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CRIME SCENE

SUPERNATURAL

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BY IAN HUNT



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CREDITS

Written by *Ian Hunt*

Edited by *Mark Ricketts and Kerry Lewis*

Cover Art by *Shaun Thomas*

Cover design
Lee Moyer

Interior Art

Shaun Thomas, Ursula Vernon and David Esbri
Marcio Fiorito

Interior Design and layout
Mark Arsenaault

Proofreading by *Tracey Richardson*

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INTRODUCTION

Jarvis looked at his watch. It was too early. The car drifted into Davenport, which was still waking up. It had small red brick buildings that made it look like a sleepy picture postcard. Everything was trim and had settled into aesthetic perfection. Jarvis turned to Rhodes, who was still examining the notes. "Looks like an EP2," she said. "Your standard cattle mutilation."

"Oh great," Jarvis thought, "a day with the UFO geeks. They'll have a field day when the men in black turn up." He sighed quietly, the thought of a strong coffee eased into his mind as he watched the road. Rhodes was studying the Maps. It was only another mile or so.

The farmer was waiting for them. He looked concerned and perhaps withered from the whole experience. He was on his own, which Jarvis took to be a good sign. Too often he would enter a trailer park or remote farm, only to find a posse of photographers and hangers on who just wanted to tell their story. This looked different: this was an old guy who looked as if he meant it. He stuttered as he spoke. He was nervous. He wanted to talk about his cows.

They looked at the poor beasts. They were typical of a cattle mutilation: the extremities hit first; some cauterization; lots of gore. They were never pleasant. Jarvis took photographs while Rhodes spoke to the farmer. She was good at this. She would take him to one side, take copious notes and help with the insurance forms if necessary. The grinding back-teeth of a fox was the explanation most used. Jarvis clicked away on his camera, the lens capturing every bloodied detail.

It is not a particularly exciting occurrence when their division is called in. You might think the attention of the United States government would deliver more of a furor, but it does not. A few questions are asked and a few notes taken. Little if any follow up occurs and the matter usually blows over. What's worse is that the department rarely gives an explanation; something most people expect.

"Let's drive north," said Rhodes.

Jarvis was puzzled. Home was east. "Why?" he enquired.

"A hunch," she replied, "he mentioned some lights. I just want to check it out."

Jarvis sighed. He was now going to have to drive around on a wild goose chase, because the farmer had witnessed some nondescript lights in the northern sky. This was not what he wanted to hear. Lazily, he stared out the window at the endless corn, resigned to an afternoon of boredom. As they turned into a small valley, his eyes caught something that would change all that. He jammed on the brakes and Rhodes' papers flew across the dashboard. She turned to him with acrimonious eyes. Jarvis cut her short by pointing to his right across her. "You might want to look at this," he said. She turned quickly. Carved into the corn was a series of circles and geometric patterns a football pitch in diameter. They spread upwards and across the valley like a huge rock carving or cosmic doodle.

"Are you thinking what I'm thinking?" asked Jarvis.

Welcome to Crime Scene: Supernatural!

READ THIS FIRST!

Crime Scene: Supernatural is a game. In a role-playing game, players engage in the fantasy of portraying someone that they are not; in this case, police officers and their associates who investigate supernatural crime. 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 of those criminal or unethical themes described in this book.

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

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HOW TO USE THIS BOOK

Crime Scene: Supernatural is about how the police investigate supernatural crime. It covers police life, as well as common supernatural beliefs and occurrences. It is about the strange things that the police occasionally come across, from cults to alleged demonic possession. There are no monsters that we made up. Everything in this game has believers and everything in this book has been reported to the police. Whether these things are actually out there or not is entirely down to the Game Master. However, this is a role-playing game sourcebook, which means some facts have been simplified for playability, good taste and fun. This book covers Urban Myths and Monsters, UFOs and Occult, Psychics and Ghosts. All of these predominate contemporary psyche and have civilians calling 911 every day.



Deep within the US law enforcement agencies are some very interesting people. There are not many of them, and beliefs change about how important they are. Cults can be relatively unimportant, then very important. Crop circles are not investigated, and then they are. Sometimes, supernatural investigators are fashionable, but more often they are not. This can depend on whoever is in charge and the public perception of the issue. In the past, there have been larger occult or supernatural departments; now there are usually one or two people if any at all, tucked away in an office somewhere. You play one of these people. You are called in when local police are baffled about what is happening, or they would like an expert on how these people think. Your character is likely to have a broad remit and travel a lot. You will deal with all sorts of people in all sorts of situations. These can range from scary to terrifying. Welcome to the world of the supernatural investigator.

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

Crime Scene: Police Investigation

Crime Scene: The Mob

Crime Scene: Feds

Crime Scene: Forensics

Crime Scene: Sheriff's Office Red Pine Hollow

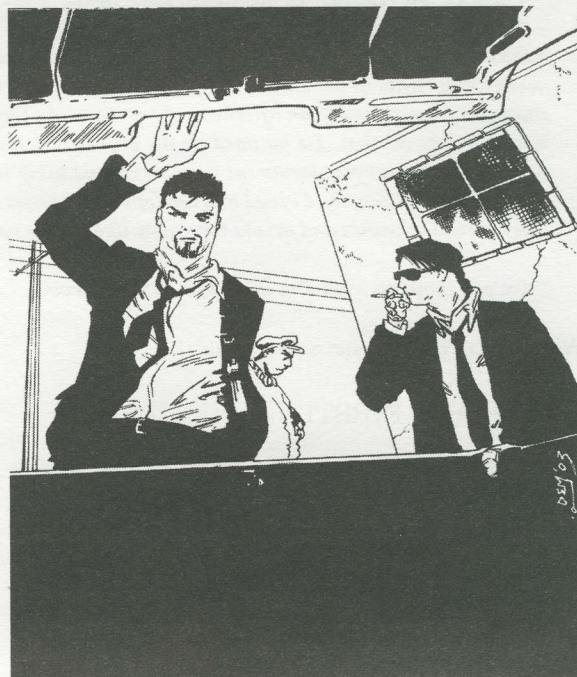
Crime Scene: Hong Kong

Crime Scene: Lower East Side

Crime Scene: Yakuza

Note: For the sake of simplicity, all law enforcement officers—police officers, deputies, cops, troopers, crime scene officers, etc.—are collectively referred to as “the police.” The term “cops” will apply to all municipal police officers, and “troopers” or “state troopers” to the state police. “Officers” may refer to Federal officers or agents as well as Police officers.

Player Characters are “PCs”, the GameMaster the “GM” and, in some tables, the *Dungeons and Dragons Player's Handbook* by Wizards of the Coast is the “PHB”.



BRINGING IN THE EXPERTS

Crime Scene: Supernatural deals with the police, and federal response and investigation of alleged supernatural and occult crime. It covers the structures and agencies that are in place to deal with this, and presents it all as a game resource for you to enjoy. You play those specialist investigators that are called in when local law enforcement identifies potential supernatural overtones. You are the experts in this sort of phenomenon and are drawn from different agencies across the US. The largest of the municipal police departments employ your characters full-time, such as the LAPD or NYPD. The FBI also has dedicated agents to supernatural crime. Ordinary cops, troopers and deputies will stumble across this sort of crime of course, but in this game, you are the experts — those that are called in. In this way, **Crime Scene: Supernatural** deals with the situation in the “real world”, as it happens right now. This gives you the perfect tool as a Games Master (GM) to take the story one stage further: if you like, into the realms of the fantastic where the dead walk the earth or UFOs do exist. That is your call. Similarly, you could develop these roles and departments into something more substantial if your story demands it.

SUPERNATURAL INVESTIGATORS

Although popular media has US Law Enforcement full of rogue agents opposed by faceless, powerful conspiracies, desperately investigating supernatural events, the truth is obviously very different. The majority of crimes are solved within 24 hours. Most are crimes of passion, blunder, or impulse. The criminal will leave witnesses or forensic evidence to the act that will invariably implicate them. In ninety percent of cases, the first person arrested is the person who is charged. The vast majority of “supernatural” or “occult” crimes are in fact acts of petty vandalism committed by “dabblers” trying to rebel, rather than any devotion to some occult purpose. The first assumption of any non-player character (NPC) when faced with an occult crime is often that this is the work of some kids just messing around. The characters in this game would be called in only if things got scarier.

Real “supernatural” crimes can be different, however. They often have no apparent suspect and motivation, such a cattle mutilations, or claims of abduction by UFOs. From then on, it gets complicated — more complicated than local jurisdictions feel comfortable with. Occult crimes can similarly offer few clues or obvious suspects. In the case of killers motivated by psychological forces and mental

instability, finding a reason for killing is difficult. Police agencies do train their officers to recognize this sort of crime. Many law enforcement agencies have courses and seminars for their officers, making them aware of the nature of occult crimes and what they should look out for. An occult theme will tell you something about the perpetrator. Some larger agencies (NYPD, FBI, etc.) have full time staff that can be called in to aid local officers with expert opinion and advice. They take such crimes very seriously, although most are handled locally and only rarely are our characters involved.

There are times when occult or supernatural investigation is more intense. For instance, when there is a high profile murderer with occult overtones, or there is particular media frenzy around particular religious cults (see page 12 on Cults). Only on these occasions might specialists be drawn from all agencies to deal with these sorts of crimes. Ordinarily, your characters can expect to be tucked away in obscure departments, and be called to work together only when the strangest of events start to unfold.

The reasons a specialist may be brought into a case differ and change over time, but here are some reasons that GMs can use:

- ♠ There is a public or media outcry that a certain crime or crimes should be solved.
- ♠ There is a requirement for somebody who understands the perpetrator's psychology and actions.
- ♠ There is a need for somebody with an in-depth knowledge of the occult.
- ♠ Somebody high up believes in this stuff.
- ♠ There really is something strange happening here.

Investigators into supernatural crime are usually highly trained in psychology and forensic techniques. They will have a strong academic background, with extensive knowledge of criminal behavior. Many would have served as beat or field officers before being assigned to specialist units. Other investigators may in fact be “civilians” who, through their studies, have been recruited to join such units; examples being medical examiners or criminal psychologists who will have a medical rather than police background. To represent this, **all characters have a minimum of 12 Intelligence and 10 Wisdom**. Characters operate at Lieutenant grade if grade forms an important part of your game.

Only those who are "sworn in" and have completed their training as an officer have the right of arrest and the right to carry a gun, whilst "civilian" investigators do not.

The process of becoming a supernatural investigator can be gradual. It might be that your character once witnessed something strange. They may have studied the subject topic academically or by attending the numerous courses available. They might even have simply been placed on the team by a superior and be a hardened cynic, happy to "move to homicide where the real action is". Most characters will be well over 24 years old, having undergone college education and basic training. It is also likely they

have numerous years' experience as an agent, officer or civilian, although this is not obligatory, should somebody want to play the rookie.

Organizations do not create these teams lightly. The most common reason would be that a spate of crime with supernatural overtones becomes so large that a task force is assembled. This task force may hang around if they are effective and secure a budget. Ordinarily, these teams or units have an academic face. They "consider trace evidence" or the "psychological aspects" of these crimes. It is not a good idea to brag about being useful, because of your occult knowledge. There need to be results. Because supernatural crime is not prolific, these departments may be very small -- perhaps a single specialist.



WHO'S WHO IN OCCULT CRIME

As a GM you need to decide the backdrop to your story. As outlined, real supernatural investigators are rare and spread out. Historically, there have been larger teams if the need demanded, but in the main, there are not many. GMs can, however, invent an exclusive department deep within a federal agency or large municipal police force if they need one. You can have two people wrestling with the issues in a shabby basement office, or a highly resourced unit with its own shiny HQ with lots of equipment. This can even be secret if necessary: it really falls down to the type of game you wish to play or run. In *Crime Scene: Supernatural* you have all you need to do either.

FEDERAL INVESTIGATORS

The biggest US resource for any mysterious or far-reaching crime is the FBI. There has been countless speculation regarding the extent that the FBI indulges in specialist occult or supernatural investigation, particularly in the area around UFOs and "Flying Saucers" (See project *Blue Book*, page 15).

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

The FBI is divided in seven programs:

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

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

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

Ordinary FBI activities include investigations into organized crime, white-collar crime, public corruption, financial crime, fraud against the government, bribery, copy-right matters, civil rights violations, bank robbery, extortion, kidnapping, air piracy, terrorism, foreign counterintelligence, interstate criminal activity, fugitive and drug-trafficking matters, and 260 other violations of federal statutes.



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

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

The Behavioral Science Unit:

Quantico

The primary resource the FBI has in the fight against any occult motivated crimes is the Behavioral Science Unit, attached to the National Center for the Analysis of Violent Crime, located at the Quantico FBI Academy, Virginia. The Unit is one of the instrumental components of the FBI's Training Division. It was established to develop and provide programs of training, research, and consultation in the behavioral and social sciences for the FBI and law enforcement community. Work conducted by the unit covers research on cutting edge topics such as Applied Criminal Psychology; Clinical Forensic Psychology; Community Policing and Problem-Solving Strategies; Crime Analysis; Death Investigation; Gangs and Gang Behavior; as well as Interpersonal Violence; Law Enforcement Officers Killed and Assaulted in the Line of Duty; Research Methodology; Stress Management in Law Enforcement; and Violence in America. The unit also deals with training requests by law enforcement agencies; these are submitted to it and coordinated with the local FBI field division.

The unit is staffed primarily by Supervisory Special Agents and experienced veteran police officers with advanced degrees in the behavioral science disciplines of psychology, criminology, and sociology. The Behavioral Science Unit professional personnel also include a forensic psychologist, and research analyst. Its research focuses on developing new and innovative investigative approaches and techniques for the solution of crimes by studying the offender, and his/her behavior and motivation. Much of what is learnt at the unit is applied at the FBI's Child Abduction and Serial Killer Unit, based in Washington, D.C.

POLICE SUPERNATURAL INVESTIGATORS

Whilst the resources of the FBI are extensive, the resources the police have to deal with supernatural and occult crime vary from division to division. Many forces give training credits to those officers who attend specialist seminars on the subject, but do not have training programs of their own unless they are the large municipal police forces. In such cases, the officers attending do so at their own volition, motivated either by curiosity, or by the desire to learn more about something they may have encountered as part of their investigations.

Officers are often part of juvenile or youth crime departments who have seen the graffiti or the other actions of dabblers in the occult. In the same way, officers in gang related posts might wish to expand their knowledge to help them combat gangs who use the occult as a way of bonding and intimidation. In these cases, officers need to understand the psychology and motives of those they are dealing with. Few officers ever expect the perpetrator to be anything other than a dabbler. Anything more and it gets freaky, which is where the PCs are brought in.

Those officers in larger divisions that specialize in serial homicide investigation may also be given training in the detection of occult aspects in cases. This would accompany their ordinary behavioral science and criminal psychology education.

PCs often find themselves giving lectures on juveniles and the occult or the supernatural beliefs of a particular subculture. Occasionally their expertise is required when a difficult crime has supernatural overtones. If the character works for the police, they can expect to be giving a lot of training and advice as part of their role, much of this around the psychology of the perpetrator.

In the larger municipal police departments such as the NYPD or LAPD, these people become full-time and members of a dedicated team. This is where you might find our characters. Like the FBI, they are few in number and tucked away in obscure departments. Ordinarily, they consist of one or two people unless GM decides the need arises to have the departments bigger. They may be attached to other units, such as Juvenile or Homicide, and are likely to be qualified in these respective areas. Sometimes they are officers who specialize in the supernatural, as well as something else, such as homicide.

For more details on regular police work check out **Crime Scene: Police Investigation.**

UFO Investigators

The investigation into UFOs and suspected alien activity falls under the remit of the Air Force. The reason for this is that such activity is seen as a violation of US air space, and thus it falls to the USAF military investigations branch of the air force to look into such claims. From 1947 onwards, this agency formed the backbone of the government's investigation into UFOs called "Project Blue Book"; this was shut down in 1969, having found no conclusive evidence as to the existence of extraterrestrial or terrestrial agency.

The FBI has been called in to verify the investigations of other government bodies, with the crimes officially counting as federal only if they can be said to occur over the borders of several states. The bureau usually carries out such investigations reluctantly; although it conducts them professionally, it does not regard them as central to its role. But if a GM's story has a UFO theme and it goes beyond local jurisdiction, then the Feds are likely to be involved.

INDEPENDENTS

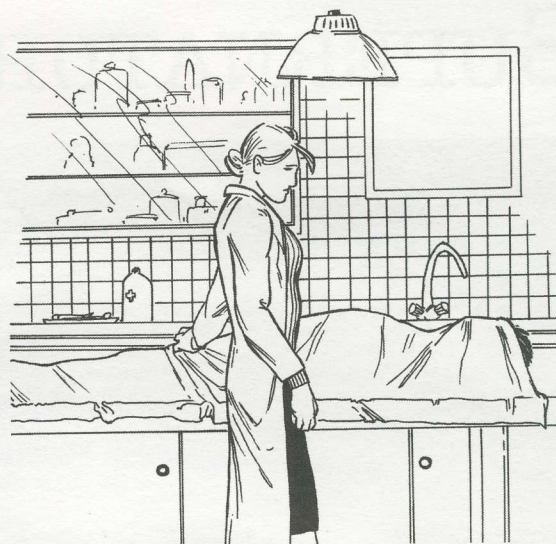
Those who do it for fun outnumber those who investigate supernatural crime officially by a significant factor. GMs can have any type of crackpot, enthusiast, journalist, and miscreant they like in their stories. These are especially prevalent when news breaks out of a good story. However, by far the most interesting and salacious stories reside on their websites and in their journals than any official ones.

PUBLIC ATTORNEYS

Public attorneys either work for the prosecution (as country or state prosecutors) or for the defense (as court-appointed public defenders). Prosecuting attorneys have a keen interest in any evidence the police have gathered and they also scrutinize the police process, looking for any mistakes or mishaps that could damage their case. Often a case won't go to court unless the attorney is certain they have enough solid evidence and testimony to assure a conviction.

MEDICAL EXAMINERS/CORONERS

The fundamental difference between a medical examiner and a coroner is that coroners are elected and do not necessarily have any medical knowledge. Medical examiners, on the other hand, are doctors who perform the same role but are not elected.



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

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

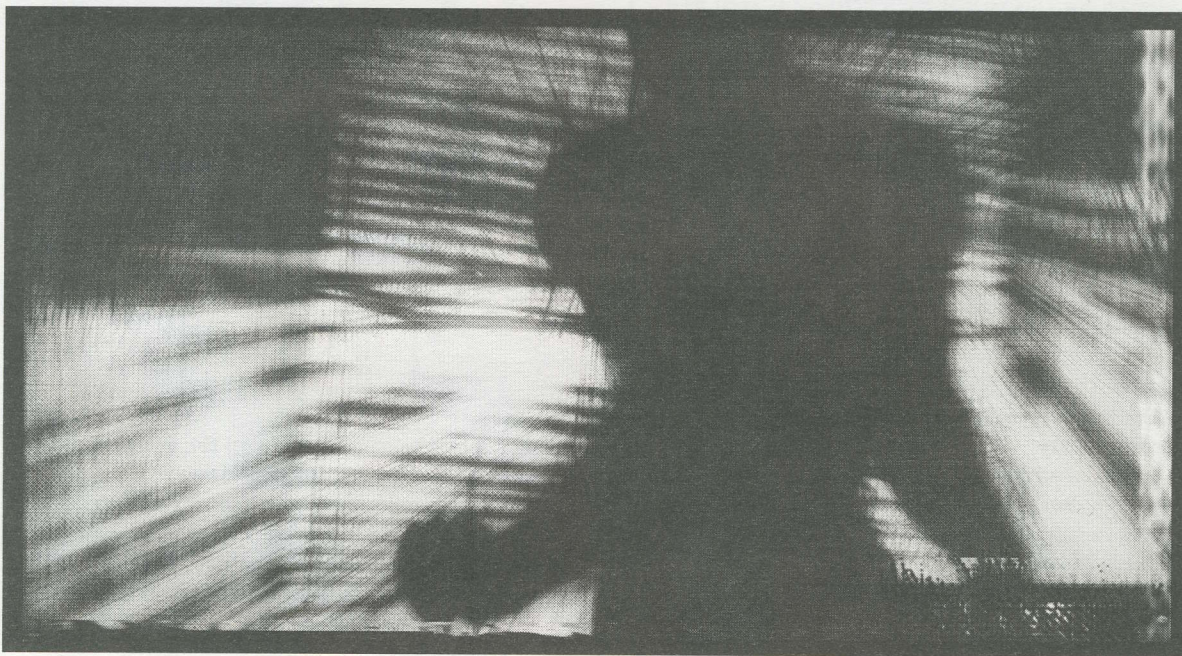
FORENSICS

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

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

The next chapter details supernatural and occult crime. It contains good plot ideas for how a GM might introduce the party to the phenomena. Also, if this crime becomes prolific, it might be why the characters get involved in this sort of crime in the first instance.

SUPERNATURAL CRIME



What sort of adventure would it be if you did not have some supernatural occurrence rooted in fact or popular mythology? This chapter details law enforcement investigations in the world of the occult and supernatural. All examples are "real" in that they have been documented. Some, although less than credible, are purported to have happened. In **Crime Scene: Supernatural** we have identified those most common urban myths and legends, and presented them here. From aliens to demonology they all have believers. We have, however, left it to GMs and players to decide which is for real and which is a misconception or hoax. In Chapter 11: GM's Resources (page 62), we also detail some of those religious beliefs such as Wicca or Voodoo that have been popularized in contemporary supernatural tales.

OCCULT BELIEVERS

"Congress shall make no law respecting an establishment of religion, or prohibiting the free exercise thereof; or abridging the freedom of speech, or of the press; or the right of the people peaceably to assemble, and to petition the government for a redress of grievances."

— First Amendment of the United States Constitution

Freedom of religion conflicts with the law when the act of worship causes the individual to commit a crime. Those who believe in the occult already have a controversial view of the world and some are happier than others to be lawbreakers. In this section, we detail for players the various belief systems these people have, from mild to extreme. Some of the more extreme acts of the Caribbean religions (such as Santeria, in which animal sacrifice is a central belief) often give rise to accusations of animal cruelty; but attempts to legislate against this practice by the state are challenged under the first amendment as unconstitutional, if it targets a specific religion. However, this did not free members of the religion from the laws already in place regarding animal cruelty and butchery (See **Unusual Religions**, page. 62).

OCCULT GRAFFITI

Dabblers in the occult display their loyalties with graffiti. Gangs use the powerful imagery and iconography of the occult as a statement of their faith and loyalty. By recognizing the symbols used in this way, police investigators can quickly gain an idea as to the beliefs and motivations of the group, as well as a level of their seriousness and intent. Many gangs that use these markings have little knowledge of their actual meaning; instead choosing the image they feel is the most eye-catching.

Occult Language and Symbolism

Devised secretly so as to avoid persecution, many occult languages have evolved over time. Many people who use this language or symbolism are unaware of its meaning or source, but GMs may wish to add bits of these languages to their stories if they so wish. They can also decide on whether they are decorative or authentic according to their stories:

Pentagram: This is a five-pointed star with the five tips or "cardinal points" linked to each other. This symbol represents the four elements plus the spirit, and as such it stands for human spiritual aspirations when the point is uppermost. The inverted pentagram (displayed point down) means the opposite of this: a symbol of bestiality and evil. The number five also has many numerological connections, the principal being the stigmata: the five wounds Christ suffered in crucifixion.

Runes: this form of writing comes from the Scandinavian/Norse pagan religion of Odinism. In the religion's mythology, Odin sacrificed his eye and spent nine days crucified on the world tree to gain the secret knowledge of the runes. As a written language it spread across Europe wherever the Vikings (who were prolific at graffiti) traveled.

Veves: These markings stem from the voodoo religion and are usually in the form of ritual signs drawn in flour on the ground to attract and invoke the Loa to voodoo ceremonies. They can also be used to mark a person, object or area with a spell.

666: The significance of this number comes from the book of Revelations, in which St. John makes prophesies as to the end of the world. The number 666 is said by him to be the devil's number; and in the rise of the anti-Christ, all those who follow him must display this number upon their forehead or upon their hand if they wish to buy and sell during the time of his reign, before the world is destroyed. The numbers are usually placed in a small cluster, although the language, position and style of the number are not identified in the bible. Believers in the satanic conspiracy theory point to the bar code as the expression of this, noting that it is comprised of groups of six bars.

Alchemical Notation: These symbols were employed by scientists, alchemists, and occultists during the Middle Ages to help disguise their work. They cover glyphs for many basic chemical compounds, as well as the elements and the planets. Their use has continued in the occult, which still believes in the power these symbols are meant to represent, whereas science has abandoned such belief.

Angelic Script: This alphabet derives from the Jewish cabbalistic tradition in which practitioners attempt to discover the language of god. This alphabet is also known as the language of eyes, due to the loops that appear on each glyph. Accompanying this alphabet are various seals and marks that are assigned to each angel and devil.

SATANIC CRIME

The term Satanism is associated with Judo-Christian faiths, but the word is actually descended from earlier religions of Mesopotamia. These in time have come to refer to the negative aspects of each religious pantheon. Currently, the term is divided into three camps.

The first are those who worship evil, and speak of it in opposition to the Christian God. These generally use the image of the inverted cross, or a similar perversion of a Christian image or symbol. They are the rabble-rousers of their faith whose main purpose is the opposing of traditional Christian belief.

The second sees Satanism as a tool for self-exploration and growth, with Satanism as a path to understanding. The human condition as reflected through our carnal instincts and appetites. As with many "New Age" groups, this form of Satanism has taken a pick list of imagery and iconography as the base of their philosophy. These include Egyptian, Celtic, and Christian myths, creating a composite body of thought. They draw their imagery from the occult, preferring images of inverted pentagrams and other symbols with occult connotations, such as the all Seeing Eye or the Goat of Mendes.

