from the wild; the rabbits are so tame that the children are allowed to get them out of their cages and pet them. The square is a focal point for the town and its proximity to the local shops make it the natural place to sit down, rest, meet friends, or divert the kids. As such, it is a good stopping point for visitors passing through the town.

On the north side of the square is the picturesque redwood Church of the Nazarene, where the gray-haired Reverend Ford conducts daily services. His tremulous voice doesn't quite fit the Hellfire and Damnation that he typically preaches,

but who are we to judge? The church is well attended and serves as one of the key hubs of the town. Across the square from the church are the more modern Town Hall and the original Jail House; the latter has been converted to the Hen Heaven restaurant. Some of the iron bars have been kept and lovers can be seen cuddling in private side rooms which were once prison cells. On the other side of the town hall, painted a cheerful peppermint green, is the old museum, in which records and artifacts from the town are displayed. The museum also houses the recently discovered Native American artifacts from the surrounding mountains. Running east to west through the square is Main Street, the main thoroughfare and shopping center, usually only busy in the tourist season.

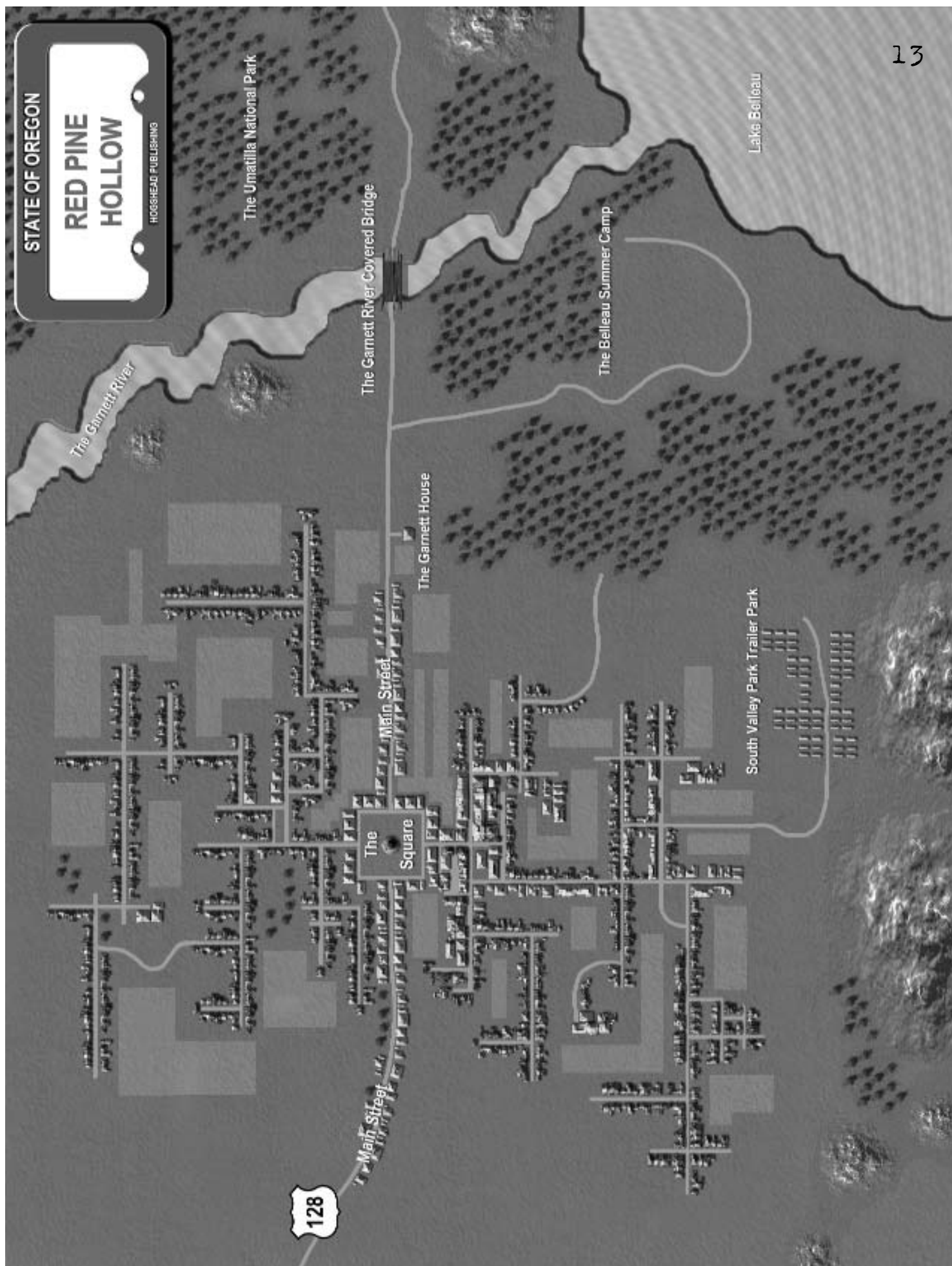
The Prison

Three miles to the south of the town center is the Red Pine Hollow Men's Correctional Facility. This is a rather grim, newly built prison that acts as an overflow facility for the overstretched prisons system in the state; it was originally designed to cope with low risk prisoners. Since then, it has been upgraded to cope with more dangerous prisoners. Under the management of Warden Jorgenson it now takes in any prisoner not deemed high risk, as well as those awaiting execution.

STATE OF OREGON

RED PINE HOLLOW

HOGSHEAD PUBLISHING



The Garnett River

The Garnett River Covered Bridge

The Garnett House

The Square

Main Street

Main Street

128

The Umatilla National Park

The Belleau Summer Camp

Lake Belleau

South Valley Park Trailer Park

The Garnett River Covered Bridge

Once the county boasted some of the most attractive covered bridges in America, but as the years went by they steadily fell into disrepair and were replaced by more modern designs. Now the town only has one bridge left; the original woodcarvings that decorate it have been carefully preserved, and the carvings of birds and flowers faithfully painted in the original greens, blues, reds and yellows. As a result, the Garnett River Covered Bridge is a highly visible landmark that links the town and the Garnett Ranch. It was preserved at the insistence of Frank Garnett's mother Lillian, who dearly loved it, and insisted on it being fully restored.

The Garnett House

At the eastern end of Main Street is Garnett house, the oldest building in Red Pine Hollow and a beautiful piece of turn of the century architecture, surrounded by an ornate wrought iron fence. It is still owned by the Garnett family and remains the home of Lillian Garnett. Her son Frank, the former mayor and boss of Garnett Construction, lives in a newly constructed house on the family ranch.

South Valley Park Trailer Park

Originally built to house the workers who constructed the prison, the trailer park is now home to many new families who have moved to Red Pine Hollow. They either want to take advantage of cheap accommodation, or stay near to their loved ones while they serve time in the prison.

Lake Belleau And The Belleau Summer Camp

To the southwest of the town lies Lake Belleau, named after a French pioneer and fur trapper who lived in a log cabin overlooking the lake. The lake itself is over a mile long and has some of the best fishing in the county. On its eastern shore is the Belleau Summer Camp, which is currently closed after an incident where a young boy almost lost his arm in an accident involving a speedboat. The summer camp was only built ten years ago and it was hoped it would bring more tourists and money into the town. To the disappointment of many people in the town who were looking for a livelihood, it was closed when an injunction was granted to the parents of the wounded boy while they prepared to sue the camp manager Ben Dury for negligence.

Slasher!

If the summer camp is ever re-opened, or if a bunch of teenagers go and camp in its deserted grounds, it will be the perfect place to set a 1970s slasher movie style game. This can either revolve around a number of kids found murdered, with the players playing the investigators as usual, or borrow character classes from Fright Night: Haunted School or elsewhere to run a one-off game in which the players are the soon-to-be-slain teenagers. Ben Dury, perhaps supernaturally enhanced or perhaps simply crazed, is a prime candidate for the killer in either case; perhaps the court case has driven him to despise all children and seek his deadly revenge. Alternatively, stick with urban legend, and have the killer be an escaped convict with a hook for a hand, or the ghost of a long-dead settler from the region. See Ben Dury's entry on page 60 for more horror-inspired scenario ideas at the summer camp.

The Cayuse Native American Site

Last year, the curator of the town museum Margaret O'Hanigan (and her daughter Katie) discovered what they believed to be an old Native American settlement in the mountains to the northeast of the town. It is believed that the site dates back over 1000 years and is the earliest known habitation in the area. A serious study of it is due to begin in the summer. In the meantime, archaeology students and people on field trips have already started arriving in the town to visit the site and examine artifacts.

The artifacts recovered so far include carved bone representations of Manitou spirits, and parts of a human skull. Native American groups have complained that they have not been consulted properly with regard to the excavations, and that this breaches tribal agreements. The location of the site, however, is National Park land and the skull and artifacts do not appear to have been from a burial; they seem to have been dumped or left after a violent incident. For this reason, they are not covered under the laws preventing the desecration of ancient religious sites. Some Red Pine Hollow residents fear the site saying strange noises can be heard from the site at night.

Things That Go "Awallawallawallawalla" In The Night

What is really going on at the Cayuse Native American Site? Is the ghost of the skull's original owner haunting the place? Or have the Manitou spirits returned, to curse and punish the white invaders at last? Or is this just the beginning of a sustained campaign by Native American activists to have the site more sensitively managed? Or perhaps the cover for criminal activity on the part of the Aryan Brotherhood (see p. 70) or Mexican Mafia (see p. 72)?

Combining several of the above options can provide even more fun. Perhaps several Native American activist corpses are found after they inadvertently stumbled across an Aryan Brotherhood drug handover here, and their violent deaths have brought the Manitou spirits back.

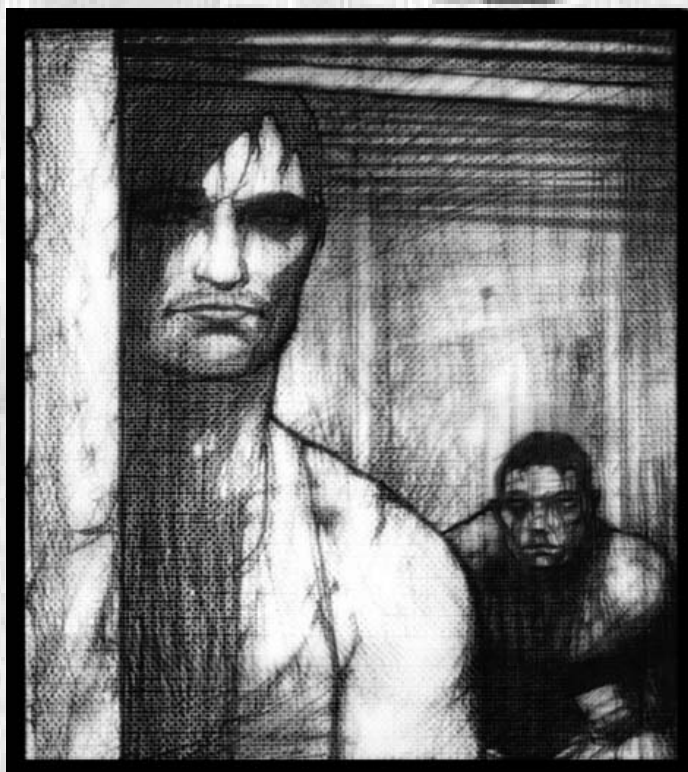
The Umatilla National Park

To the east of the town lies the huge Umatilla National Park, which spreads from the foothills of

Independence County into the heart of the Cascade Mountains. Thickly forested with Douglas fir and the ancient redwoods from which the town gets its name, the area is a favorite of hikers, birdwatchers and hunters. It is one of the most beautiful remaining areas of wild America. The area was heavily felled in the early and middle part of this century, but efforts to replant and manage the wilderness have helped restore the park to something of its former glory. The park is administered by the National Parks Service, whose rangers patrol, enforce the rules, and act as peace officers within the park boundaries. The park has its own "Big Foot," the Shatewan, a reputedly 8-foot-tall creature that walks on two legs.

Bigfoot

The Shatewan has been sighted again, but just who, or what, is the Shatewan? Another strange native spirit, or a genuine Missing Link, or something in between the two? Or is it a hoax, either produced by local pranksters, or by criminals as a diversion in the best Scooby-Doo style?



CHAPTER 2

CHARACTER CLASSES

The focus of this game is small town America. Here, the law enforcers are locals, who have an intimate knowledge of the area and its people. They are the friends and neighbors of those they seek to protect and serve. As they apply the law and administer justice, their actions make them either heroes or villains to the town people. They may have to protect a killer from a mob, or escort a banker who has defrauded his customers to jail. They might have to organize a search party for children lost in the wilds, or bust the child of a friend for smoking pot. For local law enforcers the consequences of their actions are far more apparent, and affect not only themselves, but also their families.

The following character classes are designed to reflect the law enforcers who keep the peace in rural areas of America. (The game can quite happily include characters from any other game in the Crime Scene series, so if GMs wish to have FBI agents investigating the murder of the high school prom queen, or a mafia takeover of the local prison rackets, then they will fit right in). Sheriffs' departments usually handle local law enforce-

ment, with the areas between these jurisdictions covered by the State Troopers. Both of these organizations have patrol and investigation divisions, as well as specialized teams to combat narcotic trafficking and sales. They also have traffic, juvenile and homicide investigators. The following character classes have therefore been included to reflect the role performed by police investigators:

-  State Trooper
-  County Sheriff's Deputy
-  Deputy Detective
-  County Sheriff
-  Park Ranger

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.



State Trooper

The local State Troopers patrol the highways around Red Pine Hollow. Though they are rarely called in to the town itself, they are likely to be the first cops at out-of-town crime and accident scenes, from automobile crashes to bodies dumped in burning cars at the side of the road.

Even apparently mundane traffic and vehicle violations often conceal a deeper crime. Many a State Trooper has tried to pull over a speeding truck only to find herself in a running gun battle because its occupants had just robbed a bank. Such scenes have rarely been played out around formerly peaceful Red Pine Hollow, but the Troopers' jobs are likely to get harder and more dangerous with the current rise in crime.

Troopers 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 state wide, the Trooper may also have jurisdiction. Not only this, they have a remit to aid investigations in local areas that need assistance, providing a valuable resource 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.

Hit dice: d8

Class Skills: Autoshop (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Drive: Chase (Dex), Evidence Analysis (Int), Interview (Int), Knowledge: Back Roads (Int), Knowledge: Law (Int), Medical Assistance (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill points at first level: (5 + Int modifier) x 4.

Skill points per level: 5 + Int modifier

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

Bonus Feats: Appraise Suspect, Combat Reflexes, Dodge, Endurance, Fingerprint Taking, Good Right Hook, Great Fortitude, Imposing, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Aim, Promotion: Lieutenant, Promotion: Captain, Strong Stomach, Take Charge, Toughness, Weapon Finesse, Weapon Specialization.



| Level | Feat | Att | AC Bonus | Fort | Ref | Will |
|-------|------------------------------|-------|----------|------|-----|------|
| 1 | Starting Feats, 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 | +5 | +4 | +4 | +2 | +4 |
| 8 | Ready Weapon | +6/+1 | +4 | +4 | +2 | +4 |
| 9 | Bonus Feat | +6/+1 | +5 | +5 | +3 | +5 |
| 10 | Skill Focus | +7/+2 | +5 | +5 | +3 | +5 |

County Sheriff's Deputy

Who gets into a fight regularly each Saturday night? Who knows which suspect is most likely to have stolen from Bob's Liquor? 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 Red Pine Hollow community. Deputies get involved when there is trouble on their patch. The Deputy is well known within the town, and benefits from a network of local contacts and associations.

Deputies in Red Pine Hollow have to be competent to handle all kinds of police work, as they are members of a very small police force. They find themselves doing everything from policing the Rough House (see page 70), to teaching kids about crime prevention at the local school.

Some ambitious Deputies aspire to become Sheriff, which being an elected position could provide the Deputy with potential political power (and of course, additional pressures). In Red Pine Hollow, any "outsider" Deputy who runs for Sheriff would need to be truly exceptional to convince the somewhat staid voters.

Hit Dice: d8

Class Skills: Counseling (Cha), Crime Scene Recording (Int), Drive: Chase (Dex), Evidence Analysis (Int), Gather Evidence (Wis), Gather Information (Cha), Hide (Dex), Interview (Int), Knowledge: Autopsy (Int), Knowledge: Street Sense (Int), Listen (Wis), Local Awareness (Wis), Police Interrogation (Cha), Sense Motive (Wis).

Skill points at first level: (5+ Int modifier) x 4

Skill points per level: 5 + Int modifier

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

Bonus Feats: Alertness, Appraise Suspect, Dodge, Emergency Medic, Endurance, Fingerprint Taking, Good Right Hook, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Long Arm Firearm Proficiency, Point Blank Shot, Promotion: Lieutenant, Promotion: Captain, Ready Weapon, Skill Focus, Strong Stomach, Take Charge, Weapon Specialization



| Level | Feat | Att | AC Bonus | Fort | Ref | Will |
|-------|----------------------------|-------|----------|------|-----|------|
| 1 | Starting Feats, Bonus Feat | +0 | +1 | +1 | +1 | +0 |
| 2 | Archive Knowledge | +1 | +2 | +2 | +2 | +0 |
| 3 | Bonus Feat | +2 | +2 | +2 | +2 | +1 |
| 4 | Imposing | +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 | Precise Aim | +6/+1 | +4 | +4 | +4 | +2 |
| 9 | Bonus Feat | +6/+1 | +5 | +5 | +5 | +3 |
| 10 | Toughness | +7/+2 | +5 | +5 | +5 | +3 |

Deputy Detective

Who would have thought this sleep small town would need a Detective? Whether you're a local who has been away to get special training, or a city girl come in from the outside, you will find that the people of Red Pine Hollow are somewhat disturbed by your presence. Even though they may acknowledge the need for a Detective, they are not happy about it, and would far rather things returned to normal.

Deputy Detectives will be central to any serious criminal investigation in Red Pine Hollow. They are the ones who follow up leads, interview witnesses, and notice discrepancies. In doing so, they bring all the facts together to form a sense of the whys and wherefores of a crime. They are likely to be the ones who confront the suspects. This is the fundamental difference between a Deputy 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 Deputy Detective who is questioning the suspect or spying on their house.

To best do their jobs, Deputy Detectives must be social creatures, good at talking and making connections. At heart, a good Deputy Detective is observant, quiet, and meticulous: a good listener to a talkative suspect. Still, he will need to work hard to overcome the locals' resistance to any idea that crime may be so severe that a detective is called for at all. On the other hand, some residents may be pleased that at last something is being done about the rising tide of crime that threatens to sweep their idyllic lifestyle aside, and make every effort to co-operate.

Hit Dice: d6

Class Skills: Analyze Narcotics (Wis), Bluff (Cha), Computer Operation (Int), Crime Scene Recording (Int), Drive: Tailing (Wis), Evidence Analysis (Int), Gather Evidence (Wis), Interview (Int), Intimidate (Cha), Knowledge: Autopsy (Int), Knowledge: Law (Int), Listen (Wis), Police Bureaucracy (Wis), Police Interrogation (Cha), Sense Motive (Wis), Surveillance (Wis).

Skill points at first level: (7 + Int modifier) x 4

Skill points per level: 7 + Int modifier

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

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



| Level | Feat | Att | AC Bonus | Fort | Ref | Will |
|-------|----------------------------|-------|----------|------|-----|------|
| 1 | Starting Feats, Bonus Feat | +0 | +1 | +0 | +1 | +1 |
| 2 | Informant Handling | +1 | +2 | +0 | +2 | +2 |
| 3 | Bonus Feat | +2 | +2 | +1 | +2 | +2 |
| 4 | Appraise Suspect | +3 | +3 | +1 | +3 | +3 |
| 5 | Bonus Feat | +3 | +3 | +1 | +3 | +3 |
| 6 | Iron Will | +4 | +3 | +2 | +4 | +4 |
| 7 | Bonus Feat | +5 | +4 | +2 | +4 | +4 |
| 8 | Walking the Area | +6/+1 | +4 | +2 | +4 | +4 |
| 9 | Bonus Feat | +6/+1 | +5 | +3 | +5 | +5 |
| 10 | Take Charge | +7/+2 | +5 | +3 | +5 | +5 |

County Sheriff

The post of Sheriff is elected and controls the sheriff's office. Often the sheriff is a former deputy already working in that office, who used her service record to promote her abilities. A Sheriff can also come from outside; an officer from another law enforcement agency with four years' service or ten years as a summary court judge can also stand for election. He will require backing from a political party - Democrat, Republican, or Independent.

The GM's approval must be sought before a player chooses this as a character class. At most one Sheriff will be allowed in a party of players. Particularly in Red Pine Hollow, where there is already an established Sheriff, the GM will only allow a character to select this class if Walter Dane is dead, has retired, or has lost an election during play.



Hit Dice: d6

Class Skills: Bluff (Cha), Canvass Opinion (Cha), Computer Operations (Int), Concentration (Con), Counseling (Cha), Diplomacy (Cha), Gather Information (Cha), Interviewing (Cha), Intimidate (Cha), Knowledge: Law (Int), Knowledge: Street Sense (Int), Police Bureaucracy (Wis), Police Interrogation (Cha), Sense Motive (Cha).

Skill points at first level: (7 + Int Modifier) x 4

Skill points per level: 7 + Int Modifier

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

Bonus Feats: Alertness, Appraise Subject, Bribing, Endurance, False Sincerity, Imposing, Informant Handling, Iron Will, Long Arm Firearm Proficiency, Media Handling, Point Blank Shot, Posse Up, Political Influence, Skill Focus, Toughness, Weapon Finesse, Weapon Specialization.



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

Park Ranger

The Park Ranger is in charge of enforcing the law in the Umatilla National Park. This unusual branch of police officer only has jurisdiction within State Parks (in this case, Umatilla Park only), but can also serve subpoenas and issues warrants outside these areas in connection with offences committed within their bounds. Rangers are perceived as only enforcing the wildlife and fishery laws, but their remit is far more extensive. It is their duty to investigate crimes committed on parkland and to enforce all the laws of the land on that property; not just those relating to hunting and fishing. The outdoor lifestyle of the Park Ranger means they are among the toughest and most self-sufficient of all police officers. They have to patrol the trails and paths far from the backup or support that a regular police officer enjoys.

