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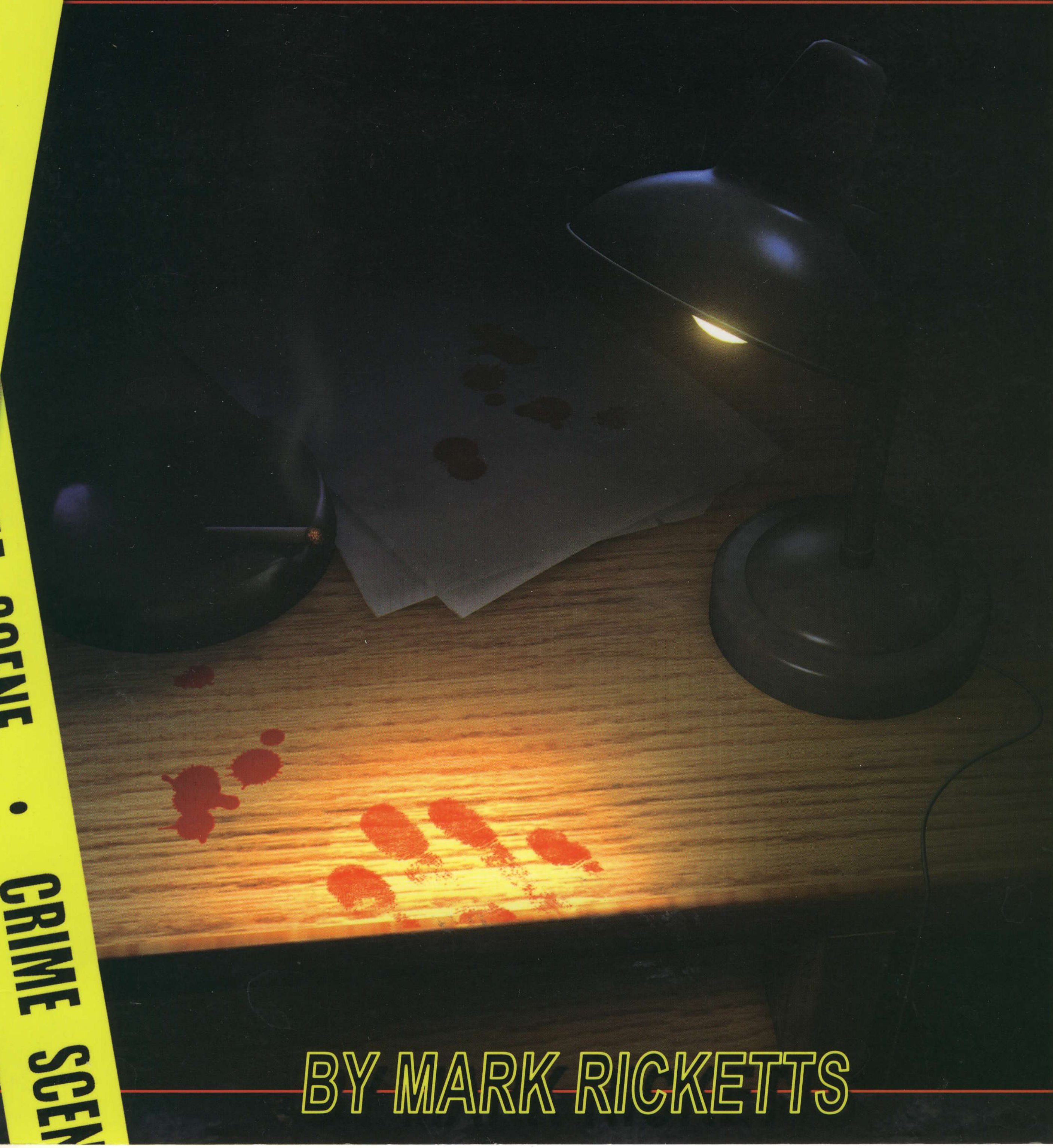
CRIME SCENE

FORENSICS



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CRIME SCENE FORENSICS

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THE OPEN GAME CONTENT

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INTRODUCTION

Before the science of forensics was used as an investigative tool, there was no burden of proof: only guilt by suspicion. A witness to a crime could point the finger at a suspect (this sometimes provided the opportunity to settle old scores) and a confession could be forced through torture. In some cases, two people might accuse each other of the same crime. As there was no way to establish who was guilty, the judiciary merely picked the one whose story they believed. As long as someone paid for the crime, justice was seen to be done.

Fortunately, not everyone was happy with this process, and as society evolved, the militia and the judiciary worked together to enforce the laws of the land and to keep the peace. It was now the judge who determined the guilt or innocence of the accused. Some judges were, however, biased and their judgments were based on personal opinions, gut instinct and sometimes prejudice.

As time went by, the militia evolved into the police and they depended more on facts and evidence to solve a crime. Because of the growing need for evidence, a body of science arose to detect the perpetrator of a crime. This body of science -- forensics – evolved from many disciplines: first fingerprinting; then hair analysis, blood typing, DNA and chromosome patterning. The individuality of the human body became a valuable asset in solving crimes. Inventors also played their part: they produced microscopes that could reveal minute differences in bullets and tool marks. Not to be left out, the sciences of psychology and psychiatry gave rise to criminal and geographic profiling, as well as handwriting analysis. When the bodies of crime victims were found, anthropology and archaeology provided the foundation for recovering the bodies, determining identity and cause of death, as well as guidelines on how to reconstruct bodies from skeletal remains.