Both schools believe in magic and attempt to enact magical rituals or evocations. Often these draw as much from the fictional prose of Dante and Milton as from any biblical text. Most are rebels and dabblers with little or no occult knowledge. The crimes they commit are usually misdemeanors, with acts of vandalism designed to cause outrage by setting out to commit acts of "blasphemy". These acts are the desecration or vandalism of other churches, the inverting of crosses, and knocking over of gravestones. In the more extreme cases, there are sacrifices of animals or people in ceremonies that parody or appear as perversions of Christian ritual. Some crimes arising from this type, however, are far more serious: murders and acts of abuse have been linked to satanic practices.

The third group of Satanists is those who use it as a means to justify their own acts. They are by far the most dangerous. By giving their behavior this justification they become free to do what they want, trusting that in the end they will be understood or accepted for it by the devil. Some even say "the devil made them do it". Such individuals are not true Satanists, but are in a disturbed mental state. Such has been the motivation behind several "inspired" serial killers who believed their actions were in some way controlled or ordained by the supernatural. The use of psychologists trained in occult belief and practices are often brought in to help in such cases, so that the obsession triggers and confused motives can be spotted (See *Catching Serial Killers* on page 25).

Note: GMs will need to be watching their "moral compass" in games involving the nastier side of occultism. They should ensure that they do not write a game that glorifies this and that their players do have moral dilemmas to deal with.

DEMONOLOGY

Some Satanists believe that by showing worthiness and devotion to Satan, they will be blessed with special abilities; moreover, that as Satan is a real physical entity, he can be invited or compelled into appearing in a physical form.

The devil is said to be an angel called Lucifer, the first thing created by God. In an act of rebellion against God he claimed himself as equal, rallying other angels to his cause. In a great war, Lucifer lost and was cast out of heaven into hell. The minions of Satan are believed to be the fallen angels who were cast out of Heaven with Lucifer and/or the offspring of Lucifer.

Often in role-playing games, demons are described as physical entities that appear if the right spells are cast, or a pact made. This has more to do with plays and poetry, such as *Faustus* by Philip Marlow. In classical occult theory, demons are portrayed as temptations that try to get a person to surrender to their baser instincts. By giving into temptation, the individual invites possession by the demon and the domination of their spirit by the demon's desires and drives. GMs could consider demons epitomising the baser instincts and could try to corrupt their players with people who are sin personified. If they do not know they are facing demons, the player characters may have to "count their sins" later.

Demons are mentioned in the bible as being fallen angels under the direction of Satan, who seek to destroy God's purpose and people. Demons are intangible, spiritual beings (Ephesians 6:12), are organized and have supernatural power or knowledge (Matthew 12:24, Revelation 16:14), can possess humans and animals, (Luke 8:2, Mark 5:13), and are capable of inspiring false doctrine (Timothy 4:1). Satan's war with heaven will culminate in the apocalypse where he will ultimately fail and be eternally punished (Matthew 25:41, Revelations 20:10).

DEMONS: A HISTORY

"Demon" first appeared in the English language circa 1200 CE in Layamon's *Chronicle of Britain*. It comes from the Greek word *daimon*, meaning "a lesser deity", "a spirit", or "one's genius", and originally could refer to a spirit who was good or bad. Another influence was the Zoroastrian

concept of a hierarchy of evil *daevas* (devils), commanded by the God *Angra Mainyu* (later called *Ahriman*). The *daevas* were in constant battle with *Ahura Mazda* the Good Lord, later known as *Ormazd*. The Hebrew word for demons is *shedim*. They were also referred to as *se'irim* ("hairy demons"). These two terms were commonly applied by the Hebrews to refer to foreign gods. Their leader was *Satan*, *Belial*, *Beelzebub* or *Mastema*. Later additions to this list included *Lucifer*, *Mammon*, *Asmodeus*, *Leviathan* and *Belphegor*.

In common modern Christian usage, the word demon refers to an evil spirit. In 1612, Father Sebastien Michaelis claimed to have communicated with a demon named *Balberith* during an exorcism of a nun in Aix En Provence. *Balberith* listed a number of demons, which Michaelis published in his book *Admirable History*. Michaelis listed three hierarchies of demons. Since it was believed that these were fallen angels, the categories within these hierarchies bore the same names as those of the angelic hosts:

<i>Hierarchy</i>	<i>Order</i>	<i>Prince(s)</i>
1 st	Seraphim	Beelzebub, Leviathan, Asmodeus
1 st	Cherubim	Balberith
1 st	Thrones	Astaroth, Verrine, Gressil, Sonneillon
2 nd	Powers	Carreau, Carnivean
2 nd	Dominions	Oeillet, Rosier
3 rd	Principalities	Verrier
3 rd	Virtues	Belias
3 rd	Archangels	Olivier
3 rd	Angels	Luvart

CULTS

After the killings at Waco (when Branch Davidian cultists barricaded themselves into their compound in an effort to resist the Bureau of Alcohol Tobacco and Firearms officers), and the Aum Shinrikyo cults gas attacks in Japan, the police have been forced to re-evaluate their policies regarding the threats posed by cults. Despite the fact that the rights guaranteed under the first amendment of the constitution grant free worship for all citizens, the Law Enforcement Agencies of America could no longer be complacent in their attitude to such cults. The FBI report "Project Megiddo" concludes that while a passive cult predicts, "God will punish," an active cult predicts, "God's chosen people will punish."

Cults control individuals by manipulating their sense of belonging. Those who join cults are often looking for a

new direction or answer and are thus more receptive to the imposition of the cult practices. The cult can make the unreasonable seem logical, and those who seek to influence its members or investigate the actions are deemed persecutors.

Cults often have a leader; this is a messianic figure that claims to have received special supernatural wisdom or visions separating their opinion from that of ordinary people. Trusted aides and confidants give the cult a pyramid structure.

When PCs are assessing the threat rating of a cult, it is best to consider:

- ♣ Are cult members allowed contact with whomever they please?
- ♣ Does the cult require the "donation" of worldly goods?
- ♣ Has the cult leader a remit that gives them absolute power over their subjects?
- ♣ Does the cult have an apocalyptic theology and is this apocalypse soon?

Crimes associated with cults can be anything from kidnap to abuse, but they are extremely difficult to prove. Many simply refuse to testify. Occasionally, such cults become incredibly destructive: attacks on the public or upon their own members leading to terrible acts and pointless loss of life.

CULT CRIME

In 1978, the "People's Temple," led by Reverend Jim Jones, was fearful of their members leaving during an inspection of their agricultural retreat in Guyana by US Congressman Leo Ryan. The cult's security personnel attacked the visiting group as it sought to leave via a local airfield. Five people were killed, including the congressman and three members of the press. Fearful of the repercussions, Jones ordered a mass suicide, promising eternal life on another planet for those who died. In all, 914 people died: 638 adults and 276 children, with their leader shooting himself in the head.

Project Megiddo

"For over four thousand years, MEGIDDO, a hill in northern Israel, has been the site of many battles. Ancient cities were established there to serve as a fortress on the plain of Jezreel to guard a mountain pass. As Megiddo was built and rebuilt, one city upon the other, a mound or hill was formed. The Hebrew word "Armageddon" means "hill of Megiddo." In English, the word has come to represent battle itself. The last book in the New Testament of the Bible designates Armageddon as the assembly point in the apocalyptic setting of God's final and conclusive battle against evil. The name "Megiddo" was an apt title for a project that analyzes those who believed the year 2000 will usher in the end of the world and who are willing to perpetrate acts of violence to bring that end about."

FBI strategic assessment of the potential for domestic terrorism in the United States upon the year 2000.

The Japanese cult "Aum Shinrikyo," founded by Asahara Shoko, took its name from the sankrit word *Aum*, meaning the forces of destruction and creation, and *Shinrikyo*, the teaching of supreme truth. It was able to manufacture anthrax, botulin and sarin; all incredibly dangerous weapons of mass destruction. On June 27th 1994, cult members drove an adapted refrigerated truck into the Kita-Fukashi district of Matsumoto in central Japan. The truck was parked behind a dormitory housing three judges that the cult believed were about to render a verdict against them. The cult then used a radio control mechanism to release Sarin nerve gas into the air. As a

result, seven people died and over five hundred people were injured, including the judges.

On the morning of the March 19th 1995, they entered the Tokyo subway, dispersing onto the trains in teams of two. Each member dropped a package of liquid Sarin hidden within a folded newspaper. This was then punctured with sharpened umbrella tips and left to seep out and evaporate. Twelve people were killed and over 4000 people injured in the attack. Eventually, the police captured Asahara Shoko, surrounded by bags of cash and gold bars.

At the time of the Tokyo attack, the cult boasted more than 40,000 members worldwide in countries as far away as Russia and the United States. Its doctors had developed four types of weapons of mass destruction using commercially purchased equipment.

In 1997, "Heaven's Gate" cult in California led by Marshall Applewhite preached a path of enlightenment through celibacy. Applewhite had a near death experience in which, he said, he found out he was alien. He convinced followers that the comet Hale-Bopp was being shadowed by a UFO, which would save the faithful from global catastrophe, taking its members to a higher plane of existence on another world. However, followers of the cult could only go if they had the faith to undergo a spiritual metamorphosis by dying and being reborn aboard the ship. For 39 members this meant death by a combination of lethal injection and suffocation.

GHOSTS

Only PCs who are familiar with ghosts and haunting are likely to encounter a supernatural crime of this nature as they will know what to look for. After all, where is the evidence? There is no criminal to charge, or crime to be solved; the police can become involved only if residents are convinced the manifestations are in fact the work of an intruder. If all attempts at an explanation fail, a person experiencing being haunted could easily find that they are assumed to be delusional. Only the player characters may suspect something different.

Psychic investigators and ghost hunters suggest that there are two stages from dying to being at rest. The first is the leaving of the body by the spirit and is similar in this respect to astral travel, except that the soul is permanently separated. The second is the realization that the world can be left behind, and the transformation into the spirit self. This, they believe, allows the spirit to travel fully into the afterlife and to leave the material world behind. Ghosts are either the souls of the dead who have become lost and do not know how to leave the world behind (hauntings), or a soul that has chosen to stay (revenant).

Some of the most commonly associated factors of the manifestation of ghosts are listed below. Psychic investigators claim that each haunting is different and may have a different cause and solution. They have typed these phenomena into the following rough groups:

Apparition: the appearance of a living or dead person as a manifestation of a person's astral self. There are occult accounts of apparitions appearing before loved ones to tell them of their demise when the person has been killed some distance away.

Psychic Imprint: A psychic impression left by an emotional event. It is a replaying of a scene rather than having any sentient energy behind it. It is similar in nature to a recurring dream in that it is a repeating set of impressions, rather than any attempt to communicate.

Haunting: A sentient aware spirit of a deceased person who lies trapped between this world and the next. The spirit is often confused and lost, not knowing the way to leave their attachment to this world and enter the next. Spirits trapped in this way feel a sense of frustration as they begin to perceive the world moving on around them; this may take a few days or

hundreds of years. The time it takes for them to become aware of this state depends on various factors, such as how they died and how connected they were to the world around them. Their frustration at being trapped can prompt them to try to make contact with the living. These efforts will often manifest as changes in perceived temperature; or illusionary scents or the feeling of a "presence".

Revenant: From the French *revenir*, to return, a revenant is the spirit of a deceased person who has been freed from their connections to the material world, but who chooses to either remain here, or return. Usually, this is so that the spirit can try to achieve some purpose, such as completing an aspect of their life they feel is left undone -- like making contact with a loved one, or avenging their death. Unlike a haunting, a revenant will attempt to fulfil a specific task, or direct their efforts to achieving a goal. If this task is completed, the revenant will often move on to the next world.

Poltergeist: Comes from the German word words *polter* meaning "a noise" and *geist* meaning "a spirit". This is a disembodied spirit or supernatural force credited with certain malicious or disturbing phenomena, such as inexplicable noises, sudden wild movements, or breakage of household items. Poltergeists are also blamed for violent actions -- throwing stones or setting fire to clothing and furniture. Such incidents are said to be sporadic, unpredictable, and often repetitive. Some theorists suggest poltergeist activity often centers on a disturbed mind, often that of a teenager.

OCCULT MONSTERS

In Chapter 11: GM's Resources (page. 62) we have detailed some monsters for your stories should you need them. Below are those that are more commonly believed to have existed or exist to day.

The science of Para-zoology deals with mutations and animals of unusual origin. Two-headed animals, albino and other abnormal creatures were the staple of the freak-show circus booths. Some aberrations appeared as mythic creatures captured for the public's delight by the

adventurous showmen. Unicorns and mermaids were testaments to the taxidermist's art, rather than any creature found in the wild. Over the years, these creatures have permeated common subconscious, becoming more than just curiosities and entering the world of legend.

PCs are brought into this equation if there are the incidences of wounding or killing people or cattle. The production of a police report determines whether insurance payouts are to be made, so claims must be investigated to see if they are valid. Of course, it goes without saying that the police must make an assessment of any threat to the general public.

A modern example of such a creature is the Big Foot, (Sasquatch or Wendigo) phenomenon. This arose from Native American legends of the giant bestial half man that still lives far from human contact in the deepest parts of the American wilderness. Cleverly faked pictures and blurred cine film allowed hoaxers the opportunity for a fast buck.

"El Chupucabra", the Mexican goatsucker was named after its vampiric attacks on smaller farm animals. Sightings of this creature began in Puerto Rico in 1995, spreading up through Central America into the north, with reports or sightings and attacks as far North as Oregon. Witnesses described it as being between four to five feet tall, resembling a kangaroo-like reptile with grayish scaly skin. It has large almond eyes, with a wing film stretching between its forelimbs and body. The most noticeable feature of El Chupucabra is the crest of thick spikes or quills said to cover its head and spine, and the thick smell of sulfur that is said to accompany it.

Other examples of urban legend relating to monstrous creatures include blind albino alligators in the sewers, and big cats thought to be roaming the English countryside. Reports of this kind have mobilized squads of sharp shooters and trackers although little evidence exists to confirm such sightings. The most famous mythic creature resides in Loch Ness, Scotland, and is of course, "Nessy", the Loch Ness monster. This animal has been described as a giant sea serpent, or dinosaur-like creature similar in appearance to the plesiosaur. Tens of thousands of tourists still flock to Scotland each year from all over the world, hoping to catch a glimpse of this elusive monster.

UFOs

ALIEN AND UFO INVESTIGATION

Ever since the first reports of UFOs began to circulate in the media, the public has turned to the authorities to reassure them and to report such sightings and close

encounters. The names linked to the investigation of UFOs have become synonymous with conspiracy and cover up. The law enforcement agencies of the FBI and the investigations department of the Air Force have frequently been brought in to deal with cases such as these. People claiming to have been abducted by aliens and others claiming to have remembered suppressed memories of abduction after therapy have come forward expecting action to be taken on their behalf. Although the government has conducted several investigations into the phenomena of alien abduction and UFOs, they continue to state that no evidence exists to substantiate such claims, and that it does not recognize the existence of extraterrestrial beings.

PROJECT BLUE BOOK

At the end of the Second World War, reports of strange lights in the sky and incidents of people claiming to have had alien encounters led the government to put its most comprehensive effort into UFO investigation. A joint investigation was set up between 148 United States Air Force personnel and NASA experts, together with a team from the University of Colorado and the National Academy Of Sciences to research the incidences of Unidentified Flying Object sightings. The team was given the code Project Blue Book (the term "Blue Book" comes from National Intelligence Estimates, which are bound in blue covers and generally address a specific topic. They are of varying security classifications). From 1947 to the end of 1969, the team investigated over twelve and a half thousand UFO sightings. Of these, 701 remained unexplained at the closure of the project.

The project concluded that there was no evidence of extraterrestrial activity, or that such sightings were not the result of a technology more advanced than that generally available.

ROSWELL

Flying saucer fever and cold war paranoia gripped the nation in the summer of 1947, when a pilot reported seeing nine disc-like crafts shadowing him on a flight to Washington. Papers were full of UFO speculation.

On July 2nd of 1947, near the New Mexican town of Roswell, rancher W.W. "Mac" Brazel found strange debris scattered over his ranch in a tract almost three miles long and two hundred yards wide. This consisted of wires, metallic strands and rods, all covered with strange, undecipherable writing. Brazel took samples of this debris to the local sheriff, Geo Wilcox. The Sheriff contacted the local army base -- at the time, one of the most heavily guarded places in America, home of the only atomic attack unit, the 509th Bomb Group. A team of investigators under Major J. A.

Marcel was dispatched from the base and spent a day at the ranch collecting the debris, filling two trucks with the pieces. Marcel was so fascinated by it that he took fragments home and showed them to his wife and young daughter before they were flown out to Texas for analysis.

Just before he died in 1978, Marcel gave details of a second crash site back in 1947. Beside it, he claimed to have found the bodies of four small frail beings in one-piece gray jumpsuits that had no visible fastenings. They were said by him to have disproportionately large heads and big slanted eyes. Four archeology students also saw the crash site and the bodies. Again, the military under Marcel's jurisdiction were called in and the site cleared. Barnett and the other witnesses were ushered away and told it was their patriotic duty not to speak about the incident.

Marcel's story led credence to the many other claims of a second crash, and the recovery and autopsy of alien life forms. He also gave more details of the fragments taken from Brazel's ranch. According to him and his family, the pieces of the material were tissue thin, but could withstand blows from a sixteen-pound sledgehammer, and would not burn if heated with a blowtorch. Attempts at chemical analysis had revealed them to be "alien".

Many other Roswell witnesses have come forward over the years, some giving first-hand testimony. Many people have tried to cash in on the Roswell mystery, going so far as to produce fake films and reports. It may well be that that the material recovered was that of a classified observation; perhaps a radar baffling balloon of a type that the military were now known to be developing at the time. As most of the original players are now dead, the real truth may never be known.

MAJESTIC 12

It was claimed that Majestic 12 operated outside the normal channels of government. They were charged with initiating contact with other worlds through investigating the threat of extra terrestrial beings, and researching any methods that could be deployed against them. The group was set up following the recovery of a downed alien craft. As such, they are part of the backbone of the Roswell alien investigation site conspiracy theory. It was alleged that they now own numerous alien aircrafts, one of which was shot down during the 1942 air raid of California.

Majestic 12 documents bear signatures identical to those of Presidents Roosevelt, Truman and General Eisenhower, ordering the establishment of Majestic 12. An FBI investigation in 1988 declared the documents were clever fakes and that no such organization exists.

CATTLE MUTILATION

The wave of mysterious mutilation of cattle has been growing since reports first appeared in the 1960s. This is often portrayed in the media as mysterious wounds and fatalities claiming the bovine herds of America. Many incidents can be linked directly to wild predator attacks, or to the acts of sadistic or drunken individuals, but other attacks seem to defy explanation. Some cattle mutilations are said to number tens of thousands, with clusters of incidents appearing in small areas — hotspots of activity. These flare up, then die off, only to begin again elsewhere. Sometimes, cattle appear to have been transported away from fields, mutilated until dead, then transported back; a significant task when the average cow weighs in at 800-1200 lbs.

When cattle are mutilated they can appear to be savaged, with sections of flesh cut away with surgical precision, the wounds often appearing cauterized or fused. The bones of the cattle are sometimes severed with a similar methodology: the edges of any cuts quite clean, with no bone fragments in the tissue surrounding the cut. Often, the mutilated cattle have also been drained of blood. The organs "harvested" from cattle are usually sensory or reproductive in nature and are removed with such precision that it rules out any kind of animal attack. The most commonly removed organs are the eyes, tongues, ears, lips and udders. It is said that scavenger or carrion animals refuse to go near the carcass and abnormally high levels of radiation have been detected. Investigations into the grass around the mutilated animal have also revealed damage to the plant cells similar to that inflicted by powerful microwave emissions.

Police departments from various states have formed taskforces to deal with waves of cattle mutilations occurring in their jurisdiction, with cattle breeders' associations offering rewards for information to help bring those responsible to justice. At the request of their US senator, the FBI conducted an investigation into a spate of cattle mutilations on a New Mexico Indian reservation in 1978, having previously declined to be involved, stating that the alleged crimes were not federal in nature. The 128-page report they produced, released under the freedom of information act, stated that they could not bring charges against anyone, citing the actions of predators as the cause. Conspiracy theorists claim the mutilations are the result of alien activity, blaming UFO experiments as the culprit; other theorists say that the sighting of unmarked military style black helicopters in the skies around mutilation hotspots prove a government connection, with cattle being used to test secret new weapons.

PSYCHICS

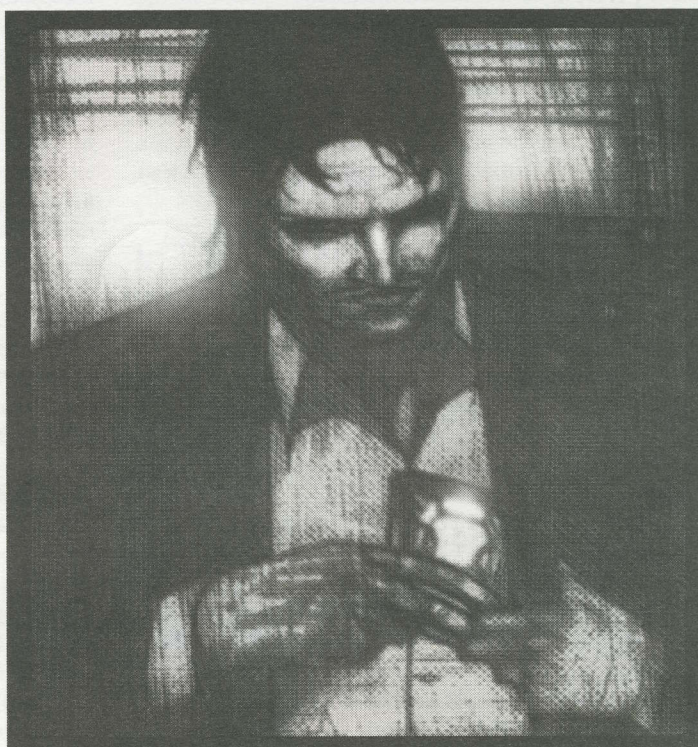
The possibility that the mind is capable of special powers beyond the mundane has always been alluring. Throughout history there are numerous examples of protagonists who claim that things be can changed by sheer force of will. For over 300 years, police departments from all over the world have used psychics to help solve cases. Often, they are consulted after they have exhausted all of the conventional policing techniques and have hit a dead end. Few police departments will admit to bringing in a psychic, due to its controversial nature. For some, it is tantamount to admitting they are unable to do their job properly. The unverified nature of the psychic's aid in previous cases also deters many officers from openly declaring their involvement. This leaves GMs open to interpret psychic investigation any way they please (the Psychic character class is detailed on page 58).

Psychics often charge families and relatives of missing people for readings. Their inclusion on a high profile case may help bring them extra clients as a result of connected media exposure. Claims by some psychics to have been instrumental in the solving of all manner of crimes are hard to substantiate; often, the psychic has made readings or predictions at the start of the investigation that are proved to have contained elements relating to the suspect or other facets of the crime. Only in the review of a case can the accuracy of this information be assessed. Cynics argue that often the prediction or "reading" can be retrofitted to the facts.

PSYCHIC TECHNIQUES

Psychics operate in differing ways, using a variety of psychic techniques to give a reading of an event. The psychic tools they might employ involve the sensitivity of or manipulation of "unseen energy forces". Psychics are often susceptible to other energies; many blaming their failure on the negative attitude of the officers around them in an investigation.

Some will use methods similar to remote viewing to receive visions and impressions relating to the case: the location of bodies; descriptions of the killer; and their emotional



state. Other psychics use psychometry to read impressions from objects or photographs. These may be pieces of evidence such as murder weapons, or pictures of the crime scene.

There are few known or credible evaluations into the effectiveness of psychics in assisting criminal investigations. Those that have been conducted by Scotland Yard in England, the LAPD and NYPD focused only on the efforts of a few psychics. These investigations, however, found no more success in receiving impressions from a crime scene than would be achieved through blind chance.

A review of a number of serial murder investigations conducted over the last 20 years does reveal the presence of psychics (invited and uninvited) in a large number of these cases. Some investigators claim that psychics are very useful, but the majority appears skeptical. That said, GMs might decide that psychics might be great fun in a game, due to their presence in the common psyche and the many people who believe in them. As such, an additional character class is available on page 58.

The main benefit of the involvement of a psychic in an investigation is provided by the psychic's approach to the investigation. This often comes from a very different perspective to that of the officers, and through the questions asked by the psychic, investigators themselves to begin to ask questions that have not been asked before, thereby creating new leads. Notwithstanding, despite the tendency of law enforcement personnel, and to a lesser extent the public, to be negative regarding the use of psychics in an investigation, psychic consultants are still used. In cases where all leads have been exhausted, turning to a psychic may be necessary, if only to show that the agency is willing to use any and all sources that might lead to resolution of a murder.

Protocol for using psychics:

- ♣ The psychic's performance will be evaluated.
- ♣ The psychic's assumptions should be documented separately.
- ♣ The police should commit to providing follow-up to any reasonable information offered.
- ♣ Officers who cannot accept a psychic's work should not hinder the operation.
- ♣ All conversations with the psychic should be taped.

PSYCHIC HISTORY

The psychic is a person who is either born with or develops gifts or talents in the area of extra sensory perception (ESP); clairvoyance; communication with the spirit world; the ability to read human auras; and uses such skills as a healer or reader. Psychics and mediums are not a new development. The history of psychics may be traced back thousands of years to the seers, shamans, and soothsayers of ancient times. Yet attempts to empirically evaluate and classify the psychic arts are something relatively new. Modern psychic movements can be found in certain aspects of the "mesmeric" and spiritualist movements. These spread through Europe and America in the early and middle 19th century after the controversial Austrian doctor Franz Antoine Mesmer (1766-1815) reported "thought transference" of clairvoyance and "eyeless vision" in addition to other psychic phenomena in "mesmerized" subjects.