Hit Dice: d8

Class Skills: AutoShop (Int), Balance (Dex), Climb (Str), Diplomacy (Cha), Drive: Chase (Dex), Knowledge: Back Roads (Int), Listen (Wis), Local Awareness (Wis), Medical Assistance (Int), Move Silently (Dex), Search (Int), Sense Motive (Wis) Spot (Wis), Survival (Wis), Tumble (Dex).

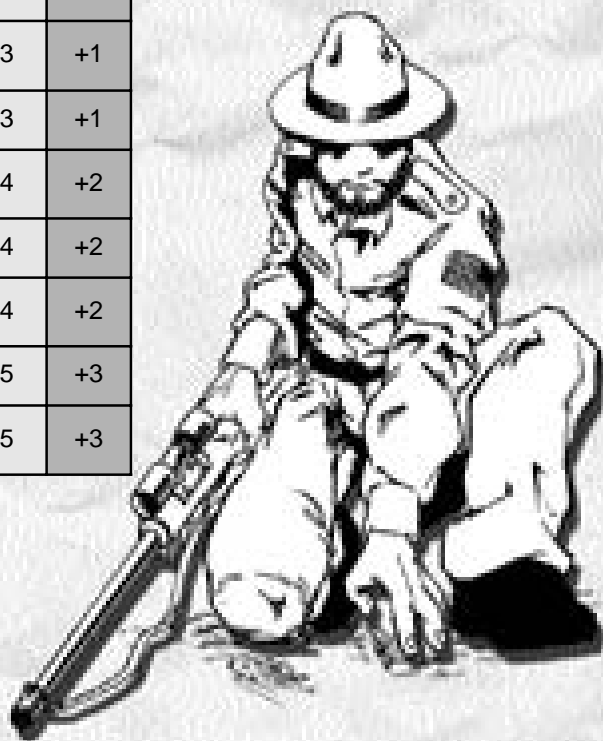
Skill points at first level: (5 + Int Modifier) x 4

Skill points per level: 5 + Int Modifier

At 1st Level, the Park Ranger character class starts with the following feats: Tracking, Skill Focus (Wilderness Lore), Driving License, and Sidearm Weapon Proficiency.

Bonus Feats: Appraise Suspect, Dodge, Endurance, Fingerprint Taking, Good Right Hook, Great Fortitude, Imposing, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Aim, Promotion: Lieutenant, Promotion: Captain, Strong Stomach, Take Charge, Walking the Area, Weapon Finesse, Weapon Specialization.

| Level | Feat | Att | AC Bonus | Fort | Ref | Will |
|-------|-----------------------------|-----|----------|------|-----|------|
| 1 | Starting Feats, Bonus Feat | +0 | +1 | +2 | +1 | +0 |
| 2 | Long Arm Weapon Proficiency | +1 | +2 | +3 | +2 | +0 |
| 3 | Bonus Feat | +1 | +2 | +3 | +2 | +1 |
| 4 | Toughness | +2 | +3 | +4 | +3 | +1 |
| 5 | Bonus Feat | +2 | +3 | +4 | +3 | +1 |
| 6 | Emergency Medic | +3 | +3 | +5 | +4 | +2 |
| 7 | Bonus Feat | +3 | +4 | +5 | +4 | +2 |
| 8 | Take Charge | +4 | +4 | +6 | +4 | +2 |
| 9 | Bonus Feat | +4 | +5 | +6 | +5 | +3 |
| 10 | Combat Reflexes | +5 | +5 | +7 | +5 | +3 |



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 in their chosen field. This previous experience serves as a police background origin.

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

The types of starting departments available are limited by the choice of Character Class:



Patrol

Patrol can be on foot, by bicycle, by boat, by air, and even on horseback. Ordinarily, however, patrolling is done in cars and the officer responds to calls. Most call-outs relate to domestic violence and public drunkenness.

Benefits: Gain a +2 bonus on all Listen and Sense Motive checks.

Criminal Investigations Unit

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 ways, including making inquiries and protecting crime scenes.

Benefits: Gain a +2 bonus on all Gather Information and Search checks.

Traffic

The PC comes from a department that deals exclusively with traffic concerns: they issue tickets, direct traffic, and handle accidents. As such, they need to be thorough, systematic, and possess good judgment and reactions.

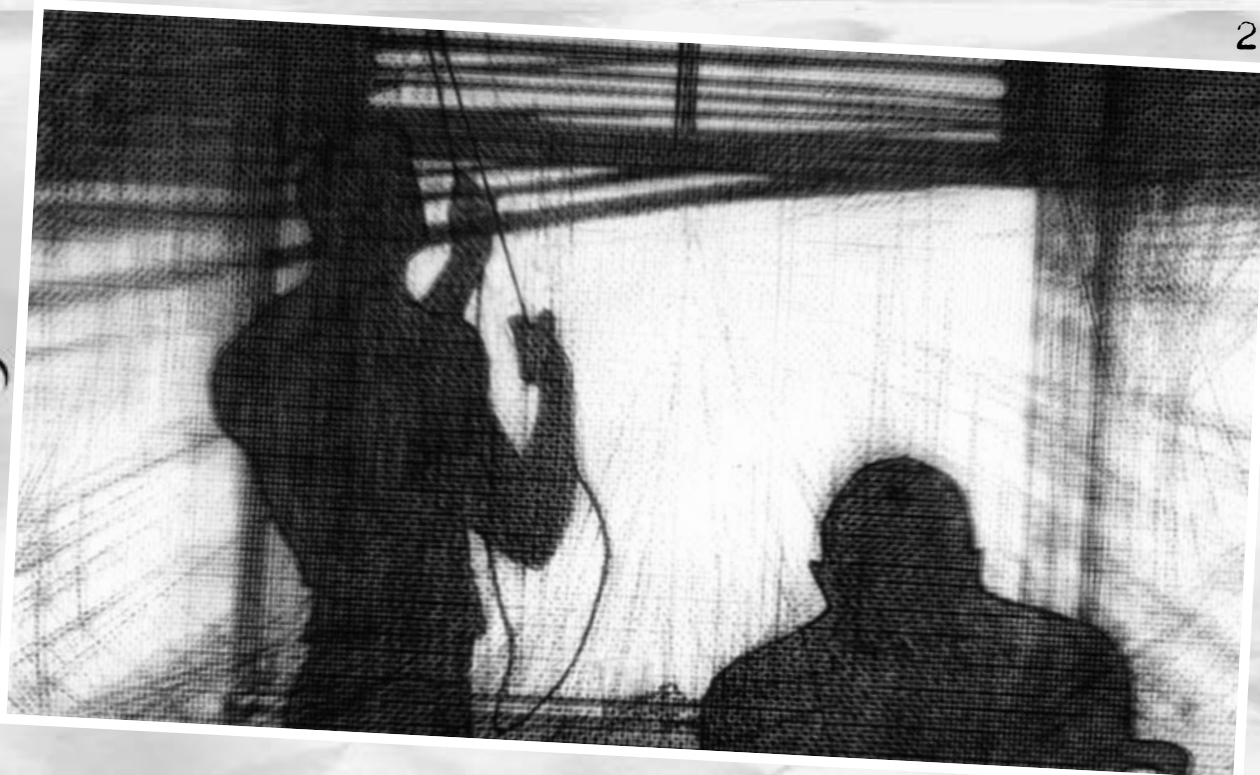
Benefits: Gain a +2 bonus on all Medical Assistance and Spot checks.

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 a +2 bonus on all Knowledge: Law and Diplomacy checks.

| Department | State Trooper | County Deputy | Deputy Detective | County Sheriff | Park Ranger |
|------------------------------|---------------|---------------|------------------|----------------|-------------|
| Patrol | Yes | Yes | No | Yes | Yes |
| Criminal Investigations Unit | No | Yes | Yes | Yes | No |
| Traffic | Yes | Yes | No | No | No |
| Homicide | No | No | Yes | No | No |
| AGENT | No | Yes | Yes | No | No |
| Wildlife and Fisheries | Yes | Yes | No | No | Yes |



AGENT (Area Gang Enforcement and Narcotics Team)

The massive rise in drug related crime over recent years has led to the formation of investigation units to tackle the spread of narcotics and gang related crime. These two aspects of crime are often seen as going hand in hand and by tackling the two parts of the problem together, an effective solution can be created. The units are charged with seizing assets from drug dealers, and breaking up the organized distribution of narcotics.

Benefits: Gain a +2 bonus on all Analyze Narcotics and Counseling checks.

Wildlife and Fisheries

This department specializes in the enforcement of hunting and fishing laws, as well as patrolling the huge areas of national park and forest. Its members are skilled woodsmen, and experts in locating lost or injured hikers and visitors to the parks. They are also responsible for the management of game and animal stock within the national parks.

Benefits: Gain a +2 bonus on all Knowledge: Back Roads and Survival checks.

Criminals: Two Bonus Character Classes for Sheriff's Office

Not everyone who comes to Red Pine Hollow is a law-abiding citizen. The close proximity of the prison and the lack of any serious competition have begun to attract criminals to the area. Gangs and petty criminals have started to spread out of the city and after pressure from the city police, have moved into the countryside where police resources are spread more thinly and therefore security more lax.

Two additional character classes have been included in this book for those who want to play bad guys: The Felon, and The Gang Member. Lawbreakers have to be careful. Strangers stand out in a small town and the list of possible suspects is always short. To make money here you'll have to be subtle and clever.

Unlike the Police Officers, these character classes have an origin background rather than a department. When creating a character, the player needs to select an origin background as a starting point for play.

The Felon Character Class

The Felon is the quintessential career criminal. They work independently, making their living in any way they can. Unlike Gang Members, the Felon has no racket to provide a steady income, or crew of associates for backup. Instead they make their living by carrying out robberies, petty theft, confidence tricks and scams, living from one day to the next always looking for the next big pay-off. As such, Felons are forced to take more risks than many of the other types of criminals. Due to the nature of their lifestyle, Felons quickly become Jacks-of-all-trades, developing a wide range of skills and abilities to cope with any situation, one day holding up a liquor store and the next selling stolen watches.

Hit Dice: d6

Class Skills: Appraise (Int), Bluff (Cha), Computer Operations (Int), Hide (Dex), Intimidate (Cha), Knowledge: Back Roads (Int), Knowledge: Street Sense (Int), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points at 1st level: (7 + Int Modifier) X 4

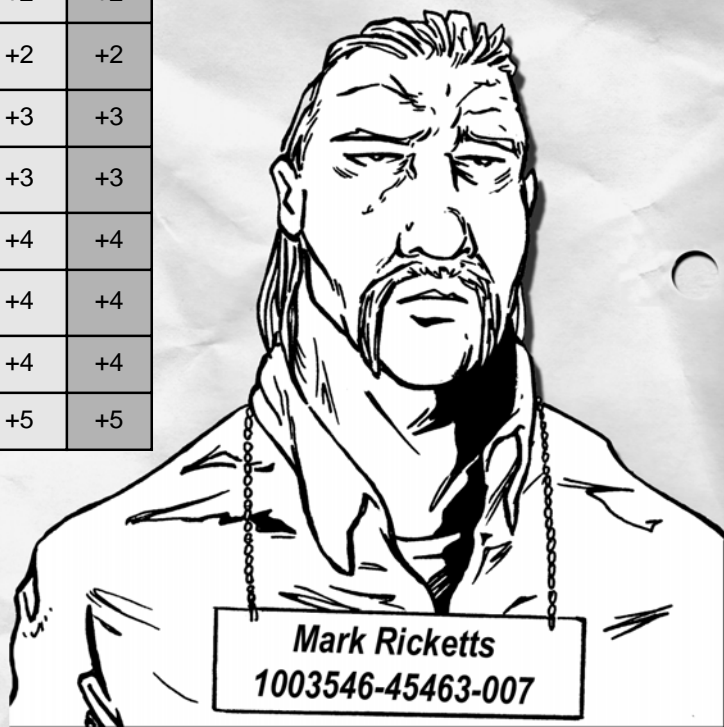
Skill points at each level: 7 + Int Modifier

Felons start off with the Feat Sidearm Weapon Proficiency.

Bonus Feats: Crack Driver, Dodge, Driving License, Endurance, Good Right Hook, Great Fortitude, Imposing, Improved Initiative, Iron Will, Lightning Reflexes, Precise Aim, Ready Weapon, Skill Focus, Simple Weapons Proficiency, Toughness, Weapon Specialization.



| Level | Feat | Att | AC Bonus | Fort | Ref | Will |
|-------|------------------|-------|----------|------|-----|------|
| 1 | Bonus feat | +0 | +1 | +0 | +1 | +1 |
| 2 | Strong Stomach | +1 | +2 | +0 | +2 | +2 |
| 3 | Bonus feat | +2 | +2 | +1 | +2 | +2 |
| 4 | Skill Focus | +3 | +3 | +1 | +2 | +2 |
| 5 | Bonus feat | +3 | +3 | +1 | +3 | +3 |
| 6 | Alertness | +4 | +3 | +2 | +3 | +3 |
| 7 | Bonus feat | +5 | +4 | +2 | +4 | +4 |
| 8 | Point Blank Shot | +6/+1 | +4 | +2 | +4 | +4 |
| 9 | Bonus feat | +6/+1 | +5 | +3 | +4 | +4 |
| 10 | Skill Focus | +7/+2 | +5 | +3 | +5 | +5 |



The Gang Member

It is part of the human condition to seek the protection and reassurance of a group; to look to others to support our actions; and to offer aid. This is just as true for those involved in illegal activities: criminals form gangs to give themselves confidence and greater resources, acting as a pack to take control and gain advantage. Gang Members can use this to control the rackets selling drugs, extorting money, and anything else that requires a combined effort of people and resources. Such people live outside the law, making money solely through their criminal efforts. They feel a pride in their connection to the group, wearing distinctive clothes or tattoos to mark their affiliation. This pride, however, comes at a cost: as with all packs, the alpha runs the show and gang members must give up some of their earnings to them.

Hit Dice: d8

Class Skills: Analyze Narcotics (Int), Bluff (Cha), Climb (Str), Computer Operations (Int), Diplomacy (Cha), Drive: Chase (Dex), Gather Information (Cha), Hide (Dex), Knowledge: Back Roads (Int), Knowledge: Street Sense (Int), Local Awareness (Wis), Sense Motive (Wis), Spot (Wis).

Skill Points At 1st Level: (5 + Int Modifier) X 4

Skill Points at each: 5 + Int Modifier

Gang Members start with the Feat False Sincerity.

Gang Leadership: This feat relates to a Gang

Member's ability to recruit Gang Members for illegal operations. This allows Gang Members to delegate the day-to-day running of rackets, freeing them to expand other interests. The more people a gang can muster, the more money it can make. People recruited in this way are NPCs controlled by the Gang Member's player. The players should try to flesh them out and give them personality - they are not just numbers, but individuals with their own identities, ambitions, and desires. A Gang Member must not take these people for granted and must spend time, effort, and resources to keep them loyal.

Upon attaining each rank of Leadership, Gang Members receive a number of NPC followers equal to the Gang Member's level. At Leadership 1, these followers will be 1st level Gang Members; at Leadership 2, 2nd level, and at Leadership 3, 3rd level.

Bonus Feats: Crack Driver, Dodge, Endurance, Great Fortitude, Imposing, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Aim, Ready Weapon, Skill Focus, Strong Stomach, Sidearm Proficiency, Simple Weapons Proficiency, Strong Stomach, Toughness, Weapon Focus.



| Level | Feat | Att | AC Bonus | Fort | Ref | Will |
|-------|--------------|-------|----------|------|-----|------|
| 1 | Bonus Feat | +0 | +0 | +1 | +1 | +0 |
| 2 | Leadership 1 | +1 | +1 | +2 | +2 | +0 |
| 3 | Bonus feat | +2 | +1 | +2 | +2 | +1 |
| 4 | Leadership 2 | +3 | +1 | +2 | +2 | +1 |
| 5 | Bonus feat | +3 | +2 | +3 | +3 | +1 |
| 6 | Take Charge | +4 | +2 | +3 | +3 | +2 |
| 7 | Bonus feat | +5 | +2 | +4 | +4 | +2 |
| 8 | Leadership 3 | +6/+1 | +3 | +4 | +4 | +2 |
| 9 | Bonus Feat | +6/+1 | +3 | +4 | +4 | +3 |
| 10 | Alertness | +7/+2 | +3 | +5 | +5 | +3 |

ORDINARY TOWNSFOLK AND OTHER NPCs

All ordinary NPCs are members of the non-combatant class. This class has no class features or automatic armor and weapon proficiencies, but does have a free choice of one feat at 1st level and an additional feat at 3rd level and every third level thereafter.

The GM may prepare major NPCs using PC classes from this and other Crime Scene books, such as **Crime Scene: The Mob** and **Crime Scene: Yakuza**. Major NPCs prepared in this way gain feats according to their class, rather than according to the progression given above.

NON-COMBATANT

Hit Die: d4.

CLASS SKILLS

The non-combatant can choose any twelve skills to be class skills.

Skill Points at 1st Level: $(7 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $7 + \text{Int modifier}$.

| NPC Level | Base AttackBonus | AC Bonus | FortSave | RefSave | WillSave |
|-----------|---------------------|----------|----------|---------|----------|
| 1st | +0 | +0 | +0 | +0 | +2 |
| 2nd | +1 | +1 | +0 | +0 | +3 |
| 3rd | +1 | +1 | +1 | +1 | +3 |
| 4th | +2 | +2 | +1 | +1 | +4 |
| 5th | +2 | +2 | +1 | +1 | +4 |
| 6th | +3 | +3 | +2 | +2 | +5 |
| 7th | +3 | +3 | +2 | +2 | +5 |
| 8th | +4 | +4 | +2 | +2 | +6 |
| 9th | +4 | +4 | +3 | +3 | +6 |
| 10th | +5 | +5 | +3 | +3 | +7 |

CHAPTER 3

SKILLS AND FEATS

SKILLS

The following are the skills used in **Crime Scene: Sheriff's Office**. Some remain unchanged from those found in the *Player's Handbook*. GMs should feel free to adapt the rules and skills to suit their own campaigns.

Being a law enforcement officer draws upon a multitude of very unique and specialized abilities that are either 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 **Crime Scene: Sheriff's Office**. 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. 28, new skills are labeled with an asterisk (*).

New Skills

Here are descriptions of the new skills that appear in *Crime Scene: Sheriff's Office*.

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 resources available to the PC determine the difficulty of the check (e.g., 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 by which the character exceeds the DC, they can choose to perform 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.

| 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. |
| Regional (specialized lab) | 10 | 2 days | PROFESSIONAL: Identification, purity, likely effects, composition, and origins of ingredients using cutting-edge equipment. |

SKILL TABLE

| 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 . |
| *Canvas Opinion | Cha | Yes | New. Finding out local opinion & gossip |
| 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. |
| Diplomacy | Cha | Yes | Unchanged. See the Skills chapter in the PHB . |
| *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. |
| *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: Back-Roads | Int | Yes | New. Knowledge of the fastest local routes. |
| *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 . |
| *Local Awareness | Wis | Yes | New. Recognition of local people and their concerns. |
| *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. |
| Search | Int | Yes | Unchanged. See the Skills chapter in the PHB . |
| Sense Motive | Wis | Yes | 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. |
| Survival | Wis | Yes | Unchanged. See the Skills chapter in the PHB . |
| Swim | Str | Yes | Unchanged. See the Skills chapter in the PHB . |
| Tumble | Dex | Yes | Unchanged. See the Skills chapter in the PHB . |

Autoshop (Int)

Description: Many criminals hide objects in vehicles, often in very clever and hard to find places, such as within a car doorframe. 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 the places objects could be hidden and how best to dismantle vehicles, this skill also allows the PC to know if a car has been tampered with and how to make basic repairs. 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.

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

Special: The player may Take 10 when using this skill.

Canvas Opinion (Cha)

Description: Sometimes, what people think is more important than what is actually true. Whereas Gather Information and Research allow the character to discover the facts about a subject, Canvas Opinion uncovers the gossip and rumors. It allows the character to know what would be a popular decision and what would be less well received. The skill also allows the character to discover the perceived history and circumstances surrounding an individual.

Check: A skill check with a difficulty of 10 is required to sample opinion about a topic or subject (What do people think about the new taxes?), and a DC 15 to pick up the information about an individual (Is the sheriff doing a good job?).

Try again? If the check fails, then the character picks up a lot of false rumors and does not get the real picture. She can only try again when this error comes to light; otherwise she wouldn't know she has failed.

Special: The player may opt to Take 10 on the check.

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. A typical business PC is DC15 and a domestic PC is DC10.

For every 5 points by which the character exceeds the DC, they can reduce the time required by one rank to a minimum of one round.

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. Try again? No. A significant failure may mean the PC left evidence of 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 (e.g., talk down a jumper or get a twitchy person to hand over a gun). 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 will 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 taking 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 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 doorframe.

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 he had got it wrong. Once he has left the initial crime scene, it becomes contaminated, so any photos or sketches made later on could not be trusted to be accurate.

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. The GM can use opposed

Drive: Chase checks to determine the results of a car chase.

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 use traffic as cover. Typically, a tailing car stays two to three cars behind the target, 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 will mean penalties to the PC's check. A distinctive car is more likely to draw the target's attention, especially in 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 when there is less incidental traffic.

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, she is faced with a multiplicity of potential clues. She 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 useable evidence or not. For example, if somebody is stabbed and there are knives in a kitchen nearby, she should be able to recognize which ones could potentially match the wounds on the victim, as well as being able to tell bloodstains from items such as dried ketchup or molasses, etc.