Detectives pulled these strands of science together and named them the Forensic Sciences. Now, investigators finally had the skills and techniques to establish a likely chain of events. Providing evidence wasn't tampered with, they had the means to prove beyond all reasonable doubt the guilt or innocence of a suspect.

In this book, players learn how to ask the right questions to not only identify a dead body, but also work out how it came to be there. It outlines the basic facts of forensic investigation. The book thoroughly details the legalities of entering a crime scene; outlines procedural information in crime scene investigation; and provides information about equipment and methods to determine cause of death.

HOW TO USE THIS BOOK

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

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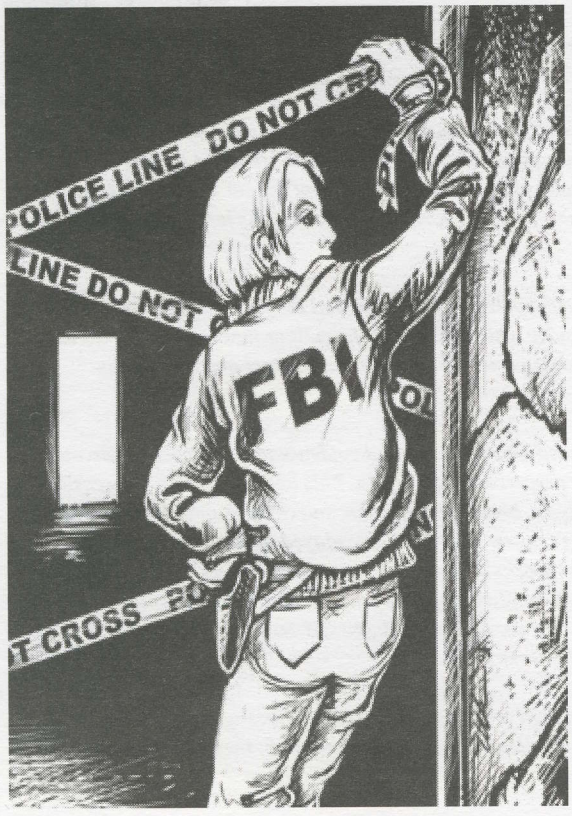
Note: For the sake of simplicity, all law enforcement o fficers -- police officers, deputies, cops, troopers, crime scene officers etc., regardless of rank or type -- will be collectively referred to as **the police**. The term **cops** will apply to all city and rural police officers, whereas the terms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



IMPORTANT!

Like all sciences, forensics deals with the investigation of evidence and the establishment of fact. What makes it fascinating is its diversity: it draws from all areas of analysis and examination. This book covers the main areas of forensics, but it is just the tip of the iceberg: an expert in the field might study for years to develop in-depth knowledge and skills. There are many more specialized fields and techniques that we simply do not have the space to cover.

This book deals openly with the physical aspects of crime and homicide. Such topics include an autopsy, a description of the process of death, and the decomposition of the human body. While this is entirely natural, some readers may find it distressing to read. Forensic techniques have caught killers, ensured the conviction of criminals, and have freed the wrongly accused.It is rarely a pretty picture, and some of the more disturbing or distasteful aspects of forensics have been omitted for the sake of good taste.

All NPCs are entirely fictional, any similarity to people living, dead or fictional is entirely coincidental.

WHAT IS THE CRIME SCENE SERIES

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:

Other Crime Scene titles include:
Crime Scene: Police Investigation
Crime Scene: The Mob
Crime Scene: Feds
Crime Scene: Hong Kong
Crime Scene: Yakuza
Crime Scene: Lower East Side
Crime Scene: Sheriff's Office Red Pine Hollow
Crime Scene: Supernatural

CHAPTER ONE

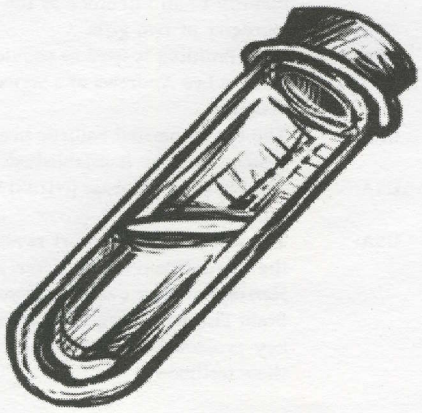
THE HISTORY OF FORENSICS

Welcome to **Crime Scene: Forensics!**

Out of all the living creatures on this planet, humankind is the most intelligent. Only we can use sophisticated tools and plan ahead; only we can anticipate what may occur in the future. As a result, only we are capable of pre-meditated murder. This facet of our make-up separates us from all other life on the planet.

The word **forensics** is ancient Greek, derived from the Latin term *ensis* and closely related to the word *forum*. Modern day democracy evolved from Greece, and as the ancient Greeks were very proud of their political system, they used to organize speaking contests to develop and recognize the debating skills so central to their democracy. These contests became known as *forensics*, because debating skills included the use of evidence to prove different points. Naturally, this oratory technique was perfect for the law courts. As a result of this, the term **forensic** evolved to become associated with legal evidence and argument.

The police use forensics in a number of ways, relying on the skills of medical examiners 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.