Mesmerism was an 18th century movement that began in France, led by Austrian Dr Franz Anton Mesmer, who thought that the astrological influence of the planets on humans was caused by a force similar to magnetism. As a result, he began treating patients with magnets and charged fluids. This position changed as he instead claimed that cures were actually coming from an energy or "magnetic fluid" coming from the hands, voice, or nervous system of the practitioner. This invisible substance was thought to be similar to electro-magnetism and was dubbed by him, "Animal Magnetism". Mesmer's pupils were able to induce a "magnetic sleep" (trance-like state or hypnotic condition) in their patients. As a result, the term Mesmerism eventually became permanently linked with hypnosis.

The alleged healing properties of mesmerism and the popularity of séances led to the recognition of such phenomena in the public imagination, with the Spiritualist movement gaining wide support and acceptance. Even famous scientists such as father of electricity Michael Faraday preformed extensive research into the connections between electricity and the existence of ectoplasm. Critics and paranormal debunkers like famous illusionist and escape artist Harry Houdini proved they were little more than fakery and parlor tricks.

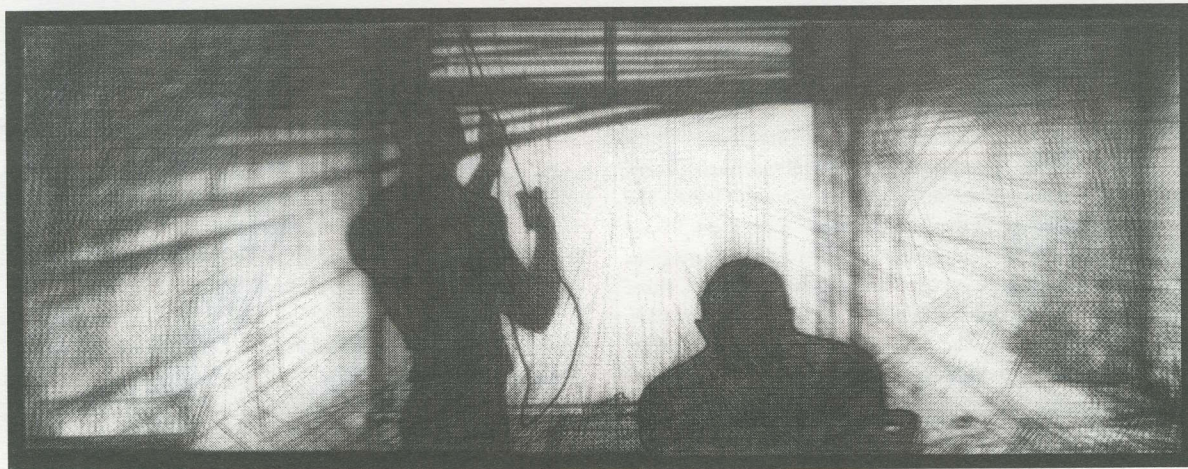
In 1882, the Society for Psychical Research (SPR) was established in London, England, with prominent members including Sir Arthur Conan Doyle (1858-1930), author of the Sherlock Holmes stories. The Spiritualists' attempts to scientifically measure and prove psychic phenomena included research into such areas as thought transference, hypnotism ("mesmeric trance") and haunted houses. Despite their intentions, the controls and tests administered by the SPR did more to expose fraud than to prove psychic manifestations; its founder eventually committing suicide after the discovery those mediums he trusted were tricksters.

The failed attempts to "prove" psychic phenomena in the 19th and early 20th century did little to dampen the psychic revival of the last few decades. In 1955, the Spiritual Frontiers Fellowship (SFF) was founded and received national prominence in 1967 when its founder allegedly contacted the dead on network television through trance medium-ship. No one, including the psychics themselves, may have been able to predict the degree of popularity of the current psychic revival.

ESP

ESP (extrasensory perception) is most commonly called the "sixth sense." It refers to sensory information that an individual receives which comes beyond the ordinary five senses of sight, hearing, smell, taste, and touch.

The first systematic study of ESP was conducted in 1882, when the Society for Psychical Research was founded in London. The journals of this society were published, as were other publications in the United States and the Netherlands. These first studies of ESP were rarely experimental or empirical. Many of the individuals studied were self-claimed "sensitives" or psychics.



In the 1930s, the American parapsychologist J.B. Rhine popularized the term to include psychic phenomena similar to sensory functions. Rhine was among the first parapsychologists to test ESP phenomena in the laboratory. Rhine's experiments were the first card-guessing ESP experiments. Conducted by Rhine at Duke University, the tests used 'Zener' cards consisting of five simple designs. Each card had one symbol printed on it: a square, a circle, a plus sign, a five-pointed star, and a set of three wavy lines.

The variables of the experiment can be calculated through probability as the subject tries to guess or call the order of the five symbols when they are randomly arranged in a deck of 25 ESP cards. The likelihood of calling a card correctly by chance is one in five. Therefore, it is possible to calculate how often a particular score is likely to occur by chance in a given number of calls. It was Rhine's argument that when his subjects had high scores, this could be expected by chance only once in a thousand tries. Once in a million, they displayed extra-chance results, or ESP. Skeptics and probability experts dismissed his work, stating that ESP was impossible and that his findings and methodology were severely flawed. Experiments into ESP still continue, with computer programs designed to replicate the Rhine tests.

PSYCHIC WARFARE

In *Crime Scene: Supernatural*, the US government has engaged in a multitude of projects designed to examine remote viewing. Characters may have had a background in one of these projects (see Starting Departments, page 36). These projects have had different names, leaders and mandates, but are broadly outlined below. The real merits and results of these departments are largely left to speculation, but GMs can determine this for their own game in any way they like.

From 1969 till 1971, US intelligence concluded that Russia was engaged in "psychotronic" research. By 1970, it was thought that the Soviets were spending around 60 million rubles per year on their psychic intelligence program, rising to over 300 million a year by 1975. The money and personnel devoted to Soviet psychotronics suggested that they had achieved real results, even though intelligence analysts considered the matter improbable.

Research into Remote Viewing began in 1972 at the Stanford Research Institute (SRI), the country's second largest think-tank, in Menlo Park CA. The project (funded by the CIA) initially focused on the work of a small group of potential psychics. Individuals who then appeared to show potential were further trained and taught to use their talents for "psychic warfare". During this period, hundreds of remote viewing experiments were carried out at SRI until 1986.

In 1977, the Army Assistant Chief of Staff for Intelligence (ACSI) Systems Exploitation Detachment (SED) formed the project Gondola Wish, to evaluate prospects of these psychics in what was termed "adversary applications of remote viewing". A separate operational project was formalized under Army intelligence as "Grill Flame" in mid-1978. Located in buildings 2560 and 2561 at Fort Meade MD, Grill Flame was to build on the Gondola Wish project. This project drew its remote viewers from the ranks of the military; with artistic and extroverted types being said to be the best candidates, as "dreamers" were more easily hypnotized.

In late 1985, the Army stopped funding the program. The unit was re-designated as project "Sun Streak" and transferred to the Defense Intelligence Agencies' (DIA) Scientific and Technical Intelligence Directorate, and was given the office code DT-S.

The DIA gave the project over to scientific rather than military research under the Science Applications

International Corporation [SAIC]. The whole project was renamed project "STAR GATE". Over the two-decade lifespan of the project, more than \$20 million was spent on STAR GATE with \$11 million budgeted from the mid-1980s to the early 1990s. The project employed more than forty personnel, including about 23 remote viewers. When the project was at its peak during the mid-1980s, it employed as many as seven full-time viewers with a similar number of analytical and support personnel. Of these viewers, three psychics are said to have worked at FT Meade for the CIA. While working there, the psychics were reportedly made available to other government agencies, which could request



By the time the project was officially closed in 1995, the program had conducted several hundred intelligence collection projects involving thousands of remote viewing sessions. These included:

- ♂ A "remote viewer" was asked to locate a Soviet bomber which had crashed somewhere in Africa. His assessment was within several miles of the actual wreckage.
- ♂ The National Security Council asked about a Soviet submarine under construction. One remote viewer reported that a very large, new submarine with 18-20 missile launch tubes and a "large flat area" at the

end would be launched in 100 days. Two subs, one with 24 launch tubes and the other with 20 launch tubes and a large flat aft deck, were sighted in 120 days.

- ♂ Remote viewers were also said to help in the Desert Storm by finding SCUD missiles and secret biological and chemical warfare projects, and to have located and identified the purposes of tunnels and extensive underground facilities.

GMs can determine the validity of these in a way that suits their story!

By the early 1990s, the program was plagued by serious problems. Uneven management, poor unit morale, divisiveness within the organization, along with poor performance, and few accurate results meant that in 1995, the FY 1995 Defense Appropriations bill directed that the program be transferred back to CIA. A retrospective review was conducted, with the final recommendation being to terminate the Star Gate project.

In summary, this is the timeline for US government interest in remote viewing:

- ♂ 1972 - 1986 at the Stanford Research Institute (CIA project)
- ♂ 1977 - 1985 Project Gondola Wish (Military)
- ♂ 1978 - 1983 Project Grill Flame (Military)
- ♂ 1985 - 1991 Project Sun Streak (DIA)
- ♂ 1985 - 1995 Project Star Gate (SAIC)

POLICE INVESTIGATION

Every Supernatural crime is different and should be treated as such. Similarly, there is no one way to solve a crime. But police (and the feds) do rely on tried and trusted procedures to guide them. Supernatural crime is no different; In fact, it is critical that the feds or the police follow the correct process in areas where others could be cynical about the subject matter.

Police generally use the following procedures:

1. **Case the crime scene:** Get clues from the scene of the crime
2. **Identify sources:** Note down who reported the crime and who was around when the police arrived — they could be important sources of information. Identify anyone else present who can provide information: potential suspects, the victim or other victims, witnesses, informants and persons acquainted with any suspects or the crime scene.
3. **Interview sources:** Take statements from all people present. Uniformed cops can take statements from those that seem less relevant, while the PCs talk to the important sources.
4. **Victim:** Get as much information as possible about a victim (such as last known movements), particularly if it is a potential homicide.
5. **Motive:** Who had the means and opportunity to commit the crime? Is there a *Modus Operandi* (MO)? Would psychological profiling help?
6. **Find connecting evidence:** Does the evidence point to a particular suspect? For example, if someone was killed with a crossbow, the PCs should try to find out who is able to use one, or who owns or bought the crossbow used.
7. **Find suspects:** Interrogate them.

The process seems simple, but of course, it is not. People lie, vital evidence goes missing, sometimes there is a conspiracy or cover up, etc. In Supernatural crimes people get sidetracked or frightened. There can be a lot of media interest or public concern given their high profile nature.

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

SUSPECTS

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

MOTIVE

This is usually done through interviewing. Psychology and a working knowledge of the occult here is important. Occult Detectives and Criminal Psychologists often excel in this field. (See characters, pages. 28 –37).

MEANS

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

OPPORTUNITY

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

MODUS OPERANDI

"MO" can very useful when dealing with repeat offenders. Sometimes, the MO gives a lot of information away about the perpetrator. The characteristics of an MO are based on the type of crime. Criminals tend to do what they are good at. Bank robbers are very unlikely to burgle houses on the side: they stick to banks. A particular person might only attack young men, or only rob from the elderly. In occult crime this is particularly important given that the style of the crime can be very distinctive.

MOs can also be based on how the criminal performs the crime. Does it involve the same type of weapon? Are they systematic, ceremonial, drug crazed, etc.? Do they have a

signature or calling card that makes them different somehow? Even the time of a crime might be relevant: it could indicate the hours a perpetrator works. So note everything, miss nothing.

EVIDENCE

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

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

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

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

CIRCUMSTANTIAL VARIABILITY

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

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

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

SOURCES OF INFORMATION

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

PUBLIC RECORDS AND INFORMATION

Here are some other public sources of information:

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

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

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

In most investigations, the best evidence comes from the secondary sources that come out of the first part of the investigation. So characters should run their investigation carefully -- they may not have the resources to do everything.

INFORMANTS

There are many different types of informants and each kind should be treated differently. Informants include people who just want to do the right thing: people who want to be the PC's friend; people in trouble who need a favor; and people who are forced to inform. Every informant has a

file that includes their details, meeting times, logs of conversations, and so on. It would be unusual for an informant to be known only to the PC. Furthermore, it is extremely difficult to present evidence from a secret informer in court. Judges tend to be skeptical of unnamed sources. In a game situation, informants should be very colorful and potentially unpredictable.

CANVASSING

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

INVESTIGATING A CRIME SCENE

Imagine that somebody has vandalized a church. Many of the clergy and parishioners may get to the scene long before the police do. They will want to clean up. They may answer the phone. The media could arrive to photograph the horror. Before you know it the crime scene becomes a circus of bystanders and clues are quickly lost. It is not easy to investigate a crime scene and much can go wrong in the early stages. The same protocol cannot be used every time, as every crime scene is unique and presents its own set of problems and challenges to the investigator. Very few crime scenes just sit there waiting to be examined by the PCs -- the scene quickly becomes contaminated by suspects, bystanders, and the police themselves. Evidence disappears or is destroyed; things are moved, and people start to forget things.

It is important to remember that as soon as someone enters the crime scene, it changes. What this means from a game standpoint is that the PCs will corrupt the scene by their very presence and potentially trample evidence, depending on the amount of care with which they approach the scene. However, this should not become an occasion for a GM to have vital evidence destroyed, just because the PCs didn't state specifically that they did not run willy-nilly through the room upon entering it. The players and GM should establish what "standard operating procedure" means to them.

The first couple of hours are the most important in a fresh crime scene. If the police are fortunate, the first person at any crime scene is a police officer. They designate it as a

crime scene, cordoning it off from outside interference. Their first priority is to interview anyone in the area and ascertain as many facts as possible. As soon as they have secured the area, they call for backup, asking for various kinds of specialized teams, depending on the nature of the crime.

PROTECTING THE SCENE

The protection of a crime scene begins with the first police officer on the scene and ends when the scene is released from police custody. A contaminated crime scene will not hold up in court and protecting it is not easy. Distressed victims, unhelpful suspects, or passers-by often disturb the crime scene. Some things also quickly go away such as a smells or a person's level of intoxication. Officers should note if anything is altered (or altering) and make written notes as soon as possible.

EVALUATING THE SCENE

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

DOCUMENTING THE SCENE

While the technicians are tagging evidence, but before they start removing it, a photographer must record each aspect of the crime scene, gathering as much salient evidence as possible without moving anything. An investigator also makes a sketch of the area, showing the overall layout with measurements indicating where all the important objects were in relation to other objects, such as where the body was in relation to a gun.

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

Crime scenes are meticulous affairs and PCs could have to wait days until all the results are back. Often they are forced to prioritize, deciding which evidence should be processed first if they need to move quickly. Throughout a crime scene there lies a delicate balance between being objective, and not making too many assumptions, and building a working theory as to what may have happened.

When a dead body is present, it has often been moved before the police arrive. Well-meaning paramedics will have checked the body, possibly trying to revive the victim. The police should check with them and ascertain if the body was moved and in what ways. The investigator should start by making a visual assessment of the body, taking copious notes. The key at this point is never to make assumptions about the cause of death and to detail everything as it is seen.

COLLECTING EVIDENCE

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

BODIES

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

PHYSICAL EVIDENCE

A cotton swab or gauze can be used to gather blood or saliva samples. Distilled water is used if it has dried. Blood samples should be placed inside a cooler or freezer. Any bloodied items need to get to the laboratory as soon as possible and stored in cardboard boxes — plastic containers can cause condensation that could contaminate or spoil evidence.

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

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

FIREARM EVIDENCE

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

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

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

Methods for Evidence Containment

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

HAZARDS

Hazards occur regularly at crime scenes. They can be chemical, physical, or biological hazards; so protective clothing may be needed, if only a hard hat. Not all crime scenes happen in nice places. They can be in junkyards, under water or in burnt out buildings. These problems are

all surmountable, but the biggest problem in a crime scene is people, in particular the untrained public. Crime scenes out in the open attract attention.

SUPERNATURAL CASES

CATCHING SERIAL KILLERS

The most terrifying aspect of occult crime is the crazy person that uses Occult beliefs as justification for killing people. The USA has highly developed and sophisticated processes to deal with these people, some of who are detailed below. Statistical analysis of serial killers tells you a lot about them. The application of criminal profiling can determine the likely characteristics and history of a serial killer. This allows officers to assess suspects more quickly - hopefully catching a killer before they have the opportunity to kill again.

- ♂ Most serial killers are Caucasian.
- ♂ Most serial killers are male.
- ♂ Most serial killers operate in an area they know well.
- ♂ The average age when they first kill is 28 years old.
- ♂ They are more likely to target strangers.
- ♂ They are lower to middle class.
- ♂ Some are very intelligent.
- ♂ They have a fascination with police and authority.

CLASSIFYING A SERIAL KILLER

A killer is only said to be a "serial killer" when they meet the following criteria:

- ♂ There is a minimum of 3-4 victims, with a cooling off period in between each murder.
- ♂ The victim is usually a stranger to the perpetrator.
- ♂ Murders are unconnected or random.
- ♂ Killers choose vulnerable victims.

VICTIM PROFILES

Serial killers usually choose their victims with great care. As the serial killer continues to kill, the cooling off period will become shorter and the selection of a specific victim stereotype less crucial. In the early stages of the murders, victims will usually fit the following pattern:

- ♂ They are physically weaker than the killer.
- ♂ They are of a comparable age with the killer.
- ♂ They are the opposite sex to the killer.

HOW TO DEVELOP A SUSPECT

The investigation of a serial killer is very hard for the police: although the killer may know the victim, the link between them is often difficult to detect. This, along with the pre-

meditated nature of the crimes, means that witness and forensic evidence are less common, so the police will have fewer leads. The lessons learnt from other cases, along with psychological profiling, means that the police have established routines and procedures to follow when faced with such cases. The police will often not know that a killer will kill other victims, and so patterns of behavior specific to the killer will only become apparent when compared to other homicides. This will usually mean the case will be resolved by the following means:

- ♂ A confession from the killer.
- ♂ Another offender turning in the serial offender.
- ♂ Spouse, family members, friends, co-workers or neighbors informing on the serial killer.
- ♂ Identification by witness.
- ♂ Identification by victim, who eluded, escaped attack, or was released by the killer.
- ♂ Linkage of known offender to the murders.
- ♂ Arrest of offender for unrelated offence.
- ♂ Routine stop of offender for minor violation.
- ♂ Good detective work.

FORENSIC EXAMINATION

The examination of an injured or deceased body can often give the police a wealth of evidence as to the nature of the attacker. Even if a victim gives a statement to the police, this does not necessarily mean that they are telling the truth, or that they were fully aware of events as they occurred. Forensic evidence can help prove what happened and may lift a prosecution case beyond circumstantial evidence to prove beyond reasonable doubt the guilt of a suspect.

The medical examiner's or pathologist's role is to discover, analyze and evaluate physical evidence from a body and the relationship of that evidence to the investigation. If the examination is performed upon a body, the examination becomes an autopsy. In the majority of states this is performed whenever the cause of death is not known, or when there may be suspicious circumstances. (See Medical Examiner/Coroners, page 9). Often, the autopsy merely confirms the cause of death, but for criminal investigations the autopsy can aid in the identification of a body, and the events and circumstances that led to death. The measurement of internal body temperature, insect activity and decomposition will allow the examiner to establish a time of death, so that alibis of suspects for that time can be checked. The examiner will also determine the victim's general health and whether specifics such as intoxication or poisoning might have been a factor in the death. (For more information on this subject see **Crime Scene: Forensics**).

BITE MARKS

Bite marks (and bites) form large part of any modern monster game. When investigators discover a body with bite marks on it, it is vital to establish if these were the cause of death; if they were inflicted after death through the actions of carrion animals; and the nature of the bite marks. When presented with a bite mark the Medical Examiner, Forensic Dentist or Odontologist should follow the procedures listed above to preserve and record the evidence. From the details discovered in this investigation they can then determine the type of bite and the probable perpetrator. Most investigated bites, believe it or not, are found to be human. If the victim did not die, then the quickest way to find out the information is of course to ask them. This may not be the most reliable, however.

The theory of forensic dentistry or Odontology is that no two mouths are exactly the same. Even identical twins will have different wear and decay patterns, as well as dental histories. When someone discovers a bite mark while conducting an autopsy or viewing a body at a crime scene, police investigators call in either medical examiners or forensic dentists. While the bite mark can be photographed or "excised" from the deceased, the odontologist can offer expert on-site observation and analysis. Once a suspect (human or otherwise) is apprehended, the forensic dentist makes multiple impressions of the suspect's teeth, and compares them to the recorded bite marks, so that guilt or innocence can be established. If called to testify, they will then render an opinion as to the probability of the match.

Bite marks can be classified by the characteristics they portray; each mark being dependent on the type of teeth used to inflict it and the level of pressure used. The sharp teeth of predatory animals (of which humans are one) are designed to rip and tear into the skin, whereas the grinding teeth of herbivores are designed to pulp plant material, so their bites are more likely to be contusions or lacerations caused by the sheer force the jaw.

Bite Mark Types:

- ♂ Hemorrhage: small bleeding spot
- ♂ Abrasion: undamaged mark on skin
- ♂ Contusion: ruptured blood vessel, bruise
- ♂ Laceration: punctured or torn skin
- ♂ Incision: neat puncture of skin
- ♂ Avulsion: removal of skin
- ♂ Artifact: bitten-off piece of the body

The tooth marks and shape of the bite can determine if the perpetrator is human or animal in origin. Humans typically leave marks with a rounded "U" shaped or semi-circular profile, delivered by both sets of teeth. Human incisors

leave more rectangular marks, while those of canines produce circular or triangular indentations. Further evidence comes from the distance between the rear teeth; this distance indicates the arch width of the mouth. Distance between tooth marks can also provide information about the identity of the species, as can the spacing and curvature of the biting edges. It is at this point that characters can find out which species of animal the bite is from and how big that animal is.

From this information the odontologist can determine which species bit the deceased, and its approximate maturity and size. If an animal inflicted the bite, a zoologist or a vet may be brought in to provide a more exact opinion about the identity of the animal.

CLAW MARKS

Claws inflict wounds, but rarely kill: animals usually only use their claws to fasten on to their prey in order to bite a vital area, or to deter another creature from biting. Humans are one of the few species that use their limbs as their primary weapon. Consequently, the bodies of animal attack victims will usually display defensive wounds that were inflicted by claws. These marks also appear either side of a bite wound, showing where the animal held its prey down.

For bodies that have been found with claw marks, the procedure is slightly different from that of bite marks. The medical examiner will first determine if the marks were inflicted by a weapon, another person, or by an animal. The depth and profile of the wound will determine this decision: human nails typically leave broad, shallow marks with a rounded bottom. Weapons will leave a thinner, deeper mark. The wound will be singular and not in the same pattern as a claw mark. Animal claws are more pointed than human fingernails and are more dangerous. The wounds inflicted by them will be more "V" shaped with greater tissue damage.

The number of wounds, their comparative depth, and the distance between them will help the examiner determine the species of animal responsible for the claw marks. As to which species is responsible, this is harder to determine, as many species have similar structures to their paws, with the size and maturity of the animal serving to confuse the evaluation more.

HYPNOSIS

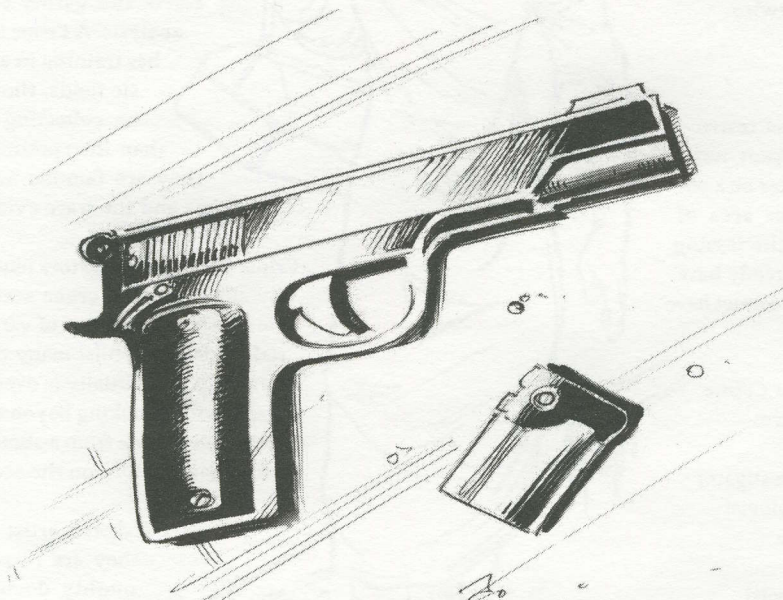
In 1958, the American Medical Association after years of rejection finally endorsed the teaching of hypnosis. For Law Enforcement Agencies, hypnosis (for memory refreshment) has been more readily accepted, largely because of a wider acceptance by the medical profession. In 1975, the Los Angeles Police Department approved a one-year pilot program for police use of forensic hypnosis. Police and outside consultants prepared hypnosis training courses that included lectures and practice sessions. Participation was strictly limited to specially selected officers. The growing interest in the subject prompted the foundation of the Society for Investigative and Forensic Hypnosis in 1977 and the Law Enforcement Hypnosis Institute, Inc. (LEHI), with over 1000 police officers received training at LEHI.