Check: Typical checks are made at DC 10 for any piece of evidence, with the following modifiers:

Crime Scene

| | DC |
|------------------------------|-----------|
| The evidence is contaminated | +5 to +10 |
| The evidence is well-hidden | +5 |
| The Crime Scene is large | +5 |
| The Crime Scene is small | -5 |
| The evidence is obvious | -5 to -10 |

Try again? No, the PC is unaware she has misinterpreted the evidence.

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 he has only one chance to collect it properly, otherwise it was either damaged or destroyed during the collection process. If it something like a large pool of blood or an object with several clear fingerprints, he can try again; however, the GM determines if this is feasible.

Special: The PC can Take 10 or Take 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 d4 minutes for every 10 points of the DC per object.

Interview (Int)

Description: This skill represents police interviews that take place outside the interrogation room. Here, 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 skill 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 an 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 (who could tell you, for example, that 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: Back-Roads (Int)

Description: After living or working in an area for a while, the character begins to figure out the

quickest routes and short cuts. They might realize that the shortest route may not always be the fastest, and that by bypassing traffic or road restrictions can get them to a destination that little bit quicker. This is particularly useful for police officers; whether they are chasing a car, or responding to an emergency call out.

Check: A successful Back-Roads check allows a character to reduce the journey time required to get to a specific destination, or to catch up with a car they are chasing. This check can only be made to find a short cut to a particular point, such as a house or a junction in a road. Therefore it cannot be made each round only each journey.

Try Again? If the check fails, then the driver is committed to taking the wrong route. The only way to try again is to double back and make the check again with the appropriate loss of time.

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, which include music, media, and personalities originating from this arena.

Local Awareness (Cha)

Description: Using this skill, characters can recognize and remember people and their associations. (Note that the character's memory is less of an important factor here than her ability to conjure up a real interest in people and thus be motivated to remember them, which is why Charisma is the associated ability score.) In small towns it can give the character that personal touch by always knowing the name of the person and something about them. This helps put people at their ease and makes them feel that the character cares

about them. This may be little more than a "Good Morning" and a simple question about something in their life. It may, however, allow the character to recognize a local criminal and remember what they were arrested for. Are they hanging around with other criminals? Is this a new association and does it mean they should be watched?

Check: A harder difficulty check may be needed for people who remain reclusive, or if the subject is some-one the character has never met or heard of.

Try Again? If the character meets the individual again, they may try again on the next occasion.

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, 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 have 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.

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 hp 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.

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 at 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 hp 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.

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 obtain 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 knows how to work the system - files paperwork, gets favors, sweet-talks the boss, etc. In the event of an emergency where an officer has not followed policy and protocol, this also helps cover his tracks and avoid any possible disciplinary action.

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

For every 5 points success or failure, GMs can also modify the outcome accordingly.

Try again? No.

Special: The PC can Take 10 using this skill.

| Situation | DC |
|---|----|
| Doing a perfectly legitimate action more quickly. | 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 |

Police Interrogation (Cha)

Description: A PC uses 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 (perhaps) 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 (e.g. being frightening, acting angry) and by manipulating the subject's environment (e.g. restricting break times, seating him 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 a lawyer, the police must allow this (although a lawyer can be barred if they show up unbeknownst to the suspect). Also, the suspect can refuse to say anything, as is their legal right.

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 him 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 there could be no fingerprints, because he knows he wore gloves.

Empathetic interrogation makes the interrogator appear more reasonable to the suspect. The interrogator acts warm and friendly. She listens carefully to what the suspect has to say and appears to appreciate the comments he makes. Whenever possible, the interrogator puts herself 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 suspect, making it more likely the suspect supplies more detailed information than he would have otherwise as he rambles 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 a DC equal to $10 + (1/2 \text{ target's level}) + \text{target's Wisdom bonus}$. The GM may decide to add bonuses to the

check based on good role-playing.

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

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.

Surveillance (Wis)

Description: Surveillance mostly involves observing location, object, or a 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

Surveillance can be on foot, from a parked vehicle, or from a building. Unlike stake-outs in the movies, they tend not to be the pretzel and pizza eating gatherings from a 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 to get 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 oneself 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.

Feats






The following feats are used in **Crime Scene: Sheriff's Office**. 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. 36, all new feats are labeled with an asterisk (*).

Here are descriptions of the new feats that appear in **Crime Scene: Sheriff's Office**.

Appraise Suspect

Description: Prior to any interaction or interview, any character can evaluate the subject to work out the best way 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 behavior?
-  Finally, does this person have a medical condition or are they on drugs? If they were drunk, for instance, they may be more talkative, with less fear of the consequences.

Prerequisites: Cha 13+

Benefits: You gain +4 to all relevant Sense Motive and Diplomacy checks.

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: You gain +4 to any Interview or Knowledge: Law checks if using your 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 over it. You should never be judgmental or self-righteous. You 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. You should not be cheap. On the street, bribes range from \$20 to \$200 for regular people, and more money than you are likely to have for rich people.

Prerequisites: Cha 11+

Benefits: You gain a +2 bonus to relevant Gather Information or Police Bureaucracy checks.

Connecting Evidence Description: In many crime scenes the perpetrator leaves 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. You 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. You have the knack of knowing which evidence should not be there, and which evidence might link the crime scene to the perpetrator.

FEATS TABLE

| Feat | Prerequisites | Details |
|-------------------------------|--|--|
| Alertness | | See Feats chapters in PHB . |
| *Appraise Suspect | Cha 13 | Ability to determine the reliability, honesty, and background of individuals. Gain +4 bonus to all relevant Sense Motive and Diplomacy rolls. |
| *Archive Knowledge | Access to police archive | Gains +4 bonus to relevant Interview or Knowledge: Law checks. |
| *Bribing | Cha 11 | PC is an adept at bribing and has a +4 bonus to relevant Police Bureaucracy or Gather Information checks. |
| Combat Reflexes | | See Feats chapters in PHB . |
| 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 Helicopters. Can be taken multiple times. |
| *Emergency Medic | Wis 11 | PC has received training in first aid and treating injuries. No penalty to Medical Assistance checks when attempting to stabilize. |
| Endurance | | See Feats chapters in PHB . |
| *False Sincerity | Cha 11 | PC receives a +2 bonus to all Bluff and Disguise checks. |
| *Fingerprint Taking | | PC is proficient in collecting and collating fingerprint samples, gaining a +4 to relevant Gather Evidence and Spot checks. |
| *Good Right Hook | Base attack bonus +1 | PC gains +1 damage to her unarmed attacks and does not provoke an attack of opportunity when making an unarmed attack. |
| Great Fortitude | | See Feats chapters in PHB . |
| *Imposing | Con 13 | PC can use his police status to influence the general public. He receives a +4 bonus to all relevant Bluff and Intimidate checks. |
| Improved Initiative | | See Feats chapters in PHB . |
| *Informant Handling | Cha 13 | PC knows how to extracting information and services from informants. +4 bonus to Police Interrogation or Intimidate checks 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. |
| *Media Handling | Cha 13 | Ability to handle the media. +4 bonus to relevant Bluff and Diplomacy checks. |
| Point Blank Shot | | See Feats chapters in PHB . |
| *Posse up/Deputise | Sheriff character class only. | Grants the sheriff a +4 bonus to Diplomacy and Police Bureaucracy checks when organizing special deputies. |
| 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. |
| *Promotion: Captain | Promotion: Lieutenant | PC gains promotion to the rank of Captain with the relevant increase in pay and position. |
| *Promotion: Sheriff | | PC gains promotion to the position of Sheriff with the relevant increase in pay and position. |
| *Political Influence | Cha 14 | Gives PC a +4 bonus to Intimidate and Police Bureaucracy checks when dealing with local Sheriffs |
| Ready Weapon | Base attack bonus +1 | PC can ready a weapon as a free action, and reload or clear a jammed firearm as a move action. |
| *Sidearm Weapon Proficiency | | Allows the PC to use a sidearm weapon without a -4 penalty. |
| *Simple Weapon Proficiency | | Allows the PC to use a melee weapon without a -4 penalty. |
| Skill Focus | | See Feats chapters in PHB . |
| *Strong Stomach | | PC gets a +4 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 a +4 bonus to Diplomacy and Intimidate checks. |
| 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. +4 bonus to all relevant Spot and Search checks. |
| Weapon Finesse | | See Feats chapters in PHB . |
| Weapon Specialization | Proficient with weapon, base attack bonus +1 | 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: Wis 11

Benefits: Gain +4 to relevant Search and Spot checks.

Driving License

Description: You have received extensive police training, including driving. You 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: You no longer suffer the -4 penalty for using that type of vehicle.

Emergency Medic

Description: You have training in emergency response. You may be ex-military or have an emergency services background. You are often expected to help other characters in an emergency where there is a "man down".

Prerequisites: Wis 11

Benefits: You no longer suffer a -4 penalty to Medical Assistance checks when attempting to stabilize a patient.

Fingerprint Taking

Description: You are proficient in taking fingerprints from crime scenes. This feat assumes that you 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: You gain a +4 bonus to all relevant Gather Evidence and Spot checks.

Good Right Hook

Description: You are sufficiently burly to deliver a good right hook if you choose to do so. This is not a standard police procedure of course.

Prerequisites: Base attack bonus +1

Benefits: You gain +1 damage to your unarmed attacks, and no longer provoke an attack of opportunity when you make an unarmed attack against an armed opponent.

Handwriting Analysis

Description: As a trained criminal psychologist, you are able to analyze handwriting and learn things about a suspect. With this skill you can determine intent, mood, and behavioral traits by examining the nature and shape of the writing.

Prerequisites: Psychological Profiling

Benefits: You gain a +6 circumstance bonus to Sense Motive when reading the writing of any suspect.

Imposing

Description: You are able to make the uniform count when it matters. You 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: You gain a +4 bonus on relevant Bluff and Intimidate checks.

Informant Handling

Description: Contacts need sustaining. They are not always unfortunate runts that you can rough up a bit for "the word on the street." Informants are human. They won't be very happy if all you do is tap them for information without some reward. Contacts have to be maintained and need lots of attention: if the contact is a bar owner, then you need to drink in that bar; if a secretary, it is going to cost you lunch every now and then, even if you do not want a particular snippet of 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 need.

Prerequisites: Cha 13

Benefits: You gain a +4 bonus on any Police Interrogation or Intimidate checks when dealing with informants.

Media Handling

Description: In high profile cases you will be expected make statements to the press, hold press conferences, or give interviews. You 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: You gain a +4 bonus on all Bluff and Diplomacy checks relating to the media.

Political Influence

Description: By electing a sheriff rather than appointing a chief of police, the community can register their displeasure with the performance of a sheriff by voting in a new man. This system makes sure the Sheriff stays accountable to the electorate. However, the need for the Sheriff to be a member of a political party also means that they are tied to the interests of that party and the need to remain popular. You have connections to the political parties and can use these ties to exert pressure on sheriffs to get your own way.

Prerequisite: Cha 13

Benefit: You gain a +4 circumstance bonus on Intimidate and Police Bureaucracy checks relating to the local sheriff and her deputies.

Posse Up/Deputize

Description: In times of urgent need, a sheriff can make a citizen Special Deputy to help carry out searches; or on a larger scale to assist in emergency work with, for example, natural disasters such as floods, earthquakes or tornados. When required to organize such a large group, it falls on the sheriff to utilize this resource and to make sure that these deputies remain safe and do not break the law.

Prerequisite: Only the County Sheriff character class can take this feat

Benefit: The sheriff Character gains a +4 circumstance bonus to Diplomacy and Police Bureaucracy checks when organizing a search or rescue operation using special deputies.

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.

Prerequisites: The previous rank feat, if there is one.

Benefits: You gain the rank, getting the pay and position to which that entitles them.

Strong Stomach

Description: A police officer occasionally encounters scenes that are unpleasant. You are relatively unshaken by gory scenes.

Prerequisites: None

Benefits: You gain a +4 bonus 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. You are capable of doing just that.

Prerequisites: Cha 13

Benefits: You gain a +4 bonus on 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: You gain a +4 bonus on all relevant Spot and Search checks.

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

Sidearm 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.

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.



EQUIPMENT

Red Pine Hollow 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).

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.

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 from 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. 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.

Handcuffs: 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 effective Dex of 4. They can only move at quarter speed and cannot run or jump. A Pick Lock check at DC 35 is required to remove shackles; 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 as long as they register it with the force and it falls within simple parameters. The GM can find out which weapon the police agen-

cies 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.

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.

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.

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.

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.

Winchester M70 (.306)

This is one of the world's classic deer hunting rifles. Although it has gone through various incarnations, it remains a highly accurate bolt-action rifle, capable of bringing down a full sized deer at 400 yards with a single shot. The rifle is fitted to accept all standard scope accessories.

| Weapon | Damage | Crit | Type | Range | Ammo | Weight |
|--------------------------|--------|-------|-----------|-------|--------------------|--------|
| Colt M1911 (.45 ACP) | 2d6 | 20 | Ballistic | 30 ft | 7 round box | 3 lb |
| Glock 17 (9mm pistol) | 2d6 | 20 | Ballistic | 30 ft | 17 round box | 2 lb |
| Ruger GP 100 | 2d6 | 20 | Ballistic | 20 ft | 6 round chamber | 2 lb |
| H & K MP5 | 2d6 | 20 | Ballistic | 20 ft | 15 or 30 round box | 7 lb |
| Colt M16 A2 (5.56) | 2d8 | 20 | Ballistic | 80 ft | 30 round box | 7.5 lb |
| Remington 870 (12 gauge) | 2d8 | 20 | Ballistic | 20ft | 5 shell internal | 7 lb |
| Winchester m 70 (.30-06) | 2d10 | 19-20 | Ballistic | 100ft | 5 round internal | 7 lb |

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 officers. 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.

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.

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.

| Weapon | Damage | Critical | Type | Size | Weight |
|-----------------------------|--------|----------|----------|------|--------|
| Spring Coil Baton | d4 | 20 | Bludgeon | S/M | 2 lb |
| Night Stick | d6 | 20 | Bludgeon | M | 2 lb |
| Switchblade/ Flick Knife | d4 | 19-20 | Piercing | S | 0.5 lb |
| Baseball Bat | d6 | 19-20 | Bludgeon | L | 3 lb |

POLICE VEHICLES:

Red Pine Hollow Law Enforcement Officers drive Ford Crown Victoria model sedans. Most departments have one or more 4-wheel drive vehicles for utility situations. These are Chevrolet Tahoes, and Jeep Cherokees.



CHAPTER 5

**SHERIFFS OFFICE:
RED PINE HOLLOW**

From the beginning, the isolation of the community created a fierce spirit of independence; as other towns grew and prospered, the residents of Red Pine Hollow, suspicious of change, clung to their way of doing things. They remain slightly aloof from the rest of the county even to this day, treasuring the past and maintaining the town's traditions.

There has been a sheriff's office at Red Pine Hollow since 1875. Things have, however, changed since the days when only one officer of the law was needed to keep the peace and "Protect and Serve" the community. As the logging industry increased, so too did the number of police officers to deal with the resultant problems. Their work usually consisted of little more than breaking up bar fights and cooling off the drunks celebrating the arrival of their paychecks. When America entered World War 2, the population of the town swelled to such an extent that the sheriff's office was made a municipal division. This separated it from the county sheriff's department. Even after the war ended and the town's population declined the sheriff's office remained independent.

Unfortunately, not even a small community in an isolated town can avoid the hazards of the outside world; as Red Pine Hollow's industry suffered, depression and drugs made their appearance. With the resultant increase in crime came a second expansion of the sheriff's office - to three full-time deputies. Along with the elected Sheriff Walter Dane, there is Sergeant Jimmy Marshall, Deputy Pete Bailey, and the newly transferred street cop Catherine Walsh. Running the reception desk is Lucy Weatherspoon, who is also radio operator during the day. The widow of the former sheriff Bob Weatherspoon, Lucy's tasks include collating paperwork and managing the payroll.

Walter, Jimmy, Pete and Catherine work closely with the county sheriff's office, the State Troopers

and the Oregon Park Rangers' Department, all of whom have jurisdiction in the area. With more serious cases, they provide the small team with backup, forensic and detective skills. Despite these links, the county sheriff officers and state troopers look down at the small town operations of Red Pine Hollow as an anachronism; they frequently make jokes about the office's "Hick" status and its "Hill-Billy" deputies.

Visitors and travelers are largely to blame for the rising crime levels in the town, as the majority of crimes are traffic violations. People try to use Red Pine Hollow as a short cut, or assume they're so far off the beaten track that they can drive as fast as they like. Ironically, other crimes are due to the construction of the nearby prison. Trailer parks were set up for the construction workers and these parks now provide some of the cheapest housing in the area, thereby attracting many poor and desperate families. Unemployment in the area is high and many of these families are on welfare. These people are responsible for much property related crime i.e., vandalizing and robbery.

As well as being responsible for soaring crime rates, the prison also plays its part in the town's drug problem - it literally has a captive market of consumers. The town always had small time dealers, but these were pushed out as larger gangs connected to prison inmates arrived. As they settled in, these gangs started to supply the residents of Red Pine Hollow and found a ready market. The Sheriff realized that drug abuse was a real problem when he busted gang member Jimmy D. for supplying his girlfriend and her friends in a bar. Unluckily for the sheriff, instead of phoning a lawyer, Jimmy D. used his phone call to alert his friends. As a result, they had time to hide their stash before the Sheriff could bust them. Now the gang is under suspicion and its members are keeping their heads down. Jimmy D. is awaiting trial in the county jail, and never good with his money, now lacks the cash for bail.

THE STATION HOUSE

The new, purpose built station house was built in 1984 and can be found at the west end of Main Street. This replaced the older 'Jail House', now renovated and converted into the Hen Heaven diner. The Station House is surrounded by a six foot high brick wall, topped with anti-climb bars. There's public parking out front and a secure yard big enough for ten cars behind; this provides parking for the station's four cars, as well as any impounded vehicles and cars involved in accidents. Fortunately there's enough space for an old 1940s squad car that Walter has had restored, and which he drives at Independence Day parades.

The reception is at the front of the building just off the public car park. It is here that Lucy works, alongside any of the other officers who have time to sit down and catch up on paperwork. Two doors (one on each side of the counter) lead into the main office. To the undiscerning eye, this contains an untidy mixture of PCs half covered with files. Some of these files lie next to newspaper clippings, notes, charts, mind maps, flip charts, board pens, cigarette butts and unwashed coffee cups. The surrounding walls are covered with safety and informational posters, district maps, wanted posters, reminders and new regulations. Order, however, comes out of chaos and this is the room that is used to explore any crime that requires detective work rather than the mere presence of the police to solve. Although Lucy has tried to drag the station house into the 21st century, most of the old records are still here, stored in piles of dusty boxes and filing cabinets.

Secure rooms lead off the office: the first is an evidence-come-gun-locker, in which all goods, contraband, narcotics, etc. seized from crime scenes are bagged, tagged and stored. This room also acts as a store for most of the emergency equipment the office has been supplied with over the years, from chemical protection suits to crime scene tape. There is a safe for petty cash and keys, and this is usually left open. Deputy Catherine has gone on record many times saying how lax and sloppy this area is. Beyond the evidence locker are two small holding cells. Each has two folding bunks and a toilet, nothing more. Walter tries to keep the cells clean, but the smell of urine and vomit still clings to the area.

From the back office a set of stairs leads to the upstairs recreation area. This is where the real business of policing goes on. A pot of stale coffee sits next to a small TV that is usually turned on to the latest big game. In front of it, two battered sofas act as seats and makeshift beds. In the corner of the room there's an old ladder that leads up to a hatch in the roof, allowing access to the radio mast and civil defense siren. Above the cell area are the lockers and washrooms.

Uniforms, Weapons And Equipment

The sheriff's office has to buy all its own equipment and uniforms, as it isn't under the remit of the county's supply department. As a result, they are usually a little behind with the latest gadgets and equipment. Walter is nonplussed by this; he likes to stay well within budget. If it works, what's the point of upgrading it? His motto has always been, "Keep it simple and use it well".

All the deputies wear a basic dark brown uniform over a light tan shirt in keeping with the county sheriff's department. The sheriff's office has its own badge and this is worn on the shoulder of both jacket and shirt. Each deputy carries their own radio, set of cuffs, pocketbook, and keys. The keys open the gun rack on each vehicle, as well as the cuffs of any other officer. The deputies also have keys to the station house and to the secure evidence room. In addition to a firearm, the office supplies each officer with a modern "tonfa" style side handle baton. Only deputies Catherine and Jimmy carry their batons as a matter of course, though. Although Walter doesn't officially have to wear a uniform he still wears one everyday, preferring the "professional" look to a more a casual one.

The sheriff's office gives its employees leave to choose their own side arms. These have to be registered at the station house and with the federal authorities. The sheriff and Deputy Pete Bailey both favor more traditional revolvers, whereas Deputy Sergeants Jimmy Marshal and Catherine Walsh use modern automatic pistols.

The Police Vehicles

The Red Pine Hollow sheriff's office has four patrol cars; three are standard saloon patrol vehicles and one a converted 4x4. Jimmy usually claims the 4x4 as his car. All of them have the

usual mix of law enforcement equipment, with radios, radar speed measures, and emergency equipment. Each car is additionally equipped with a Remington 870 pump action shotgun and a Winchester M70.308 deer rifle. These are kept locked onto a gun-rack in each vehicle. Red Pine Hollow is a not a violent place, but the officers can be called out when a driver hits a deer, so the animal has to be put out of its misery.

Sheriff Walter Dane

For the last three elections, Walter has been the almost unopposed elected sheriff of Red Pine Hollow, the only contest coming when local store-owner Doug Jones opposed him on "democratic principle". The contest was very light hearted, with Walter being duly re-elected as sheriff. Walter first became sheriff after the last incumbent was forced to retire due to ill health. At the time, the population of the town only warranted the employment of the two of them, but as the years have gone on, Walter has had to expand his department to include three more deputies, along with a full-time office manager.