KEY EVENTS IN THE HISTORY OF FORENSICS

Date	Place	Key Event
700 BC	China:	First recorded fingerprints as a means of identification.
1248	China:	The first known text dedicated to forensic medicine, *The Washing Away of Wrongs* describes how to tell the difference between drowning and strangulation.
1609	France:	Francois Demelle releases treatise on systematic document evaluation.
1784	England:	First recorded use of physical matching: John Toms is convicted of murder after a torn piece of newspaper in a pistol is matched to a piece of newspaper found in his pocket.
1810	France:	Eugene Francois Vidocq forms the world's first detective force in exchange for the suspension of his jail sentence.
1813	France:	Spaniard Mathiew Orfila uses a microscope to identify blood stains. Publication of the first forensic examination of toxicology, *Traite des Poisons des Regnes Mineral, Vegetal et Animal*.
1828	Scotland	William Nicol invents polarising light microscope.
1835	England:	Henry Goddard uses bullet comparison to catch a murderer.
1854	Poland:	Ludwig Teichmann develops first test for haemoglobin.
1856	India:	Englishman Sir William Hershel begins using fingerprints on native contracts.
1877	USA:	Thomas Taylor suggests that markings from fingertips could be used for identification in criminal cases.
1880	Tokyo:	Scotsman Henry Faulds uses fingerprints to clear an innocent suspect of burglary.
1887	England:	Sir Arthur Conan Doyle publishes the first Sherlock Holmes story.

1891	Austria:	Hans Gross publishes *Criminal Investigation*, the first comprehensive book describing the investigation of physical evidence.
1892	England:	Sir Francis Gaton publishes his book on the observations of fingerprints as a means of identification.
1892	Argentina:	Police researcher Juan Vucetich develops a fingerprint classification system originally used in Latin America.
1901	Germany:	Dr. Paul Uhlenhuth develops a method for testing whether bloodstains are human.
1905	USA:	President Roosevelt orders the establishment of the Federal Bureau of Investigation.
1910	France:	Edmund Locard, Professor of Forensic Medicine in Lyons, establishes world's first crime laboratory.
1915	USA:	Albert Schineider first uses a vacuum apparatus to collect trace evidence.
1926	USA:	A comparison microscope is used to examine bullets.
1941	USA:	Bell Labs begins study of voice print analysis.
1953	Switzerland:	Max Frei-Sulzer develops the tape lift method of evidence collection.
1954	USA:	Indiana state Police Captain R.F. Borkenstein invents first portable breathalyzer.
1960	Canada:	Gas chromatography used to identify petrochemical products in forensic laboratory.
1975	USA:	Congress enacts the Federal Rules of Evidence Act.
1976	Japan:	Lab worker accidentally discovers "Super-glue" fuming for fingerprints.
1977	USA:	The FBI begins the establishment of Automated Fingerprint Identification System (AFIS).
1982	England:	The first Psychological Offender Profiling is used to capture John Duffy.
1984	England:	Sir Alec Jefferies develops the first DNA profiling test.
1986	England:	DNA Profiling is first used to identify Colin Pitchfork as the murderer of two girls.
1987	USA:	DNA Profiling is used to convict Tommy Lee Andrews of a series of assaults.
1992	USA:	The FBI automated ballistic imaging system Drugfire is established.
1998	USA:	The FBI DNA database (NIDIS) is established.
2003	USA:	The Iowa Supreme Court reverses the murder conviction of Terry Harrington after evidence from a Brain Fingerprinting test causes the key prosecution witness to retract their testimony.

CHAPTER TWO:

HOW TO PLAY A FORENSICS GAME

Players using the characters in **Crime Scene: Forensics** assume the role of investigator. They will be called in to help with the examination of a crime scene, and each character class will have areas of specialization. The players will have to determine what their priorities are and the relevance of each clue. The Arson Investigator and the Crime Scene Officer are both law officers, who have the power to arrest and question suspects; they also have the technical skills to examine a crime scene. There are, however, various specialists: the forensic pathologist is a trained doctor, skilled in the physical examination of the body to determine clues; the anthropologist recovers buried bodies and examines skeletal remains to determine the cause of death; the Crimalist is adept at analyzing this evidence, matching trace samples, and finding out exactly what each piece of evidence is. On their own, no one character has all the answers, but by working as a team, your players can solve cases and catch the guilty.

GMs can use the material in this book as part of any police/criminal investigation scenario. In the world of television, investigating crime is easy and exciting. You, however, are given the tools to solve crime in a realistic way: don't expect roof top climaxes, nefarious villains explaining their plotting and scheming, or a hero dangling precariously from his fingertips before suddenly shooting his last bullet into the bad guy. In the real world, the police have to be able to prove who committed the crime, take witness statements, establish alibis and examine circumstantial evidence before drawing conclusions. Forensic evidence is used to confirm theories and prove who did it. Without this proof, no court case can take place and the criminal will walk free.

There is a famous saying in forensics that no one can enter a room without leaving a trace, and this is doubly true for a crime scene. The police rely on forensic techniques to determine what happened, and by analyzing the scene, build on evidence to create a picture of the suspect.

Example Scenario

The police discover a body lying on the floor of a room. The examination of forensic evidence takes place and reveals the following:

Forensic Action	Conclusion
Check the fingerprints on the door handle and the windows of the room.	*The killer entered by the door and left by the window.*
Examine the bloody footprint on the windowsill.	*By the size and wear pattern, the murderer is quite tall.*
Check fingerprints on database.	*They cannot be matched to any known criminals, so the person is unlikely to have a record.*
Take fiber samples from under the victim's fingernails.	*The killer was wearing blue denim; the oil stains on the fiber indicate that the denim was probably dirty.*
Examine hair samples on victim's clothing	*The murderer uses a cheap ammonia based hair dye.*
Examine body for cause of death.	*The killer struck from behind using an object similar in profile to a tire iron. Microscopic fragments of metal around the wounds confirm it was a metal murder weapon.*
Examine body for time of death.	*Death occurred at around ten o'clock in the morning, meaning there might be witnesses to the killer arriving or departing.*

According to witnesses, a blond garage mechanic wearing denim dungarees was seen repairing the victim's car just before ten o'clock. This means that the murder suspect can be traced and interrogated. The fingerprints, shoe impression and DNA evidence prove that he was at the site. The police will also examine his skin and clothes for blood spray patterns, which match the victim's DNA; this will provide definitive evidence that he struck the killing blow. Without such analysis, all the police would have had is a body and no idea as to the identity of the killer.