Officers employ hypnotism to aid the recollections of a witness. Sometimes the victim of an assault or violent attack will block out memories, as their mind tries to find ways to deal with the trauma they are suffering. In other circumstances, a witness may be able to recall details or people or places only glimpsed for a moment. Such examinations are only conducted under the full consent of the witness. Officers may not use hypnotism to gain a confession from a suspect, as the fifth amendment of the constitution against self-incrimination will still apply.

The hypnotist will usually work closely with a police sketch artist to use the recollections of the witness to produce a more detailed description of a suspect. They will work together to expand a basic description to an accurate profile that can give officers new leads.

The hypnosis session with a witness must be closely monitored, with video or audio taping of the session a mandatory requirement by most forces. This allows the evidence gained from a witness to be independently assessed and presented in court by both the prosecution and defense. The hypnotist will often work from an established script to prevent their emotions from interfering in sensitive cases, or from accusations of leading the witness.

During the session, the hypnotist will establish a "safe place" for the witness's mind to retreat to when the questions become too stressful, or when it is too difficult for them to continue. By using this safe place, the hypnotist can explore the witness's recollections of traumatic events without unduly upsetting them. This process can also have a cathartic effect, helping them come to terms with what has happened.



CHARACTER CREATION

In *Crime Scene: Supernatural* you can play a rookie who has just been assigned to the department, or you can play a seasoned professional waiting for your retirement. Characters pick an Origin to reflect their social position and/or formative experiences (see *Starting Departments*, page 36). These represent where the character came from before they found themselves involved in a supernatural investigation. Ordinarily, it is levelheaded professionals who are chosen for these roles. But where would the fun be in that! All characters, however, do have a **minimum of 12 Intelligence and 10 Wisdom** to reflect their training and experience to date. Each PC starts off with some bonus feats from their training. They also get bonus skill (and sometimes feat) levels according to those departments they worked in prior to the start of the game. PCs get skill points as outlined below, e.g. Crime Scene Investigator class skill points at first level: $(6 + \text{INT modifier}) \times 6$. There are no additional skill allocations beyond this. Each class has class skills available to it (see below). All skills outside of these are cross-class. For information on regular police jobs check out *Crime Scene: Police Investigation*.

There is a list of feats available to each class. You can only get additional feats outside of those listed by agreement with the GM or by multiclassing (see below). PCs get a bonus feat every odd-numbered Level (1, 3, 5 and so on), which they can choose from the list of bonus feats. They also receive a feat as a class ability at even even-numbered Level (2, 4, 6, 8, 10), which is specified by character class. (See Chapter 7: *Skills and Feats*, pp. 38-52, for descriptions of individual feats listed).

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

MULTICLASS

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

The character classes for *Crime Scene: Supernatural* are:

- ♣ Crime Scene Investigator
- ♣ Criminal Psychologist
- ♣ Occult Detective
- ♣ FBI Agent
- ♣ Forensic Pathologist
- ♣ SWAT

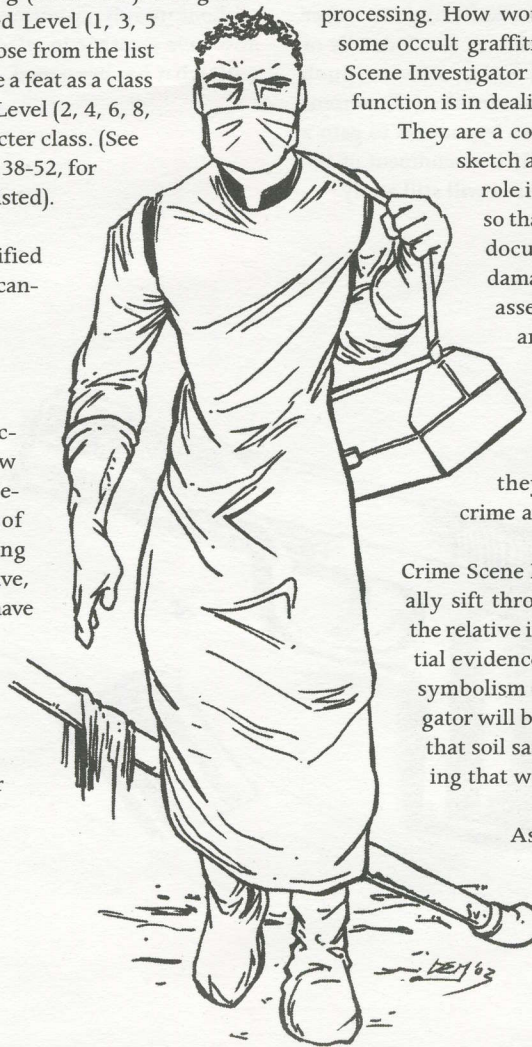
CRIME SCENE INVESTIGATOR

Supernatural crime scenes are unique and require a lot of processing. How would you consider a crop circle or some occult graffiti, for instance? The role of Crime Scene Investigator is a specialized one; their primary function is in dealing with supernatural crime scenes.

They are a combination of evidence collector, a sketch artist and photographer. Their main role is protect and process a crime scene so that information can be collected and documented before the crime scene is damaged or corrupted. Their task is to assess and gather evidence for later analysis. A Crime Scene Investigator has training in a number of forensic fields, though their focus is on collecting evidence, rather than interpreting it. In this case, they are familiar with supernatural crime and the trace evidence therein.

Crime Scene Investigators must be able to visually sift through a crime scene and determine the relative importance of various bits of potential evidence. Whilst many occult crimes have symbolism or ritualistic overtones the investigator will be looking beyond that for the clues: that soil sample from a shoe or piece of clothing that was torn on the broken glass.

As a sketch artist or photographer, they are responsible for thoroughly documenting a crime scene, providing information



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

Crime Scene Investigators should not be restricted only to crime scenes. They are ordinarily police or federal officers as well, and possess all the requisite skills and abilities to fully function within any investigation.

Hit Dice: d6

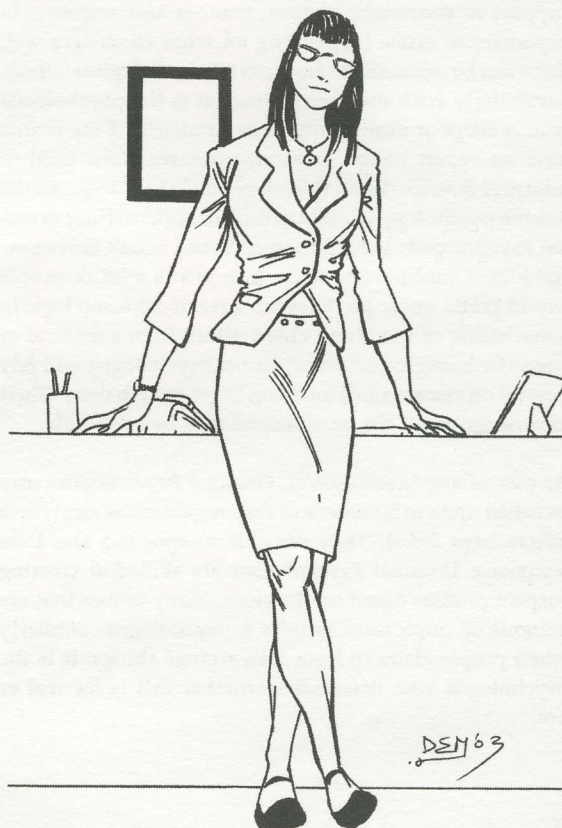
Class Skills: Autoshop (INT), Balance (DEX), Climb (STR), Computer Operation (INT), Concentration (CON), Crime Scene Recording (INT), Disable Device (INT), Evidence Analysis (INT), Gather Evidence (WIS), Gather Information (CHA), Knowledge: Autopsy (INT), Research (INT), Search (INT), Spot (WIS).

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

Skill points per level: 6 + INT modifier

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

Bonus Feats: Alertness, Bite and Claw Analysis, Connecting Evidence, Counter-Surveillance, Dodge, Emergency Medic, Endurance, Great Fortitude, Imposing, Improved Initiative, Iron Will, Library Access, Lightning Reflexes, Media Handling, Point Blank Shot, Precise Aim, Ready Weapon, Respected in the Field, Skill Focus, Taken, Toughness.



CRIMINAL PSYCHOLOGIST

The criminal psychologist sees a different world to other officers around them. They are always looking into the mind of the perpetrator to establish their motive and the way they think. A police Criminal Psychologist serves two functions, the first is to profile an offender; and to predict trends and behavior. They also serve as a counselor, offering

Crime Scene Investigator Progression Table

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

support to distraught victims, families and suspects. In supernatural crime (depending on what characters see), there can be tremendous amounts of psychological fallout, particularly with the unexplained. It is the psychologist who is adept at dealing with this. Similarly, if the crimes have an occult theme, psychologists are often used to interpret motive. To do this, they need to understand the unique psychology of those involved. Supernatural Criminal Psychologists specialize in cults and occult driven serial killers, and have to delve into places a lot of people would prefer not to go. They are a sea of calm and logic in a maelstrom of stress and chaos. Often from a medical or scientific background, the Criminal Psychologist will rely heavily on research and intuition to get the job done. Their knowledge about the unexplained may be very high.

As part of any investigation, Criminal Psychologists may be called upon to interview or interrogate witnesses where others have failed. They are able to spot lies and false testimony. Criminal Psychologists are skilled at creating suspect profiles based on the clues. Many crimes that are heinous or unpleasant require a psychologist. Similarly when people claim to have seen strange things, it is the psychologist who determines whether this is for real or not.

Hit Dice: d6

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

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

Skill points per level: 6 + INT modifier

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

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

Criminal Psychologist Progression Table

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

OCCULT DETECTIVE

Occult Detectives are very different to regular Detectives. They have been around longer; maybe they missed the next promotion or chose to specialize in something a bit too weird. Sometimes they are hardened and cynical. Othertimes they really believe in what they are doing. Detectives deal in the messy stuff and in supernatural crime there is usually at least one of them.

They are the ones who follow up leads, interview witnesses, notice discrepancies and in doing so, bring together the whys and wherefores of a crime. Detectives can specialize in any number of techniques – interrogation, surveillance, secret cults, etc. Additionally, they are likely to be the ones who confront the suspects or infiltrate them. They dig around inside the case and as such, are the closest to the suspect (and the danger that this can entail). While others search for evidence, it is the detective who is questioning the suspect or spying on their house. In the realms of occult crime this takes some nerve.

The Detective is a personal role and what they face is often it is not pretty. They are social creatures, good at talking and making the connections. At heart, a good detective is observant, quiet, and meticulous – they put the suspect at their ease and let them talk while they listen. At some point they chose to specialize in the supernatural and may hide their own secrets about their interests and motivations.

Hit Dice: d6

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

Skill points at first level: $(4 + \text{INT modifier}) \times 4$

Skill points per level: $4 + \text{INT modifier}$



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

Bonus Feats: Alertness, Appraise Suspect, Counter-Surveillance, Crack Driver, Dodge, Endurance, Ex-Cult Member, Fingerprint Taking, Great Fortitude, Hostage Negotiation, Imposing, Improved Initiative, Iron Will, Library Access, Lightning Reflexes, Media Handling, Point Blank Shot, Precise Aim, Ready Weapon, Respected in the Field, Skill Focus, Strong Stomach, Taken, Toughness, Weapon Specialization.

Occult Detective Progression Table

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



FBI AGENT

The clean-cut FBI agent arriving on the scene means that things just got serious. The FBI do not take getting involved lightly and they are backed up with multitude of resources. They are called in to aid local law enforcement agencies faced with a federal crime, or they are interested in what is happening. Although many larger police divisions have

begun to train specialists in occult crimes, the FBI still has the largest resources when dealing with cases of this type.

The FBI field agent is one of the best trained law enforcement officers in the world: only after completing a 16 week intensive training course at Quantico in Virginia can an officer earn the title of special agent. Even then, they then serve a further two-year probationary period.

They are serious and meticulous and often cynical about supernatural phenomena. Proof is very important, even to the believers, and agents will go to great lengths to get the data they need before a conviction. Always polite, professional and courteous, agents are as exacting as they are ruthless.

Hit Dice: d8

Class skills: Analyze: Narcotics (INT), Computer operations (INT), Diplomacy (CHA), Drive: Chase (DEX), Drive: Tailing (WIS), Forced Entry (STR), Gather Evidence (WIS), Gather Information (CHA), Interview (INT), Intimidate (CHA), Knowledge: Law (INT), Medical Assistance (WIS), Search (INT), Sense Motive (WIS), Spot (WIS), Surveillance (WIS), Tailing on foot (WIS).

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

Skill points per level: 6 + INT modifier

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

Bonus Feats: Alertness, Ballistic Armour proficiency, Crack Driver, Dodge, Emergency Medic, Endurance, Expertise, Great Fortitude, Hostage Negotiation, Improved Disarm, Improved Initiative, Informant Handling, Iron Will, Library Access, Lightning Reflexes, Long-Arm Firearm Proficiency, Martial artist, Point Blank Shot, Precise Aim, Ready Weapon, Strong Stomach, Taken, Toughness.

FBI Agent Progression Table

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus feat	+0	+1	+0	+0	+1
2	Appraise the suspect	+1	+2	+0	+0	+2
3	Bonus Feat	+2	+2	+1	+1	+2
4	Archive Knowledge	+3	+3	+1	+1	+2
5	Bonus Feat	+3	+3	+1	+1	+3
6	Weapon Focus: Pistol	+4	+3	+2	+2	+3
7	Bonus Feat	+5	+4	+2	+2	+4
8	Media Handling	+6/+1	+4	+2	+2	+4
9	Bonus Feat	+6/+1	+5	+3	+3	+4
10	Imposing	+7/+2	+5	+3	+3	+5

FORENSIC PATHOLOGIST

A good Forensic Pathologist is an amalgamation of pathologist, detective, politician, and public relations person. Not only must they know the technical aspects of the discipline, but they also need to have the communication skills to acquire supportive information from law enforcement officers, as well as be able to explain the results of medical examinations to juries and other laypeople. Forensic pathology involves some educated guesswork, as deductions are based on clues. Defense lawyers often bring this into question. Forensic Pathologists have to be able to defend their conclusions and stand up to cross-examination.

The training of a Forensic Pathologist must include a complete five-year residency in anatomic and clinical pathology, followed by one or more years of fellowship training in a medical examiner's office in a large city. Most Forensic Pathologists are expected to conduct 200 plus examinations per year. But in supernatural cases it may be far fewer.

A completely credentialed Forensic Pathologist must have a full medical license. This follows the successful completion of the Board's examinations in anatomic, clinical, and forensic pathology. Pathologists tend to specialize in one or more areas of expertise, because there is simply too much to know for one person to be an expert at everything.

In many jurisdictions, the Forensic Pathologist is a criminal investigator, and as such, may acquire a permit to carry a handgun. Since Forensic Pathologists typically work in non-medical institutions, such as county medical examiner's offices and city morgues, they may be exempt from licensing/certifying agencies, and may thumb their noses at even the most basic laboratory safety practices. It is something of a tradition for a lot of eating and smoking to be going on while actually performing autopsies. On the other hand, Forensic Pathologists are not known for their own longevity!

Hit Dice: d6



Class skills: Analyze Narcotics (INT), Computer Operations (INT), Concentration (CON), Diplomacy (CHA), Evidence Analysis (INT), Gather Evidence (WIS), Knowledge: Autopsy (INT), Medical assistance (WIS), Police Bureaucracy (WIS), Research (INT), Search (INT).

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

Skill points per level: 6 + INT modifier

Starting feats: At first level the character receives the feat of Doctor and Driving License.

Bonus Feats: Alertness, Bite and Claw Analysis, Connecting Evidence, Counter-Surveillance, Dodge, Emergency Medic, Endurance, Great Fortitude, Imposing, Improved Initiative, Iron Will, Library Access, Lightning Reflexes, Media Handling, Point Blank Shot, Precise Aim, Ready Weapon, Respected in the Field, Skill Expertise, Toughness.

Forensic Pathologist Progression Table

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+0	+0	+0	+2
2	Strong Stomach	+1	+1	+0	+0	+3
3	Bonus Feat	+1	+1	+1	+1	+3
4	Chemical/Microscopic analysis	+2	+1	+1	+1	+4
5	Bonus Feat	+2	+2	+1	+1	+4
6	Respected In The Field	+3	+2	+2	+2	+5
7	Bonus Feat	+3	+2	+2	+2	+5
8	Archive knowledge	+4	+3	+3	+2	+6
9	Bonus Feat	+4	+3	+3	+3	+6
10	Media Handling	+5	+3	+4	+3	+7



SWAT

Rarely is the strong arm of the law applied to supernatural investigation and this character class is chosen with the permission of the GM. That said, if a department requires some real muscle and a genuine threat is perceived within an operation then SWAT officers (or SWAT "agents" or SWAT "troopers" – depending on the force they work on) may be called in. Some forces do not call them SWAT but give them a different name.

Typically, these units are formed of dedicated squads of around fifteen members, who have received specialist military style training in urban combat. When not on duty, the officers are subject to a heavy regime of training and combat exercises to keep them in peak condition; members not making the grade are sent back to regular police or federal duties. The officer assigned to any supernatural investigation focuses entirely on the protection of the investigation team, but also has powers of arrest like any other officer.

SWAT Troopers are either the scout, whose job is to enter potentially hostile environments and clear it of threats, or the sniper, whose job is to give long range support and back up to officers. Players will have to choose which best fits their characters. This really depends on whether they want to be far from or close to the action.

Hit Dice: d10

Class skills: Balance (DEX), Climb (STR), Disable Device (INT), Drive: Chase (DEX), Forced Entry (STR), Hide (DEX), Intimidate (CHA), Listen (WIS), Move Silently (DEX), Search (INT), Spot (WIS), Surveillance (WIS), Tumble (DEX).

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

Skill points per level: 4 + INT modifier

At first level the SWAT Trooper receives the feat Ballistic Armour Proficiency and Driving license.

Bonus Feats: Alertness, Counter-Surveillance, Emergency Medic, Ex-Cult Member, Imposing, Improved Initiative, Ready Weapon, Skill Focus, Strong Stomach, Taken, Weapon Specialization.

SWAT Progression Table

Level	Scout	Sniper	Att	Ac Bon.	Fort	Ref	Will
1	Bonus feat	Bonus feat	+1	+1	+1	+1	+0
2	Automatic Firearm Proficiency	Long-Arm Firearm Proficiency	+2	+2	+2	+2	+0
3	Bonus Feat	Bonus Feat	+3	+2	+2	+2	+1
4	Precise Aim	Marksman	+4	+3	+2	+2	+1
5	Bonus Feat	Bonus Feat	+5	+4	+3	+3	+1
6	Long Arm Firearm Proficiency	Automatic Firearm Proficiency	+6/+1	+4	+3	+3	+2
7	Bonus Feat	Bonus Feat	+7/+2	+5	+4	+4	+2
8	Marksman	Precise Aim	+8/+3	+6	+4	+4	+2
9	Bonus Feat	Bonus Feat	+9/+4	+6	+4	+4	+3
10	Lightning Reflexes	Lightning Reflexes	+10/+5	+7	+5	+5	+3

Kits

Basic Tool Kit

Screwdriver set
Combination pliers
Adjustable wrench
Hammers
Pry bar
Drills
Keyhole saw
Shovel
Wire cutter
Putty knife
Folding knife
Glass cutter
Metal cutters
Needle-nose pliers
Claw hammer
Hatchet
Rubber mallet
Dry-wall knife
Extension cords
Allen wrench set

Investigator's Kit

Gloves
Paper and pens
Body bags
Cell phone
Radio
Flashlight
Body ID tags
Camera
Tape measure
ID & business cards
Watch
Paper bags and envelopes
Specimen containers
Disinfectant
Official forms
Blood collection: tubes and syringes
Inventory list
Linen sheet
Evidence tape
Raincoat, umbrella, boots
Tape/rubber bands
Disposables: jumpsuit, hair cover, face shield, shoe covers
Pocketknife

Medical Kit

Paper towels
Tape (masking and duct)
Plastic and paper bags
String
Surgical tools
Flashlights
Pens paper
Food and drink

Crime Scene Kit

Crime scene tape
Numbered cones
Do Not Enter signs
Gunshot residue kit
White chalk
Insect repellent
Portable lights
Flashlights
First-aid kit
Police seals
Flags
5% nitric acid solution
100-foot steel rule
12-foot steel rule
Distilled water
Generator
Batteries
Grease pencils
Scotch tape
18-inch ruler
Compass
30-60 & 45-degree triangles
Graph paper
Protractor

Evidence Collection Kit

Tweezers
Nylon brush
Magnet
Tongs
Scissors
Sifting screens
Flex mirror
Cotton balls
Eyedroppers
Magnifying glass
Pinking shears
Pipettes and pipette bulbs
Scribes
Spatula
Scalpels
Extra blades
Filter paper
Cheesecloth
Tongue depressors
Cotton swabs
Vacuum cleaner with filters
Unused cotton sheets
Shower curtain hooks
Flex-claw pick-up
String tags
Envelopes
Pill boxes
Twine
Test tubes
Evidence labels
Plastic jugs, boxes and zip-lock bags

Paper bags
Evidence tapes
Glass vials
Metal cans
Brown wrapping paper
Cardboard boxes

TRACE EVIDENCE KIT

Waterless hand wash
Thermometer
Crime scene tape
First aid kit

Fingerprint Kit

Fingerprint cards
Fingerprint ink
Ninhydrin
Silicone
Lifting tape
Dusting kit
Fingerprint magnifier
Tissue builder kit
Transparency sheets
Fingerprint data cards
Fingerprint powders
Black latent lifting cards
White latent lifting cards
Magnabrush kit
Cyanoacrylate kit
Iodide fuming kit
Postmortem finger spoon

Latent Print Kit

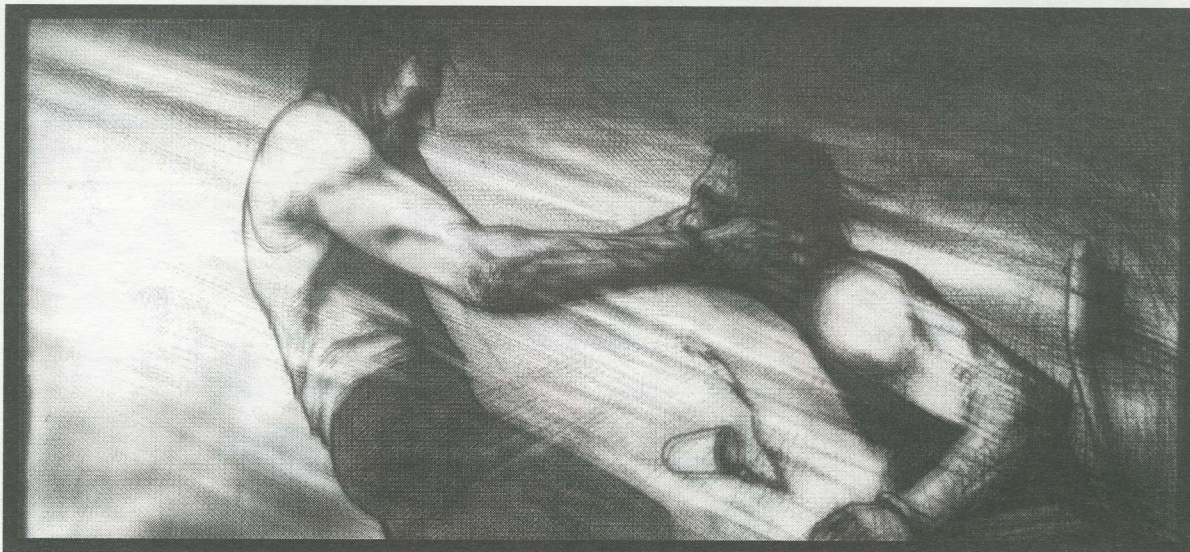
Local maps
Trash bags
Gunshot residue analysis kit
Magnifying glass
Portable light
Reflective vest
Tape recorder
Hand tools
Video camera & batteries
Blood test kit.

Photographer's Kit

Tripod
Blackboard
2-inch rulers
Extra batteries
Extra power packs
Film
Camera

Surveillance Kit

Binoculars
Monocular
Night vision scopes
Still cameras (films and lenses)
Video cameras (less common)
Batteries galore



STARTING DEPARTMENTS

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

The types of starting departments available are limited by character class see table below:

Investigation

In some police 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 the feat *Imposing* and an additional 2 ranks in *Gather Information*.

Crime Prevention

The role of a crime prevention officer involves a lot of community liaison work and presentations. These usually take place at colleges and local schools, but can also be given at clubs and societies. Crime prevention officers also prepare information for press releases or websites.

Benefits: Gain the feat *Media Handling* and an additional 2 ranks in *Knowledge: Law*.

Juvenile

This department concerns itself with preventing and investigating crime relating to minors (those under the age of 18). These duties range from finding missing children to looking into gang-related crimes. It also includes crime and drug education in schools. Officers in this department deal with some of the most emotional areas of police work and must be especially sensitive to its delicate nature.

Benefits: Gain the feat *Appraise Suspect* and an additional 2 ranks in *Counseling*.

Homicide

This department deals exclusively with murders. Officers in this department are skilled at investigating relatives and friends of the victim.

Benefits: Gain an additional 2 ranks in *Knowledge: Autopsy* and *Diplomacy*.

Generalist

Because they work in a precinct structure or in a small rural area like a sheriff's office, the character has chosen to be a generalist and be good at many diverse things. Their expertise therefore lies in the fact they work in a clearly defined area and that they know this location very well.

Benefits: Gain an additional 2 ranks in *Knowledge: Law* and *Knowledge: Street Sense*.

Project Stargate

The character was once involved in project Stargate, the DIA research project into psychics and psychic phenomena. They therefore have an insight into all things psychic and at the GM's discretion may have some government contacts in the field.