At present, the Office deals with about three incidents a day; most are simple traffic violations or misdemeanors arising from drunken behavior. The sheriff is currently under pressure from the warden of the prison, Paul Jorgensen, to tighten up on crime following the town's first drug related arrest. Walter, however, feels he handled the situation well and that the town's problems lie in the rise in drunken violence that comes every prison payday: even the warders drink too much and start trouble.

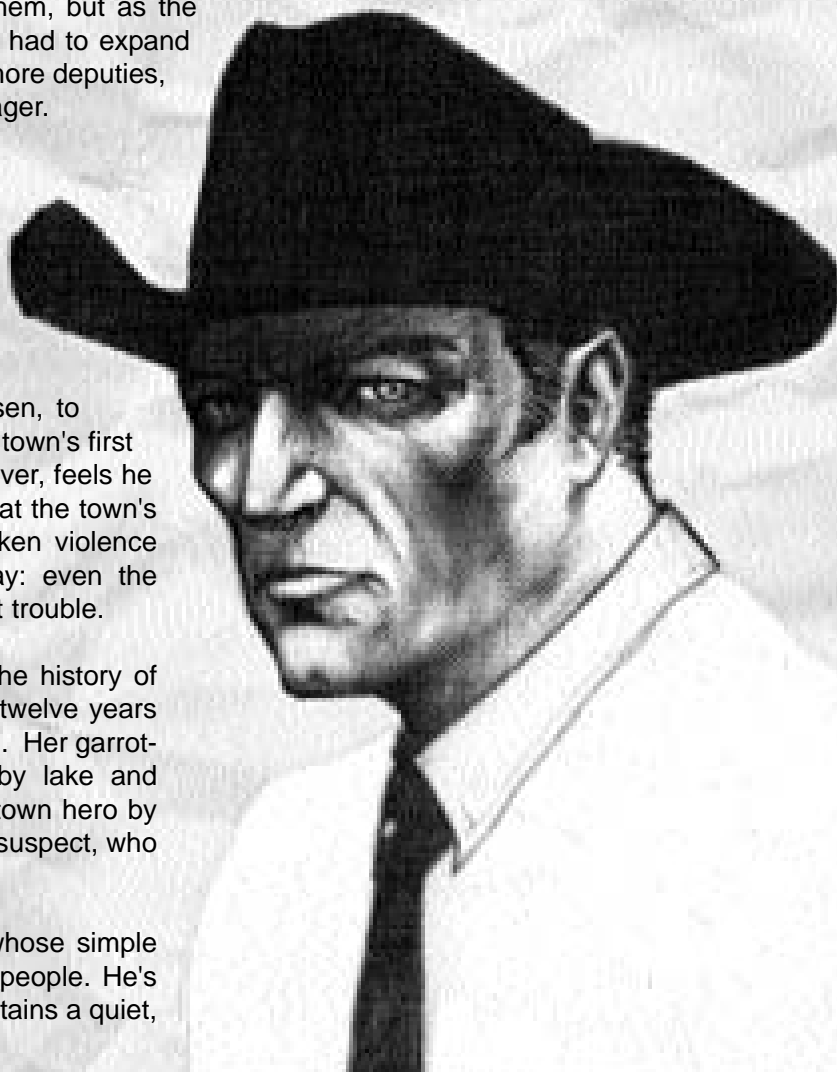
The most shocking incident in the history of Red Pine Hollow occurred over twelve years ago when a woman went missing. Her garroted body was found in a nearby lake and Walter distinguished himself as town hero by finding and arresting the murder suspect, who was subsequently convicted.

Walter is a kind, honest man, whose simple charm comes from his belief in people. He's getting on in years now, but maintains a quiet,

decent image. He has rejected advances from a variety of women, always maintaining that the job comes first. Rumors that he and Margaret O'Hanigan, the curator of the town museum, are having an affair have been circulating for years. In reality, Walter and Margaret are certainly close, but that's all.

Walter's age and attitude are the subject of much debate at the sheriff's office. For years he's been talking about retiring and getting some fishing in down at the lake, but now he's reached retirement age, he seems no closer to retiring than before. This is particularly irritating to Sergeant Jimmy Marshall, who feels his chance to prove himself as sheriff is slipping away.

Sheriff Walter Dane



Plot Ideas:

Walter established his reputation in the town for catching the killer of his classmate Cynthia Maple in 1974. The murder scandalized the town, and when the shocking details emerged the story even attracted the national press. Walter arrested Cynthia's uncle for the crime and it was his testimony that sent him to the gas chamber. What no one knows is that the wrong man was executed. The real killer was Cynthia's neighbor Ed Christy. Christy moved away soon after the murder and has not been heard of until his recent death. His family wants him to be buried in the local cemetery and have asked for the return of his body and effects. Contained within the effects is enough evidence to reopen the case and prove Christy's guilt. Most notably in a letter from Christy confessing his guilt.



The Head of the Aryan Brotherhood gang of drug dealers doesn't like Walter sniffing around their operation, and wants to get on with business. The easiest way for this to happen is for Walter to have an "accident," thus removing him from the investigation. The local boss Jay Adams thinks this is going way too far, as it would just bring them under greater pressure. He favors getting someone to take the fall and carrying on as before. One of these plans has to be put into operation.



Walter really just wants to retire now; he feels he's given Red Pine Hollow his best years and wants to quit before he's too old to enjoy himself. The recent crimes and the general direction the town's going in make him feel he's failed and he no longer has the energy to keep going. He doesn't, however, feel that Jimmy is right to be the next sheriff, so he's going to try persuade store owner Doug Jones to stand for election seriously. If Deputy Sergeant Jimmy Marshal finds out, he would lose any patience he's got left with Walter and this could push him into the hands of the Mexican Mafia.

Sheriff Walter Dane

8th level Sheriff (HD 8d6+8; 36 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 16 (+4 Def, +2 Dex)
Att/Dam: Melee: +5 (Unarmed strike d3+1)
 Melee: +1 (Nightstick d6+1)
 Ranged: +6 (Colt Python .357 2d6)
 Ranged: +6 (Remington 870 2d8)
 Ranged: +6 (Deer Rifle 2d10)
Abilities: Str: 13 / Dex: 14 / Con: 12 / Int: 13
 Wis: 16 / Cha: 17
Saves: Fort +5, Dex +4, Will +9
Skills: Computer Operations +11,
 Diplomacy +17, Drive: Chase +7,
 Gather Information +7,
 Knowledge: Street Sense +11,
 Listen +10, Search +6, Spot +10,
 Sense Motive +14
Feats: Driving License, Media Handling,
 Promotion: Sheriff, Sidearm
 Weapon Proficiency, Skill Focus:
 Diplomacy, Strong Stomach,
 Archive Knowledge, Crack Driver,
 Take Charge, Alertness, Iron Will,
 Long Arm Weapon Proficiency

Deputy Sergeant Jimmy Marshal

"A small-minded and petty man," is how former mayor of the town Frank Garnett describes Sergeant Jimmy Marshall. It is an accurate assessment of the man. He joined the sheriff's office in 1986, transferring from Eugene police department. He saw Red Pine Hollow as a place to make a name for himself, but seventeen years of taking orders from Walter have started to chafe at him. Now he feels his life is slipping away. Originally he thought Walter would soon retire, leaving him to take over as sheriff, but this ambition seems further away than ever. Despite all he's done, he knows that he hasn't got enough support to win an election. Since the last election where Doug Jones stood against Walter, it's been clear to him that he wouldn't even come in second if he were to stand against Walter. As a result, he's become disillusioned with the town and has been flirting with the idea of extortion. He knew that drugs were finding their way into the town long before Jimmy D's arrest, and was turning a blind

eye. He's begun to see the opportunities for making money from his position and the possible power he might gain. Although he hasn't acted on this yet, he's becoming more and more tempted.

Plot Ideas:



Jimmy has intercepted a car containing Napo Rodriguez and Eddie Velez of the Mexican Mafia gang (See Mexican Mafia on page 72). They have made an offer to cut him into their operation by smuggling drugs into the prison - all he has to do is let them go. Jimmy isn't too keen to do business with these people and confiscates their drug shipment, telling them he'll think about it. The Mexican Mafia gang, unhappy with his attitude, have decided to send him a message: unless he goes on their payroll, they will throw Molotov cocktails through the windows of his house and shoot the place up.



If Jimmy becomes sheriff, there's no way

he could have Pete and Catherine working for him: one is too honest; the other too smart. He's been trying to engineer a way of getting one or both of them fired. Initially, this consisted of getting Pete to work the night shifts on Friday and Saturdays, sending him to any domestic calls that came in, knowing full well that seeing any violence towards women can send him into a rage. Likewise, by partnering Pete with Catherine he knows that sooner or later they will rub each other up the wrong way enough to cause an incident.

Deputy Sergeant Jimmy Marshal

6th level County Sheriff's Deputy (HD 6d8+18; 45 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 15 (+3 Def, +2 Dex)
Att/Dam: Melee: +5 (Unarmed strike d3+2)
 Melee: +5 (Nightstick d6+2)
 Ranged: +6 (Glock 17 2d6+2)
 Ranged: +6 (Remington 870 2d8)
 Ranged: +6 (Deer Rifle 2d10)
Abilities: Str: 15 / Dex: 14 / Con: 16

Int: 14 / Wis: 14 / Cha: 11

Saves: Fort +7, Dex +6, Will +4
Skills: Computer Operations +6,
 Diplomacy +4, Drive: Chase +10,
 Knowledge: Street Sense +8,
 Listen +6, Search +6, Spot +6,
 Sense Motive +5
Feats: Driving License, Sidearm
 Firearms Proficiency,
 Simple Weapon Proficiency, Archive
 Knowledge, Crack Driver, Informant
 Handling, Weapon
 Specialization (Glock),
 Imposing, Long Arm
 Proficiency



Deputy Sergeant Jimmy Marshal

Deputy Pete Bailey

Pete Bailey is commonly regarded as the big gentle bear of the town - although when he loses his temper, he's as dangerous as a grizzly. He joined the force after finishing high school as soon as a vacancy opened. Once a keen football player and local sports hero, he had the chance to go to state, but didn't feel he had the drive to make it as a pro. He was a quiet boy, brought up in the town by his mother after his father was killed in a car crash. His mother taught him to be polite, to do his school work and to follow God. As a result, Pete can come across as quiet, naïve, and shy. He still lives at home with his mother and always attends church, even if it this means rescheduling the duty roster for the entire station house.

Pete is a good cop, who cares passionately about the people of Red Pine Hollow. Pete brings a huge tenacity and drive to the office, but also has a fierce temper. He can sometimes display a level of incomprehension at criminal behavior, which has on occasion turned to anger; he has been dragged out of fights on more than one occasion. Pete believes a police officer is the most important job in the world: he makes sure the streets are safe at night and regards himself the thin line between civilization and godless anarchy. He would never consider taking a bribe, or looking the other way - it just isn't in his nature. For him, the Pledge of Allegiance and his vow to uphold the law are the most sacred of ideals.

Pete's found a new sweetheart and he's the only one who can't see that she's bad news. His new love is called Gracie, a waitress at The Rough House bar. She first moved to the town to stay close to her husband while he served time in the local prison. Upon his release, he moved into her trailer, and immediately fell back into his old ways. Pete ended up booking him for assault on Gracie and sent him back down for violating his parole. That night he made sure she was okay, waiting at the county hospital until she was discharged and getting her home safely. To Gracie, he was her knight in shining armor, and to Pete, she was a delicate flower in need of help. Unfortunately, small town gossip has branded her as "White Trash," and cannot see any good coming from the relationship.

Plot Ideas:



Other deputies arrive on the scene of a domestic disturbance to find Pete nearly killing a man. Pete responded to the call, and now neighbors have called the police again after hearing sounds of a fight. What the arriving officers see is Pete beating up a drunk, who he found hitting his wife. Stopping Pete is one thing, but what happens next is another. Walter would say the guy had a taste of his own medicine and leave it at that, telling Pete never to do it again. Jimmy and Catherine think his actions cross the line, and would try and get him suspended (but for very different reasons).



Since deputy Pete Bailey arrested Rough House waitress Gracie Short's husband for assault, they have liked each other. As Pete is too shy to express his feelings for her, he has started to hang around the bar in his off-duty hours in the hope of catching her eye. Gracie is happy for this attention, seeing him as the one good thing to come along in her life. The Rough House, however, is not the place for romantic glances and stolen moments, and while Gracie is more than able to cope with the abuse and comments she picks up each day, Pete is far less inured. It's only a matter of time before he flies off the handle at some remark aimed at Gracie, and ends up in trouble.

Deputy Pete Bailey

3rd level County Sheriff's Deputy (HD 3d8+6; 20 hp)

| | |
|--------------------|---|
| Initiative: | +0 (Dex) |
| Speed: | 30 ft. |
| AC: | 12 (Def) |
| Att/Dam: | Melee: +5 (Unarmed strike d3+3) Melee: +5 (Nightstick d6+3) Ranged: +2 (Colt Python .357 2d6) Ranged: +2 (Remington 870 2d8) Ranged: +2 (Deer Rifle 2d10) |
| Abilities: | Str: 16 / Dex: 10 / Con: 15 / Int: 10 Wis: 13 / Cha: 14 |

Saves: Fort +4, Dex +2, Will +2
Skills: Computer Operations +2, Diplomacy +4, Drive: Chase +4, Knowledge: Street Sense +4, Listen +4, Search +2, Spot +3, Sense Motive +6
Feats: Driving License, Sidearm Firearms Proficiency, Simple Weapon Proficiency, Archive Knowledge, Good Right Hook, Long Arm Proficiency

Deputy Catherine Walsh

Deputy Catherine Walsh is Red Pine Hollow's newest deputy, and the first woman to wear a badge. She's highly conscious of this fact. Having graduated as a law officer with the Portland police department, she transferred to Red Pine Hollow to experience a small town community where everyone knows everyone else. Accustomed to city crime, Catherine is a tried and tested street cop: she knows what she's doing; she's walked some tough beats and has been in some hard situations. Unfortunately, the small town attitude of Red Pine Hollow has backfired on her and it was a shock to the system to discover how the other deputies feel about her. Just because she doesn't know everybody's name, where they live, and what their grandparents did, this doesn't mean she's not good at her job. She doesn't think it's fair that she's constantly getting assigned to minor cases such as finding Mrs. Jones' lost cat. Having curly blonde hair, large blue eyes and the figure of a model doesn't help, as she often feels that people don't take her seriously. As a result, she's aware that she needs to prove herself in the town and has little time for Pete, thinking his old fashioned manners sexist. She particularly dislikes the good ol' boy attitude of Walter and the pettiness of Jimmy.

Plot Ideas:



Catherine has arrested the former manager of the town's summer camp Ben Dury for drunk driving. Walter knows all about the problems Ben's been having and wants to let him off with a stern warning, perhaps getting him to agree to go to a support groups and clean himself

up. Catherine is furious, seeing his decision as undermining her authority as a law officer. Goaded by Jimmy she decides to charge him before Walter arrives at the office.



Foolishly, Pte has tried to patch up the latest row with Catherine by getting her flowers. This has the opposite effect he hoped for. Catherine views the gift as condescending and patronizing. Pete simply can't see why she's so angry: his father used to give his mother flowers when he was sorry and they always seemed to work. Catherine has begun to use words like "Disciplinary Procedure", "Grievance Meeting", and "Law Suit" around the office. As a result, tensions are starting to run high.

Deputy Catherine Walsh

2nd level County Sheriff's Deputy (HD 2d8+2; 11 hp)

Initiative: +3 (Dex)
Speed: 30 ft.
AC: 14 (+1 Def, +3 Dex)
Att/Dam: Melee: +2 (Unarmed strike d3+1)
 Melee: +2 (Nightstick d6+1)
 Ranged: +4 (Beretta 92F 2d6)
 Ranged: +4 (Remington 870 2d8)
 Ranged: +4 (Deer Rifle 2d10)
Abilities: Str: 12 / Dex: 17 / Con: 13 / Int: 16
 Wis: 15 / Cha: 15
Saves: Fort +3, Dex +5, Will +2
Skills: Computer Operations +4, Diplomacy +5 Drive Chase +3, Knowledge: Street Sense +4, Listen +4, Search +4, Spot +6, Sense Motive +3
Feats: Driving License, Sidearm Firearms Proficiency, Simple Weapon Proficiency, Archive Knowledge, Long Arm Proficiency

Lucy Weatherspoon

Lucy is the widow of the previous sheriff of Red Pine Hollow. Well into her sixties now, she continues to keep the home fires burning and minds the office while the deputies are out on patrol.

Her health is as good as it can be for a woman of her age and she has many good years ahead of her yet. Somewhat cranky, she sees herself as the real boss around the station house, believing that only she has any real law enforcement experience. She has a bluff, friendly demeanor and is rarely shocked anymore. Over the years she has seen most things. She can take any crisis in her stride and always keeps her head.

Lucy's job is to keep the office's clerical side in order, dealing with the paperwork and payroll - a task she does with ruthless efficiency. She also manages the front desk, handling everything from tourist enquires, emergency medical attention, and lost children. The rest of the sheriff's office lives in fear and awe of her energy.

Walter recruited her to the post after her husband Bob Weatherspoon died of a stroke whilst fishing some eight years ago. Walter was well aware that Bob had always been reliant on Lucy for help with the paperwork and she was happy with Walter's requests for advice and help. She was immensely proud of Bob's record as sheriff and feels she's helping keep his legacy alive by continuing to work for Walter.

Plot Ideas:



Lucy's house is burgled. Although she doesn't like to admit it or let it show, she's heartbroken. She hates using the sheriff's time like this, feeling he should be out stopping real crime, not chasing after petty criminals on her behalf. In fact it's only because the burglar broke her front window, she's even admitted it happened at all. Lucy has a good idea of who did it: Todd Sanders, an 11-year-old who has set himself on the path to juvenile detention. If he's caught one more time, it could mean custody. Lucy thinks that if she can just have a talk with him, he'll return her things and go straight. What she doesn't know is that Todd is desperate to get out of his home even if this means juvenile hall, just as long as it gets him away from his drunken stepfather. Picking her house was a way of attracting attention to his plight.



Lucy's life insurance company goes bust. She's lost her pension and her savings, and the only cash she's going to get now is the state pension she receives as Bob's widow. She thinks local accountant Bob Cook and insurance broker Victor Mortimer have swindled her. Walter, at her insistence, has looked into her papers and everything on the surface is above board; there's nothing he can do. Lucy views this as a failure on his part and wants to organize a protest by other local people who've lost money to the pair. Bob Cook, on the other hand, wants to get an injunction from the magistrate to block any such action.

Lucy Weatherspoon

3rd level Non-Combatant (HD 3d4; 7 hp)

Initiative: -1 (Dex)
Speed: 30 ft.
AC: 10 (+1 Def, -1 Dex)
Att/Dam: Melee: -1 (Unarmed strike d3-2)
Ranged: -4 (Deer Rifle 2d10)
Abilities: Str: 7 / Dex: 9 / Con: 10 / Int: 14 / Wis: 15 / Cha: 14
Saves: Fort +1, Dex +0, Will +5
Skills: Computer Operations +3, Diplomacy +4, Knowledge: Street Sense +2, Listen +4, Local Awareness +4, Police Bureaucracy +5, Search +3, Spot +4, Sense Motive +3
Feats: Driving License, Strong Stomach

Trooper Barney Wallace

The interstate and western borders of the town lie under the jurisdiction of the Oregon State Police. A single patrol officer from this force will regularly patrol these areas by bike or patrol car. For more serious incidents along these borders, a detective may be assigned to investigate a case. There are also specific units to deal with gang and narcotics related crimes.

The task of patrolling the roads to the west of town is usually given to vehicle patrol officer - Trooper Barney Wallace. It is his job to keep the roads safe and to deal with any accidents on his territory. Although quite young, he has a lot of experi-

ence and has dealt with many horrific car crashes. This has become something of a pet subject with him and he delights in telling ghoulish stories of road injuries and mutilation. As a result, many people choose to avoid eating with him, as he will begin to relate yet another story of gruesome death. This reticence on the part of others to socialize with him just makes Barney keener to impress them with his tales.