Forensic science provides the means to determine what happened, when, and by whom. It cannot explain why, but it can point the investigator in the right direction. It is therefore important for GMs to decide in advance possible clues that might answer the question, *why?*

With some crimes, the identity of the victim might be the first priority, such as in fires, or murders where the body has lain undiscovered for a while. By identifying the body, the investigator can start to work out their last known movements and collect statements from witnesses. Your PC or NPC investigators can begin to piece together a picture of what happened, processing the crime scene and collecting available evidence. This can be analyzed and conclusions drawn. The evidence can then be matched to the suspects, or a profile drawn up to indicate a suspect's possible appearance or motivation.

CHAPTER THREE:

FORENSIC ORGANIZATIONS

Players in a crime scene game have many resources at their disposal. Below are some of the main organizations available to the characters. GMs can decide how helpful these organizations are and what resources to make available to the characters.

THE NATIONAL CRIME INFORMATION CENTER

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

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

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

THE NATIONAL RESPONSE TEAM OF THE ATF

The Bureau of Alcohol, Tobacco, Firearms and Explosive (ATF) is a law enforcement agency within the U.S. Department of Justice. ATF enforces the Federal laws and regulations relating to alcohol and tobacco diversion, firearms, explosives, and arson. Under the authority of Title XI of the Organized Crime Control Act of 1970, ATF can initiate investigations and assist in State and local, bomb and arson investigations. The ATF's experience in these investigations has shown that a cooperative effort between trained State and local officers and ATF, results in more effective investigations. As part of this cooperative effort, ATF offers training in arson and explosives for State and local investigators and prosecutors.

In 1978, ATF formed the National Response Team to assist federal, state, and local investigators at scenes of significant arson and explosives incidents. The NRT consists of four teams organized geographically to cover the United States.

Each team is charged with responding in 24 hours to assist state and local law enforcement/fire service personnel in onsite investigations. Although the NRT has been used mainly to assist in the investigation of suspicious commercial fires, it has also been called to the scenes of criminal bombings, explosions at explosives and ammunition manufacturing plants, legal fireworks factories, and illegal explosive device manufacturing operations.

Since its inception, the NRT has to date been mobilized over 340 times. These incidents involved the loss of 439 lives, injuries to 2,342 individuals, and over $4.3 billion in property damages.

The teams are composed of veteran special agents with post-blast and fire origin-and-cause expertise, forensic chemists, explosives enforcement officers, fire protection engineers, accelerant detection canines, explosives detection canines, intelligence support, and audit support. The teams work alongside state and local officers in: reconstructing the scene; identifying the seat of the blast or origin of the fire; conducting interviews; and sifting through debris to obtain evidence related to the bombing/arson.

THE NATIONAL EXPLOSIVES TRACING CENTER

The National Explosives Tracing Center of the ATF was established to aid law enforcement investigations into explosives. Explosives manufacturers, importers, wholesalers, and retail dealers in the United States and foreign countries cooperate in the tracing practices laid down by the ATF. They do this by providing, on request, specific information from their records of manufacture, importation, or sale. Because of its licensing authority, ATF is the only Federal agency authorized to access these records.

THE BODY FARM

Much of what is currently known in the science of "taphonomy" (body decomposition) comes from the Anthropological Research Facility: University of Tennessee Knoxville. Nicknamed the Body Farm, it measures the rates and nature of decomposition, using the bodies of those who have donated their body to science.

Some three hundred people have also willed their bodies specifically to this facility, with more coming with each fresh wave of publicity. Other bodies are unclaimed corpses from medical examiners' offices.

Founded by William Bass in 1972, the Body Farm studies about forty bodies at any given time. They are stuffed into car trunks, left lying in the sun, buried in shallow graves, covered with brush, or submerged in ponds to name a few. Students take note of what insects come calling, and how long it takes them to eat, reproduce, make it their home and move on. They also test vital organs for protein degradation, amino-acid breakdown and levels of gas in the tissue. A project in partnership with the nearby Oak Ridge National Laboratory aims to create a calendar of decomposition by finding a substance that decays at a stable rate. Not a calendar you might hang on your wall!

The Federal Bureau of Investigation uses the Body Farm too. Every February, agents descend on the Knoxville facility to dig for bodies that farm workers have prepared; they then use them to simulate crime scenes. The body farm is notorious throughout the Forensic community, but not for the reasons you might expect. The prospect of having to visit this place, might seem gruesome, but in actuality, scientists and technicians are queuing up to get involved in the act, and the body farm has progressed the science of decomposition significantly.

CORONERS/MEDICAL EXAMINERS

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

Requirements to be a Coroner:

- Must be at least 21 years old.
- Must be registered to vote.
- Must reside in the county where they are *elected* to fulfill the position.
- NB: Most coroners are required to take some training seminars in forensics (they get paid more that way). Many coroners are funeral directors.

Requirements to be a Medical Examiner:

- Must be a physician licensed to practice.
- Must be *appointed* by court.