Benefits: Gain an additional 2 ranks in *Hypnosis* and *Research*.

Eligible Starting Departments, by Character Class

	Crime Scene Investigator	Criminal Psychologist	Occult Detective	FBI Agent	Forensic Pathologist	SWAT
Investigation	x	x	x		x	x
Crime Prevention		x	x	x		
Juvenile	x	x	x			
Homicide	x	x	x		x	x
Generalist	x		x		x	
Project Stargate		x	x	x		
Project Megiddo	x	x	x	x	x	x
Project Blue Book			x	x		
Civilian	x	x			x	

Project Megiddo

The character was once involved in project Megiddo, a research project looking at the effect of year 2000 and apocalyptic cults. As such, the character has a special insight into cults and their workings. This includes behaviors of cult leaders, indoctrination strategies and how cults are organized, plus they have knowledge of major cult activities and histories.

Benefits: Gain an additional 2 ranks in *Knowledge: Occult* and *Knowledge Theology*

Project Blue Book

From 1947 to the end of 1969, this team investigated over twelve and a half thousand UFO sightings. Ultimately, the team remained skeptical about UFOs, at least officially. Any character with this background will have worked on this team and be aware of most UFO theories and incidents. If UFOs feature in the game, the GM may also give them some prior information regarding what is really out there.

Note: Your character is at least 52 years old to have this background, probably older.

Benefits: Gain an additional 2 ranks in *Diplomacy* and *Hypnosis*

Civilian

Prior to becoming a Crime Scene Officer, Forensic Pathologist or Criminal Psychologist, the PC was a civilian. Their civilian role was probably quite similar to their current role or maybe as an academic. The PC may even still be a civilian working as a consultant, in which case they have only a nominal rank.

Benefits: Gain an additional 2 ranks in *Hide and Research*

SKILLS AND FEATS FOR CRIME SCENE: SUPERNATURAL

The following are the skills used in the *Crime Scene: Supernatural* game. Some remain unchanged from those found in *Dungeons & Dragons® Third Edition Players Handbook* published by Wizards of the Coast. Others are specific to supernatural investigations and are detailed below. GMs should feel free to adapt the rules and skills we have included to suit their own campaigns. **Notes:** The *Player's Handbook* has been abbreviated to **PHB** in references. New skills are labeled with an asterisk (*).

NEW SKILLS

Here are descriptions of the new skills that appear in *Crime Scene: Supernatural*:

ANALYZE NARCOTICS (WIS)

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

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

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

AUTOSHOP (INT)

Description: Many criminals hide objects 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 them, this skill also allows the PC to know if a car has been tampered with and how to make basic repairs to a car. This skill can serve as a general knowledge skill regarding cars, engines, and so on.

Check: Most cars and trucks are relatively similar; therefore the type of vehicle does not affect the DC. Normal difficulty is 10. If the car has been trapped, then it becomes 15. **Try again?** No, because the PC is unaware that they missed anything.

Special: The PC may take 10 using this skill.

Narcotics Analysis Table

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

SKILLS

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

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.

Checks:

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

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

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

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.

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

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

COUNSELING (CHA)

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

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 at-

tempt by 5. It is likely the subject would respond poorly to repeated efforts to manipulate their emotions, making them either more antagonistic or aggressive to the PC.

CRIME SCENE RECORDING (INT)

Description: Use this skill to record evidence at the crime scene by either sketching the scene or 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 they had got it wrong. Once they have left the initial crime scene, it becomes contaminated, so any photos or sketches made later on could not be trusted to be accurate.

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.

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. 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 (with vanity plates or obvious colors) add minuses 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. If the driver leaves the car but continues pursuit, they must use the skill *Tailing: On Foot* (p. 46).

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

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

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

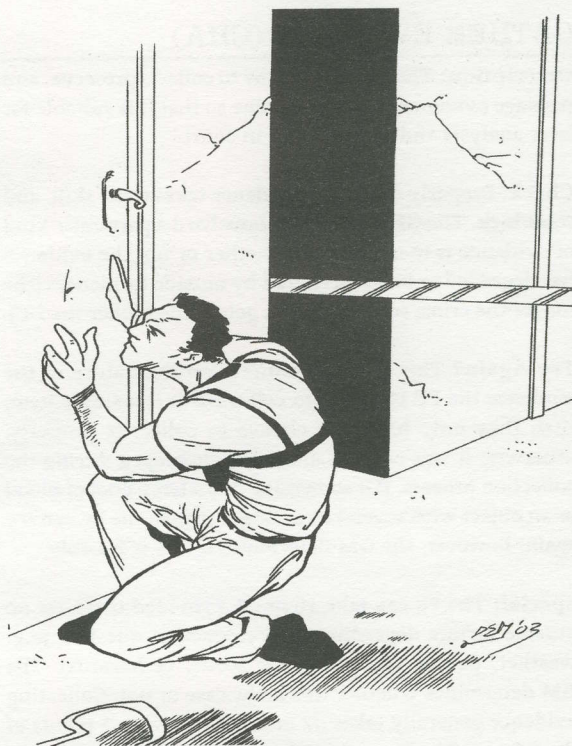
EVIDENCE ANALYSIS (INT)

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

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

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



FORCED ENTRY (STR)

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

Check: The character uses their forced entry score plus strength modifier against the target of the door. A normal door is DC10, a reinforced door is DC 20. Characters can take 10 or take 20 if they have this skill. No implement or device is needed with this skill.

Failure: The PC is not strong enough to breach the object's defenses.

Fumble: PC receives 1d6 points of damage.

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

GATHER EVIDENCE (CHA)

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

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

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

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

HYPNOSIS (CHA)

Description: The use of this skill allows the character to explore witness's recollections more fully and may often gain them additional information about the case. Minor facts can be retrieved, helping the police build up a fuller picture of a suspect or an event. Unless the characters wish to break with procedure, the hypnosis session should be conducted at the station or in the witness's home, with audio or video recording throughout.

The character makes a hypnosis skill check with a DC equal to the subject's Will save. The hypnotist cannot perform a session with a subject who naturally resists their efforts, as the subject must be relaxed and calm for him to be able to place the subject in a receptive trance state. For every five points the hypnotist exceeds the subject's Will save by, another fact can be retrieved by the hypnotist at the GM's discretion.

Time: The session takes around an hour to perform, and another hour for the processing of any information received. If the hypnotist fails their check, no new information can be gleaned from the witness. They may try and extend the session and try again, but such sessions become more stressful for the subject, raising the difficulty by five for each additional session.

Special: If the hypnotist fumbles, the subject is traumatized

by the attempts to recall any difficult memories and will take a more hostile attitude to hypnotist. This may mean refusing to cooperate any further with an investigation, or simply refusing to undergo further hypnosis.

The hypnotist may take 20 on their check when using hypnosis on a witness. This doubles the time taken to conduct the session, but may not be used with the recollection of traumatic memories of victims.

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 an 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 a interviewee's fuzzy memory, such as getting them to look at things from a different perspective, or going over the facts chronologically.

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

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

Try Again? Yes.

KNOWLEDGE: AUTOPSY (INT)

Description: This untrained skill does not require a medical degree or training in the forensic examination of the body. Having this skill does not give a PC the right to per-

form 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.

Note: If the character has the feat "Doctor" then this becomes the default conduct autopsy skill.

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: OCCULT (INT)

Description: Knowledge of the occult covers the study of the history of magic and people's belief in it. The skill covers diverse areas, from witchcraft in mediaeval Europe to the Afro/Caribbean spiritual beliefs of possession and sorcery. Characters with this skill do not necessarily believe in such things; they merely know about other people's beliefs.

KNOWLEDGE: STREET SENSE (INT)

Description: This skill reflects a character's knowledge of urban culture. It covers the customs and practices of the street, as well as criminal fraternities. Characters with this skill recognize and understand aspects of the scene -- music, media, and personalities originating from this arena.

KNOWLEDGE: THEOLOGY (INT)

Description: Characters with this skill have studied the different systems of belief. They know about the differences of practice and the dogma behind the beliefs. They have also studied their comparative forms, not only of majority religions, but also of minority faiths and sects.

MEDICAL ASSISTANCE (INT)

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

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

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

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

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

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

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

Fumble: Critical failure inflicts d6 damage on the patient.

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

Fumble: Critical failure inflicts d6.

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

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

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

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

Retry: The PC can try again the following day.

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

Check: The surgeon makes a check against DC 20.

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

Failure: The surgeon inflicts d6 damage.

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

Retry: The PC can try again the following day.

POLICE BUREAUCRACY (WIS)

Description: Paperwork features heavily in police or federal work and there is a lot of "red tape." The most obvious example is the need to get warrants for search and arrest. Furthermore, PCs must make a formal request to get access to vehicles or equipment, or to work with other forces or specialists. Issues crop up around jurisdiction and leadership authority. A PC with this skill 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 their tracks and avoid any possible disciplinary action.

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

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

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

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

Try again? No.

Special: The PC can take 10 using this skill.

POLICE INTERROGATION (CHA)

Description: PC 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 movies, both styles are often used as "good cop/bad cop." Different suspects will respond in different ways to both.

Manipulative interrogation is the coercive style that relies on the suspect feeling intimidated. This is done by using the interrogator's personality (i.e., being frightening, acting angry) and by manipulating the subject's environment (i.e., restricting break times, seating them in an uncomfortable chair, etc.). The law does set limits to how far this can be applied. For example, an interrogation room cannot be in a basement, as this might be intimidating. If the suspect asks to see 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 them of visitors, etc. More dramatically, it might involve lying to the suspect: 'Your fingerprints were on the weapon,'— 'You were seen at the crime,' and so on. Obviously, this is risky if the suspect realizes that the interrogator is lying. For instance, if the suspect knows there could be no fingerprints, because they wore gloves.

Empathetic interrogation makes the interrogator appear more reasonable to the suspect. The interrogator acts more warmly and friendly. They listen carefully to what the suspect has to say and appear to appreciate the comments they make. Whenever possible, the interrogator puts himself or 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 builds a rapport between the cop and subject, making it more likely the subject supplies more detailed information than they would have otherwise done.

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.

Note: PCs can only use this skill when acting in an official capacity as part of an investigation. The target must feel they are compelled to cooperate at least with the process.

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

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



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

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

RESEARCH (INT)

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

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

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

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

SURVEILLANCE (WIS)

Description: Surveillance mostly involves observing location, object, or 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 (see *Drive: Tailing*, page 40, or *Tailing: On Foot*, page 46).

Surveillance can be on foot, from a parked vehicle, or from a building. Unlike stakeouts 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 themselves to remain unnoticed; this would require the use of *Hide and Move Silently* skills. GMs should set a difficulty for the skill check based on the circumstances and equipment the officers are utilizing.

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

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

TAILING: ON FOOT (WIS)

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

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

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

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

UNDERCOVER (CHA)

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

these operations. Infiltrating a cult is equally as hard, given the strange behaviors expected by cult members.

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

"Decoy operations" put temptation in the way of the potential criminal. In these, cops pretend to be vulnerable. For instance, they might go to a bad neighborhood with an expensive camera and act as a tourist; or they might pose as a drunk with money hanging out of their pocket.

"Deep cover operations" involve infiltrating an organized crime group over a long period of time. These people become fully absorbed in their new world -- they don't get any time off and must maintain their cover 24-7. Undercover operatives have, in extreme circumstances, gone to jail to maintain their persona. Some have lost themselves in their role, becoming criminals. There is also a danger from other officers who do not know the undercover person is one of the good guys.

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

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

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

Try again: No.

FEATS

The following new and existing feats are used in **Crime Scene: Supernatural**. Some remain unchanged and can be found in the *Dungeons & Dragons Player's Handbook*. New feats have been created and existing feats have been altered to reflect the genre as detailed below. GMs should

feel free to adapt the feats as needed for their own campaigns.

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

Here are descriptions of the new feats that appear in **Crime Scene: Supernatural**, that may not be self-explanatory:

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 base decisions much more on emotions than logic and will respond accordingly.
- ♠ How mature are they? Do they know 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: The PC gains +2 to all relevant *Sense Motive* and *Diplomacy* rolls.

Archive Knowledge

Description: Deep within most police and federal 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. These archives include old case notes and evidence. In particular, old occult and supernatural information that may have been overlooked.

Prerequisites: Access to a criminal records archive

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

Bite and Claw Analysis

Description: The character is familiar with claw marks and bites, perhaps because of a medical background or they have simply researched the subject matter.

Prerequisites: None

Benefits: The character gets a plus 2 circumstance modifier (e.g. to *Spot*, *Research*, *Knowledge Autopsy* etc) when deal-

ing with bite or claw marks.

Bribing

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

Prerequisites: CHA 11+

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

Chemical/Microscopic Analysis

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

Prerequisites: INT 13+

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

Connecting Evidence

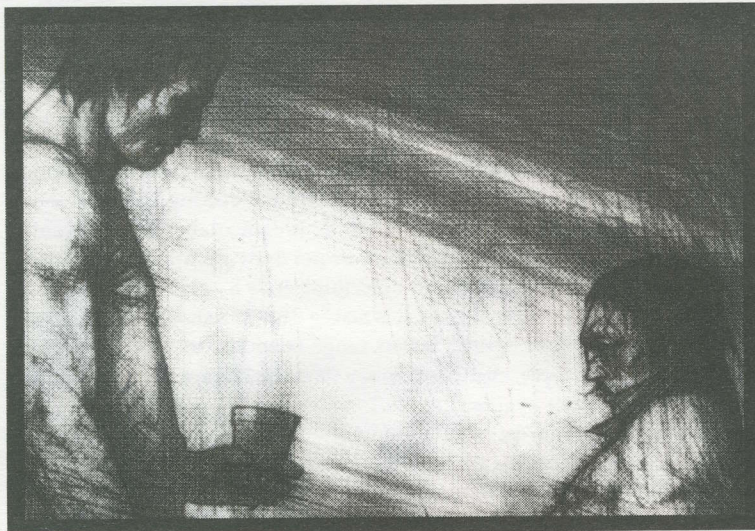
Description: In many crime scenes the perpetrator leaves evidence that connects them to the crime. Fingerprints, footprints, blood, etc. are the obvious ones, but it could include finding matches that originate from a particular nightclub, or a rare brand of cigarette. All this is connecting evidence.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

Prerequisites: WIS 10+

Benefits: Gain +2 to relevant *Search* and *Spot* checks.

Counter-Surveillance

Description: Characters know how to spot bugs and wiretaps, and use surveillance equipment. The first part of a physical search is to check for things like bugs, cameras, or hardwires. It is very time consuming and takes at least 10 minutes per 5-foot square to thoroughly search. The second part involves a radio frequency sweep, which



searches for radio bugs.

Note: Only working bugs are found and such bugs can be turned off. PCs need access to specialized detectors to execute this kind of the search.

Prerequisites: None

Benefits: PC receives a +4 bonus to any relevant *Spot* and *Search* rolls.

Crime Scene Hazard

Description: Crime scenes can be the strangest places. They may be burnt-out buildings, junkyards, and so on. Officers always have to be careful when processing a crime scene or walking the area for the first time. Some people are skilled at spotting dangers and this feat represents that.

Prerequisites: None

Benefits: They get a +2 bonus to all relevant *Spot* and *Search* rolls when at a crime scene.

Doctor

Description: The character has finished medical school or completed a similar training program. They are a licensed practitioner of medicine and are entitled to call themselves an MD.

Prerequisites: Age 23+, INT 14+, 4+ ranks of *Medical Assistance*

Benefit: They can conduct surgical operations without the -4 untrained penalty.

Driving License

Description: Most PCs have received extensive police training, including driving. Those with this feat can drive to a reasonable standard and don't require a skill roll to do so. Each time this feat is chosen, select one of the following: Cars, Motorbikes, Boats, or Helicopter. This feat can be taken multiple times.

Prerequisites: Age 16+

Benefits: PC no longer suffers the -4 penalty for using that type of vehicle.

Emergency Medic

Description: The character has training in emergency response. They may be ex-military or have an emergency services background. PCs with this feat are often expected to help other characters in an emergency where there is a "person down."

Prerequisites: WIS 10+

Benefits: The PC gains a +2 bonus to all *Medical Assistance* checks when attempting to stabilize a patient.

Ex-Cult Member

Description: The character was once a member of a cult. They might have been undercover or simply are now a reformed member wishing to right some wrongs. As a result, they are familiar with cult process and mentality.

Prerequisites: None

Benefits: The character gets plus 2 circumstance bonus when dealing with Cults e.g., on research or bluff rolls.

Note: This bonus is only relevant when increased knowledge about cults is useful. It could not be applied to Hide or Climb rolls, for example.

Fingerprint Taking

Description: PC is proficient in taking fingerprints from crime scenes. This feat assumes that they have the appropriate equipment to do so. Occasionally, at the GM's discretion, some fingerprinting won't yield good results, either because of the poor surface upon which the print occurs, or because the print is only a partial one.

Prerequisites: None

Benefits: The PC gains a +4 to relevant *Gather Evidence* checks.

Good Right Hook

Description: Some officers are sufficiently burly to deliver a good right hook if they choose to do so. This is not a typical police response, of course.

Prerequisites: Base Attack +1

Benefits: The PC gains +2 damage to their unarmed attacks.

Handwriting Analysis

Description: Some criminal psychologists are able to analyze handwriting and learn things about a suspect. With this skill they can determine intent, mood, and behavioral traits by examining the nature and shape of the

handwriting.

Prerequisites: Psychological Profiling feat

Benefits: They get +4 to *Sense Motive* when reading the writing of any suspect.

Hostage Negotiation

Description: The character has been trained in hostage negotiation. This includes elements of psychology, timing process, and so on. The negotiator understands crisis team structure, the dynamics of negotiation, psychology, tactical team deployment, negotiating stress, and dealing with the media. Hostage negotiation requires a lot of psychological training — two thirds of all hostage-takers threaten suicide and one in five do take their own life.

Prerequisites: INT 14+

Benefits: The PC gets +2 to any relevant *Diplomacy*, *Counseling*, and *Bluff* rolls.

Informant Handling

Description: Contacts need sustaining. They are not always unfortunate runts that a detective can rough up a bit for “the word on the street.” Informants are human. They won’t be very happy if all the PC does is tap them for information without some reward. Contacts have to be maintained and need lots of attention: if the contact is a bar owner, then the PC needs to drink in that bar; if a secretary, it is going to cost that PC lunch every now and then, even if they do not want particular information. Good informants include court clerks, a tax or insurance assessors, and public librarians or archivists. Of course, the best contacts are often dealers, gang members, or other criminals. There is no game system for informants: they are determined and managed by GMs, according to their need.

Prerequisites: CHA 13+

Benefits: Gets +2 to any *Police Interrogation* or *Intimidate* checks when dealing with informants.

Library Access

Description: the character has managed to gain access to a restricted information resource. This may be a members’ only conspiracy theory web site, or a police data base, or an actual library of rare occult manuscripts.

Benefit: The player must confer with the GM as to the scope and availability of the information. When enquiring about information relevant to this resource, lower the difficulty of the Player’s Research skill checks by four.

Media Handling

Description: In high profile cases, some officers are expected make statements to the press, hold press conferences, or give interviews. This feat represents those who are good at manipulating the media. This is not just saying the right things, but planning what to say and strategi-

cally revealing the right information at the right time.

Prerequisites: CHA 13+

Benefits: Get +2 on relevant *Bluff* and *Diplomacy* rolls.

Paranoid





Description: The Character is convinced that “they” are out to get them. They feel their actions are being monitored, and forces deployed against them. This paranoia may be unjustified, but the character’s suspicious nature and precautions means that not only do they expect an ambush, they also notice attempts at surveillance.

Benefit: as long as the character keeps up their paranoid attitude they are at +2 to spot trails both foot and vehicular, and get +2 to any reflex save to avoid being caught flat-footed in an ambush.

Psychological Profiling

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

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

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

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

Prerequisites: *Sense Motive* +4

Benefits: See above.

Respected in the field

The character has gained the reputation as an expert in a particular field of study. They are recognized (rightly or wrongly) as an authority on the subject. Perhaps they wrote a book in this field or busted a high profile case using this skill. They do not necessarily have to be great at this skill. Neither does it have to be their best skill. However, people will often defer to their opinion far more readily than they would otherwise.

Prerequisites: 6+ ranks in chosen skill.

Benefit: The character must elect a chosen skill, such as *Knowledge: Law*, or *Computer Operations*. When making checks to convince people of their ability in this field, the character receives as +2 circumstance bonus to their *Bluff* or *Diplomacy* checks.

Skeptic

Description: The character's denial of the existence of psychic phenomena is so strong that such powers have difficulty manifesting around the character. No matter what proof is laid before the character, they will find fault or error with it. Nothing can convince them on this issue.

Benefit: psychic powers, which target the character, are at +2 difficulty to use.

Note: Available at discretion of the GM.

Strong Stomach

Description: A police officer occasionally encounters scenes that are unpleasant. This feat applies to those who are relatively unshaken by gory scenes.

Prerequisites: None

Benefits: The PC gains a +2 save on Fortitude save when faced with a gory or morbid scene.

Take Charge

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

Prerequisites: CHA 13+

Benefits: The PC gains +2 to all *Diplomacy* and *Intimidate* checks when dealing with people at a crime scene.

Taken

Description: The character genuinely believes they were once abducted by a flying saucer. It is up to the GM to decide if this is actually the case and they do not have to reveal this decision.

Prerequisites: None

Benefits: The character gets plus 4 to any willpower saves when involved in a UFO case. This represents their determination in finding out the truth about UFOs.

Walking the Area

Description: Many crime scenes occur in wide-open spaces such as a wood. It is very difficult to know just where evidence will be and where the edges of the crime scene actually are. In larger crime scenes, somebody has to walk the area for two reasons: the first is to identify the area that will be taped off and secured; the second is to prioritize where within this area the most clues are likely to come from. These clues may be very well hidden; something is buried, for example. This feat represents having a great instinct for this.

Prerequisites: None

Benefits: Get +2 to all relevant *Spot* and *Search* rolls.

Weapon/Armor Proficiency Feats

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 is easy to locate and require little training or experience to use with a degree of proficiency.

Unarmed: Reinforced gloves

Armed: Knives, switchblades

Clubs, night sticks

Canes, batons

Improvised: Pool cues, baseball bats, heavy chains, chairs, broken bottles

Side Arm Firearm Proficiency

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

Automatic Firearm Proficiency

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

Long Arm Firearm Proficiency

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

Ballistic Armor Proficiency

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

Feats		
Feat	Prerequisites	Details
Alertness		See Feats chapters in PHB.
*Appraise Suspect	CHA 13+	Ability to determine the reliability, honesty, and background of witnesses and suspects. Gain +2 to all relevant <i>Sense Motive</i> and <i>Diplomacy</i> rolls.
*Archive Knowledge	Access to police archive	Gains +2 to any <i>Interview</i> , <i>Knowledge: Law</i> , or <i>Research</i> roll.
*Automatic Firearm Proficiency		Allows the PC to use an automatic firearm without a -4 penalty.
*Ballistic Armor Proficiency		Allows the PC to wear modern forms of body armor without incurring the penalties associated with the wearing of such protection.
*Bite and Claw Analysis		Gains +2 circumstance bonus when dealing with Bite and Claw wounds
*Bribing	CHA 11+	PC is an adept at bribing and has +2 bonus to relevant <i>Police Bureaucracy</i> or <i>Gather Information</i> rolls.
*Chemical/Microscopic Analysis	INT 13+	PC has been trained in using lab facilities. They gain +2 to any <i>Evidence Analysis</i> or <i>Analyze: Narcotics</i> checks made when using a lab facility.
Combat Reflexes		See Feats chapters in PHB.
*Connecting Evidence	WIS 10+	PC can recognize evidence that is important at any crime scene.
*Counter Surveillance		Ability to check a location to see if any bugs or other devices have been placed in it. PC receives a +4 bonus to any relevant <i>Spot</i> and <i>Search</i> rolls.
*Crack Driver	DEX 13+, Driving License	PC receives a +2 bonus to any <i>Drive: Chase</i> and <i>Drive: Tail</i> checks.
*Crime Scene Hazard		PC has the ability to spot dangers in a crime scene. They get a +2 bonus to all relevant <i>Spot</i> and <i>Search</i> rolls when at a crime scene.
*Doctor	Age 23+, INT 14+, 4 ranks of <i>Medical Assistance</i>	PC received extensive medical training and can perform surgery without incurring a -4 penalty.
Dodge		See Feats chapters in PHB.
*Driving License	Age 16+	PC is proficient in driving a class of vehicle and no longer incurs the -4 penalty for use. Each time this feat is chosen, select one of the following: Cars, Motorbikes, Boats, or Helicopter. Can be taken multiple times.
*Emergency Medic	WIS 10+	PC has received training in first aid and treating injuries. They gain a +2 bonus to all <i>Medical Assistance</i> checks when attempting to stabilize.
Endurance		See Feats chapters in PHB.
*Ex-Cult Member		Plus 2 circumstance bonus where cult knowledge is useful.
*Fingerprint Taking		PC is proficient in collecting and collating fingerprint samples.
*Good Right HookBase attack 1+		PC gain +1 damage to their unarmed attacks if it is a good right hook. Great Fortitude. See Feats chapters in PHB.