Plot Idea:

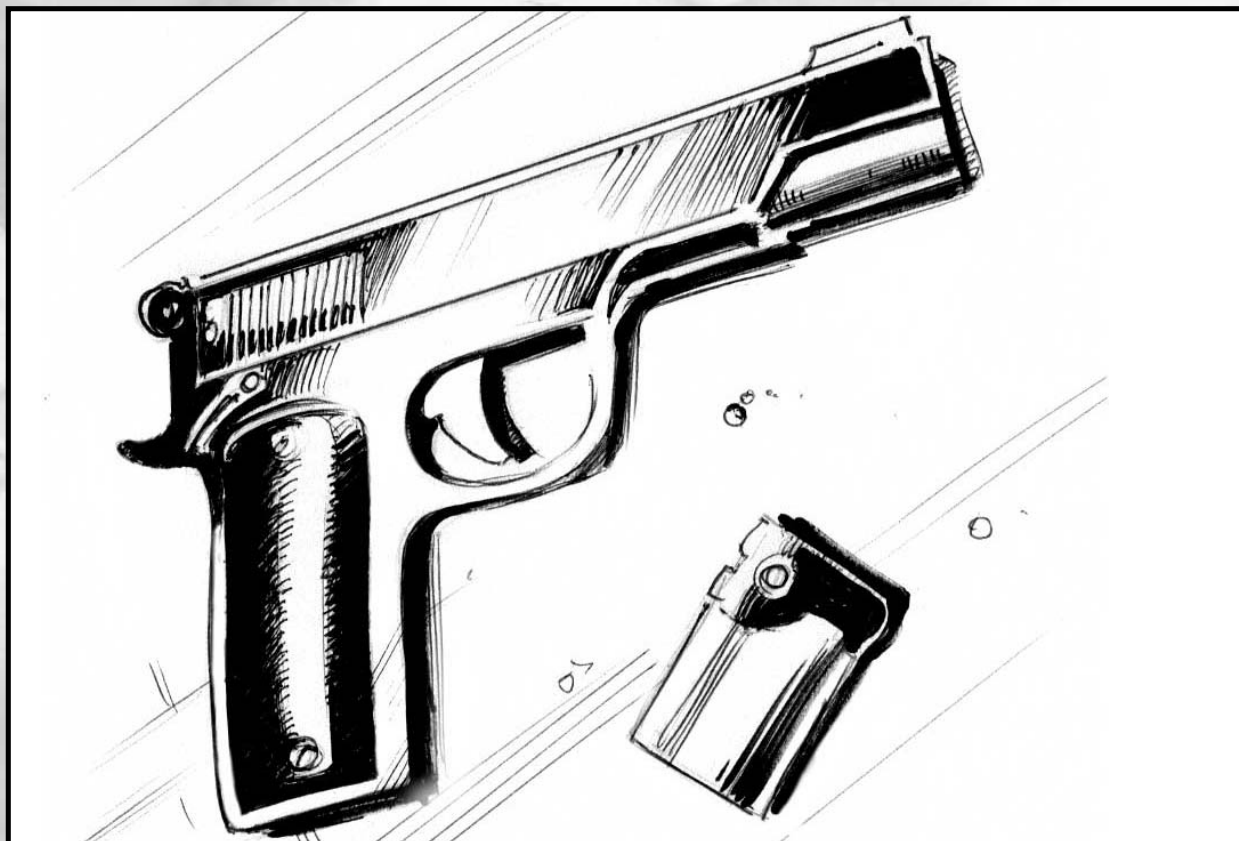


Barney tries to stop a car for speeding, but when the driver refuses to stop, a chase ensues. This car turns into Red Pine Hollow at high speed. Although he's radioed ahead to try and get the sheriff's office to intercept the car, no one is available. Barney loses the car and angrily blames Walter for not stopping it. The problem is that the driver of the car had only committed a misdemeanor, and as such this isn't a high priority. Barney has a gut feeling that the driver was guilty of something else and wants the sheriff's office to help him track the car down.

Trooper Barney Wallace

3rd level State Trooper (HD 3d8+2; 11 hp)

Initiative: +1 (Dex)
Speed: 30 ft.
AC: 13 (+2 Def, +1 Dex)
Att/Dam: Melee: +4 (Unarmed strike d3+2)
 Melee +4 (Baton d6+2)
 Ranged: +3 (.357 revolver 2d6)
Abilities: Str: 14 / Dex: 13 / Con: 13 / Int: 15
 Wis: 12 / Cha: 11
Saves: Fort +3, Dex +2, Will +3
Skills: Bluff +3, Diplomacy +2, Drive: Chase +8, Intimidate +5, Knowledge: Law +7, Knowledge: Street Sense +7, Listen +3, Spot +6, Sense Motive +4
Feats: Long arm Weapon Proficiency, Sidearm Weapon Proficiency, Simple Weapon Proficiency, Driving Licence, Crack Driver, Dodge and Endurance.



CHAPTER 6

LOCAL PERSONALITIES

Even though Red Pine Hollow is a small town, there's something interesting about every person who lives there: everyone has a story to tell, an opinion to express, and a history to relate. Many of these people are described below. They are familiar faces around the town, and some of them have appeared in the local paper, "The Herald". Some of these people hold positions of power; others are well known, but for more infamous reasons. GMs should feel free to add or remove people as they see fit if they want to accent a different theme or style of adventure.

Town Magistrate Charles Connor

Retired lawyer Charles Connor holds the role of local magistrate. Ten years ago, he left Portland to spend his retirement in Red Pine Hollow; he had always dreamed about not having to get up for work in the mornings, spending lazy days fishing in the lake, and generally taking it easy. Unfortunately, he ended up with too much spare time on his hands and this was rather a shock to the system after the stressful, frenetic lifestyle that he had been used to. For this reason, it seemed a blessing from heaven when he was offered the position of magistrate for the town; this led to additional work with the local prison's parole board.

In his youth he was passionately involved with civil rights issues and was arrested twice for protests against the Vietnam War; during the sixties, he was a player in much of the freedom movement's activities. Age has now mellowed the radical side of him and turned him into a cynic. For all the enthusiasm and passion the sixties embodied, he feels it accomplished very little: the war in Vietnam ground on; and although they fought for racial equality, institutional discrimination remains just as prevalent as ever.

As a result of this cynicism, it took him a long time to warm to Sheriff Walter Dane. At first he thought the sheriff was just as bad as every other cop he'd met, and Walter's good old boy nature and rustic charm didn't help matters. But as time went on,

Connor began to appreciate that Walter was actually a very decent man who just knew that the law has to be applied, and that mercy and justice are not the same.

Charles still keeps Walter on a tight leash, and never signs warrants without checking them. He will always take an interest, no matter what the hour, and demand that the deputies keep good account of themselves and their actions. Although Charles has a grudging appreciation for Walter, this does not extend to the other members of his team: he views Jimmy as everything he dislikes about the police; he feels that Pete should be dismissed for his brutality; and he considers Catherine to be too aggressive. Every local warrant or bail application has to go to the town magistrate for approval. A stickler for justice, Charles will not issue a warrant unless he has sufficient grounds for probable cause.

Plot Ideas:

In 1968, Charles Connor made a name for himself after suing the police for beating two black civil rights protestors. Although he won the case, it wasn't easy, as he faced constant attempts to threaten and intimidate him. He became well known as one of the famous radical lawyers of the day. Now Billy, one of the Aryan Brotherhood bikers, has found out about his past and thinks the gang should start a campaign of terror against him. Gang leader Jay Adams knows this will attract exactly the kind of attention they are trying to avoid, but Scotty and Ray feel this makes him a weak leader and are prepared to go along with the idea. Some one suggests kidnapping Charles and beating him up in front of a burning cross in the style of the Klu Klux Klan. Jay has found out about this and wants to get his girlfriend to anonymously phone Walter. He's worried, though, that the gang might find out and accuse him of treachery.



Charles refuses to grant Deputy

Sergeant Jimmy Marshall a warrant to search the Sanders property after finding nothing on a previous search of their home. He thinks that Jimmy has begun to harass the family and is close to lodging a complaint about it. Jimmy, on the other hand, is adamant that the trailer contains stolen goods, and he's anxious to search it again. He knows that by going in without a warrant he risks censure and the evidence he finds will be inadmissible in court.

Town Magistrate Charles Connor

3rd level Non-Combatant (HD 3d4; 8 hp)

Initiative: +0 (Dex)
Speed: 30 ft.
AC: 11 (Def)
Att/Dam: Melee: +2 (unarmed strike d3+1)
 Ranged: -3 (double barreled shot gun 2d8)
Abilities: Str: 12 / Dex: 10 / Con: 11 / Int: 16
 Wis: 14 / Cha: 16
Saves: Fort +1, Dex +0, Will +5
Skills: Bluff +9, Diplomacy +4, Gather Information +3, Knowledge: Law +5, Knowledge: Politics +4, Knowledge: Street Sense 4, Listen +4, Local Awareness +5, Spot +3, Sense Motive +5
Feats: Driving License, Skill Focus: Knowledge (Law)

Abigail Shieman, County Medical Examiner

Red Pine Hollow falls under the jurisdiction of newly appointed medical examiner, Abigail Shieman. It is her responsibility to sign death certificates and to establish the cause of death when a doctor is not present. If the cause of death is unclear or is a consequence of criminal action, Shieman can insist that the sheriff's office conducts a criminal investigation.

Abigail is a tough, no nonsense woman: she has never been squeamish around dead bodies and is quite critical towards those who are. This is largely due to the fact that she grew up with dead

bodies - her father ran a funeral firm. She became the county medical examiner after finishing medical school when she decided to enter the world of forensic medicine. This was real detective work to her, figuring out the whys and how's from only a few hidden clues left on the body. She can come across as quite ghoulish as a result and has developed something of a reputation among the law officers for being "Creepy".

After serving three years as a pathologist she was promoted to Medical Examiner for the county. At first she took lots of advice from her staff; although the forensic aspects of the job were very familiar to her, the administrative duties were entirely new. Now she feels she has a grasp of the position and wants to start making the post her own.

Plot Ideas:



Under Independence County Ordinances, if a sheriff is dismissed or dies, it is the duty of the Medical Examiner to stand in. The murder of the Sheriff would put her in charge of the office and any subsequent investigations. Usually, this would simply involve the delegation of this task to another trained professional, but if there is doubt as to the circumstances of death or implications of collusion with other officers, this might not be the case.



The prison also falls under the jurisdiction of the county medical examiner. One morning, a prisoner is found dead in their cell and an autopsy reveals murder - possibly a punishment killing. The victim was killed for failing to pay money owed to drug dealers. None of the other prisoners will say what happened. Evidence from the autopsy points to the prisoner being drowned in his cell toilet. High levels of narcotics found in the body also point to drugs as a motive. Abigail insists that this case becomes a full homicide investigation conducted by the police, rather than an internal prison investigation.

Abigail Shieman

4th level Non-Combatant (HD 4d4; 8 hp)

Initiative: +0 (Dex)
Speed: 30 ft.
AC: 13 (+2 Def, +1 Dex)
Att/Dam: Melee: +1 (unarmed strike d3-1)
Abilities: Str: 8 / Dex: 12 / Con: 10 / Int: 15 /
 Wis: 16 / Cha: 17
Saves: Fort +1, Dex +2, Will +7
Skills: Bluff +10, Diplomacy +10,
 Knowledge: Autopsy +12,
 Knowledge: Biology +9,
 Knowledge: Finance +9, Listen
 +10, Medical Assistance +10, Spot
 +10, Sense Motive +10
Feats: Driving License, Skill Focus:
 Knowledge (Autopsy)

Frank Garnett

The Garnett family has been the largest landowner in the area for over a hundred years. The family settled in the town soon after it was founded and began to buy up land. Through the depression and the recent slumps they have weathered the storms and continue to be a power within the community. The head of the family concern is now Frank Garnett, who took over the property business after the death of his father in the seventies. The Garnett family has always taken pride in Red Pine Hollow, which they view as their own. Frank Garnett broke from tradition when his wife died - he resigned from the position of mayor and withdrew from public affairs. Prior to this, the mayor had always been a Garnett or someone connected to the family.

Frank has had more than his fair share of family tragedy. In 1993, his son died of a drugs overdose when experimenting at college. Three years later, his wife died of an overdose of anti-depressants. Now in this late 40s, Frank lives alone on a large ranch estate, just north of the town. His mother Lillian still lives in the old family home in the town, but rarely sees him. Frank is now a cold and embittered man. His family and his wealth have brought him nothing but sorrow, and it seems clear to him that he will be the last to bear the Garnett name.

Plot Ideas:

Frank Garnett's support still counts for a lot in this town. His support for Sheriff Walter Dane helped him secure his job. Deputy Sergeant Jimmy Marshall knows that if he can persuade Frank to back him in the next election, he could well win. He knows, however, that Frank doesn't like him and so feels that some sort of blackmail or coercion may be the only way to succeed. In his off-duty hours, Jimmy has begun digging up the dirt on Frank - he has recently heard rumors of him seeing someone late at night, possibly an employee. If Jimmy can discover who this is, he might get a hold over Frank, who is indeed seeing someone. He would be highly embarrassed if his visits to Nancy Redman, the waitress at The Rough House, were to become common knowledge.



Frank owns various business concerns around the town, the most prominent of which is Garnett Construction. This company undertook the majority of work for the construction of the prison, hiring workers from all over the state to complete the project on time. Yakuza mobster Matsume Hiro is being held at the prison and his associates intend to rescue him. In order to do this, they need the prison plans, which are still at Garnett Construction. After breaking into the construction office they discover that Frank keeps them at his home, which has a state of the art security system. As the gangsters try to break into Frank's ranch, an alarm triggers at the sheriff's office. The intruders will not hesitate to kill Frank and are highly dangerous. Can the sheriff's office deal with this situation? Or will they need back up?

Frank Garnett

3rd level Non-Combatant (HD 3d4+6; 14 hp)

Initiative: +1 (Dex)
Speed: 30 ft.
AC: 12 (+1 Def, +1 Dex)
Att/Dam: Melee: +3 (unarmed strike d3-1)
 Ranged: +2 (9mm Pistol 2d6)
Abilities: Str: 14 / Dex: 13 / Con: 15 / Int: 16
 Wis: 15 / Cha: 11
Saves: Fort +3, Dex +2, Will +5
Skills: Bluff +6, Diplomacy +6, Drive:
 Chase +7, Intimidate +6,
 Knowledge: Business +9,
 Knowledge: Politics +9,
 Knowledge: Street Sense +9,
 Listen +8, Spot +8, Sense Motive
 +8
Feats: Driving License, Sidearm
 Weapons Proficiency

**Doug and Martha Jones,
 Owners of Independence County
 Wood Products**

Doug and Martha Jones run the successful craft shop "Independence County Wood Products," selling hand carved sculptures and knick-knacks to tourists and collectors. Doug is talented at woodwork and produces thin, delicate items in the "Shaker" style. Prior to opening the craft shop he ran several other enterprises, each of which was highly successful until Doug got bored and decided to move on. He's been a chef, a computer software designer, real estate agent, and a reflexologist. As with his current project, all these businesses had a distinctly "green" slant.

Martha supports Doug's decisions entirely and happily follows him from project to project. He moved to Red Pine Hollow after stopping for a break en route to Seattle eight years ago and fell in love with the place. He immediately sold up and moved to the town, taking over a small store. At first, no one in the town thought he'd make any money, but he spotted people's love for simple, elegant design, and it all went from there. Currently he sells the majority of his goods over the Internet, with the store only serving as a showroom for dedicated fans of his work. He has even had to take on two other carpenters to keep up with the demand.

Doug's Wife Martha is just as committed to the environment as her husband; she was happy to move out to the deep forests of Oregon after living in Los Angeles for years. For her, it was the chance to bring up their baby son in a clean, pollution-free environment. Martha caused quite a stir among the town people when she arrived by making no pretence of her Wiccan beliefs. Always strong-minded, she will happily explain her views and ideals to anyone who asks. She speaks her mind freely, roundly condemning anyone who smokes or eats meat.

At the last sheriff election, Doug was appalled to find that no one was going to stand against Walter, so he decided to stand in opposition himself, just to offer a democratic alternative. To him it was merely the exercise of a point of principle, and the whole campaign was run in a very light-hearted way. Doug felt that the cost of running the campaign was a small price to pay for demonstrating the American ideals of freedom and democracy.

Plot Ideas:

As a witch, Martha is called upon to visit one of the prisoners to give him spiritual advice. The prisoner unfortunately has only opted to become a Wiccan to cause as much trouble as possible for the warders arranging religious privileges. When she arrives, Martha is spun a sad story of institutional abuse and corruption. The prisoner wants her to pick up a "care package" from his "sister" to help him get through his time. Martha believes his tale and unwittingly agrees to the pick up and smuggle in the package. The warders, however, are used to spotting contraband coming in and catch Martha with a hollowed out statue of Pan filled with dope. They want to have her charged with possession and intent to supply. It's up to the sheriff's office to sort the mess out.



As Walters considers retiring, he appeals to Doug to run seriously at the next election and be the next sheriff. This has sparked a genuine interest in

Doug. He's started reading up on the law and on the full responsibilities of being a sheriff. Much to his wife's despair, he has also bought a gun and tried out pistol shooting. Unfortunately, gun storeowner William Cross has been crowing about the purchase all over town, declaring Doug's purchase to be proof that he's converted "the hippie" to the wisdom of gun ownership.

In the real world, Wicca is a relatively peaceful, nature-revering religion created by some English eccentrics in the 1950s. If your version of Red Pine Hollow is somewhat more off-the-wall than the realistic version, though, Wicca can be anything from a genuine ancient Celtic shamanic survival, all the way to a devil-worshipping cult whose members are imbued with Satanic powers. Here are some alternative Plot Ideas along those lines:



Martha intends to give birth to the Antichrist right here in Red Pine Hollow. Her husband Doug will be surprised but delighted at the prospect of a second child, not realizing that this baby is not his own but Lucifer's. Martha rapidly gathers a Satanic cult around herself, with various out-of-towners hearing the evil Call of their dark master, and assorted locals being corrupted by Martha too. The first indication of anything out-of-the-ordinary may be the discovery of a ritually sacrificed corpse, carved with occult symbols. See Crime Scene: Supernatural for more information as to how the police deal with occult crime.



Martha's Wiccan practices are reasonably benign, but genuinely magically powerful. She begins to recruit from among the local retired women and bored housewives, building herself a coven of powerful witches. The PCs first learn of the coven's existence by chance, perhaps while pursuing another investigation; the coven members will deny the existence of anything sinister, but will admit that they do meet at Martha's home on the nights of the full moon to

perform their pagan rituals. Once the PCs are aware of the coven, it may sometimes help them, and sometimes cause problems for them. For example, Martha may become aware of the strange goings-on at the Cayuse site (see p. 60), and decide that her coven must go off on a midnight mission to "purify" or "exorcise" the place of any weird spirits that might be haunting it. On another occasion, the coven may come under suspicion when one of its members' husbands dies suddenly; investigation reveals that the coven recently did a spell of "binding" the man, supposedly to ensure that his bullying of and cruelty towards his wife would stop. Could the spell have anything to do with his death? Was it natural causes? Or did one or more members of the coven use their knowledge of herbalism to poison him, despite their supposedly benevolent philosophy.

Doug Jones

9th level Non-Combatant (HD 9d4+18; 41 hp)

Initiative: +1 (Dex)
Speed: 30 ft.
AC: 15 (+1 Def, +4 Dex)
Att/Dam: Melee: +7 (unarmed strike d3+2)
Ranged: +5 (.357 revolver 2d6)
Abilities: Str: 15 / Dex: 12 / Con: 14 / Int: 16
 Wis: 17 / Cha: 16
Saves: Fort +5, Dex +4, Will +9
Skills: Bluff +9, Computer Ops +18, Craft: Cooking +15, Craft: Wood +18, Diplomacy +15, Knowledge: Business +9, Knowledge: Law +15, Listen +15, Profession: Reflexologist +15, Spot +15, Sense Motive +15
Feats: Driving License, Skill Focus (Craft: Wood), Skill Focus (Computer Ops), Sidearm Weapon Proficiency.

Martha Jones

5th level Non-Combatant (HD 5d4+10; 22 hp)

Initiative: -1 (Dex)
Speed: 30 ft.
AC: 11 (+2 Def, -1 Dex)
Att/Dam: Melee: +1 (Unarmed strike d3)
Abilities: Str: 10 / Dex: 8 / Con: 14 / Int: 16
 Wis: 13 / Cha: 15
Saves: Fort +3, Dex +0, Will +7
Skills: Bluff +10, Craft: Herbalism +11,
 Diplomacy +10, Gather
 Information +10, Listen +9,
 Knowledge: Business +11,
 Knowledge: Occult +11,
 Knowledge: Theology +11, Search
 +9, Spot +9, Sense Motive +5
Feats: Driving License, Iron Will

Dr Lydia Williams MD

With over twenty-five years' experience as a doctor, Lydia Williams is the most senior doctor in Red Pine Hollow. Over the years, she has dragged most of its residents kicking and screaming into the world and attended the departure of all the rest. She is a warm-hearted, kind woman who is due to retire at the end of the year. She isn't sure if she is going to hand over her surgery to Dr Miles Wiltse, or invite expressions of interest. Lydia still finds immense pleasure in helping people and watching them get better. She takes each case personally and has a very good bedside manner. Unfortunately, she has not been able to keep up with developments in modern techniques and medicines, which she finds confusing; her urge to use tried and trusted remedies is very strong. Although she has rarely lost a patient, she feels it is time to quit and hand over the reigns to a younger doctor.

Plot Ideas:

Lydia is contacted by Prison Warden Jorgenson to help with a drug rehabilitation program. Although she feels hesitant about dealing with the prisoners, she agrees to help. Her fears are well founded though, as by helping the prisoners kick their habits, she is stepping on the toes of both the Aryan

Brotherhood bikers, and the Mexican Mafia. Both will undertake a campaign of harassment and terror to get her to stop her work at the prison. If the police find out about this, it may be the break they need to expose the dealers.

Dr Lydia Williams

3rd level Non-Combatant (HD 3d4+3; 10 hp)

Initiative: -1 (Dex)
Speed: 30 ft.
AC: 10 (+1 Def, -1 Dex)
Att/Dam: Melee: +0 (Unarmed strike d3-2)
Abilities: Str: 7 / Dex: 9 / Con: 12 / Int: 16 /
 Wis: 17 / Cha: 14
Saves: Fort +2, Dex +0, Will +6
Skills: Counseling +8, Craft: Flower
 Arranging +9, Diplomacy +8,
 Gather Information +8,
 Knowledge: Nature +9, Local
 Awareness +8, Medical
 Assistance +9, Listen +9, Spot +9,
 Sense Motive +9
Feats: Driving License, Emergency
 Medic

Dr Miles Wiltse MD

Not yet in his thirties, Miles Wiltse is the town's dashing young doctor. He took over a small practice in Red Pine Hollow after graduating from medical school. While the rest of his peers went into emergency room residencies at hospitals and tried to become surgeons, Miles turned his back on the big city. He thought he could really make a difference in a small town. At first the town was less than welcoming to the new doctor; he was regarded as inexperienced and just too good-looking to be taken seriously. That changed when he saved the life of a young boy who was injured at the summer camp. Miles was able to keep him alive and his prompt action meant the boy's arm could be reattached (see Ben Dury).

Last year Miles married local beauty Tracey Richardson, a former homecoming queen. She now works as a nurse and receptionist at his surgery. He has become one of the most respected town residents, his practice growing to be the second largest in the town.

Plot Ideas:

When a man staggers up to Miles' front door in the early hours with a severe knife wound in his chest, Miles is torn between his Hippocratic oath and his responsibility to inform the law about what is clearly a violent assault. Having sewn the man up as best he can, he is in the process of phoning the sheriff when the man runs out of the house. The Sheriff has to find out who the man was, how he is, and who wounded him.