What they are required to investigate:

- Violent deaths.
- Suspicious or unusual deaths (for example, the dead person's door was found unlocked).
- Death related to a public health hazard (this may be an AIDS death, hepatitis outbreak, etc.).
- Sudden death of an apparently healthy person.
- Malpractice (of any health professional), or suspicion of malpractice.
- Any person who dies in a public institution (such as a prison, but not a hospital).
- Any person who dies and was not seen by a physician in their last 36 hours.

There are two types of autopsy:

Forensic Autopsy:

- Autopsy may be performed without the permission of the family.
- Report is public document (not in all counties, though).

Pathologist emphasizes the external examination.

Hospital Autopsy:

- Permission is needed.
- Report is not public: it is part of the medical record.

Internal examination is emphasized.

Medical examiners and coroners, regardless of their background, must understand the differences between forensic and hospital autopsies.

Fourth Amendment to the United States Constitution

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

CHAPTER FOUR:

CHARACTER CREATION

People working in the field of forensics face some of the most horrific acts of humanity. On television, the camera pans away from anything deemed too disturbing; in real life, investigators and forensic experts have to deal with these things dispassionately and professionally. They must contain feelings of revulsion and anger at what they have seen and carry on: people's lives are at stake; a killer must be caught before they kill again; a man may go to the chair or walk free on the evidence they find. For them, it is critical that they regard it as simply a job where at the end of their shift, they will go home to their family and leave the day behind them. This does not mean that they are unfeeling; merely that without a degree of detachment and professionalism, the stress of the work would drive them mad.

Forensic and emergency service professionals use various means to combat the stress of dealing with such horrific situations. The most common way is humor -- to the outsider, this may appear as sick and morbid, but for many involved in these fields it is often a case of laugh or cry. Jokes about the condition of bodies and humorous acronyms abound, as those involved try not to focus too hard on what has happened, but instead stay focused on the task in hand.

When confronted by such horrific scenes the characters must make a Will saves at DC 20 to deal with the situation. Those who fail are overcome by the scene and suffer a minus two penalty to their skill checks for that encounter. GM's should use this sparingly. In some cases, they may wish to lower the DC and in some very rare cases, increase it by 5 to reflect the most terrible of scenes.

CHARACTERS FOR CRIME SCENE: FORENSICS

All characters 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 (see Starting Departments p. 19). PCs get skill points as outlined below, e.g. Crime Scene Investigator class skill points at first level: (6 + INT modifier) x 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 every even-numbered Level (2, 4, 6, 8, 10), which is specified by character class. (See Chapter 5: **Skills**, and Chapter 6: **Feats**, pp. 21-36, for descriptions of individual feats listed).

PCs have no choice in the specified feats, however they do not have to meet the feat pre-requisite (if there is one). Unless stated, a character cannot have the same feat twice. 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.

Although this game primarily focuses on police investigation into forensic activities and events, we have included other character classes and archetypes that are linked to such work. All police have specialized units to deal with crimes; these units investigate and gather forensic evidence, working very closely with homicide or criminal investigation officers. Occasionally, Law Enforcement agencies will draft in forensic specialists to help, contacting individuals who are known experts in their respected fields. These people rarely get directly involved with an investigation and are usually employed as consultants. If, however, the case has a special relevance to their field, then they may be brought more fully into the investigation.

BASIC CHARACTER CLASSES

CHARACTER CLASSES:

- Anthropologist
- Arson Investigator
- Crime Scene Investigator
- Criminalist
- Forensic Pathologist

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 Anthropologist 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.

ANTHROPOLOGIST

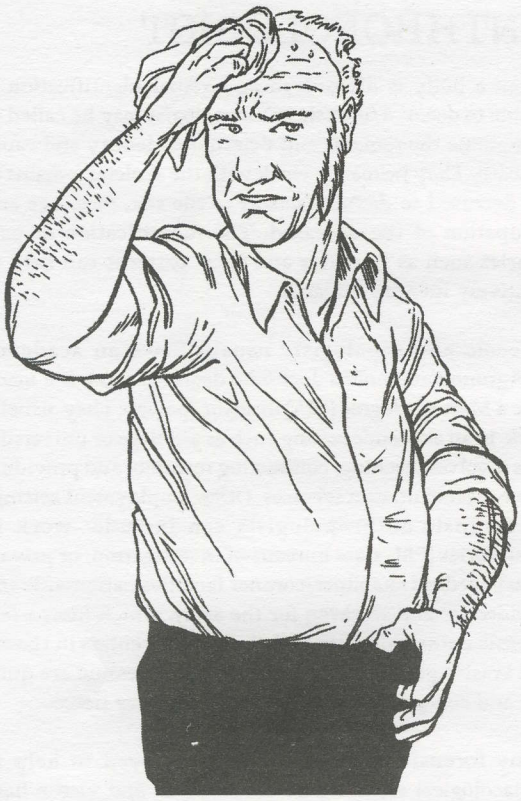
When a body is discovered and visual identification is unable to occur, a forensic anthropologist may be called in to examine the remains and determine identity and cause of death. They primarily work with the skeletal remains of the deceased to deduct facts as to the sex, race, age and occupation of the deceased. The identification of past injuries such as fractures and wear patterns can help to positively identify remains.