*Handwriting Analysis		Psychological Profiling Ability to determine a suspect's mood and character when analyzing handwriting. Get +4 to <i>Sense Motive</i> when reading the writing of any suspect.
*Hostage Negotiation	INT 14+	Ability to pacify and negotiate with hostage-takers. PC receives +2 to relevant <i>Diplomacy</i> , <i>Counseling</i> , and <i>Bluff</i> rolls.
*Imposing	CON 13+	PC can use their police status to influence the general public. They receive +2 on all relevant <i>Bluff</i> and <i>Intimidate</i> rolls.
Improved Initiative		See Feats chapters in PHB.
*Informant Handling	CHA 13+	PC knows how to extract information and services from informants. Get +2 to <i>Police Interrogation</i> or <i>Intimidate</i> when dealing with them.
Iron Will		See Feats chapters in PHB.
*Library Access		The character has access to a bank of information usually kept restricted.
Lightning Reflexes		See Feats chapters in PHB.
*Long Arm Firearm Proficiency		Allows the PC to use a long arm firearm without a -4 penalty.
*Marksman	Attack bonus of 1+	The range increment for a ranged weapon is increased by 1.5 for any full action attack taken to shoot with it.
*Media Handling	CHA 13+	Ability to handle the media. Get +2 on relevant <i>Bluff</i> and <i>Diplomacy</i> rolls.
*Paranoid		The character's suspicious nature means they are at +2 to spot tails and to reflex saves to avoid ambushes.
Point Blank Shot		See Feats chapters in PHB.
*Precise Aim		PC can fire any single shot weapon into a melee, ignoring the -4 penalty.
*Psychological Profiling	<i>Sense Motive</i> +4	PC is trained in recognizing psychological traits and behavioral indicators, enabling them to build a profile of a suspect.
*Ready Weapon	Base attack +1 or higher	PC can ready a weapon as a free action, and reload or clear a jammed firearm as a half action.
*Respected in the field	4+ skill ranks in selected skill.	The PC can use their knowledge of a subject to give themselves +2 on checks to promote their opinion.
*Skeptic		The character's denial of the existence of psychic phenomena is so strong that such powers are a -2 to their checks when the character is the subject.
*Side Arm Firearm Proficiency		Allows the PC to use a side arm weapon without a -4 penalty.
*Simple Weapon Proficiency		Allows the PC to use a melee weapon without a -4 penalty.
Skill Focus		See Feats chapters in PHB.
*Strong Stomach		PC gets a +2 on Fortitude saves when faced with gory or morbid scenes.
*Take Charge	CHA 13+	PC is skilled at using authority to deal with people at a crime scene. When processing a crime scene, PC gains +2 to <i>Diplomacy</i> and <i>Intimidate</i> .
*Taken		Plus 4 to willpower save in any UFO case.
Toughness		See Feats chapters in PHB.
*Walking the Area		PC is adept at walking around large crime scene areas and identifying which parts are significant. Gets +2 to all relevant <i>Spot</i> and <i>Search</i> rolls.
Weapon Finesse		See Feats chapters in PHB.
*Weapon Specialization	Proficient with weapon, base attack bonus +1 or higher	PC is especially good at inflicting damage with a chosen type of weapon. Add +2 to all 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

GUNS AND ARMOR

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

POLICE ISSUE BODY ARMOR

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

The police use several different types of armor to respond to their officers' needs. The first type is a light, concealable vest that can be worn under regular clothing without being too conspicuous. A *Spot* check at DC 25 must be made to notice its presence. These vests, made of Kevlar or other such substances, prevent a bullet from penetrating and spread out the concussive force of bullets. Police wearing these can still be knocked out by the force of a bullet and could have a nasty bruise and even broken ribs, but will survive. Such vests are useless against cutting or stabbing weapons.

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

The police also use helmets with clear, bullet-resistant visors to protect the face. These are usually used only in

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

The force's critical response teams wear the next type of body armor -- the heaviest armor worn by regular police units. It consists of heavy vests and helmets, along with plates on the lower legs, arms, and groin. The armor is designed to work primarily against ballistic impacts, but also functions well against knives and blunt trauma. Although made from heavy plates of ceramic and Kevlar, the weight is distributed across the body, so that maneuverability is not limited too much.

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

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

Armour Type	Ac Bonus	Max Dex Bonus	Skill Check Penalty
Police Vest	+2	+3	-2
Police Riot Helmet	+1	+3	0
Police Riot Shield	+2	+3	-2
SWAT Response Armour	+2	+3	-2
Bomb Disposal Armour	+4	+0	-6

RESTRAINT EQUIPMENT

It is of course up to the individual 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 to the dispersal time. Anyone caught in the cloud without appropriate eye protection must make a Fortitude save at a DC of 25 or become blinded for 3d4 rounds.

Mace/Pepper Spray

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

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

Tazers

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

Tazers require a successful To Hit check made with the target. The target must make a Fort save with a DC of 15 or be paralyzed. Dart guns inflict d2 points of damage and have an effective range of two meters. A character that fails their Fortitude check counts as paralyzed. As such

they fall to the ground, unable to move (they have an effective, but not actual, DEX and STR of 0). They are helpless. This effect lasts for 2d3 rounds.

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.

POLICE AND FEDERAL WEAPONS

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 agencies in any area use. Alternatively, below is a list of commonly used firearms that are issued as standard weapons.

Colt M1911 (.45 ACP)

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

Glock 17 (9mm)

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

Desert Eagle (.50 Action Express)

This large bulky pistol gained many fans due to the sheer size of its caliber. Although originally released in .357 by Israel Military Industries, it has been adapted to fire even larger calibers, including .44 Magnum and .50 Action

Express rounds. This pistol is very heavy and produces an exceptionally loud report when firing.

Ruger GP 100 (.357 Magnum)

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

Heckler and Koch MP5 (9mm)

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

Uzi (9mm)

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

Kalashnikov AK-47 (7.62)

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

Colt M16 A2 (5.56 NATO)

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

Springfield M1903 (30.06)

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

Val Silent Sniper (9 x 39mm)

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

Franchi Spas 12 (12 gauge)

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

Remington 870 (12 gauge)

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

Police Firearms

Weapon	Damage	Crit	Type	Range	RoF	Ammo	Weight
Colt M1911 (.45 ACP)	2d6	20	Ballistic	30 ft	0	7 round box	3 lb
Glock 17 (9mm pistol)	2d6	20	Ballistic	30 ft	0	17 round box	2 lb
Desert Eagle (.50 AE)	2d8	20	Ballistic	20ft ft	0	9 round box	4.5 lb
Ruger GP 100	2d6	20	Ballistic	20 ft	0	6 round chamber	2 lb
H & K MP5	2d6	20	Ballistic	20 ft	2	15 or 30 round box	7 lb
UZI (9mm)	2d6	20	Ballistic	20 ft	2	25, 32, 40 box	7.5 lb
Kalashnikov AK 47 (7.62)	2d8	20	Ballistic	70 ft	2	30 round box	10 lb
Colt M16 A2 (5.56)	2d8	20	Ballistic	80 ft	2	30 round box	7.5 lb
Springfield M1903 (.30-06)	2d10	20	Ballistic	80 ft	0	5 round box	9 lb
VAL Silent Sniper (9 X 39mm)	2d8	20	Ballistic	90 ft	1	20 round box	6 lb
Franchi Spas 12 (12 gauge)	2d8	20	Ballistic	20 ft	0	8 shell internal	10 lb
Remington 870 (12 gauge)	2d8	20	Ballistic	20ft0	0	5 shell internal	7 lb

COMBAT

This chapter outlines rules for managing gun combat in a law enforcement context, as well as offering a suggested adjustment to Armor Class bonus rule. The new firearm rules take into account factors like rate of fire, different kind of fire, reloading, and strafing. Guns themselves are described on page 54.

ADJUSTED COMBAT RULES

Comparatively, people and objects in the modern police world are fragile and prone to damage. As such, we offer an adjustment to the regular Armor Class bonus rules to reflect this difference.

AC BONUS

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

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

FIREARM RULES

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

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

There are three overall factors to consider with modern firearms: rate of fire, reloading, and type of fire. Rate of fire covers how many bullets or rounds a gun can fire in a

set amount of time. There are three types of rates: single-shot, three-round or semi-automatic shot, and autofire. These rates of fire directly affect how often PCs must reload their guns, and how often the guns jam. Furthermore, the type of fire -- directed, wild, or strafing -- impacts both the rate of fire and the reloading requirements.

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

RATE OF FIRE DICE

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

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

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

SINGLE-SHOT FIRE

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

THREE-ROUNDBURST / SEMI-AUTOMATIC FIRE

Semi-automatic/three-shot burst fire are referred to as "burst," this allows for more controlled, accurate firing. PCs roll one Rate of Fire die -- the chance of jamming is

much reduced compared to fully automatic weapons.

FULLY AUTOMATIC FIRE

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

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

RELOADING

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

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

JAMS

If two or more 6s come up on the Rate of Fire dice, then the weapon has jammed. Any other dice that are not 6s still count as being fired with all the normal rules in effect.

Characters can free a jammed weapon, incurring all the usual effects of taking such an action in combat.

EXCEPTIONS

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

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

DIRECTED FIRE

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

WILD AND STRAFING FIRE

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

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

PSYCHIC CHARACTER CLASS

The Psychic character class is available at GM's discretion. Many believe in the presence of psychic phenomena (see Psychics, page 17) and of course, psychics have been used to solve crime. The character has been gifted with powers beyond those of ordinary people. They are subject to flashes of insight, or dreams that they believe to be connected to incidents of precognition, or psychometry. Often they have faced ridicule whenever they have mentioned their abilities, but some feel their gifts were given to them for a reason. They offer their services to the police to aid with missing person cases, or homicide investigations.

Some GMs may not wish to use the Psychic Character class or limit a player's development. Only players who have taken the Psychic Character class should be given access to the psychic powers unless the GM thinks they will fit in to the campaign they wish to run.

Prerequisites: None.

Hit Dice: d4

Class Skills:

Bluff (CHA), Computer Ops (INT), Concentration (CON), Counseling (CHA), Diplomacy (CHA), Drive: Chase (DEX), Knowledge: Occult (INT), Research (INT), Sense Motive (CHA), Speak Language (INT).

Skill points at first level: (6 + Int) x 4

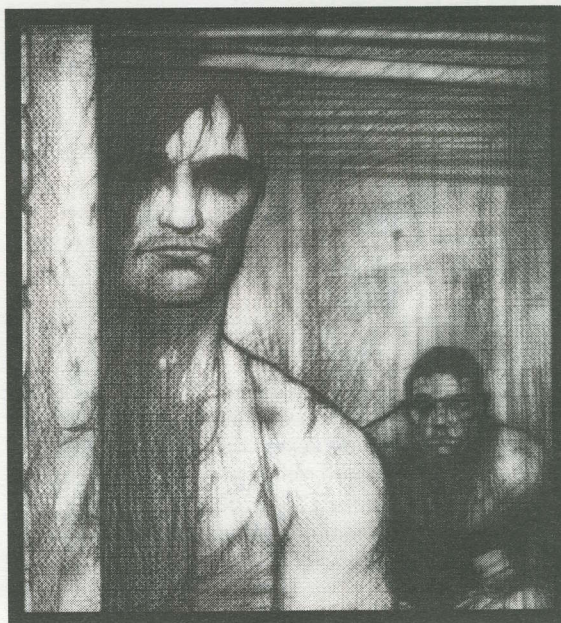
Skill points per level: 6 + Int modifier

Character Bonus Feats:

Alertness, Emergency Medic, Endurance, Ex-Cult Member, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Media Handling, Respected In The Field, Skill Focus, Taken, Toughness.

The character can also choose psychic feats (see page 61) instead of those regular bonus feats listed above.

Level	Feat	Att	Ac	Bonus	Fort	Ref	Will
1	Psychic Power	+0	+0	+0	+0	+2	
2	Increased Psychic skill 1	+1	+1	+0	+0	+3	
3	Bonus Feat	+1	+1	+1	+1	+3	
4	Psychic Power	+2	+1	+1	+1	+4	
5	Increased Psychic skill 2	+2	+2	+1	+1	+4	
6	Bonus Feat	+3	+2	+2	+2	+5	
7	Psychic Power	+3	+2	+2	+2	+5	
8	Increased Psychic skill 3	+4	+3	+2	+2	+6	
9	Bonus Feat	+4	+3	+3	+3	+6	
10	Psychic Power	+5	+3	+3	+3	+7	



PSYCHIC POWER

The character can pick a Psychic Power skill for their character to have (Channeling, Remote Viewing, Divination, Psychometry, Psychokinesis, Telepathy, see below). At the start, the character's use of it will be erratic and quite poor, only existing in flashes and bursts at first. The character counts as having a single rank in this new skill and is treated in game terms as a skill. Characters at 4th, 7th and 10th levels gain an additional 1 rank in a new psychic skill that they can choose.

INCREASED PSYCHIC SKILL

Increased Psychic skill allows players to increase their psychic skill as if using additional skill points. So Increased Psychic skill 2 allows two extra ranks to be distributed and Increased Psychic skill 3 a further 3. Characters can top the skills up again with skill points as they advance level, but no higher than the maximums applied to their regular skills. Similarly, topping up skill points this way (with regular skill points) counts as topping up *cross-class* skills — so costs double.

PSYCHIC POWERS

Over the last one hundred and twenty years, scientific evaluations of psychic powers have produced several com-

monly occurring phenomena. These have been grouped together to form classifications of powers. The following are some of the most commonly displayed psychic powers used in investigations or covert spy work. These have been divided into six main types:

- ♠ Channeling
- ♠ Remote Viewing
- ♠ Divination
- ♠ Psychometry
- ♠ Psychokinesis
- ♠ Telepathy

The psychic powers and how to use them are detailed below. Psychics can never take 10 or take 20 when using psychic powers.

CHANNELING

The Channeler acts as a medium for the spirits of the dead, allowing them to communicate through them. For some Psychics a particular dead spirit will act as a guide, finding the spirits they wish to communicate with. Commonly, the psychic will be able to hear the dead spirit through an act of "Clairaudience". Other psychics allow the spirit to possess their bodies in order to communicate — their own spirit is suppressed or sent into the astral plane while the other spirit is in possession, so the Psychic does not know of any message the spirit choose to impart. Players can choose the preferred style for their characters, although GMs can forcibly possess sometimes to pass on cryptic messages.

For Channelers, the dead come in two distinct types: the peaceful dead, who accepted their death and are at peace; and the restless dead, those who are angry or confused by their death. Whilst they view the peaceful dead as relatively benign, the restless dead are full of pain and anguish, and are likely to strike out at the living. The majority of hauntings and poltergeist activity is said to come from the actions of this type of lost soul. People who have had sudden or violent deaths may end up as restless dead, including those who died leaving something of their lives incomplete.

Rules: The difficulty for contacting the dead is based on the nature of the dead spirit. The Channeler must make a Psychic Power: Channeling check at a DC 10 adjusted by the GM according to circumstance. It is immediately DC20 if the spirit is not interested in communicating. If the check succeeds, the spirit will cooperate. If it fails, nothing happens or a different spirit becomes involved.

For every five points the check succeeds by, the attitude of the spirit becomes more favorable to the Channeler and they can remain in contact with the spirit for a minute. This process drains the Channeler who will feel weary

afterwards. Spirits get bored easily and do not like being contacted too often. GMs can determine the attention span of their spirits.

The GM will determine which spirits are available to communicate with. Some may simply have passed on and be unavailable. Most spirits can only be contacted from a location with which they were familiar in life and are unavailable elsewhere.

REMOTE VIEWING

The psychic power of Remote Viewing allows the Psychic to perceive events and actions that have occurred either recently in the location of the viewer or simultaneously but elsewhere. The Psychic enters a deep trance and then leaves their body, traveling astrally to other locations. The viewer perceives the location from the astral plane, so there is often a degree of confusion and haze over what they experience. Strong emotions that are attached to a site can also cloud the viewing. The psychic will often relay their impressions through drawings, writing or a monologue delivered while still in the trance, often awaking with only vague memories of what they've seen. The information gathered by viewers in this way is limited at best, often only the most simplistic impressions can be gained, such as if it is light or dark.

Rules: The character makes a Psychic Power: Remote Viewing skill check with a DC of 20. For every five points rounding up to the nearest five the Psychic exceeds the DC by, they receive one piece of information about the location, starting with the general condition and feel. The process is exhausting and GMs can inflict sudden viewings on the psychic if they wish.

DIVINATION

The arts of precognition and divination have fascinated people since the dawn of history. Many forms of the occult claim to have uncovered the power to predict the future; from interpreting the astrological influences of the planets to Tarot cards. The player can choose the preferred methodology of their psychic.

The type of methodology used to make a precognitive prediction won't make any difference to the outcome of the skill check; some draw on established rules and set interpretations of events, others rely on the psychic's connection to the subconscious to let images and feeling manifest through dreams or visions.

The power of precognition allows the character to perform two functions: they may look into the future to find out the possible outcome or future of a course of action; or they may use this power to assess a current subject or

situation. Perception of the future is always ruled by fate or destiny, as opposed to the power of free will, with the actions of the individual always defining the moment. As a result, accurately predicting the future is perhaps the hardest of courses. All the psychic can do in such cases is try to recognize the trends and likely outcome of events as they unfold, and map predictions to them.

Rules: To look into the future the psychic may nominate a subject, be it a person or a topic, they wish to divine. They may then make a Psychic Power check. For people, it is DC equal to the Will save plus Character level of the target subject.

If the Psychic wishes to make a divination based on a object or situation, they must beat a DC of 25.

Note: Divination only tells you about the future rather than the past or present.

PSYCHOMETRY

Scrying is the ability to read a psychic record of the history of an object. Objects record senses and emotions and these can be played back in the mind of the psychometric scryer. The psychic may gain a sense of an object's history, or powerful emotional events that have occurred around it. Psychics can read the history of certain objects by holding them in their hands, or by placing them to their forehead. Usually, small, highly personal objects such as a watch, ring, or key produce the best results.

Psychometrists usually scry in a normal state of mind, requiring no preparation or any need to be in a trance. Scryers are sometimes so sensitive that they are unable to hold certain objects, because of that object's past (for example, if an object has been used in a violent crime). Sometimes, this reaction is so intense that the scryer has been physically affected by an object's past, suffering from the symptoms of an illness from which the owner of the object died.

Psychometric impressions from objects may come in the form of emotions, sounds, scents, tastes or images. These visions are usually very rapid in nature, often with no logical sequence, as the power of the emotion recorded determines its placement in the vision. Such scrying is usually very stressful for the psychic, with Psychometrists experiencing a loss of energy and an increase in body temperature.

Rules: The psychic makes a Psychic Power: Psychometry check with a DC based on the strength of the emotions contained within the object. This emotional charge increases with the depth of feeling associated with it. GM should assign the DC level, with murder weapons and

beloved objects having a DC of around 20, with increased difficulty levels, depending on how emotionally attached people were to the object or the depth of emotion felt around it.

GMs can also decide the emotional fallout of holding these objects and how this personally affects the psychic.

PSYCHOKINESIS

The term "Psychokinesis" comes from the Greek words *psyche* meaning life or soul and *kinesis* meaning to move. This psychic power is sometimes also referred to as telekinesis or mind over matter: it is the ability to move things or otherwise affect the property of things with the power of the mind.

The psychic is sometimes able to make an object move without physical impetus, or to make an object bend and contort as if molten, purely by an act of will. The objects the psychic can effect are usually quite small.

Of reported psychic abilities, true psychokinesis is one of the rarest. Only a very few psychics have been able to demonstrate this ability.

Some researchers into the phenomena contend that the most common form of psychokinesis is one that is not consciously intended. They claim that poltergeist activity is actually a manifested form of psychokinesis, and that this might be caused by the subconscious of people under stress, emotional turmoil without conscious effort of those present. They suggest that these people cause china to fly off shelves, objects to break, or loud rappings to emanate from their houses' walls, among other effects. In the same way, Psychokinesis might also be responsible for phenomena experienced at séances. Table tilting, knockings and levitation might not be caused by contact with spirits, but instead by the minds of the participants.

Rules: the character makes Psychokinesis check versus a DC of 20. For every five points they exceed the DC by, the character can deploy a measure of force equal to one point of strength for one round. Unless the psychic can conceive of a way to manipulate their environment through the use of this skill, the power of Psychokinesis is simply too weak to effectively deliver an attack. The psychic can merely push or roll objects, not make them dance through the air.

TELEPATHY

By using this psychic phenomenon, the human mind is able to communicate mind-to-mind. Examples of such communication include: thoughts, ideas, feelings, sensations and mental images projected or received by the psychic. Many tribal societies, such as the Australian Abo-

rigines, accept telepathy as a natural human faculty. In more sophisticated societies, it is thought a special ability belonging to the realm of mystics and psychics. Although still not scientifically proven to exist after over a century of study, telepathy is being increasingly investigated in psychical research.

Following World War I, interest in telepathy and other psychic phenomenon increased, as thousands of the bereaved turned to Spiritualism in attempts to communicate with dead loved ones. Public expectance led to the telepathic parlor game called "willing" becoming very popular at the time. This vogue enabled large-scale scientific experiments into telepathy to be undertaken in the United States and Britain.

Most often, telepathy occurs spontaneously in incidents of crisis where a relative or friend has been injured or killed in an accident. An individual is aware of the danger to the other person from a distance. As a result, the study of the phenomenon in the lab is very difficult: information comes in different forms such as thought fragments; feelings that something is wrong; dreams, visions, hallucinations, mental images; clairaudience; or words just that pop into the mind. Often, receiving such information causes the subject to change their course of action – they might change travel plans or a daily schedule, or just call or contact another person.

Telepathy can be induced in the dream state. It appears to be related to biological factors such as blood volume changes during telepathic sending, and electroencephalogram monitoring, which reveal that the brain waves of the recipient change to match those of the sender.

Psychics traditionally can use telepathy in three ways: the first "thought projection" allows the character to send thoughts and impressions to another; the second is to try to empathically read the mind of another character; the last use is to try and impose their will over another by controlling their mind.

Rules:

Thought projection is the sending of a single thought or meaning to another individual. This can be done only once per scene. The psychic must make a skill roll at DC 20 to convey the thought. This is increased by 5 if the person is not in close proximity and/or if the person is unfamiliar to the psychic. They psychic can convey a simple feeling or one word which sounds like a whisper.

People can resist thought projection by simply choosing to dismiss the feelings/message they receive.

A psychic can only read another person's thoughts if they are in close proximity. A DC of 20 will pick up how an individual is feeling, such as miserable or nervous. A DC

of 30 will say something about the individuals' intent; they are "not to be trusted" or "ambitious." The GM will arbitrate what information is received. A simple willpower save will stop any intervention if the perceive they psychic to be prying.

Imposing your will over somebody as a psychic is impossible in **Crime Scene: Supernatural** unless the GM dictates otherwise.

PSYCHIC FEATS

The following feats are only available to psychic characters to purchase through character progression:

Spirit Guide

Description: When the character enters the astral plane or communicates with the dead, they are aided by a spirit guide entity. They may believe this to be a deceased person, or some kind of being native to the astral plane. It aids them by helping them search for what they are looking for and acting as an intermediary between the psychic and other astral beings. The spirit guide may manifest to them as the feeling of a presence or benign force while in the void, or it may take on a more personable aspect for them. Whether such a guide has their own motivations for behaving so is up to the GM.

Benefit: The spirit guide gives the psychic a +2 circumstance bonus on channeling and remote viewing attempts.

Force of Mind

Description: The psychic is skilled at projecting their thoughts and feelings into the minds of others; they have an exceptionally strong personality and charisma that often puts other people off. The character gains no additional ability modifiers, but can use their psychic powers to greater effect.

Benefit: The psychic adds a plus 2 modifier to attempts to use telepathy to send thoughts to others. It also adds to psychokinetic attempts to move objects.

Cassandra's Prophecy

Description: The character is particularly skilled at divination and precognition. They have an innate sense of what will happen that is far stronger than other psychics in the field. Their predictions, however, make people feel uneasy and out of control of their lives. Some people even become mad at them for seemingly violating or trespassing into their lives.

Benefit: The psychic adds their charisma modifier to attempts to use divination and precognition.

GMs RESOURCES

From the rich world of the supernatural there are many sources of material that can be used to enhance a game. **Crime Scene: Supernatural** brings together much of the popular myth in the contemporary western world at present. The GM's resources chapter brings an insight into the world of the minority religion where many contemporary horror stories are placed. After that, we have some NPC/monster stats for you.

Here are some definitions that can be used as background information to any game:

Majority Religion

These are the big religions with lots of people. They have beliefs considered orthodox by most people. These religions in turn may have a wide variety of offshoots that differ in their practice and religious interpretations.

Occult

Derived from the Latin word "occultus" meaning hidden, this refers to people endeavoring to gain power from unorthodox or unusual religious sources. It is often used to refer to the activities of witchcraft, Satanism and neo-pagan groups, forms of psychic and mystic prediction (tarot, astrology, and séances) and claimed abilities (astral projection, and ESP).

Cult

Used by sociologists and anthropologists to describe a system of belief or rituals, the word stems from the Latin word "cultus", meaning to worship, and "colere", "to cultivate". It is used to describe a religious group whose practices are strange, abnormal, or dangerous to the public. As a result, the term cult is used to refer to religious groups and leaders who employ abusive, manipulative or illegal methods to control their followers. Majority religions have in the past used this term to refer to groups whose beliefs contradict strongly with their own.

New Age

The term "New Age" covers the recent growth of belief systems of thousands of independent and often contradictory religions and spiritual movements. The general grouping draws its theology from Pantheistic Eastern religions and from recreations of native pagan religions, often drawing on strong elements of western occultism. Because of this variety, "New Age" is an inclusive umbrella term used to describe beliefs or new interpretations of beliefs stemming from non-majority world religion.



UNUSUAL RELIGIONS

The religion Santeria, the growth of minor religions and faiths, and the revival of pagan faiths such as Wicca have led to some criminal acts that have involved the law enforcement community. It is only in the last century that the membership of some of these groups has been recognized as "legitimate" or prevalent in US psyche.