Two teenagers fake an emergency call to get Miles out of his surgery. They then break into the doctor's supply cupboard and steal all the medicines with the aim of getting stoned. Unfortunately, among the drugs they stole are some very strong sedatives and tranquilizers. Miles is terrified the kids won't know the relative strengths of the drugs and will take them unwittingly. The police have got to track down who took the drugs before they inadvertently overdose and die.

Dr Miles Wiltse

4th level Non-Combatant (HD 4d4-4; 7 hp)

Initiative: +1 (Dex)
Speed: 30 ft.
AC: 13 (+2 Def, +1 Dex)
Att/Dam: Melee: +3 (unarmed strike d3+2)
Abilities: Str: 14 / Dex: 13 / Con: 9 / Int: 18 / Wis: 17 / Cha: 15
Saves: Fort +0, Dex +2, Will +7
Skills: Diplomacy +9, Drive: Chase +8, Knowledge: Autopsy +9, Knowledge: Biology +9, Knowledge: Pharmacology +9, Medical Assistance +10, Search +9, Sense Motive +10
Feats: Driving License, Emergency Medic

Reverend Christopher Ford

This aging, frustrated cleric is the minister at The Church of The Nazarene in the town square. Owned by The Evangelical Church of The

Nazarene, The Church of The Nazarene is the oldest church in Red Pine Hollow. Reverend Ford preaches salvation, redemption, and a return to good old American values.

Christopher really does believe in the message the church is preaching, but finds it hard to convert his enthusiasm into words and lacks the charisma to really sway his congregation. As a result, The Church of The Nazarene is becoming less patient with him, and there is talk about replacing him. With a rather uncharitable spirit, Reverend Ford is perceived as a poor return on investment.

Plot Ideas:

Recently, The Church of The Nazarene has come under heavy scrutiny from the federal authorities for its fund raising and spending policies; and the Reverend in turn has come under a lot of criticism.



As usual, there is a poor response to Reverend Ford's most recent, unimaginative appeal for donations. Unfortunately, when two men in ski masks burst into the church late one night demanding the money, they do not believe that a few hundred dollars is all that he's raised. They beat him up badly to make him tell them where the rest is hidden. Sheriff Walter Dane must now take on the case. He might well be forced to call in someone with more experience, however, if Reverend Ford dies, or if similar attacks have taken place elsewhere.

Reverend Christopher Ford

2nd level Non-Combatant (HD 2d4-2; 4 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 13 (+1 Def, +2 Dex)
Att/Dam: Melee: +0 (unarmed strike d3-1)
Abilities: Str: 9 / Dex: 14 / Con: 9 / Int: 18 / Wis: 15 / Cha: 13
Saves: Fort -1, Dex +2, Will +5
Skills: Diplomacy +2, Knowledge: History

+7, Knowledge: Philosophy +7,
 Knowledge: Theology +7, Listen
 +7, Medical Assistance +7, Sense
 Motive +7, Spot +5
Feats: Driving License

William Cross, Owner of Oregon Hunting And Field Supply

William Cross is a bit of an oddball. He took over ownership of the store in the early eighties, believing the secluded location of the town to be a massive advantage in the event of what he believed was an imminent Russian missile strike. He then began to build and provision a nuclear fallout shelter; this included hoarding an arsenal of enough weaponry and ammunition to see through the coming holocaust. When the cold war ended without mass destruction, William's paranoia didn't stop. "Reds-under-the-beds" was replaced with fears of bio-terrorism and CIA black spy helicopters. He ardently believes that the UN will send in mercenary troops from the former Soviet Union in an attempt to take America's guns away - thereby leaving Americans defenseless in the face of totalitarian oppression. For him, Washington is a byword for corruption and "Liberal," with the only source of truth coming from the NRA.

Before William took over the store, Oregon Hunting And Field Supply was an ordinary kind of hunting store with bait, fishing rods, and a few hunting rifles kept locked behind the counter. Under William's reign, the store is now more like a collision between a truck full of stars and stripes banners and a "Soldier Of Fortune" convention. He keeps weapons of all types and calibers in stock, as well as anything a buyer could wish for to protect their home or start World War III. William himself doesn't quite fit this militaristic image, as he is now in his late 40s and shows a prominent middle age spread; to his deep embarrassment, army surplus doesn't come in his size any more. His lack of actual military experience is also a point of humor with the locals, several of whom served in Vietnam and don't find his glorification of war to be very tasteful.

Plot Ideas:



Bullet holes are appearing on various road signs and a little bird has told the Sheriff that two local kids driving around at night in their dad's pick-up are taking pot shots. If this is right, it could mean that they're under age and they've been sold a gun. This is a serious offence. When questioned, William doesn't deny selling firearms to minors, but he doesn't admit it, either. He covers his tracks by expounding the right of every American to bear arms, particularly in the regime of an oppressive government. In reality, the kids have "borrowed" a gun from their uncle and have been shooting it for fun. Such games, however, have a habit of leaving somebody hurt.



William has had enough of everyone laughing at him; he's got a plan that will show everyone that he was right and that you need a gun to defend yourself. He's going to barricade himself in the church tower on the corner of the main square and shoot until no one dares laugh at him any more.

William Cross

3rd level Non-Combatant (HD 3d4-6; 3 hp)

Initiative: +0 (Dex)
Speed: 30 ft.
AC: 11 (+1 Def, +0 Dex)
Att/Dam: Melee: +2 (unarmed strike d3+1)
 Ranged: +1* (M16 2d8)
Abilities: Str: 13 / Dex: 10 / Con: 7 / Int: 13
 Wis: 8 / Cha: 9
Saves: Fort -1, Dex +1, Will +2
Skills: Bluff +5, Computer Ops +7, Hide +6, Knowledge: Nature +7, Listen +5, Move Silently +6, Spot +5, Wilderness Survival +5
Feats: Long Arms Weapon Proficiency, Driving License

Margaret O'Hanigan - Curator of the Red Pine Hollow Museum

A born and bred local, Margaret O'Hanigan is one of the most familiar faces in the town of Red Pine Hollow. She returned to her hometown to raise her daughter Katie after the failure of her marriage to a Seattle businessman. After finding a job as curator to the town museum, Margaret began to settle down and enjoy the quiet life. Over the years, she has written a book about the history of the town, which sells quite well; most of the locals have a copy, and tourists maintain the sales volume.

Margaret writes local events guides and reviews for the town paper, "The Red Pine Herald". As a result, many of the local busybodies, gossips, and activists seek her support and good word as a measure of their own popularity and influence. Because of this, she often finds herself caught up in the petty jealousies and intrigues of the town.

Katie took an interest in the writing of her mother's book, and now shares much of Margaret's enthusiasm and passion for history; in fact she graduated as an archaeologist two years ago. Between the two of them, they have discovered a previously unknown Native American settlement that has lain undiscovered in the mountains. At the moment, Katie is back in college in Seattle working on her doctorate and trying to raise funds for a proper excavation of the settlement. Findings from the site are on display in Red Pine Hollow's museum and have generated a lot of local interest, as well as criticism from Native American groups.

The past affects Margaret in another way as well. She recently shocked the town by claiming the old museum was haunted. She claims that when she arrives at work, objects have been moved overnight. She reported this to Sheriff Walter Dane, who checked the building for signs of intruders and has kept a close eye on the museum since. Margaret has even gone so far as to videotape the position of objects in the museum as a point of reference for the next day. The other residents of the town see this as an obsession, or foolish eccentricity.

Plot Ideas:



Margaret's stories of ghostly goings on at the museum have fired the imagination of the children; some of them have decided to break into it and spend the night there. When they break in to the building they trip a silent alarm, which is linked to the police station. Which officer arrives first will determine much of what happens next: Walter would simply collect them and drive them back to their parents; Deputy Sergeant Jimmy Marshall would arrest and charge them; Deputy Pete Bailey would kick them out of the building and make sure they pay for any damage; Deputy Catherine Walsh, expecting a violent intruder, would go into the building with a drawn gun.

Margaret O'Hanigan

2nd level Non-Combatant (HD 2d4; 5 hp)

Initiative: -1 (Dex)
Speed: 30 ft.
AC: 10 (+1 Def, -1 Dex)
Att/Dam: Melee: +2 (Unarmed strike d3+1)
Abilities: Str: 13 / Dex: 9 / Con: 11 / Int: 12 / Wis: 10 / Cha: 15
Saves: Fort +0, Dex -1, Will +3
Skills: Bluff +7, Diplomacy +7, Gather Information +7, Knowledge: Geography +6, Knowledge: History +6, Knowledge: Street Sense +6, Local Awareness +7, Sense Motive +5
Feats: Driving License

Ben Dury

Local man Ben Dury was brought in to run the newly-opened Lake Belleau Summer Camp. He ran the children's summer camp with his wife, two other adults and some teenagers on work vacation. At the beginning, it took a while for the camp to get off the ground and attendance was low. As the years went on though, the numbers steadily grew until four years ago they had their first full camp. After this, parents were told it was now strictly first come first served, and the success of the camp seemed assured.

That summer, however, a young boy almost lost his arm after a swimming accident. He'd swum out too far into the lake and into the path of a speedboat that was being used to teach children water-skiing. It was only through the prompt action of town doctor Miles Wiltse that the child's life was saved. Unfortunately, although the severed arm healed, it would never be fully functional again. Consequently, the parents of the boy launched a legal campaign to sue the camp and in particular, the manager Ben Dury. The court case has dragged on for two years, and the camp was forced to close after claims of negligence and poor safety standards.

All of Ben Dury's time is now spent preparing for the next round of the legal battle, but he is starting to run out of money for lawyers and is becoming increasingly despondent. Ben now begins each morning reaching for the bottle. His wife has left him to stay with her mother in Seattle and nothing seems to be going well for him.

Plot Ideas:



A private investigator has started to keep tabs on Ben after the parents of the injured boy heard rumors of his alcoholism. Ben catches the man going through his trash and has lurched out of his house to confront him. Hearing the disturbance, the neighbors have called the police.



Ben simply cannot take it any more. He's decided to end his life by throwing himself into Garnett River. Deputy Pete Bailey finds him clinging to the railings of Garnett River Covered Bridge, psyching himself up to jump. Pete calls for back up, unsure if he has the skills to talk him down. Who gets there first may well decide if Ben Dury lives or dies.



Ben simply cannot take it any more. He blames all male children for his humiliation in the courts and in the eyes of the townsfolk. Armed with a high-powered hunting rifle, he climbs to the top of a North Douglas Pines Builders Group crane on a building site and begins to take pot-shots at any boy between the

ages of about 8 and 15. Fortunately he is not the greatest of shots, but the situation is still very dangerous, particularly for the local police called to deal with it.

To some extent, this is the more extreme, horror-oriented version of "Ben simply cannot take it any more." Rather than killing himself, or becoming a sniper, he organizes one last event at the Summer Camp - a Halloween Party. Teenagers all over town have been getting invitations exhorting them to show up for the party but not let their parents know. Once they're all at the camp, Ben (dressed in full serial killer regalia, complete with hockey mask) is going to show the town's residents what can happen if someone deliberately attempts to hurt their children, rather than accidentally. Players can play either the teenagers, or the cops who get called by an anxious parent.

Ben Dury

2nd level Non-Combatant (HD 2d4+4; 9 hp)

Initiative: +0 (Dex)
Speed: 30 ft.
AC: 11 (+1 Def, +0 Dex)
Att/Dam: Melee: +2 (Unarmed strike d3+1)
Melee: +2 (baseball bat d6+1)
Melee: +2 (butcher's cleaver d6+1)
Ranged: -3 (deer rifle 2d10)
Abilities: Str: 13 / Dex: 10 / Con: 14 / Int: 10
 Wis: 12 / Cha: 14
Saves: Fort +2, Dex +0, Will +4
Skills: Climb +6, Diplomacy +7, Knowledge: Street Sense +5, Listen +6, Medical Assistance +6, Spot +6, Sense Motive +6
Feats: Driving License

The Rough House

Built in the 1940s, The Rough House has become one of Red Pine Hollow's institutions. It's a right of passage for its youth and a perma-

nent headache for the law officers. Built on the outskirts of town this roadhouse bar is the hang-out for all the area's drunks, roughnecks, red-necks and people just out to start a fight. All attempts to civilize it over the years have failed. The bar has little to recommend itself: the beer's weak; the food's awful; and the jukebox is broken. But there's nowhere else for the locals to go.

Mark McKee, the current owner of The Rough House, is fully aware of the drawbacks of the place, but is still happy with things just the way they are - as long as the money keeps coming in. The reasons for fixing the place up don't yet outweigh the problems. A former regular of the place himself and more than a terror in his time, McKee rules the bar with an iron hand. He makes sure that every drink's paid for and any trouble happens in the parking lot. To help him with this is a former con from the prison, Chris Morgan. This mean bear of a man is both bouncer and barman, who along with waitresses Gracie Short and Nancy Redman keep the locals tanked up.

Plot Ideas:



A tip-off from The Rough House Owner Mark McKee resulted in the arrest of Jimmy D. Mark had spotted Jimmy dealing drugs to his girlfriend's friends and bragging about his criminal connections. In principle, Mark had no problem with the fact that Jimmy D. was dealing drugs in his bar; what enraged him was Jimmy's refusal to cut him in on the money. Only town Sheriff Walter Dane and Deputy Sergeant Jimmy Marshal know about Mark's involvement. At present, this presents no problems, but if Jimmy decides to go on to the payroll of the Mexican Mafia Gang, he could well use the threat of reprisals from the Aryan Bikers to allow the Mexican Mafia to deal in the Bar.



The Aryan Brotherhood gang members are still using The Rough House as their local bar and hang-out. Although their leader Jay Adams has told them not to cause trouble, their presence has created enough of a disturbance. The local

tough guys are sick of their attitude and bouncer Chris Morgan has already had to break up minor arguments between them and the local troublemakers. Being an ex-con, Chris knows exactly how dangerous the gang members are and doesn't want to see them hurt anyone. He also knows the implications of crossing them, as well as the whys and wherefores of their operation. The situation comes to a head when Don Cribb, a local bruiser, decides that it's time to take out the trash. He picks a fight with the two meanest members of the gang, Ray and Billy. Chris is obliged to step in to prevent the fight and the inevitable revenge attacks start: he is now in the bad books of the Aryan brotherhood and Don Cribb and his friends - none of them forgives a slight.



The blossoming love affair between Deputy Pete Bailey and Rough House waitress Gracie has become the talk of the town. Rumor and gossip is rife. No one has done more to spread these stories than fellow waitress Nancy. She is jealous of Pete's attention, recognizing him as the only "decent" man in the bar. She has always felt deeply jealous of Gracie, seeing her as younger and prettier; Nancy knows that she is getting older and that sooner or later she'll be sacked and replaced by someone younger. Gracie also knows that someone is gossiping about her, but has no idea the source lies so close to home. If Deputy Pete finds out what people are saying about her, he might well change his opinion of her and whatever chances of happiness she had with him will be lost. How she'll stop Nancy talking about her is another matter.



It's on the outskirts of town. It's full of bikers, rednecks, and other assorted tough guys. There is no better place for a... Zombie Invasion!

Pick an Undead creature such as zombies, vampires, or ghouls from your favorite d20 monster book. For a one-off game session as an interlude in your Red Pine Hollow campaign, have everyone set aside their regular characters and generate a street-fighting barfly of the type typically to be found here (use the Felon or Gang Member character classes, or a similarly combat-heavy class from another Crime Scene or Fright Night book). One night, the rest of the town is turned into zombies, ghouls, (or whatever) by one or more of the usual suspects: radiation, evil necromancers, weird old Native American artifacts, or Dracula. Only the regulars at the Rough House, so pickled by alcohol already that they cannot become Undead, remain to fight off this peril from beyond the grave, as best they can.

Alternatively, in your regular Red Pine Hollow campaign, perhaps the vampire (or whatever) invasion starts right here. If Vlad Dracul really did show up at a small Oregon town, bent on conquering the world, who would he start with? Well, that lot at the Rough House sure know how to fight, if he was looking for an undead army that could help him...

Mark McKee

6th level Non-Combatant (HD 6d4+12; 27 hp)

Initiative: +1 (Dex)
Speed: 30 ft.
AC: 14 (+3 Def, +1 Dex)
Att/Dam: Melee: +6/+1 (unarmed strike d3+3)
Ranged: +4 (.357 Revolver 2d6)
Abilities: Str: 16 / Dex: 13 / Con: 15 / Int: 13
 Wis: 15 / Cha: 14
Saves: Fort +4, Dex +3, Will +7
Skills: Bluff +11, Diplomacy +11, Drive: Chase +10, Intimidate +11, Knowledge: Street Sense +10, Listen +11, Spot +11, Sense Motive +11
Feats: Driving License, Good Right Hook, Point Blank Shot

Chris Morgan

5th level Felon (HD 5d6+15; 33 hp)

Initiative: +3 (Dex)
Speed: 30 ft.
AC: 16 (+3 Def, +3 Dex)
Att/Dam: Melee: +7 (unarmed strike d3+7)
Ranged: +6 (pump action shotgun 2d8)
Abilities: Str: 18 / Dex: 16 / Con: 17 / Int: 10 / Wis: 12 / Cha: 10
Saves: Fort +4, Dex +6, Will +4
Skills: Bluff +8, Diplomacy +8, Drive: Chase +7, Intimidate +11, Listen +5, Spot +9, Sense Motive +5
Feats: Driving License, Skill Focus: Bluff, Good Right Hook, Skill Focus: Intimidate, Weapon Specialization (Unarmed Attack).

Gracie Short

2nd level Non-Combatant (HD 2d4+2; 7 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 13 (+1 Def, +2 Dex)
Att/Dam: Melee: +1 (Unarmed strike d3)
Abilities: Str: 10 / Dex: 15 / Con: 12 / Int: 11
 Wis: 13 / Cha: 15
Saves: Fort +1, Dex +2, Will +4
Skills: Bluff +7, Diplomacy +7, Gather Information +7, Knowledge: Street Sense +5, Listen +6, Spot +6, Sense Motive +6
Feats: Driving License

Nancy Redman

1st level Non-Combatant (HD 1d4-1; 2 hp)

Initiative: +1 (Dex)
Speed: 30 ft.
AC: 11 (Dex)
Att/Dam: Melee: -1 (Unarmed strike d3-1)
Abilities: Str: 9 / Dex: 13 / Con: 9 / Int: 9 / Wis: 13 / Cha: 14
Saves: Fort -1, Dex +1, Will +3
Skills: Bluff +6, Diplomacy +6, Knowledge: Street Sense +3, Listen +5, Spot +5, Sense Motive +5
Feats: Driving License

CHAPTER 7

RPH MENS CORRECTIONAL FACILITY

The Violent Crime Control and Law Enforcement Act of 1994 authorized grants for States to build more prisons in an effort to increase jail capacity. Overcrowding was still a severe problem and Oregon was taking inmates from neighboring states.

The Red Pine Hollow Men's Correctional Facility was completed in 1998 to house the overspill from other prisons. At first, it was a low risk unit and had a good reputation among inmates until a new warden was brought in. Warden Alistair Jorgensen immediately put a stricter regime in place and set about tightening procedures. As a result, the prison's rating has been upgraded to medium risk, with additional security measures being implemented.

Former mayor Frank Garnett campaigned hard to have the prison built near the town. Rumors of favors and back-scratching abounded and there were several stories in the press about shady deals.

Originally, the residents of the town were wholeheartedly set against the prison, but as the logging companies continued to pull out of the area, the prison became the one largest single employer in the area. Since opening, it has had a massive economic impact on the town.

The prison currently holds only 400 out of a maximum possible 500 inmates, and has 170 staff. Many of the prison warders, secretarial staff and administrators live nearby. Lots of other people in the town work for ancillary businesses connected to the prison e.g., supplying government contracts for food, stationary, etc. Unfortunately, however, the crime rate in the town has risen; the demand for narcotics and contraband within the prison has brought former 'associates' into the area and made local bad boys rich.

The population of the prison divides itself along strictly racial lines, with Asians, African Americans, Hispanics and whites keeping themselves to themselves. Many members of the nastier prison gangs are held at Red Pine Hollow;

these include The Aryan Brotherhood, The Mexican Mafia, and The Asian Boys gangs.

At present, a dangerous bunch of bikers and red-necks supply the prison with drugs. These are closely connected to the Aryan Brotherhood, and brew up "Crystal Meth" and "Crank" in a run-down house on the edge of town. Until recently, none of them ever bothered dealing to any of the townsfolk so the operation went largely unnoticed. The arrest of Jimmy D., one of their more wayward members (see recent events), for supplying narcotics has led to the police taking an interest in their activities.

At the other end of town is a three-man contingent from the Mexican Mafia prison gang: two brothers, Napo and Lagarto Rodriguez, and a violent enforcer called Eddie Velez. They deal "pot" and heroin into the prison and to the locals. Unlike the Aryans, the Mexicans are successful at keeping a low profile.

Bruno "The Pick" Brugel is also being held at the prison. He's a Capo from the Salerno family, aligned to the San Francisco Mob. Indicted for tax and property irregularities he has been "sent down" for eight years. He has served four of them in Red Pine Hollow and expects to be paroled soon, despite the judge's recommendation that he serve his full sentence. The source of his optimism is unclear. Perhaps he thinks that the parole board will view his case more favorably, or that they will have an unexpected change of heart.

Until a few weeks ago, Bruno "The Pick" Brugel was the prison's only celebrity prisoner. The conviction of Matsume Hiro, however, is set to change that. Convicted of share manipulation and insider trading, this businessman is in fact a Yakuza gangster and responsible for the proliferation of their interests in the northwest. He was only caught after a sting operation that is rumored to have involved local organized crime figures; their motive was fear of the incursion of the Japanese Mafia.