Forensic anthropologists usually have an academic background and hold a doctorate degree (Ph.D.), but many have a Master's degree (MA) in anthropology. They usually work in an academic setting such as a college or university. This involves teaching, conducting research, and providing forensic consultation services. Other employment settings for forensic anthropologists can include: work in laboratories (FBI, state bureaus of investigation, or private firms); medical examiner/coroner facilities nationwide and worldwide; and working for the army, which hires a few forensic anthropologists at their forensic centers in Hawaii and Washington D.C. Positions in the profession are quite few and competition for these places is very fierce.

Many forensic pathologists are employed to help in archaeological work where the assailant and victim have been dead for many centuries, rather than strictly criminal forensic anthropology. Forensic anthropology is a branch of the forensic sciences concerned with the application of anthropological knowledge and methods to the process of law. In a typical scenario, a law enforcement agency finds skeletal remains and asks a forensic anthropologist for help in identifying who the deceased was. Anthropology is a holistic field and a forensic anthropologist is a biological anthropologist first, trained in all aspects of anthropology. An anthropologist who decides to specialize in forensics has had additional training and experience in forensic science. Most forensic anthropologists in the US are university professors who work on casework as it comes to their university. Some work for, or as consultants to,

Anthropologist Progression Table

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+1	+1	+0	+1
2	Respected In The Field	+1	+1	+2	+0	+2
3	Bonus Feat	+1	+2	+2	+1	+2
4	Bite and Claw Analysis	+2	+2	+2	+1	+2
5	Bonus Feat	+2	+3	+3	+1	+3
6	Strong Stomach	+3	+3	+3	+2	+3
7	Bonus Feat	+3	+4	+4	+2	+4
8	Take Charge	+4	+4	+4	+2	+4
9	Bonus Feat	+4	+5	+4	+3	+4
10	Library Access	+5	+5	+5	+3	+5



city/state/federal government -- for example, in a medical examiner's office, or in a governmental laboratory.

Hit dice: d6

Class skills: Anthropology (INT), Computer Operations (INT), Concentration (CON), Crime Scene Recording (INT), Diplomacy (CHA), DNA Profiling (INT), Evidence Analysis (INT), Facial Reconstruction (WIS), Knowledge: Autopsy (INT), Odontology (INT), Research (INT), Speak Language (INT), Surveying (WIS).

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

Skill points per level: 6 + Int modifier

At first level, the anthropologist begins play with Driving license, Chemical/Microscopic Analysis. They also start with an additional 4 ranks in their Anthropology skill.

Bonus feats: Archive Knowledge, Alertness, Appraise Suspect, Connecting Evidence, Crack A Joke, Dodge, Doctor, Endurance, Fingerprint Taking, Great Fortitude, Handwriting Analysis, Imposing, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Psychological Profiling, Ready Weapon, Skill Focus, Side Arm Proficiency, Simple Weapons Proficiency, Toughness.

ARSON INVESTIGATOR

Arson Investigators determine incendiary origin of fires. They help with the development and follow-up work on criminal prosecutions of felony suspects involved in arson. They will, however, perform related work as and when required. Arson investigators can work for local fire departments. They receive their direction from a fire department officer charged with responsibility for the Arson Unit, and are employed as a full-time specialist with the uniformed fire services. The arson investigator differs from other uniformed fire fighters, being a trained and sworn in police officer. The arson investigator could also be employed by a federal law enforcement agency such as the ATF through its National Response Unit, which can be called to aid local agencies with arson or explosive investigations.

Employment as an arson investigator with a fire department or federal law agency is a sworn position, which requires highly specialized training and experience. This training involves: any combination of training and experience equivalent to completion of high school; three years of experience as a fire-fighter; one year of criminal investigative experience, or successful completion of an accredited fire investigation training program; the achievement of the standards of training for police officers; and finally, a further year as a fire prevention inspector.

Hit dice: d8

Class skills: Arson Investigation (INT), Climb (STR), Computer Operation (INT), Crime Scene Recording (INT), Disable Device (INT), Fire Fighting (CON), Forced Entry (STR), Gather Evidence (WIS), Gather Information (WIS), Identify Narcotic (INT), Interview (INT), Knowledge: Law (INT), Medical Assistance (WIS), Police Interrogation (CHA), Search (INT), Sense Motive (WIS), Spot (WIS).

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

Skill points per level: 6 + Int modifier

Typical duties of an Arson Investigator:

- Investigates cause of fires and fires of suspicious or unknown origin.
- Investigates all fires in which death or serious injuries occurred.
- Assumes charge of the fire scene for investigative purposes, conducting examinations of the fire patterns and depth of burning/charring to determine area of origin and sources of ignition.
- Questions suspects and interviews witnesses; places suspects under arrest for probable cause; collects and preserves evidence. They will also book suspects and process evidence for prosecution.
- Prepares related reports, and files complaints with the District Attorney.
- Testifies as a qualified expert witness in court on felony and cases relating cause of fire.
- Prepares information for court presentations to establish probable cause and/or proof of guilt.
- Serves subpoenas, warrants and arrest warrants.
- Coordinates activities with probation and police officers, prosecuting attorneys, and other law enforcement officials.
- Conducts specialized investigations for the department.
- Participates in surveillance operations.
- Prepares reports and statistics supporting investigations and activities.
- Is subject to emergency call back while off duty.
- Renders safe and/or removes suspected explosive devices, incendiary devices, explosives, etc.
- Provides legal, proper, and safe transportation, disposal and/or storage of explosives.

At first level, the arson investigator begins play with the following feat - Crime Scene Hazard, Driving License. They also start with +4 ranks to their skill *Arson Investigation*.