PAGAN/NEO-PAGAN

This word originally described primitive non-Christian (and pre-Christian) beliefs and superstitions, often including those centered on the occult. However, these definitions changed as it became fashionable to include branches of new age belief around veneration of nature and native religions: examples most commonly associated with this are the Wiccan, and Native American Spiritualism.

The rise in pagan and neo-pagan religions has occasionally led them into conflict with police agencies. Most of these faiths have little to do with criminal behavior, but some do have a poorer reputation. A curious mix of Catholicism and African spiritualism has occasionally sparked controversy with some Afro-Caribbean faiths. Many hold the ideal that the individual can gain personal power through the invocation of spiritual entities and the striking of bargains with them. In this way, these religions advocate the existence of magic through ritual worship.

By definition, the term pagan refers to the belief in any non-Judo/Christian religion. It was used as a derogatory term, along with "heathen". It has become synonymous in recent times with the resurgence of old European religions of nature worship and the veneration of archetypal deities that are common to all polytheistic nature religions; the basic examples being that of the sun as the male principle and the moon as the female deity, from whose union all life springs. Often the names of gods from the Greek or Celtic traditions are used as representations for the ideal the deity is meant to represent. The aggressive expansion across the world of first the Roman and then the Judo/Christian faiths has meant that almost all records of the original patterns of worship and tradition have been lost through the ages. In the instance of the Celtic religion, the druid priesthood was forbidden to write down their traditions.

In this way, modern paganism departs from the original forms of worship and veneration of these gods to form a new composite religion, in which the deity is merely a metaphor for an aspect of life or the occult.

WICCAN

Wicca is the non-denominational religious worship of nature, and of pre-Christian gods and goddess. It believes in the power of the individual to perform magic by the channeling of natural power. The source of these beliefs comes from a mix of traditions and occult practices, with no one central messiah figure, or one divine tract of belief. As such, it is up to the individual to interpret their version of the Wiccan creed, with much coming from a variety of seemingly opposed and unconnected sources. Greek gods and goddesses mix with Native American spirit beliefs, along with a hodgepodge of pagan symbols and occult images. The central ideal remains the respect for nature and the individual, with the details of this left up to the practitioner.

Links have been made with Satanism, due to the similarity between the Wiccan horned god or Pan figure (as the embodiment of the male principle) and the satanic judo-Christian devil figure.

This led to the persecution of anyone performing occult magic or worship during medieval times, with no difference between the Wiccan and the Satanist, with this umbrella term being applied to the magical practices of both sects.

WITCHCRAFT

This term (popular in the medieval era) was used as a condemnation of the practitioner of magic. It was also the word used for the magic they practiced. It commonly refers to the pagan religious traditions of folklore, fortune telling, herbalism, and superstitions. It has come to be adopted by

Deity	Connections and Associations	Origin
Gaea	Earth/Nature/Environment/world spirit	Greek
Hecate	Womanhood, witchcraft, moon	Greek
Danu/Diana/Eve/ Isis/Istar/Selene/Dana	Moon/Motherhood/Fertility/Female Aspect/Yin/Empress	Celtic/Greek/Judo/ Christian/Egypt/ Babylonian/Roman/Ireland
Fates	Life/birth/death/female	Greek
Persephone/Demeter	Fertility/nature	Greek/Roman
Bel/Horus/Osiris/Dagda	Sun/male/light/fire/emperor/young	Celtic/Egypt/Egypt/Ireland
Baphomet/Pan/Set	Base desire/indulgence/lust	European/Greek/Egypt
Astarte/Aphrodite/Hathor	Love	Phoenician/Greek/Egypt
Bast	Cats/witchcraft	Egypt
Cernunnos	Forest/nature/male/oak	Celtic
Thoth/Hermes	Writing/wisdom/magic	Egyptian/Greek
Lilith	Demons/revenge/dark female aspect	Hebrew

the Wiccan religion as the term for the practice of their magical beliefs, but it can refer to the use of magic by all pagan religions and occultists. This magic is split into two types: white and black. White is benign and black malignant. The first "witches" to be reported were in Ancient Middle Eastern culture. King Saul in the Bible, for example, reputedly used the services of one. Throughout Mesopotamia, sorcery and witchcraft were openly accepted and old Hebrew texts even associate their work with that of God. In these early days, witches were considered both male and female.

According to the Bible, the ancient Hebrews, as well as their pagan neighbors, were conversant with these practices, fears, and avoidances. On the other hand, a passage in the Book of Ezekiel referring to certain women who, through the use of "magic bands" and veils, control the souls of other persons seems clearly to refer to sorcery. Such women are castigated as vainly going against God and his power. In ancient Greece and Rome, only magical practices intended to do harm were condemned and punished; benevolent witchcraft was approved and even official.

VOODOO

The term voodoo is derived from the word vodun, which denotes a god or spirit in the language of the Fon people of Benin (formerly Dahomey). Although voodooists profess belief in a rather distant supreme God, the effective divinities are a large number of spirits called the loa, which can be variously identified as local or African gods, deified ancestors, or Catholic saints. The loa are believed to demand ritual service, which thereby attaches them to individuals or families.

This religion is one of the oldest in the world, with a following of around 60 million people worldwide. It remained largely unchanged until European colonials deemed it to be barbaric and sexually licentious. For decades, the Roman Catholic Church in Haiti denounced voodoo and even advocated the persecution of its devotees. But because voodoo has remained the chief religion of at least 80 percent of the people in Haiti, by the 21st century the Catholic Church seems resigned to coexisting with the religion.

Disapproval from the church prompted the suppression of the teachings of voodoo, but as Europeans imported Africans for labour, they also imported their religious faiths.

In voodoo ritual services, a number of devotees congregate at a temple, usually a humble meeting place, where a priest or priestess leads them in ceremonies involving song, drumming, dance, prayer, food preparation, and the ritual sacrifice of animals.

The voodoo priest or *houngan* and the priestess or *mambo* also act as a counsellor, healer, and expert protector against sorcery or witchcraft. The loa are thought by voodoo devotees to act as helpers, protectors, and guides to people. The loa communicate with an individual during the cult services by possessing them during a trance state in which the devotee may eat and drink, perform stylized dances, give supernaturally inspired advice to people, perform medical cures, or display special physical feats; these acts exhibit the incarnate presence of the loa within the entranced devotee. Many urban Haitians believe in two sharply contrasting sets of loa: a set of wise and benevolent ones called Rada loa, and a harsher, more malevolent group of spirits called Petro loa. The rituals that call up Petro spirits are more agitated or violent than those that are used to evoke Rada spirits (see Ghosts, page 14).

The religion also believes that each person is possessed of two spirits: the *gros bon ange* or "big guardian angel" and a *ti bon ange* or "little guardian angel". The *ti bon ange* is said to leave the body during sleep, or possession of the body by a Loa during a ritual. Believers in voodoo are often concerned that when separated from the body, a sorcerer may capture this part of their spirit.

A peculiar and much sensationalized aspect of voodoo is the zombi. A zombi is regarded by voodooists as being either a dead person's disembodied soul that is used for magical purposes, or an actual corpse that has been raised from the grave by magical means, and is then used to perform agricultural labor in the fields as a sort of will-less automaton.

Sticking pins in voodoo dolls was once used as a method of cursing an individual by some followers of Vodun in New Orleans; the practice becoming closely associated with voodoo in the public mind through the myriad of horror movies.

Those crimes associated with voodoo stem from its use of animal sacrifice, which is often viewed as cruel, and of the exploitation of its believers by unscrupulous houngans. These usually center on extortion rackets in which threats of magical powers and curses are made against believers.

SANTERIA

The religion of Santeria originated in Cuba, as slaves brought from western Africa sought to hide the practice of their native religion by combining it with elements of Spanish Catholicism. At the time, slaves found that practicing their native beliefs could result in beatings, whippings or hangings by the plantation owners. Slave traders or their new owners baptized slaves into Catholicism against their will. On arriving in Cuba, many found the

only thing they had in common was their old faith, so they had to hide its trappings. As a result, Santeria became a secret religion, using devotion through the iconography of Catholic saints as representations for African Orishas (spirit emissaries); and it was from this, the religion took its name of Santeria, meaning "the way of the saints".

When the slaves of Cuba were eventually freed, Santeria continued underground due to negative attitudes displayed towards it. One contributing factor to this was the religion's use of animal sacrifice in its rituals, so that even when it did formally establish churches, it often faced heavy criticism. Animal sacrifices are performed to mark significant events such as birth, marriage, initiation and death. The sacrificed animal may then be cooked and eaten, except when used in healing and death rituals. There are now several Santeria churches in the United States, with many focusing on the religion's *ebo* (spells) and manipulation of *ashe*. *Ashe* is the force towards completeness and divinity.

PALO MAYOMBE

Palo Mayombe originates from the Congo region of Africa. Like most of the Afro-Caribbean religions it was brought to the new world by slaves and kept hidden in the disguise of Christian ritual. The religion teaches that direct communication between the living and the dead, as well as the spirits of nature, is possible. The most relevant spirits for Palo are: the Spirits of the Dead; the Spirits of Nature (which inhabit trees, plants, rocks, animals etc.); and the Highest Entities, which manifest themselves in the Forces of nature (the Wind, the Lightning, the Sea, etc.). Believers view all that exists as being animated by spirits. Humans in particular can become a doorway to the spirit world through mediums.

The religions have often come into conflict with the law as charges of grave robbing and the illegal disposal and use of human remains have been leveled against practitioners. The most serious criminal case was the infamous Matamoros killings in Mexico, in which a group of Palo Mayombe devotees killed fifteen people as part of rituals they believed would protect them against detection, when trafficking narcotics across the border into the US.

The cult preached that through human sacrifice, they would be invisible to their enemies. Constanzo himself was fond of wearing necklaces made out of human vertebrae for magical protection. Their operation was uncovered when they decided they needed to kill an American college

student at their border ranch. His disappearance triggered an aggressive police search on both sides of the border. A month later, American and Mexican authorities were alerted to occult-related rituals practiced at Rancho Santa Elena, 6 miles from the Rio Grande and the American border. As law enforcement officers began a search of Rancho Santa Elena, the student's body was discovered, as well as 14 others. Previously, no one had cared about these missing drug dealers, figuring that they were victims of a drug war.

MONSTERS

The following table will give GMs an idea about the supernatural adversaries they may pit players against. The statistics are calculated to give a rough average or base line in much the same way as a normal human can be said to have only one Hit Di and average ability scores of ten. If the GM wants to make their cultist tougher or smarter than an average cultist, then all they need do is increase the hit dice amounts allocated to the NPC and increase their ability scores. For every Hit Di an NPC possesses, the amount of skill ranks and the number of feats increases. So that as the number of hit di increases, the higher the level of ability.

Typical Skills:

Bluff, Diplomacy, Listen, Hide, Move Silently, Spot, Sense Motive.

Typical Feats:

Simple Weapon Proficiency, Driving Licence, Alertness, Side Arm firearms proficiency, Toughness, Iron Will, Lightning Reflexes, Great Fortitude.

Example 5 Hit Dice Vampire (with average ability scores)

Hit Dice: 5 (5 x d10 + con bonus = max of 70 hp)
Initiative: +4
Speed: 35 ft (50 ft flight)
AC: 16 (Class plus Def & Dex bonus)
Attacks/Damage: Melee: +10/+4 (unarmed strike d3+5)
Ranged: +10/+4
Abilities: Str: 19 / Dex: 19 / Con: 19 / Int: 10 / Wis: 10 / Cha: 12
Skills: Bluff +11, Diplomacy +11, Listen +10, Hide +15, Move Silently +15, Spot +10, Sense Motive +11
Feats: Simple Weapon Proficiency, Alertness, Toughness, Iron Will, Lightning Reflexes
Challenge Rating: 4

Monsters

Abilities	Zombie	Vampire	UFO Alien	Cultist	Haunting	Poltergeist	Revenant
Hit Dice:	d12	d10	d4	d6	N/A	N/A	N/A
Initiative:	-4	+4	+0	+0	+0	-2	+2
Speed:	20 ft	35 ft (50 ft flight)	25 ft	30 ft	30 ft	N/A	N/A
AC	+1 per HD	+3 per 2 HD	+1 per 2 HD	+1 per HD	N/A	N/A	N/A
Attacks: Melee	+1 per 2 HD	+1 per HD	+1 per 4 HD	+1 per 2 HD	N/A	N/A	N/A
Attack: Ranged	N/A	+1 per HD	+1 per 2 HD	+1 per 2 HD	N/A	+1 per 2 HD	N/A
Special Abilities	Feels no pain, Obedient	Regenerates, Transformation	Powerful Telepathy	None	Telepathy	Powerful Psychokinetic	Telepathy
Str:	17	19	8	10	N/A	10	N/A
Dex:	7	19	12	10	N/A	N/A	10
Con:	18	19	6	10	N/A	N/A	N/A
Int:	6	10	20	10	10	N/A	10
Wis:	10	10	10	10	10	N/A	10
Cha:	6	12	6	10	10	N/A	10
Typical skills pts per HD	1	2	2	1	0	0	0
Typical feats per 2 HD	0	2	1	1	0	0	0
Challenge Rating:	1	4	2	1	1	2	2



SAMPLE ADVENTURE: MURDER BY NUMBERS

This is an adventure for PCs ranging from 1st to 4th level unless the GM wishes to add supernatural elements to the adventure, in which case the GM should determine the relative levels required. This adventure is for 3 to 6 Players. The players are assigned to investigate an occult linked crime. The adventure could be set in any major city and can be easily incorporated into an existing campaign. As this adventure is structured around the investigation of a series of occult crimes, players should be open-minded and mature about the subject matter.

- First, the PCs piece together a motive for a murder. They will reach a startling conclusion about a mysterious book, connected with the occult.
- In Chapter 2, there is a race against time to capture a coven which looks as if it is about to embark on a killing spree.

PLOT SYNOPSIS

Murder by numbers is set in a major city to be determined by the GM. The players are specialist police character classes, experts in crimes that contain an element of the supernatural.

Police are alerted to the fact that a bookseller specializing in old and rare books has been found murdered. Some investigation reveals that he possessed a tome, which was stolen by a member of a coven. A busload of people disappears and the police discover that the tome possesses a dark secret. Unless they take fast action, ritual sacrifices will take place to unleash the power of the devil upon the world.

INTRODUCTION

This adventure is written without any direct supernatural elements. The coven members are merely fanatical and deluded; if completed, the ritual will give them a false sense of confidence, nothing more. Whilst the occult parts of the ritual do come from cabalistic traditions, GMs can add further supernatural elements if this fits in with their style of campaign. The choice is up to the GM.

THE TOME OF KAMEA

Written in Prague in the 15th century by the Jewish alchemist Abraham Zechariah, the tome was one of the first books to record ancient cabalistic beliefs and rituals, incorporating the western traditions of magical theory. The text is in a mixture of Hebrew and Latin, with annotations written in mediaeval Czech. To read the text requires a Language check at DC 30, or a Research check at DC 20 to find the resources to translate it. If the PCs get the faxed copy from Schlussman, the original owner of the tome (mentioned later in the story), it has a full translation attached. See page 73 on Schlussman.

Banned by the Catholic Church, almost all the copies were destroyed, with only a few surviving in Prague, the heart of the liberal Holy Roman Empire. At that time and for several centuries after, the city of Prague remained a haven for scientists and theologians, as well as for alchemists and magicians; the distinctions between these being negligible. Magic, alchemy, and science were as then indivisible, drawing from theological beliefs and ideals to define the scientific model of creation and reality.

Contained within the book's pages are various communications supposedly between the author and a mystic, who claimed to have summoned the devil. Only the ritual for winning the Devil's favor is detailed, but it supposedly forms the first step on the road to the final summoning.

Key to this ritual of favor is The Kamea of Saturn, a number table of nine squares in which the rows, columns and diagonals add up to fifteen. This has the Occult significance of producing the number 6 when its digits (1 and 5) are added. Furthermore, the sum of the three rows or columns would also produce the number 666, and neatly enough $6+6+6=18$, which if its digits are added again, brings it back to 9 (the number of squares in the grid).

The Kamea Of Saturn

4	9	2
3	5	7
8	1	6

Ancient magic was full of such grids and enigmas, using number and word plays to produce words or symbols they thought held significance or power. Classically, magical phrases like *Abracadabra* come from such numbers and palindromes.

The book then uses the number nine as a base for a series of sacrifices. These are each attributed a Hebrew letter/angelic script, as well as an element associated with each one. The glyph is marked on to the individual to be sacrificed and the element then used to kill the victim.

Some cryptic clues

Below is the translation from the Tome of Kamea. It says that if nine people are murdered using these methods, the powers of the devil become available to the murderers. The GM decides if this is for real, or just wishful thinking on the part of the coven who believe it to be true.

The story outlines the first three murders in detail and the characters should catch up with them after that. But they do not have to. This adventure could be run as a campaign with all nine deaths played out if the GM prefers.

No.	Element	Hebrew Letter/ Angelic Glyph	Method of Sacrifice
1	Air	Aleph	Falling/suffocation
2	Earth	Beth	Buried alive
3	Water	Gimel	Drowned
4	Gold	Daleth	Golden sickle (bled)
5	String	He	Hung
6	Stone	Vau	Stoned
7	Silver	Zayin	Silver knife
8	Iron	Cheth	Branded
9	Fire	Teth	Burnt

THE COVEN

This is a group of five individuals who were recruited by the founder Eric Haines after the realization that other satanic cults consisted of disillusioned, resentful people, or mere thrill seekers. Haines began by carefully sounding each member out, testing their knowledge and devotion.

He then styled himself as "High Priest" and began to organize ceremonies and rituals. Despite his vetting, several members saw the rituals as little more than outrageous fun and a way to play dress up and be daring. Other members are ideally suited to his needs, and will desperately follow his commands, seeing in him the route to earthly power, and life after death. The undertaking of this ritual has split the group, with the less enthusiastic members being threatened or cajoled into participation. These inducements take the form of threats of physical violence, magical retribution, then finally the threat of imprisonment and a possible death sentence if the police catch them.

ERIC HAINES

Haines is a tall, imposing man with slicked back, collar length hair and a thin goatee beard. He tries his hardest to look the part of a satanic master, always dressing in simple black clothes, with a silver pentagram amulet as his only adornment. Haines is a highly charismatic figure, projecting assured arrogance and a dark air of cruelty. He is an expert at manipulating those around him, and never hesitates to exploit any weakness he can perceive.

Born to an adequate trust fund after his parents were killed in a car crash, he spent his formative years with his grandmother. Although she cared very much for him, her age meant that she could never give him the attention he needed. After finally receiving his inheritance and investing it in property, Haines drifted into academia, becoming involved in the Occult after taking a philosophy degree. Having read the works of Nietzsche, he began to study the works of his contemporaries. When he read the works of the Golden Dawn, he began to model himself after Alistair Crowley, a famous British diabolist. Haines, although coming across as quite emotionally distant, is no sociopath; rather, he only becomes passionate and animated when the subject is personal to him, often reveling in the evil he inspires and sets in motion.

COLIN DAINTON

Dainton met Haines when he was studying in college. He helped him research material on the occult and furthered his satanic interests. He was studying Comparative Religion at the time, composing a thesis on the history of Satanism. Originally, he began this work as a skeptical non-believer in any religious system, but as his work progressed, he began to feel a connection to his subject. When Haines invited him to attend actual satanic masses, he accepted, curious to see the embodiment of his research made manifest. At the beginning, he went as an observer, but he soon asked Haines to induct him more fully as a member.

As his course ended, Dainton found there was little use for

his qualification, so he ended up using his knowledge to get a job working for an antiquarian specializing in old occult and religious texts. It was here that he learnt of the existence of the book and its contents, successfully pushing the dealer to obtain a copy.

Dainton is in his late 30s and is a highly intelligent, articulate individual. He has a very ordered and thorough nature, which is reflected in his neat appearance. This disguises a fierce and determined inner nature, and a drive that can manifest itself in intense anger. It was Dainton who killed the bookseller after Haines failed to persuade him to part with the book, and it is this drive that keeps the coven moving forward.

KIRSTEN GALLAGHER

Kirsten fell into Haines' circle of friends at college, and felt herself instantly drawn to him. After a withdrawn, repressive upbringing, he was someone expressing a lifestyle of total freedom of choice. To her, this was the catalyst she had been looking for all her life. With Haines, she began to accept all of Haines' ideals, so that when Haines set up the coven, she naturally joined him. Kirsten almost takes the position of Haines' Girlfriend, and although Haines is far from monogamous, in Kirsten's eyes he can do no wrong and she is utterly devoted to him.

Having just turned 23, Kirsten is the youngest member of the coven. She is a slightly built woman, favoring clothes and styles that compliment Haines', giving her a vampish, gothic appearance.

CATHERINE GODWIN

Now in her late forties, Catherine is a woman who has grown bitter and angry, having seen all life's treasures and dreams slip away from her. She was first introduced into the world of the Occult in the sixties by her former husband. After flirtation with free love and transcendental exploration, they became involved with an early Wiccan revival. Here she became disenchanted with the hippie sentiment of the group, turning her attention to the "Pan" or devil-figure of Wiccan belief. She began to organize more of the group's worship around this theme, alienating the other members. Eventually, this caused a spilt, which resulted in her expulsion. Although her husband left with her, this sowed the seeds of future dissent between them.

Divorced from the main group, Catherine's energy continued to pour into her beliefs as she founded an occult bookstore. Centering more and more of her energy on the darker side of Wicca, she found herself returning to a more Christian based ethos of satanic practice. Her husband, tired of her obsession and her shift away from him, eventually moved out, suing for divorce. This left Catherine in

the position of having to sell her home and close her business to settle the final lawsuit.

She was left feeling bitter and very alone. The beauty she had as a girl has faded, as have her dreams and aspirations. Haines got to know Catherine from her time running the bookstore and recruited her to the coven after running into her again. Catherine is fiercely determined to go through with the ritual, seeing it as a culmination of a life's work, and its success a justification of her devotion. She is no longer the attractive woman she once was. She is currently trying to re-establish her business by running a mail-order net-based version of her old store from her apartment.

NEIL "WHITEY" BLANCHE

Neil's route into the coven was perhaps the most predicable and stereotyped, as he was drawn into the world of the occult through heavy metal music, horror films and books. Having grown up a dysfunctional teenager, he progressed to become a sullen and withdrawn individual, with few friends and acquaintances. Neil finds other people hard to deal with, and is nervous and stuttering when he tries to communicate. For this reason, he took the job as a bus driver operating on the late night routes, where fewer people can bother him. Neil finds the coven the one place he can feel at home and relaxed; it is the place he can express himself with people he feels can understand his frustrations with daily life. Neil is conversely one of the least committed members, and when things take a darker turn, it is he that realizes this is no longer a bit of fun and that what they are doing is very wrong.

GRAHAM HUTSON

Graham is also a poorly committed member of the coven. Haines recruited him after a chance meeting at a nightclub. On the surface, Graham has little in common with the coven, being by day an office manager for a paper manufacturer. He has a wife and two children, and lives quietly in the suburbs. What even his family don't know is that for years he has led a double life, using business trips as an excuse to attend parties and events where he can indulge his sadistic tendencies. For him, the coven has merely been a tool to give him access to a greater level of depravity. The others recognize his lack of faith, but see him as centrally committed to the method, if not the ideal.

INTRODUCTION

You're late, as usual. It seems that everyone else in the street is walking in the opposite direction to you. As you jostle your way through the crowd of gray, grim-faced commuters, your heart sinks with that usual Monday morning feeling. How did the weekend go so quickly? And isn't it typical that it rained the whole weekend, while today it promises to be gloriously sunny? Your head is thudding and your mouth tastes of stale cigarettes. Life can be such a bitch.

The aroma of coffee tempts you. Hell, why not? What difference will a few more minutes make? You'll still get grief for being late, so you might as well do it in style. You stand in line for a good five minutes. It's already getting hot and the person in front of you smells like he hasn't washed for a week. It's finally your turn and of course, you get the trainee who doesn't know how to make a decent cappuccino or work the cash till.

Just as you're taking your first sip of scalding coffee your mobile rings. It's the Captain. How earth did he get your number and what the hell

does he want? His voice has a no-nonsense, authoritative air to it. He's not a man who takes fools gladly. As your head clears, his words begin to sink in: 'of course, normally our own people would deal with this before we ask for specialist help. We're breaking protocol to call you in so early, but we feel the case warrants your immediate attention. We've cleared your transfer with your superior.'

Hold on a minute. What's this guy talking about? Transfer? Transfer to where? You pull yourself together and ask your first question of the day: 'I'm sorry, Sir. This is a very bad line and I missed some of what you just said. What's this case in relation to?'

His voice becomes brusque, "The murder of a bookseller last night, or should I say in the early hours of this morning. We suspect that it's related to the Occult. Meet me here at the police station at once. The same place as last time."

Before you can ask any more questions, he hangs up. Suddenly, things aren't quite as bad as you thought they were. You feel the glow of the sun upon your face and revel at the thought of using your specialist skills. You like change. This could be a very interesting day.

The characters have been transferred to a local downtown municipal precinct. They will work from here from now on. The precinct has all the usual functions: an evidence locker, interrogation room, even a small crime scene lab. The area has a high crime rate.

Sean Ward the local Captain meets them and takes them to the incident room. People have clearly been very busy, as the evidence board is full. Captain Ward explains that at around 1.30 in the morning, a local antiquarian was murdered at his place of work, "Morrison Books". He was discovered at 7.30 by a contract cleaner, who had a set of keys and entered the premises. On discovering the body she immediately dialed 911. Luckily, the cleaner did not enter the room where the body was

The local Scene of Crime Investigators have been in and performed a preliminary sweep of the area before removing the body, which is now down at the county morgue, awaiting autopsy. The victim's family has also been notified. Should characters be curious about why they have been called in, the Captain will reveal his prejudice, explaining that the victim was, "One of those satanic new-age freaks," and that, "something like this was bound to happen."