Work Party Detail

Oregon prisons operate a strict work program, with inmates expected to work just as hard as normal, taxpaying citizens. Most of the time this simply means working in the kitchens or other areas within the prison compound. Prisoners who are deemed low risk and have not committed violent crimes can be assigned to work parties and sent into the community under guard by prison warders. This is often manual labor such as forestry or road maintenance. The Red Pine Men's Correctional Facility sends out work parties to help replant areas of woodland that have been cleared by tree felling. Here, the prisoners are a long way from the general public, and in relatively open areas with clear lines of fire - in case any prisoner should chose to try to escape. Occasionally, other work is commissioned out to local businesses and government contractors. The prison also owns a small area of managed woodland for growing Christmas trees to sell in December. Whenever the prison sends out a work detail, they notify the sheriff's office with time and date information. It's not uncommon for one of the deputies to visit the work party and check that everything's fine.

Warden Alistair Jorgensen

Alistair Jorgensen served as deputy warden in one of the toughest prisons in Texas before becoming warden of the prison at Red Pine Hollow. Consequently, transferring to the small prison in Oregon has been a bit of a shock to him. The lax security and more relaxed atmosphere made him think that the prison was too lenient on its inmates. He therefore began to introduce measures to increase the prison's security rating; a higher security rating meant that more dangerous prisoners could be held within the prison and he would be justified in tightening the regime. As a result, the prison now has far more incidents of violence and assaults on staff. The inmates also feel oppressed, as the mixing of the previously low-risk prisoners with the harder, more dangerous new prisoners has lead to numerous fights, beatings and an increase in disciplinary problems. The use of narcotics has also increased, as has associated violence. The authorities are, however, happy with the warden's performance: costs have dropped, and no prisoner has yet to escape or cause problems for the local inhabitants.

Plot Ideas:



While he was in prison, the warden sent Patrick Cannon to solitary confinement on more than four occasions on trumped up charges. During this time deprived of light and company, he vowed to get his revenge on the warden. Now his sentence is up he plans to lie in wait at the warden's home and kill him the moment he steps through the door. This plan fails when the first person to arrive at the warden's home is the cleaner. Patrick kills her accidentally and flees the scene. Knowing that he'll get the death sentence for this cold-blooded murder of the cleaner, Patrick feels he has nothing left to lose and is determined to finish what he started. Now it's up to the police to catch Patrick before he can find the warden and exact his revenge.



Magistrate Charles Connor receives a letter from a prisoner alleging that the warden has prisoners beaten and that he is complicit in the smuggling of narcotics. Neither of these allegations is true, but when Charles goes to see the prisoner he finds him badly beaten. This is the result of an assault by a fellow prisoner. The magistrate doesn't know this and insists on the sheriff's office investigating the warden.

Warden Alistair Jorgensen

3rd level Non-Combatant (HD 3d4+9; 17 hp)

Initiative: -1 (Dex)
Speed: 30 ft.
AC: 10 (+1 Def, -1 Dex)
Att/Dam: Melee: +2 (unarmed strike d3+1)
 Ranged: +0 (deer rifle 2d10)
Abilities: Str: 13 / Dex: 9 / Con: 16 / Int: 15
 Wis: 12 / Cha: 13
Saves: Fort +4, Dex +0, Will +4
Skills: Bluff +7, Diplomacy +7, Intimidate +7, Gather Information +7, Knowledge: Law +8, Knowledge: Street Sense +8, Search +8, Spot +7, Sense Motive +7
Feats: Long Arms Weapons Proficiency, Sidearm Weapons Proficiency

Warden Frank Doyle

The opening of the prison gave Frank Doyle the perfect position he'd always wanted. A greedy bully, he lords it over the prisoners, reveling in the power he has over them. His political manipulations have made him the head of the secure wing and the third most important warden.

When mobster Mickey DiVarco approached him to see if he'd be willing to keep tabs on mob prisoner Bruno "The Pick" Brugel, he was happy to go on the take. Frank loved the fact that the mob came to him and it boosted his self-esteem no end. He now knew people who had the power of life over death. He never realized that they didn't care if he lived or died, as long as he kept his mouth shut and did as he was told.

Plot Ideas:



One evening at The Rough House Frank is drunkenly boasting about his powerful connections and friends. This leads to him threatening someone, saying he could have them killed. When Frank wakes up hung-over the next day, he has no idea his world has just fallen apart. Not only do the police know about his boasting after Gracie Short tells Deputy Pete Bailey, but the Aryan Brotherhood also find out. They've been looking for a way to influence Bruno Brugel inside the prison. Discovering who supplies his little luxuries is just the tidbit they need. What's worse for Frank is the Mafia knows. Now that his connection to them is revealed, he's a liability and needs to be silenced. As Frank begins to realize just how bad his position is, he is forced to go into hiding. If the police can find him first, they may get the dirt on Mickey DiVarco and his boys; but if the Mob or the Aryan Brotherhood bikers find him, he'll be in a shallow grave before he knows what's hit him.



Each month, Frank meets with mobster Mickey DiVarco to pick up his bribe and keep him informed of what's going on. Word of this meeting and Frank's corruption is beginning to get out. The Mexican

Mafia Gang has heard of his connections and wants him to help smuggle in drugs. They are prepared to pay for this service, but the mafia expects him to stay loyal to them and keep an eye on Bruno Brugel. Confident that the Italian Mafia won't find out, Frank has started to smuggle drugs for local dealers the Rodriguez brothers. Frank doesn't know who else is on the Mafia's books. Mickey DiVarco soon finds out about Frank's treachery and decides it's time to end their relationship. The first the sheriff's office knows about the bust up is Frank's remains being pulled out of the trunk of a burnt out car. This is clearly a murder and the sheriff may be forced to call in expert help.

Warden Frank Doyle

5th level Non-Combatant (HD 5d4+10; 23 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 14 (+2 Def, +2 Dex)
Att/Dam: Melee: +5 (unarmed strike d3+3)
 Melee: +5 (baton d6+3)
 Ranged: +0 (shotgun 2d8)
Abilities: Str: 16 / Dex: 14 / Con: 15 / Int: 11
 Wis: 9 / Cha: 12
Saves: Fort +3, Dex +3, Will +5
Skills: Bluff +8, Diplomacy +8, Drive:
 Chase: +8, Intimidate +9,
 Knowledge: Street Sense +7,
 Listen +6, Search +7, Spot +6
Feats: Simple Weapon Proficiency,
 Driving License



CHAPTER 8

CRIMINALS AND TROUBLEMAKERS

No place remains free of crime forever and Red Pine Hollow is no exception. The influx of new people and new problems has created tensions and stresses within the town. Amongst the weak-willed, the temptation to take the easy way out has never been so strong with ready access to drugs. Not only this, but the idea of simply taking from others rather than aspiring and working for things is everywhere. As the morality of society begins to erode, the inevitable consequence is the rise in crime. Here in Red Pine Hollow the people are just as prone to breaking the law.

Don Cribb

This burly bruiser is one of the better-known lumberjacks in the area - for all the wrong reasons. He's a violent, drunken misogynist and he considers himself to be the last "Real Man" left in the town if not the world. The only person he has any vague respect for is Deputy Pete Bailey, who broke his nose and laid him out cold the last time he was arrested for starting a fight at The Rough House. Don has several good friends who back him up if he needs it; they usually drink or watch the game together.

Don is not a criminal in the sense that he breaks the law to get money; rather he is just a bully who likes to pick fights to increase his self-esteem.

Plot Ideas:

The police and Doctor Lydia Williams are called to The Rough House after a man is found beaten unconscious. No one appears to have seen anything, but questioning will reveal that Don Cribb was seen arguing with the individual earlier that evening. Don's friends contest this, stating he was with them all night and that they can give him an alibi for the time in question. Don is actually innocent in this case. The man was beaten up by Billy from the Aryan Brotherhood gang.



Don is found dead behind the Road House. He appears to have been killed before he entered the bar that night and his body is badly concealed. The cause of death is a single knife wound from behind, entering the heart and lung. Whoever killed him appeared to know what they were doing and there are certainly plenty of suspects who would have wanted him dead. The killer was actually William Cross, who was sick of Cribb's taunts and jibes.

Don Cribb

5th level Felon (HD 5d6+10; 23 hp)

Initiative: +1 (Dex)
Speed: 30 ft.
AC: 14 (+3 Def, +1 Dex)
Atta/Dam: Melee: +6 (Unarmed strike d3+4)
 Melee: +6 (Broken bottle d4+3)
Abilities: Str: 17 / Dex: 13 / Con: 16 / Int: 8
 Wis: 13 / Cha: 7
Saves: Fort +4, Dex +4, Will +4
Skills: Bluff +6, Diplomacy +6, Intimidate +9, Knowledge: Street Sense +7, Listen +9, Spot +9
Feats: Good Right Hook, Power Attack, Sidearm Weapon Proficiency, Skill Focus: Intimidate, Strong Stomach, Simple Weapons Proficiency.

The Sanders Family

The Sanders family lives on the edge of town in a trailer park surrounded by broken down cars and pickups. This is the home of the rather inappropriately named Earl Sanders, who's been in and out of jail all his life, his long-suffering ex-wife Mary, and their delinquent son Todd. The family blights the otherwise peaceful town, with Earl's petty criminal activity and drunkenness going as a by-word for white trash. After Deputy Pete Bailey gave him a lesson on how to behave, Earl now mercifully spends much of his time in Portland, only drunkenly arriving home to demand money. All the deputies are fully familiar with the situation and tried to get

Mary to press charges against Earl after his assaults on her and Todd. She decided to divorce Earl after he was recently sent to prison. Upon his release, however, Earl pleaded with Mary for one more chance and she duly allowed him back into the family home.

Earl spends his life in and out of trouble and has held few jobs down for more than a week. He is quite a good mechanic, but a better drunkard. For him, work is an inconvenience and the big scheme that will make them all rich is either just out of reach, or on the wrong side of the law. No one is quite sure what he gets up to in Portland, but it has something to do with gambling. Guessing which horse is going to win is just about as much effort he can muster.

Mary is little better, claiming welfare for her and Todd and cashing in her food stamps for Vodka. Todd could be a bright kid; he has the energy and talent his father never had, but his teachers despair of getting him to apply it. Instead, Todd has become a bully and petty criminal in his own right, with most of the acts of vandalism and mischief laid at his door.

Plot Ideas:



Todd has gotten hold of his father's shotgun and is intent on trying it out. He's attracted a small band of curious children and they head off to the lake. Shooting cans only holds his attention for a short while, then the chance to pepper passing cars proves too much of a temptation. The first couple of shots merely mess up the bodywork of some passing cars, but the next shot goes through the driver's window, hitting the driver and causing him to swerve off the road. Todd is convinced he's killed him and runs off. It's up to the deputies to find him before he does something even more stupid.



Earl has got himself into some really bad debt. He owes a Portland loan shark over \$5000 and has given him Mary's address to claim the money from. The first thing Mary and Todd know of Earl's troubles is the arrival of two leg breakers on their doorstep looking for the money plus interest. With clearly no money to be had, they

start breaking up the place. The neighbors, thinking Earl has come home drunk again, call the police.



The local Aryan Brotherhood gang likes to use Earl as a mule in their criminal enterprises, getting him to carry drugs between them and Portland. Although a criminal and a wife beater, Earl has a strange measure of pride in not being a "junkie drug user" as he sees it, and can therefore be trusted with the shipments. This time, something's gone wrong. Earl stops in a roadhouse bar for a little refreshment loses the package of drugs. He has no idea where the drugs are and knows he's in big trouble. The Aryan Brotherhood thinks he's tried to double-cross them and are after his blood.

Earl Sanders

5th level Felon (HD 5d6+5; 18 hp)

Initiative: +0 (Dex)
Speed: 30 ft.
AC: 13 (Def)
Atta/Dam: Melee: +6 (Unarmed strike d3+3)
 Ranged: +3 (Double-barreled shotgun 2d8)
Abilities: Str: 16 / Dex: 10 / Con: 12 / Int: 9 / Wis: 8 / Cha: 13
Saves: Fort +2, Dex +3, Will +2
Skills: Bluff +12, Drive: Chase +8, Intimidate +9, Knowledge: Street Sense +7, Listen +7, Spot +7
Feats: Simple Weapon Proficiency, Driving License, Strong Stomach, Skill Focus: Bluff, Sidearm Weapons Proficiency, Long Arm Weapons Proficiency

Mary Sanders

2nd level Non-Combatant (HD 2d4-2; 3 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 13 (+1 Def, +2 Dex)
Atta/Dam: Melee: +0 (unarmed strike d3-1)
Abilities: Str: 9 / Dex: 14 / Con: 8 / Int: 10 / Wis: 7 / Cha: 13

Saves: Fort -1, Dex +2, Will +0
Skills: Bluff +6, Drive: Chase +7, Gather Information +6, Listen +3, Search +3, Sense Motive +3, Spot +3
Feats: Dodge

Todd Sanders

2nd level Felon (HD 2d6-2; 5 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 13 (+1 Def, +2 Dex)
Atta/Dam: Melee: +0 (unarmed strike d3-1)
 Ranged: -1 (Double-barreled shotgun 2d8)
Abilities: Str: 9 / Dex: 15 / Con: 8 / Int: 14 / Wis: 9 / Cha: 12
Saves: Fort -1, Dex +4, Will +1
Skills: Autoshop +7, Bluff +6, Hide +7, Intimidate +6, Knowledge: Street Sense +7, Listen +4, Move Silently +7, Spot +4, Sense Motive +4
Feats: Sidearm Weapons Proficiency, Improved Initiative, Strong Stomach

Steven Carpenter

At the age of fifteen, Steven Carpenter has made a lot of bad choices in his life. Despite coming from a 'good' home with two loving parents, he has been arrested four times. His brother was little better at his age, but Steven is increasingly being branded as a thief and a delinquent. Whenever there is a petty act of crime or vandalism, people blame Steven. The rebellious Steven courts controversy and outrage at every turn, doing his best to antagonize all around him. His behavior goes far beyond mere teenage angst and stems from a severe case of attention deficit disorder. He is the only child in the town to have body piercings and dyed hair, as well as a bad attitude to any authority figure. His lack of respect partly comes from the response he knows it will elicit, and partly from just not caring about the consequences of his actions.

Plot Ideas:



Hearing that the Native American artifacts in the town museum may be quite valuable, Stephen decides to break in and steal them. He slips in just before the museum closes and then finds a good hiding place to wait while everyone else to leaves. This plan would have worked perfectly, but unfortunately for him, curator Margaret O'Hanigan is working late that night. With his plan blown Steven makes a run for it, pushing Margaret out of the way and grabbing a small Manitou figurine from the display. Unknown to the fleeing Steven, Margaret badly hits her head on the edge of a display cabinet and is found unconscious and dying by the sheriff. Will the sheriff's feelings for Margaret cloud his decisions about what to do next?



Steven's latest escapade is to graffiti on the sheriff's office. What started out as a simple prank is turning into an obsession as he waits for the office to empty at night, sneaks up and adds a little more graffiti. His actions have infuriated all the deputies, especially office manager Lucy Weatherspoon, who is all for marching around to Steven's house and administering a thrashing. Although the Sheriff knows it is Steven who is defacing his office, he knows he can't charge him without proof and is just as frustrated as the other deputies.

Steven Carpenter

2nd level Non-Combatant (HD 2d4-2; 3 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 13 (+1 Def, +2 Dex)
Atta/Dam: Melee: +0 (Unarmed strike d3-1)
Abilities: Str: 9 / Dex: 14 / Con: 10 / Int: 14
 Wis: 15 / Cha: 12
Saves: Fort -1, Dex +2, Will +0
Skills: Bluff +6, Craft: Graffiti Artist +7, Diplomacy +6, Hide +10, Knowledge: Street Sense +7, Listen +7, Move Silently +7, Search +7, Spot +7
Feats: Skill Focus: Hide

The Aryan Brotherhood Bikers

This gang of ex-cons and redneck bikers hangs out in a dilapidated house at the edge of town. The house had lain empty for years and was sold to Jay Adams, the gang's leader, for a pittance. The reason the gang is in town is that the senior members of the Aryan Brotherhood have spotted the chance to capture the new market for drugs that opened up with the construction of the prison. The task of smuggling in narcotics and looking after the interests of the cons was given to Jay. He is ideally suited for this job. Unlike most of the Brotherhood's members, Jay relies on brain rather than brawn. While still a very dangerous man, he has learnt to pick the right moment and to strike when people are weak, demonstrating his power to any potential troublemaker. Of all the gang members here, Jay is the one with the connections, both to the leaders of the gang and to the drug suppliers. The other members of the gang are a little less subtle: Billy and Ray are ex-cons who believe in the gang's white supremacist dogma; while Scotty is a simple career criminal who knows the gang's support will keep him safe if he gets sent to prison again.

Originally sent down for grand theft auto, Jay quickly established himself as a force to be reckoned with. Having taken an initial beating on entering prison society, he revenged himself by slipping ground glass into his would-be oppressor's food in the cafeteria. As the prisoner choked out his last, coughing up more and more blood, all eyes turned to Jay who calmly drank a toast to the dying con. From that point on, no one wanted to mess with this dangerous prisoner. Jay was then quickly accepted into the Aryan Brotherhood gang in the prison, rising through its ranks through a process of political deals and violent takeover. By the time he'd finished his stretch, he was considered to be one of the gang's bright lights. Red Pine Hollow is his chance to prove he's got what it takes outside the prison walls.

Jay wants to keep the operation here as low key as possible. He doesn't trust the other members here to do as they're told and keep their heads down. Instead, they want to go on as they did before they all went to prison and by doing so, Jay knows they'll just wind up straight back inside. The recent arrest of Jimmy D. for dealing drugs to

a local girl outraged Jay. It was everything he'd been trying to prevent and he desperately had to hide the operation to avoid police searches. Currently he's trying to have Jimmy D. killed by a prospective gang member in county jail; the murder of Jimmy D. would guarantee the prisoner's acceptance into the gang.

The Aryan Brotherhood gang has a simple racket going in the town. They get chemicals and narcotics and cut them prior to smuggling them into the prison. They use bribed prison warders and contract workers to slip in the drugs, with money and IOUs smuggled out the same way. Most cons in the prison pay for the drugs out of money they have stashed in bank accounts or with family. These have to be chased by the gang and payment confirmed. Prisoners who try to cheat the gang soon learn the error of their ways, as gang members inflict a punishment beating, or Jay cooks up a "hot dose" of poisoned or exceptionally pure narcotics to kill the unlucky con.



Jay Adams

At present, three other gang members live in Jay's house: Scotty who acts as chemist; and two others assigned to "look after" Jay by the Aryan Brotherhood. Scotty is a thin biker who uses as many drugs as he passes on. Scotty bears all the signs of methamphetamine abuse: nervous, twitchy demeanor; bad teeth; and a body that looks like it hasn't been fed in a month. He is also extremely paranoid and is Jay's main advocate for everyone keeping their head down.

The other two bikers are a little less subtle. They feel restricted by Jay's leadership and want to have some fun. In their opinion, they didn't spend years in prison just to come to Red Pine Hollow and live the same way they did inside. Ray, the slightly larger and meaner of the two, wants a fight, preferably with anyone who looks even slightly different to him. All that Billy wants is a woman. He's unlikely to find one unless she likes ugly ex-cons with scars, prison tattoos and a bad attitude.

Plot Ideas:



One of the cons Jay crossed in prison has tracked him down to the town. He's looking to kill Jay and having had a quiet word with fellow gang member Ray, knows there won't be many objections. His plan's very simple: he's going to jump him and stab him to death. The venue he chooses for this dramatic encounter is the local mini mart where Jay buys smokes and beers for the gang each day. Unlikely for him, Deputy Catherine Walsh is doing some off duty shopping there too and sees him slip out the knife. She busts him before he can attack Jay. The ex-con knows enough to get Jay busted and if the law can apply the right pressure, he'll talk and expose everything.



Jimmy D's girlfriend avoided getting busted with Jimmy; she had nothing on her and the police were forced to let her go. Jay is as mad at her as he is at Jimmy. Unfortunately, she doesn't know this and has started hanging around with Billy in an attempt to get more drugs for

free. Jay wants her out, but Billy likes having her around. Jay decides to solve this problem by getting Scotty to slip her one of the poisoned "hot doses," thus removing the problem. Her overdose will, however, bring about more problems than it solves: Billy will suspect Scotty; and the girl's parents will complain to Sheriff Walter Dane.

Jay Adams

6th level Gang Member (HD 6d8+6; 33 hp)

Initiative: +3 (Dex)
Speed: 30 ft.
AC: 15 (+2 Def, +3 Dex)
Atta/Dam: Melee: +6 (Unarmed strike d3+2)
 Melee: +6 (Knife d4+2)
 Ranged: +7 (Sawn-off shotgun 2d8)
Abilities: Str: 15 / Dex: 16 / Con: 13 / Int: 15
 Wis: 14 / Cha: 14
Saves: Fort +5, Dex +6, Will +4
Skills: Analyze Narcotics +6, Bluff +4, Diplomacy +6, Drive: Chase +8, Intimidate +6, Knowledge: Street Sense +9, Hide +10, Listen +5, Move Silently +10, Search +10, Spot +8, Sense Motive +8
Feats: Simple Weapon Proficiency, Driving License (Bike), Driving License (Car), False Sincerity, Leadership 1, Leadership 2, Take Charge.