Bonus Feats: Archive Knowledge, Ballistic Armor Proficiency, Crack A Joke, Dodge, Doctor, Fingerprint Taking, Geographical Profiling, Great Fortitude, Imposing, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Psychological Profiling, Ready Weapon, Skill Focus, Side Arm Proficiency, Simple Weapons Proficiency, Toughness, Weapon Focus.

Arson Investigator Progression Table

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+1	+0	+1	+1
2	Strong Stomach	+1	+1	+0	+2	+2
3	Bonus Feat	+2	+2	+1	+2	+2
4	Walking The Area	+3	+2	+1	+2	+2
5	Bonus Feat	+3	+3	+1	+3	+3
6	Connecting Evidence	+4	+3	+2	+3	+3
7	Bonus Feat	+4	+4	+2	+4	+4
8	Endurance	+5	+4	+2	+4	+4
9	Bonus Feat	+5	+5	+3	+4	+4
10	Take Charge	+6/+1	+5	+3	+5	+5

CRIME SCENE INVESTIGATOR

Crime Scene Investigator is a specialized police role; their primary function is in dealing with crime scenes. They are also fully sworn in police officers, with the powers and responsibilities inherent in that title. Before receiving specialized forensic training, a crime scene investigator will have served as a uniformed patrol officer for a minimum of three years.

Their main role is to 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. They may be an evidence collector, a sketch artist, a photographer, or a combination of all three. A crime scene investigator also has training in a number of forensic fields, though their focus is on collecting evidence, rather than interpreting it.

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

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

Hit Dice: d6

Class Skills: Autoshop (INT), Balance (DEX), Blood Splatter Analysis (WIS), Climb (STR), Computer Operation (INT), Concentration (CON), Crime Scene Recording (INT), Disable Device (INT), Evidence Analysis (INT), Gather Evidence (WIS), Gather Information (CHA), Identify Narcotic (INT), 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,Lightning Reflexes, Media Handling, Point Blank Shot, Ready Weapon, Respected in the Field, Skill Focus, Toughness.

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

CRIMINALIST

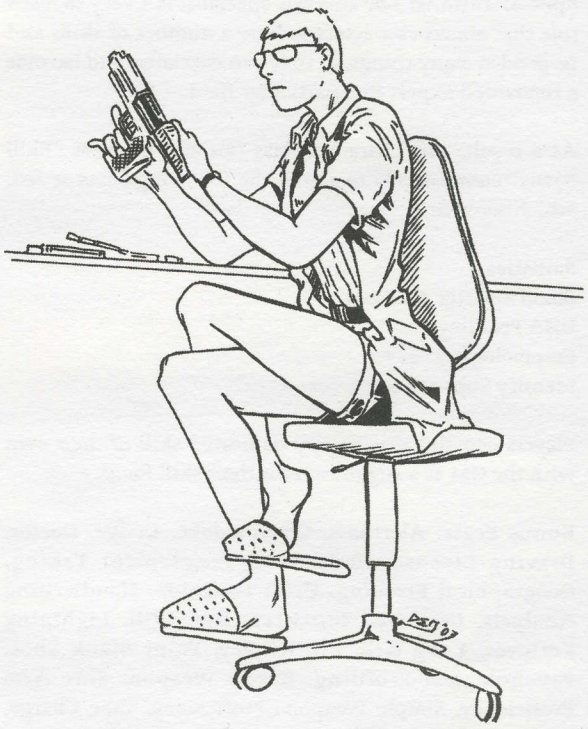
There are many specialists in the world of Forensics, from facial reconstruction to geographical profiling. More and more of these people are being called into forensic work, in particular, as expert witnesses in court. Just as some doctors become forensic pathologists, some academics become involved with forensic science and choose to specialize in a particular field. Most are already specialists in something else -- for example, a dentist may choose to work as an odontologist; or a police psychologist may end up specializing in handwriting analysis. Forensic specialists can also be police or law enforcement officers who have specialized as a result of their work. So there is a great deal of scope when determining the background of this character.

Any individual entering an environment will deposit traces of their presence (for example, hair and fibers) and this material can be used as evidence. When this type of evidence is deposited at a crime scene, it is called *criminalistics* and *trace evidence*, and can only be analyzed through a processing procedure. This evidence is analyzed in expert units, staffed by specialist investigators who are sometimes called *microanalysts*, and sometimes *trace evidence examiners*, or *criminalists*. The trace evidence laboratory examines this evidence in order to link suspects to victims and/or crime scenes.

Academics do not have the right to carry a gun or the right of arrest as peace officers have. They are ordinary citizens on secondment to the police.

Characters begin play with a forensic specialization, but as their experience of crime scenes and investigations grows, they may expand their knowledge to other fields or choose to continue to specialize in a single aspect of forensics.

Hit Dice: d6



Class Skills: Autoshop (INT), Ballistics (INT), Blood Splatter Analysis (WIS), Computer Operations (INT),Concentration (CON), DNA Profiling (INT), Crime Scene Recording (INT), Entomology (INT), Evidence Analysis (INT), Facial Reconstruction (WIS), Gather Evidence (WIS), Medical Assistance (WIS), Research (INT), Search (INT), Spot (WIS).

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

Skill points per level: 7 + INT modifier

Starting feats: At first level the forensic pathologist begins play with the following feats:
Driving License and Respected in the field.