CHAPTER 1: PIECING TOGETHER THE EVIDENCE THE VICTIM

The murdered bookseller was called Albert Morrison and was the proprietor of an expensive antique and antiquarian store in the quieter part of the district. He was in his late 50s and died after receiving massive cranial trauma to the back of the head. A large, carved wooden candlestick that is believed to be the murder weapon has been found on site, and is awaiting analysis. Examination of the crime scene evidence board photos will reveal that the victim was found seated at his desk, with his head resting forward. The back of the victim's head is brutally caved in. The body was taken to the morgue.

LOCATIONS

At this point the characters have a number of options: they can examine the crime scene; if they have medical expertise, they can examine the body and its effects; or they can start interviewing witnesses and the police crime scene team. Chances are they will wish to split up and do all these things at once. If the party of characters is lacking in an aspect of expertise, they can hand that section over to the local law enforcers. However, they now have jurisdiction here, having been assigned to the case and as such, must instigate all investigational avenues.

THE CRIME SCENE

The victim's store "Morrison Books" is a detached building set amid a row of quiet antique and art stores. The building has two floors, with the victim living above the store. A crime scene van has been assigned to the characters and is parked nearby. The van has local police markings (with blue lights), a radio system, small evidence locker, a computer, and a fridge for biodegradable trace evidence. It also has a mini-coffee machine. A small crowd of onlookers has gathered outside, drawn to the scene by the police tape.

The store consists of a main viewing room, which is neatly set out with antique furniture, shelves and display cases filled with old leather-bound editions. Behind this is a dignified area set out much like a study from the last century: in the center of the room is a large antique desk, with two leather upholstered chairs in front of it. A larger chair behind the desk has been splattered with blood. This is where the murder was committed. Leading off from this study area is a storeroom, which links to the alley that runs behind the building, to a small staff room, and a wash-

room. On the other side, a staircase leads up to the apartment on the second floor.

Upstairs reveals an orderly apartment divided into a simple kitchen, a living area, a bedroom and a small bathroom. To all appearances Albert lived a quiet bachelor life. Nothing appears to be disturbed.

What The Characters Can Find Here

The crime scene has been examined by the local CSI who have taken fingerprints and other samples. The characters can make various Spot/Search Checks to discover the following clues:

- ♣ Many of the books here are occult themed, and are worth around \$20,000 each or more. The total value of the stock is about \$1 to \$2 million.
- ♣ There's a safe in the living room area upstairs and it is still locked. The safe requires a single key to open.
- ♣ Although the building has an alarm system, it is currently turned off.
- ♣ There is an aged computer terminal upstairs and it houses the firm's accounts and records. These reveal a payout of \$250,000 to Hans Schlussman, a Bavarian book collector, was made only two days ago. A Knowledge: Occult check at DC 20 reveals him to be a famous collector of Occult works, who is currently going through a rather messy divorce. The book he sold to Morrison is connected with Satanic lore.

The Study Area:

- ♣ There is a brandy decanter on the desk, along with a cut crystal tumbler with a small amount of brandy inside it. The cabinet from which the decanter and glass have seemingly been removed is dusty. Dust marks on the shelf indicate there are three glasses missing.
- ♣ The blood splatters on the desk indicate the removal of a rectangular object (about 13 inches wide and over 16 inches long) from under the slumped head of the victim. Two different footprints in the blood leave the scene.
- ♣ The candlestick appears to be one of a pair that stood on the self behind the victim's chair. The one nearest the door to the store/staff room is the suspected murder weapon. Its twin is about 18 inches long with a heavy square base and decorated with a skull motif. The price tag lists the pair as being 18th century French and worth \$1,500 each.

Deductions:

- ♣ There were two people in the room with the victim.
- ♣ The victim appears to have known the murderers,

because the alarm system hadn't been activated; there were no signs of a break in; and they had drunk brandy with the victim.

- ♣ The murder involved the apparent theft of an object from the desk.

MORRISON'S BODY

The interior of the morgue has a cold, clinical, antiseptic feel to it after the old-world atmosphere of the victim's store and apartment, lined with its shelves of treasured, antique books. Here, the walls are blank and white. It's cold.

Here too, the body of Albert Morrison is awaiting the characters' examination and autopsy. The victim's clothes and possessions have been removed and the body has been refrigerated. A qualified character can perform the autopsy; alternatively, they can watch the local medical examiner perform it. Characters wishing to perform the autopsy must make a Knowledge: Autopsy check at a DC of 15. If successfully made, it will reveal the following facts. If failed, the characters lose one fact for each five points they failed the check by. The autopsy will take d4+2 hours. Taking 10 on this check will double the number of hours.

Autopsy Results

- ♣ The death resulted from at least four rapid blows made with a heavy object that has a square section around 4 inches in length and a third of an inch thick. The first blow landed corner edge first, and the subsequent blows landed close to the first.
- ♣ The angle of the blow indicates the attacker was positioned behind and above the victim, consistent with the victim being seated when attacked.
- ♣ The body shows no signs of struggle or defensive wounds, indicating he was struck unawares.
- ♣ The victim shows no signs of having been moved by the murderer(s).
- ♣ The stomach of the victim contains the remains of a beef stew with potatoes, along with a quantity of brandy. The victim's blood reveals that the brandy had been consumed over a period of about 2 hours. Although he had consumed the brandy, the victim would not be intoxicated to any great degree. No kidney or liver damage was detected, suggesting he wasn't a heavy drinker, although the condition of his lungs reflected his habit of smoking cigars.
- ♣ The attacker was most likely right-handed.

Personal Effects

- ♣ The effects of the victim are heavily bloodstained and are boxed separately.
- ♣ The victim's clothes consist of a brown tweed jacket and white cotton shirt and tie, which are heavily stained around the shoulders and front; brown trousers, socks and loafers. All the clothes are well laundered, appearing to have been put on the morning before the murder, and kept on until the victim was killed.
- ♣ The jacket contained a handkerchief (clean), a wallet containing 4 different gold cards, over \$500 in large denomination bills, a silver cigar box with 4 cigars, a silver cigar clipper and a lighter.
- ♣ The trousers had \$4.25 in loose change in the pockets and a set of keys.
- ♣ No fingerprints other than the victim's were found on any of the items.

INTERVIEWS

The witness and interviews conducted so far:

Mary Edwards (the cleaner)

Mary is in her 60s and has worked at the store for Albert Morrison since her retirement five years ago. The job brings in a little extra money and has never been a particularly arduous which is fortunate, because her rheumatism means she can't always be as meticulous as she'd like to be. She didn't touch the body, knowing from her police "shows" what to do. She has no idea what may have happened, or who might have done it. Usually, she's cleaned the store before anyone else appears, although she knows that there was a buzz of excitement over the arrival of an expensive new book, which Albert hoped to sell for a considerable sum.

Louis and Maples (the first officers on the scene)

Louis and Maples responded to the call from dispatch that Mary Edwards phoned in. Upon arrival on the scene, they entered through the back door with Mary Edwards and saw that there had indeed been a murder. Officer Louis radioed into division, whilst Maples checked the body. After finding the body cold, he performed a cursory search of the rest of the premises. He is relatively certain he didn't touch anything, but he admits to being nervous, as this is his first homicide.

Angela Morrison (the victim's sister and sole surviving relative)

Angela retired to Florida some years earlier and had a frosty relationship with her brother. Albert did keep in touch with her though, through letters she seldom answered. She's now extremely upset and overwhelmed with feelings of guilt. She cannot think why he would have been killed, but she felt his business was less than reputable and this is why they had quarreled.

Roland, Burton, and Saferstein (local CSI team who removed body)

The first impression the characters receive is that the team is relieved they are here. There are no issues over jurisdiction or questions as to their professional integrity; they are simply overworked. All three have investigated homicides for years and know their business well. The Captain informed them of the decision to involve the characters and so they secured the crime scene, gathered evidence and samples, and recorded the scene. The trio covers a large area that includes a violent section of town, giving them plenty of experience in homicide investigations.

Colin Dainton (employee)

Officer Louis carried out a preliminary interview with Dainton after he arrived at the scene around 9 o'clock, just as the characters were getting to the station house. He explained that he was arriving for work. The moment he saw the police, he knew that something was wrong, which is why he wasn't shocked or surprised to learn of Albert's death. He gave the officer his address and went home.

Some high roles on Sense Motive (DC 25 and above) will establish Dainton's guilt – he is too calm, for instance. However, a warrant would not be issued to arrest him with such little evidence.

FURTHER AVENUES OF INVESTIGATION:

Contacting Hans Schlussman the Bavarian collector (now residing in Munich, Germany) as to the nature of the \$250,000 he paid Morrison will get the characters little in the way of cooperation unless they explain that Morrison has been murdered. Schlussman will then open up, deeply regretting the harm that has come to his friend, Morrison. He said he didn't want to say anything, as he was trying to avoid tax and export duties on a book he sold to Morrison. With a little logic, the characters will identify it as the missing object from the desk. Schlussman kept a photocopy of the book's pages and can fax it over, along with a

description.

THE SAFE IN MORRISON'S APARTMENT

Opening the safe with the keys from Morrison's trousers will give the characters further clues as to the suspects. The safe contains a thickly padded envelope marked with "Diamond quality courier service" in English and German. The envelope has had the top cut off and is empty. The safe has four other rare Occult volumes that date from the Middle Ages, along with a diary and bankbook. The bankbook gives details of Morrison's accounts and access to his money. Although he paid out a huge payment to Schlussman, he still has a surprising large amount tucked away.

The diary makes for more interesting (if confusing) reading. Morrison used cryptic notes and abbreviations to detail his activities.

The day before reads:

*CD re. Meeting /H.
12am. Cour. Del. Pic up.*

The entry for the day he died refers to the following:

*Contacted "H" re. Book 12
Call M/L re collection 2 days!*

GOING BACK TO THE WITNESSES

Characters might arrest Dainton in this scene. If they do not, he will rejoin his coven members, who are hiding in a warehouse.

The witnesses can reveal very little more than already told, unless they pursue Colin Dainton. If the police call at his apartment, they will find him absent. If they look in the garbage, which is awaiting collection, they will discover a black holdall containing a bloodstained shirt and two cut crystal tumblers, stuffed in the bottom. On this evidence the investigators can obtain an arrest warrant for Dainton and a search warrant for the apartment. By simply staking out the apartment, the PCs can catch Dainton as he returns from a meeting with Haines.

If taken into custody, he will refuse to answer any questions and insist on seeing a lawyer. He will resist any offer of deals or other forms of coercion.

The evidence from the apartment will also corroborate the evidence they've already obtained. Although Dainton has tried to get rid of his shirt, his shoes and trousers also have blood splatters on them. The bar of soap in the bathroom, and the floor of his shower stall, will reveal more blood splatters as Dainton tried to wash Morrison's blood off.

Several questions will remain unanswered, though. Who was the second person at the meeting when Morrison was killed? And where is the book?

In the early evening, Schlussman will fax over the 40 pages of the book, with a note explaining that he had to print these out from his computer, then connect the correct translations to the relevant passages. The GM should give them a copy of the *Table Of Saturn*, as well as the grid explaining the correlation between number, letter and element. What the party gets, therefore, is a bundle of confused cross-referenced and fuzzy pages. A successful Knowledge: Occult check at DC 25 will reveal the ritual and its purpose. If the PCs endeavor to further discover information as to the nature of the ritual, there is a good chance that they will end up talking to either Catherine Goodwin, or Haines himself. Both are the local experts in this field. This would give the party a hint at the opponents who face them.

A Sense Motive Check at DC 15 for Goodwin, and DC 20 for Haines, will reveal that they are hiding something. Both will ask to keep the faxed copy Schlussman sent them.

Another avenue of enquiry is to use Morrison's records to find an expert. This will quickly find the PCs an independent source and will give them the information about the ritual. This would also be Haines and Goodwin.

CHAPTER 2: THE MISSING BUS

The inquiries of the PCs at this point may have stalled a little. Although they have plenty of leads, none will really panout at the moment: Dainton will continue to refuse to talk, and without any more cooperation it will be hard to progress. Warrants for phone records and wire taps on his line will link him to Haines and the rest of the coven, as will neighbors' statements, but these will take time to procure and the plot should be driven on now by the following events:

A CITY BUS GOES MISSING

PCs working late will hear of problems from the city's bus company, after one of its drivers failed to report in. As the night goes on, various people turn up to complain about nine missing people, who were presumably on the bus. Then a Patrol Car finds the missing bus abandoned in a side street far from its intended route. This in itself is not too weird an event for the big city, but then a call comes in regarding the first murder victim found dumped at the edge of a city park.

It is a beautiful, mild night. The stars look particularly bright tonight and the moon is casting beams onto the trees, creating shadows that dance on the grass in the wind. As you cross the park, you savor the smell of freshly cut grass. There is an air of serenity --- of being at one with nature --- as you walk. It's a shame to die on such a night. You head towards the crime scene. It's not difficult to find: you raise your hand across your eyes as the harsh police floodlights momentarily blind you. You step over the police tape. A tent has been erected over the body. You stand at the entrance, watching the forensics team pack up and leave. She was a young girl, probably still in her teens, but possibly in her very early twenties. Her dark hair covers her face, as she lies slumped on the ground. You're glad you can't see the expression in her eyes. It's easy to see how she died: her throat was cut and blood is everywhere. It's difficult to tell the original color of her clothes. 'Here's what I want you to see,' said the officer in charge. He moves the hair away from her face. On her forehead is painted the word, "Daleth". With horror, you recognize it as angelic script.

INVESTIGATION SO FAR

The PCs have the following leads to investigate:

- ♣ The bus and its passengers.
- ♣ The body and the word, "Daleth".
- ♣ Any outstanding lines of enquiry from Dainton's arrest.

By correlating the various lines of enquiry they should be able to quickly establish what has occurred, creating further leads.

THE BUS

This is parked in a rough part of the city, having deviated from its assigned route by almost three miles. Left lying on board are the various personal belongings of the passengers: bags, wallets, phones, etc. A search check at DC 15 will reveal no sign of the driver's belongings, though. After quickly going over the bus, if the PCs haven't discovered it, then a uniformed cop assigned to guard the bus will mention that there's a hidden video camera on board. It might offer some clues.

Cooperation from the bus company will allow the PCs to view this. They'll also let the PCs look at the driver's records (coven member, Neil Blanche). Colleagues of his will offer assorted opinions of him to the police. These vary from aloof to strange.

The videotape shows two masked men getting on board the bus. They have handguns and proceed to order the passengers off, before leaving with the passengers. The driver changes the bus's sign to "Not In Service" then starts driving. By checking road and traffic surveillance camera records, the PCs can spot the off-loading of the passengers and them being bundled into an unmarked van. A *Computer Operations* check at DC 20 to digitally enhance the pictures will allow the PCs to get a license plate number. This comes up as a hire van, rented by Neil Blanche that morning.

THE BODY

The body belongs to a young woman in her early twenties. By matching her with the personal belongings found on the bus, she can be identified as "Tracy Cole," who was last seen by her friends after leaving a party held by her work colleagues. The bus would have taken her home. The body was found dumped at the edge of the park. Again, the party can conduct the autopsy themselves, or have the city Medical Examiner perform it. If they do it themselves, they will need a *Knowledge: Autopsy* check at DC 15, losing one clue for every five points they miss the DC by.

- ♣ Liver temperature and lividity suggest that she was killed sometime in the early hours at around 1 or 2 a.m. and dumped soon after that. A morgue worker will joke, "The Hour of the Wolf."
- ♣ Cause of death was a single deep cut to the throat, severing her jugular veins.
- ♣ The blade used appears to have been curved with a sickle-like edge.
- ♣ Microscopic fragments of gold have been found in the wound.
- ♣ There is another blood type present at the scene – it belongs to Blanche (blood type: rhesus positive O)

The PCs should deduce that there is an organized group of people behind the murder of Morrison, the theft of the book, and these latest incidents. At least four people are involved: Dainton, Blanche, and the two masked individuals. Finally, they are highly dangerous and intent on enacting the ritual as described in the book.

The golden sickle is actually homemade and forensic examination will reveal that the blade was uneven and blunt. It belongs to Blanche.

PURSUEING BLANCHE

Having established the complicity of the driver Blanche, the PCs can easily obtain a search warrant for his apartment and a warrant for his arrest. Background checks will reveal he is licensed for a number of firearms. His apartment is a seedy room in a decrepit brown stone building. It clearly belongs to a bachelor unused to visitors: there are posters

of bands tacked to every wall; mounds of dirty washing on the floor; and a sink full of dirty dishes. The PCs will discover he has cleared out some of his personal possessions and gone into hiding.

A search check at DC 15 will turn up useful clues: various pieces of satanic literature and histories; a variety of *objets d'art* that feature a skull and devil motif. An itemized phone bill will list all the frequently called numbers. By cross-referencing these numbers with Dainton's, the members of the coven can be discovered.

The PCs should realize that the clock is definitely ticking on this case. If the PCs can't find the coven soon, new bodies will be discovered.

TWO MORE BODIES

It is likely that the coven will be able to kill at least two more people within that day. The sooner they commit their nine murders they will be done. If the characters get to the warehouse where the coven is hiding quick enough, then they may be able to rescue possible subsequent victims.

As the story unfolds, more people will be reported missing from the bus:

- ♣ Kate Hunnel, a factory worker
- ♣ Miles Franciss, a teenager
- ♣ Rodney Cullesh, a 52-year-old unemployed male

These are local to the bus route and can be identified from the video. Local reporters may also start to take an interest, having been tipped off by the bus company.

A gravedigger in a local cemetery will report an act of vandalism; someone has disturbed a freshly dug grave. On further inspection, the PCs will discover that there is a charred body of another victim, that of a man who has been buried alive. Identification of the burnt body is almost impossible and will require an autopsy DC 10 to reveal it as the body of another passenger, Kate Hunnel. "Teth" is written, in her own blood, across her back.

These are numbers 4 and 9 in the Kamea ritual. Characters might deduce that number 2 is next. This is the pattern that follows the Kamea of Saturn. Three, five and seven would follow that. As they are in a graveyard, they might deduce that the third victim is buried nearby. Looking around for an area that has been dug up will find Roger, the third victim.

The third victim is Roger Simons. He has been beaten and his hands tied. Roger lived alone, but was one of the people on the bus. The Beth glyph, although smudged, remains on his forehead. He has been buried in a grave due to be used that day. He died of asphyxiation.

FINALE

By getting the list of phone numbers, the players can simply match them backwards to addresses to expose the coven members. The PCs can then raid their addresses and search them for additional clues. The only real leads they get will be from Haines' house. A thorough search will produce bloodstained clothing that matches Morrison's, linking Haines to the first murder. It will also uncover a list of property. Much of this is in the area of the bus's disappearance. By timing this section carefully, the GM may be able create a race against time,

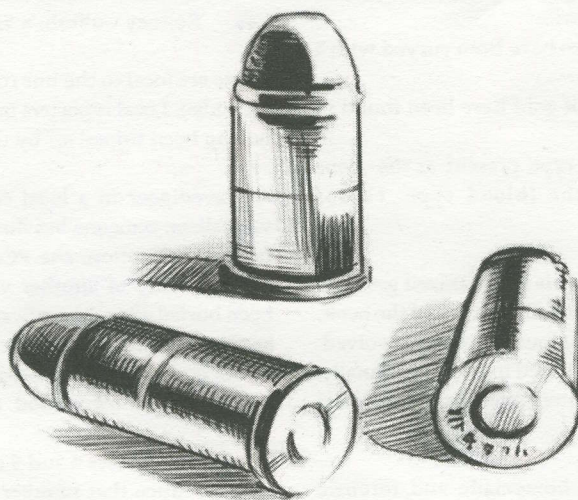
Haines owns a warehouse that overlooks the graveyard. This is detailed in his personal effects at his home. This is where the coven is hiding.

The Coven is holed up in a disused meat warehouse. The passengers are being held in the old meat fridges and can be easily rescued. The rest of the coven will be in the more

habitable upstairs areas, lounging around on camp beds. The paraphernalia required for the rest of the ritual is scattered around them, along with the book and Haines' translation.

One coven member, Goodwin, will be guarding the passengers. The GM can arm the coven as much as they like if they want a shoot-out ending. Alternatively, this could be a hostage negotiation. In which case, the coven will try and buy as much time as possible, so they can kill the remaining six victims. If the GM likes, they can have the coven see bodies two and three being discovered and they can prolong the story as they escape in time.

The warehouse has only two entrances -- the main doors and a side door right next to it. It does not adjoin any other building. In reality, the coven is in little position to put up much of a fight. They can only bargain with the lives of the remaining victims.



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CRIME SCENE SUPERNATURAL



CHARACTER NAME _____

PLAYER NAME _____

CLASS _____

LEVEL _____

RANK _____

DEPARTMENT _____

GENDER _____

AGE _____

HEIGHT _____

WEIGHT _____

EYES _____

HAIR _____

SKIN _____

NAME OF POLICE FORCE OR AGENCY _____

ABILITIES	BASE SCORE	BASE MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

BASE
SPEEDBASE
ATTACK

HP HIT POINTS	WOUNDS/CURRENT HPS	DAMAGE	TOTAL

AC ARMOR CLASS	ARMOR MODIFIER	DEX MODIFIERS	MISC MODIFIER	AC BONUS	TOTAL
INITIATIVE	DEX MODIFIERS	MISC MODIFIER	TOTAL		

SAVING THROWS	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	TOTAL
FORTITUDE (CON)				
REFLEX (DEX)				
WILL (WIS)				

MELEE ATTACK BONUS	BASE ATTACK BONUS	STR MODIFIER	MISC MODIFIERS	TOTAL
RANGED ATTACK BONUS	BASE ATTACK BONUS	DEX MODIFIER	MISC MODIFIERS	TOTAL

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES

SKILLS (Maximum Ranks: ___/___)

SKILL NAME	ABILITY	ABILITY MOD	RANKS	MISC MOD	TOTAL
<input type="checkbox"/> Analyze Narcotics	INT		+		
<input type="checkbox"/> Autoshop	INT		+		
<input type="checkbox"/> Balance	DEX		+		
<input type="checkbox"/> Bluff	CHA		+		
<input type="checkbox"/> Climb	STR		+		
<input type="checkbox"/> Computer Operations	INT		+		
<input type="checkbox"/> Concentration	CON		+		
<input type="checkbox"/> Counseling	CHA		+		
<input type="checkbox"/> Crime Scene Recording	INT		+		
<input type="checkbox"/> Diplomacy	CHA		+		
<input type="checkbox"/> Disable Device	INT		+		
<input type="checkbox"/> Drive: Chase	DEX		+		
<input type="checkbox"/> Drive: Tailing	WIS		+		
<input type="checkbox"/> Evidence Analysis	INT		+		
<input type="checkbox"/> Forced Entry	STR		+		
<input type="checkbox"/> Gather Evidence	WIS		+		
<input type="checkbox"/> Gather Information	CHA		+		
<input type="checkbox"/> Hide	DEX		+		
<input type="checkbox"/> Hypnosis	CHA		+		
<input type="checkbox"/> Interview	INT		+		
<input type="checkbox"/> Intimidate	CHA		+		
<input type="checkbox"/> Jump	STR		+		
<input type="checkbox"/> Knowledge: Autopsy	INT		+		
<input type="checkbox"/> Knowledge: Law	INT		+		
<input type="checkbox"/> Knowledge: Occult	INT		+		
<input type="checkbox"/> Knowledge: Street Sense	INT		+		
<input type="checkbox"/> Knowledge: Theology	INT		+		
<input type="checkbox"/> Listen	WIS		+		
<input type="checkbox"/> Medical Assistance	WIS		+		
<input type="checkbox"/> Move Silently	DEX		+		
<input type="checkbox"/> Police Bureaucracy	WIS		+		
<input type="checkbox"/> Police Interrogation	CHA		+		
<input type="checkbox"/> Research	INT		+		
<input type="checkbox"/> Search	INT		+		
<input type="checkbox"/> Sense Motive	WIS		+		
<input type="checkbox"/> Speak Language: _____	-		+		
<input type="checkbox"/> Speak Language: _____	-		+		
<input type="checkbox"/> Speak Language: _____	-		+		
<input type="checkbox"/> Spot	WIS		+		
<input type="checkbox"/> Surveillance	WIS		+		
<input type="checkbox"/> Swim	STR		+		
<input type="checkbox"/> Tailing: On Foot	WIS		+		
<input type="checkbox"/> Tumble	DEX		+		
<input type="checkbox"/> Undercover	CHA		+		
<input type="checkbox"/> Wilderness Lore	WIS		+		
			+		
			+		
			+		
			+		

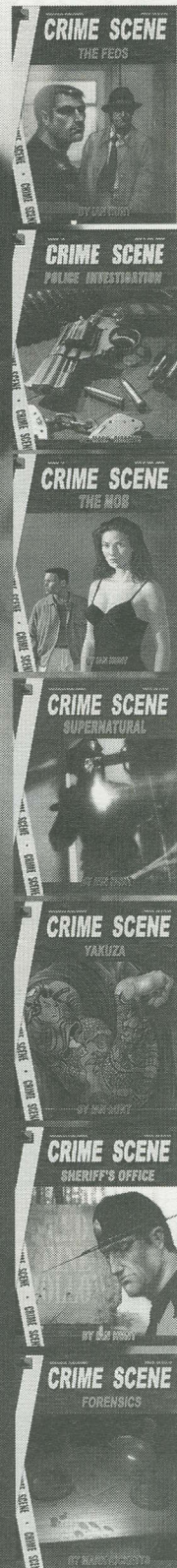


CRIME PAYS?

...ASK HIM

HOGSHEAD: SERIOUS GAMING

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