Scotty

3rd level Gang Member (HD 3d8-3; 11 hp)

Initiative: +3 (Dex)
Speed: 30 ft.
AC: 14 (+1 Def, +3 Dex)
Atta/Dam: Melee: +2 (Unarmed strike d3)
 Ranged: +1 (H&K MP5 2d6)
Abilities: Str: 11 / Dex: 17 / Con: 9 / Int: 14 / Wis: 10 / Cha: 9
Saves: Fort +1, Dex +5, Will +1
Skills: Analyze Narcotics +8, Bluff +5, Diplomacy +5, Drive: Chase +9, Knowledge: Street Sense +8, Listen +6, Spot +6
Feats: Driving License, False Sincerity, Leadership 1

Ray

5th level Gang Member (HD 5d8+15; 38 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 15 (+2 Def, +2 Dex)
Atta/Dam: Melee: +7 (Unarmed strike d3+5)
 Ranged: +5 (.44 revolver 2d8)
Abilities: Str: 18 / Dex: 14 / Con: 16 / Int: 9
 Wis: 11 / Cha: 7
Saves: Fort +6, Dex +5, Will +1
Skills: Analyze Narcotics +3, Drive:
 Chase +8, Hide +8, Knowledge:
 Street Sense +3, Listen +4, Move
 Silently +6, Spot +4
Feats: Sidearm Firearms Proficiency,
 Driving License, Good Right
 Hook, False Sincerity, Leadership
 1, Leadership 2

Billy

4th level Gang Member (HD 4d8+4; 22 hp)

Initiative: +3 (Dex)
Speed: 30 ft.
AC: 14 (+1 Def, +3 Dex)
Atta/Dam: Melee: +6 (Unarmed strike d3+3)
 Melee: +6 (Baseball bat d6+3)
 Ranged: +2 (Luger 9mm 2d6)
Abilities: Str: 16 / Dex: 16 / Con: 15 / Int: 10
 Wis: 9 / Cha: 6
Saves: Fort +4, Dex +5, Will +0
Skills: Analyze Narcotics +4, Diplomacy
 +2, Drive: Chase +8, Hide +7,
 Knowledge: Street Sense +5,
 Listen +3, Move Silently +8, Spot
 +3
Feats: Driving License, Leadership 1,
 Leadership 2, False Sincerity,
 Simple Weapon Proficiency

The Mexican Mafia Gang

The Mexican Mafia also has an interest in the prison. They use a network of contacts to smuggle marijuana, stolen tranquilizers and heroin into the prison. Like the Aryan Brotherhood, they prefer to keep their heads down, finding the town much too small for their liking. The gang operates out of a small trailer park. Most of the town's Hispanic population lives in or around this area, and is afraid of retribution if they tell any of the sheriff's deputies about what goes on. The gang


was lucky that the previous sheriff Bob Weatherspoon thought that the Hispanic contingent in the town would police themselves, stating, "South of the border isn't America and so not my problem." Although Walter has tried to build bridges during his time in office, the feelings of discrimination and racism haven't entirely faded. Only Deputy Catherine Walsh has made any progress in this area. She thinks the treatment of the town's Hispanics is another sign of good ol' boy inefficiency and corruption. Many of the women in this tight community don't feel so bad about talking to her and as a result, she's beginning to make a difference.


Much of the community still has a very strong "Them and Us" mentality, with the police still firmly in the Anglo "Them" divide. Consequently, the activities of the Mexican Mafia have gone pretty much unopposed: they deal marijuana to anyone who comes to them; and have become adept at hiding their supplies in case of raids. Two brothers, Largarto and Napo Rodriguez, currently run the operation. One of their friends, Eddie Velez, acts as enforcer and takes the junior role in the partnership. The three forced out the last pair of dealers who ran the operation after in a largely bloodless coup. Arriving in the middle of the night they caught them unawares, bundled the pair into the trunks of their cars and drove them deep into the woods. The three then severely beat and tortured them; not surprisingly, the two dealers left town without looking back. The trio then set up business in the trailer park and have been there ever since.

The Rodriguez brothers and Eddie Velez are extremely dangerous. Their peaceful, "stoned" appearance belies the fact that they will protect their operation with whatever means they can find. Their connections with the Hispanic community of Red Pine Hollow are such that if anyone informs on them, they will find the culprit and inflict savage vengeance upon them and their family. They know the Aryan Brotherhood also deal into the Prison, but as the Brotherhood deal "Uppers" to the white prisoners, and the Mexicans deal "Downers" to the Hispanic prisoners, the interests of the two gangs rarely clash. In fact, at the present time there is a truce between the Mexican Mafia and Aryan Brotherhood nationwide, though that may change at any moment.

Plot Ideas:

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 The three dealers have got a supplier coming to see them. He has phoned to say he wants to look over their operation to see if they are safe enough to handle larger shipments. This would mean a big step up for the boys and they are keen to go ahead. What the supplier actually wants is to take over the racket and have the trio killed. The Rodriguez brothers and Eddie are not so easy to remove, however, and in a vicious gunfight they manage to kill the visiting supplier and his goons. When the police arrive, they are confronted with four bullet-ridden bodies left scattered across a deserted road. This is the most violent act to have hit the town and the police will have to launch a major investigation.

 A neighbor of the Mexican Mafia has decided it's time to make a stand. She's told Deputy Catherine Walsh about the activities of the drug dealers in the South Valley trailer park. The informant is terrified for her life. Catherine decides the best way to handle this is a dawn raid on the dealers, but Eddie Velez is not there. When the police eventually catch up with him, he's clean and cannot be linked to the brothers. The sheriff's office now has to protect the informant from Eddie and to find enough evidence to send him down.



Lagarto Rodriguez

5th level Gang Member (HD 5d8+10; 32 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 14 (+2 Def, +2 Dex)
Atta/Dam: Melee: +5 (Unarmed strike d3+2)
 Ranged: +5 (AK-47 2d8)
Abilities: Str: 14 / Dex: 15 / Con: 15 / Int: 14
 Wis: 12 / Cha: 13
Saves: Fort +5, Dex +5, Will +2
Skills: Analyze Narcotics +8, Bluff +7,
 Diplomacy +6, Drive: Chase +8,
 Intimidate +7, Hide +8,
 Knowledge: Street Sense +8,
 Listen +6, Spot +6, Sense Motive
 +6
Feats: Long Arms Weapon Proficiency,
 Simple Weapon Proficiency,
 Driving License, False Sincerity,
 Leadership 1, Leadership 2

Napoleon "Napo" Rodriguez

5th level Gang Member (HD 5d8+10; 31 hp)

Initiative: +3 (Dex)
Speed: 30 ft.
AC: 15 (+2 Def, +3 Dex)
Atta/Dam: Melee: +5 (Unarmed strike d3+2)
 Melee: +5 (Pipe d6+2)
 Ranged: +6 (Pump action shotgun
 2d8)
Abilities: Str: 15 / Dex: 16 / Con: 15 / Int: 8
 Wis: 15 / Cha: 14
Saves: Fort +5, Dex +6, Will +3
Skills: Analyze Narcotics +4, Bluff +3,
 Diplomacy +3, Drive: Chase +5,
 Intimidate +7, Hide +5,
 Knowledge: Street Sense +7,
 Listen +5, Spot +6, Sense Motive
 +3
Feats: Long Arms Weapon Proficiency,
 Simple Weapon Proficiency,
 Driving License, False Sincerity,
 Leadership 1, Leadership 2

**Eddie Velez**

4th level Gang Member (HD 4d8+12; 30 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 13 (+1 Def, +2 Dex)
Atta/Dam: Melee: +6 (Unarmed strike d3+3)
 Ranged: +3/+3 (9mm pistol
 2d6/9mm pistol 2d6)
Abilities: Str: 17 / Dex: 14 / Con: 16 / Int: 9
 Wis: 8 / Cha: 11
Saves: Fort +5, Dex +4, Will +0
Skills: Analyze Narcotics +2, Bluff +3,
 Diplomacy +4, Intimidate +4, Hide
 +5, Knowledge: Street Sense +3,
 Listen +2, Spot +3
Feats: Sidearm Weapon Proficiency, Two
 Weapon Fighting, False Sincerity,
 Leadership 1, Leadership 2

The Card Game

When Bruno "The Pick" Brugel was sent down for money laundering offences and the profits of his Mob activities seized, the San Francisco dons decided to keep tabs on him just in case he decided to talk, or cut a deal to get his sentence reduced. This task was delegated to a fellow capo in the Salerno family called Mickey DiVarco. He would visit Brugel in prison, pass on bribes and little extras, and generally make sure Brugel was okay. He would then check out the warders and fellow prisoners, talk to various snitches, and ensure Brugel was doing his stretch silently.

It quickly became clear that Brugel was being a good boy and keeping his mouth shut, so he posed no threat to the Mob. Mickey was still to visit him though and make sure he was looked after. This trip up to see Brugel became something of a holiday for Mickey. He liked it in the country and would stay the night in a hunting cabin just outside Red Pine Hollow. The prison warders on his payroll would then turn up, be sounded out and pick up their bribes, all safely out of sight.

After a couple more visits, other mobsters and their associates started to come along. They would visit Brugel, pass on the latest news, then go off to the cabin and play some cards. It was time away from wives and girlfriends, and a

chance for various families to come together and chat, sort out beefs, and relax. The deals struck here helped give Mickey the reputation as a man of influence and negotiation. Every couple of months, he'd put the word around that another trip was due, and he would invite some card players and anyone else that he needed to have a quiet word with. Several of the prison warders even began to stay on to play a little poker and have a beer.

Last year, the card game took on a more sinister tone when Mickey invited an ambitious young mobster called Rocco Tirei. He'd been trying to muscle in on various rackets and was starting to tread on too many people's toes. Mickey hoped an understanding could be reached and that Rocco would calm down. Instead, Rocco's attitude inflamed the situation to the point that Mickey shot him from across the card table.

The mobsters cleaned up the mess and sent Rocco to a shallow grave in the woods. The warders and associates were told quite clearly that his grave was big enough for anyone else to share if they felt like talking. Rocco's car was pushed into Lake Belleau and the incident glossed over - except that now Mickey became known as Mickey "The Game" DiVarco. The mobsters decided to lie low for a couple of months after that the game was shut down, but when nothing happened and no heat arose, Mickey decided to restart the game.

Nowadays, a handful of players still plays cards with Mickey, although some mobsters are nervous about attending, fearful that away from their crews, something will happen to them. Of those that do attend regularly, two come from the Salerno family, one Capo from the Lombardi family and one of the chief warders Frank Doyle, who is firmly in Mickey's pay.



Plot Ideas:



Strangely enough, the game has gone pretty much unnoticed by the townsfolk: the arrival of groups of businessmen out for a bit of hunting or fishing isn't that strange. Those invited rarely go into town, with Frank Doyle sorting out beer and food for the cabin. The location of the cabin is remote enough for no one to notice the number of cars outside or any raised voices. Deputy Jimmy Marshal has, however, spotted one of the mobsters filling up his car and recognized his face from an old investigation. By poking around, he now knows enough about the game to have it shut down, or to get a seat at the table and a cut of the action. Whether the mob would want a man like Jimmy on its payroll is another matter.



Fishermen have found Rocco Tirei's car down at the lake. A basic license plate check has revealed that it belonged to Rocco, but it is not clear what the car of a known gangster is doing in Red Pine Hollow. The police do not know about Rocco's murder and still think he's just in hiding. The Federal taskforce investigating organized crime in San Francisco is dispatched to the small town to investigate.



News of Rocco's murder has seeped out into the underworld. One individual who knows what happened is Rocco's old friend, Tom Galante. He has gathered a small crew together and is looking for some payback. His plan is to sneak up to the cabin and fill it full of lead. He's got the boys and the guns to do it. With the big players in the San Francisco mob taken out of the way he can then move up the ladder. What the sheriff's department will make of this modern St. Valentine's Day massacre is up to the GM.

Mickey "The Game" DiVarco - Capo for the Salerno Family

7th level Gang Member (HD 7d8+14; 46 hp)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 14 (+2 Def, +2 Dex)
Atta/Dam: Melee: +8 (Unarmed strike d3+4)
 Ranged: +7 (Berretta 92F 2d6)
Abilities: Str: 16 / Dex: 14 / Con: 15 / Int: 14
 Wis: 17 / Cha: 16
Saves: Fort +6, Dex +6, Will +5
Skills: Bluff +10, Diplomacy +10, Drive:
 Chase +9, Hide +9, Intimidate
 +10, Knowledge: Street Sense +9,
 Listen +10, Move Silently +9, Spot
 +10, Sense Motive +10
Feats: Sidearm Weapon Proficiency,
 Simple Weapon Proficiency,
 Driving License, Good Right
 Hook, False Sincerity, Leadership
 1, Leadership 2, Take Charge.

Fat Carmine Labriola - Mobster for the Salerno family

5th level Gang Member (HD 5d8+15; 38 hp)

Initiative: -1 (Dex)
Speed: 30 ft.
AC: 11 (+2 Def, -1 Dex)
Atta/Dam: Melee: +7 (Unarmed strike d3+4)
 Ranged: +2 (Pump action shotgun
 2d8)
Abilities: Str: 18 / Dex: 9 / Con: 16 / Int: 13
 Wis: 15 / Cha: 11
Saves: Fort +6, Dex +2, Will +3
Skills: Bluff +8, Diplomacy +8, Intimidate
 +8, Knowledge: Street Sense +9,
 Listen +10, Spot +10
Feats: Long Arm Weapon Proficiency,
 Simple Weapon Proficiency,
 Driving License, False Sincerity,
 Leadership 1, Leadership 2

Dino Carlisi - Made man with the Salerno family

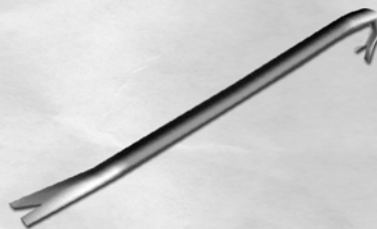
4th level Gang Member (HD 5d8+15; 38 hp)

Initiative: +4 (Dex)
Speed: 30 ft.
AC: 15 (+1 Def, +4 Dex)
Atta/Dam: Melee: +5 (Unarmed strike d3+2)
 Melee: +7 (Switchblade d4+2)
 Ranged: +3 (.38 revolver 2d4)
Abilities: Str: 14 / Dex: 18 / Con: 12 / Int: 15
 Wis: 12 / Cha: 16
Saves: Fort +3, Dex +6, Will +2
Skills: Bluff +3, Hide +6, Intimidate +4,
 Knowledge: Street Sense +3,
 Listen +7, Move Silently +7, Spot
 +6, Sense Motive +2
Feats: Simple Weapon Proficiency,
 Weapon Finesse, False Sincerity,
 Leadership 1, Leadership 2

Vito Lombardi - Capo with the Lombardi Family

6th level Gang Member (HD 6d8+18; 45 hp)

Initiative: +1 (Dex)
Speed: 30 ft.
AC: 13 (+2 Def, +1 Dex)
Atta/Dam: Melee: +6 (Unarmed strike d3+2)
 Ranged: +5 (Desert Eagle .50
 2d8)
Abilities: Str: 14 / Dex: 13 / Con: 16 / Int: 17
 Wis: 13 / Cha: 15
Saves: Fort +6, Dex +4, Will +3
Skills: Bluff +11, Diplomacy +11, Drive:
 Chase +10, Knowledge: Business
 +12, Knowledge: Street Sense
 +12, Listen +10, Spot +10, Sense
 Motive +10
Feats: Simple Weapon Proficiency,
 Driving License, False Sincerity,
 Ready Weapon, Leadership 1,
 Leadership 2, Take Charge



APPENDIX A

RECENT EVENTS IN RED PINE HOLLOW

The town of Red Pine Hollow is usually quite quiet, but in the last few years, things have been hotting up a bit. The time line below details key events:

| Date | Event |
|------------|---|
| -20 years | William Cross buys up the gun store. |
| -15 years | Walter Dane is officially elected sheriff after Bob Weatherspoon retires. |
| -6 years | Construction begins on the prison, despite local protests. |
| -4 years | Construction of the prison completed. |
| -3.6 years | Aryan Brotherhood sets up their operation. |
| -3 years | Doug and Martha Jones set up Independence County Wood Products. |
| -27 months | Warden Jorgensen takes over the running of the prison. |
| -2 years | The Mexican Mafia arrives and takes over dealing in the town. |
| -18 months | Mickey "The Game" DiVarco plays the first card game. |
| -15 months | Warden Frank Doyle goes on the take. |
| -12 months | Deputy Catherine Walsh transfers to the town. |
| -8 months | Mickey DiVarco Kills Rocco Tieri. |
| -6 months | First Indian relics discovered in the mountains. |
| -5 months | Protest at the desecration of Indian heritage. |
| -4 months | The Card Game resumes. |
| -2 months | Abigail Shieman elected as Coroner, Walter re-elected. |
| -5 weeks | Yakuza mobster Matsume Hiro is transferred to the prison. |
| -3 weeks | Aryan Brotherhood member Jimmy D. arrested for dealing drugs. |
| - 2 week | Martha O'Hanigan claims the museum is haunted. |
| -1 week | Deputy Sergeant Jimmy Marshall intercepts Mexican Mafia. |
| Due | Jimmy D goes to trial. Conviction is seen as certain. |
| 2 weeks | Next card game by Mickey "The Game" DiVarco. |
| 4 months | Proper excavation of archaeological site begins. |



CRIME SCENE

SHERIFF'S OFFICE RED PINE HOLLOW



CHARACTER NAME _____

PLAYER'S NAME _____

CLASS _____

LEVEL _____

RANK _____

DEPARTMENT _____

GENDER _____

AGE _____

HEIGHT _____

WEIGHT _____

SKIN _____

EYES _____

HAIR _____

| ABILITY SCORES | BASE SCORE | BASE MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|------------|---------------|------------|---------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

HP
Hit Points
Initial

Wounds

BASE SPEED

BASE ATTACK

| AC | ARMOUR CLASS |
|----|--------------|
| | |

ARMOUR MODIFIER + DEX MODIFIER + MISC. MODIFIER + AC BONUS = TOTAL

| INITIATIVE | DEX MOD | MISC MOD | TOTAL |
|------------|---------|----------|-------|
| | | | |

| SAVING THROWS | BASE SAVE | ABILITY MODIFIERS | MISC. MODIFIER | TOTAL |
|------------------------------------|-----------|-------------------|----------------|-------|
| FORTITUDE (CONSTITUTION) | | | | |
| REFLEX (DEXTERITY) | | | | |
| WILL (WISDOM) | | | | |

| MELEE | BASE ATTACK BONUS | STRENGTH MODIFIER | MISC. MODIFIER | TOTAL |
|---------------------------------|-------------------|-------------------|----------------|-------|
| (ATTACK BONUS) | | | | |
| RANGED (ATTACK BONUS) | | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------------------|--------|------------|
| | | | |
| RANGE | SIZE | AMMO | TYPE |
| | | | PROPERTIES |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------------------|--------|------------|
| | | | |
| RANGE | SIZE | AMMO | TYPE |
| | | | PROPERTIES |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------------------|--------|------------|
| | | | |
| RANGE | SIZE | AMMO | TYPE |
| | | | PROPERTIES |

| GROSS CLASS | SKILLS | | MAX RANKS | | | / |
|-----------------------|-------------------------|-------------|-------------|-------|----------|---|
| | SKILL NAME | KEY ABILITY | ABILITY MOD | RANKS | MISC MOD | |
| <input type="radio"/> | Analyse Narcotics | INT | | + | + | = |
| <input type="radio"/> | Appraise | INT | | + | + | = |
| <input type="radio"/> | Autoshop | INT | | + | + | = |
| <input type="radio"/> | Balance | DEX | | + | + | = |
| <input type="radio"/> | Bluff | CHA | | + | + | = |
| <input type="radio"/> | Canvas Opinion | CHA | | + | + | = |
| <input type="radio"/> | Climb | STR | | + | + | = |
| <input type="radio"/> | Computer Operations | INT | | + | + | = |
| <input type="radio"/> | Concentration | CON | | + | + | = |
| <input type="radio"/> | Counseling | CON | | + | + | = |
| <input type="radio"/> | Crime Scene Recording | INT | | + | + | = |
| <input type="radio"/> | Diplomacy | CHA | | + | + | = |
| <input type="radio"/> | Drive: Chase | DEX | | + | + | = |
| <input type="radio"/> | Drive: Tailing | WIS | | + | + | = |
| <input type="radio"/> | Evidence Analysis | INT | | + | + | = |
| <input type="radio"/> | Gather Evidence | WIS | | + | + | = |
| <input type="radio"/> | Gather Information | CHA | | + | + | = |
| <input type="radio"/> | Hide | DEX | | + | + | = |
| <input type="radio"/> | Interview | INT | | + | + | = |
| <input type="radio"/> | Intimidate | CHA | | + | + | = |
| <input type="radio"/> | Jump | STR | | + | + | = |
| <input type="radio"/> | Knowledge: Autopsy | INT | | + | + | = |
| <input type="radio"/> | Knowledge: Back Roads | INT | | + | + | = |
| <input type="radio"/> | Knowledge: Law | INT | | + | + | = |
| <input type="radio"/> | Knowledge: Street Sense | INT | | + | + | = |
| <input type="radio"/> | Listen | WIS | | + | + | = |
| <input type="radio"/> | Local Awareness | WIS | | + | + | = |
| <input type="radio"/> | Medical Assistance | WIS | | + | + | = |
| <input type="radio"/> | Move Silently | DEX | | + | + | = |
| <input type="radio"/> | Police Bureaucracy | WIS | | + | + | = |
| <input type="radio"/> | Police Interrogation | CHA | | + | + | = |
| <input type="radio"/> | Search | INT | | + | + | = |
| <input type="radio"/> | Sense Motive | WIS | | + | + | = |
| <input type="radio"/> | Spot | WIS | | + | + | = |
| <input type="radio"/> | Surveillance | WIS | | + | + | = |
| <input type="radio"/> | Survival | WIS | | + | + | = |
| <input type="radio"/> | Swim | STR | | + | + | = |
| <input type="radio"/> | Tumble | DEX | | + | + | = |

| WEAPON | | TOTAL ATTACK BONUS | | DAMAGE | CRITICAL |
|--------|------|--------------------|------|------------|----------|
| | | | | | |
| RANGE | SIZE | AMMO | TYPE | PROPERTIES | |
| | | | | | |

| WEAPON | | TOTAL ATTACK BONUS | | DAMAGE | CRITICAL |
|--------|------|--------------------|------|------------|----------|
| | | | | | |
| RANGE | SIZE | AMMO | TYPE | PROPERTIES | |
| | | | | | |

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