Criminalist Progression Table

Level	Feat	Att	AC Bonus	Fort	Ref	Will
1	Bonus Feat	+0	+0	+1	+0	+2
2	Connecting Evidence	+1	+1	+2	+0	+3
3	Skill Focus	+1	+1	+2	+1	+3
4	Bonus Feat	+2	+1	+2	+1	+4
5	Skill Focus	+2	+2	+3	+1	+4
6	Strong Stomach	+3	+2	+3	+2	+5
7	Bonus Feat	+3	+2	+4	+2	+5
8	Media Handling	+4	+3	+4	+2	+6
9	Skill Focus	+4	+3	+4	+3	+6
10	Crime Scene Hazard	+5	+3	+5	+3	+7

Specializations: The Forensic specialist is a very focused role that allows characters to have a number of skills and be good at many things, or they can specialize and become a renowned expert in a particular field.

As a result, this character class can add the Feat "Skill Focus" cumulatively to any of the following Feats at 3rd, 5th, 9th levels:

Ballistics
Blood Splatter Analysis
DNA Profiling
Entomology
Identify Substance

Players can also discuss any dedicated skill of their own with the GM as a suggestion for their skill focus.

Bonus Feats: Alertness, Crack a Joke, Dodge, Doctor, Driving License, Endurance, Fingerprint Taking, Geographical Profiling, Great Fortitude, Handwriting Analysis, Improved Initiative, Iron Will, Lightning Reflexes, Long Arm Proficiency, Point Blank Shot, Psychological Profiling, Ready Weapon, Side Arm Proficiency, Simple Weapons Proficiency, Take Charge, Toughness, Walking the Area.

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, which in turn determine opinion. Defense lawyers often bring this into question. Forensic pathologists have to be able to defend their conclusions and stand up to cross-examination.

Forensic pathologists deal with the post mortem investigation of sudden and unexpected death. 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. Many forensic pathologists are expected to conduct over 200 post mortem examinations per year.

A completely credentialed forensic pathologist must have a full medical license and should be certified by the American Board of Pathology as a general pathologist. 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.

There are a few peculiar incidental advantages to being in the world of forensic pathology. In many jurisdictions, the forensic pathologist is a criminal investigator, and as such, may acquire a permit to carry a handgun. Another is that 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 ignore 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 longevity!

Hit Dice: d6

Class Skills: Computer Operations (INT), Concentration (CON), Counseling (CHA), Diplomacy (CHA), Evidence Analysis (INT), Facial Reconstruction (WIS), Gather Information (CHA), Knowledge: Autopsy (INT), Medical Assistance (WIS), Police Bureaucracy (WIS), Research (INT), Toxicology (INT).

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

Skill points per level: 6 + INT modifier

At first level, the forensic pathologist begins play with the feats Doctor, Driving License, Crack A Joke.

Bonus Feats: Alertness, Appraise Suspect, Connecting Evidence, Bite and Claw Analysis, Dodge, Endurance, Fingerprint Taking, Great Fortitude, Handwriting Analysis, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus, Side Arm Proficiency, Simple Weapons Proficiency, Take Charge, Toughness.

Forensic Pathologist Progression Table

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

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 their chosen field. This previous experience serves as a kind of a Police, Federal or Civilian background origin.

The types of starting departments available are limited by character class (see table p. 20).

INVESTIGATION

In some forces, low ranking officers assist in an all-purpose investigation department. Bigger forces may subdivide this function. The work of the officers is to support detectives and senior uniformed police in major crimes. This can be done in a variety of ways, including making inquires and protecting crime scenes.

Benefits: Gain the an additional 2 ranks in *Gather Information* and *Sense Motive*

VICE

This squad investigates activities involving prostitution, pornography, and gambling. They maintain files on suspected and convicted individuals who have links to organized vice activities and illegal gambling, from bookies to organizers of illegal fights.

Benefits: Gain an additional 2 ranks in *Bluff* and *Surveillance*.

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*.

SPECIAL AGENT

The character is a member of a federal law enforcement agency such as the FBI or ATF. They have passed through rigorous screening and training programs to become a Special Agent.

Benefits: Gain an additional 2 ranks in *Listen* and *Sense Motive*.

HOMICIDE

This department deals exclusively with murders. Officers in this department are skilled at investigating death crime scenes and interpreting autopsy reports. They are also able to cope better with distraught relatives and friends of the victim.

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

NARCOTICS

The massive rise in drug related crime over the last forty years has led to the formation of investigation units specifically targeted at tackling the spread of narcotics, particularly in the larger forces. The units are charged with seizing assets from drug dealers, and breaking up the organized distribution of narcotics.

Benefits: Gain an additional 2 ranks in *Identify Substance* and *Forced Entry*

CIVILIAN

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

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

Starting Departments by Class

	Investigation	Vice	Juvenile	Special Agent	Homicide	Narcotics	Civilian
Anthropologist				X			X
Arson Investigator	X		X				X
Crime Scene Investigator	X	X	X	X		X	X
Criminalist	X			X	X	X	X
Forensic Pathologist				X	X		X

CHAPTER FIVE:

SKILLS

A law enforcement officer draws upon a multitude of very unique and specialized abilities that have been picked up on the job, learned in police academy, or acquired through advanced training. For this game, we have developed new skills and feats to reflect the singular needs and talents of the police and forensic specialists.

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

Notes: **The Dungeons & Dragons Player's Handbook** has been abbreviated to PHB in references. In the Skills table on p.22, new skills are labeled with an asterisk (*).

NEW SKILLS

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

ANTHROPOLOGY (WIS)

Description: The study of the human beings, particularly their evolutionary history, biological variation, social relationships, as well as their cultural history. Includes the disciplines of physical anthropology, archaeology, and cultural anthropology. In forensics, this field is used to help identify the gender, age and ethnic origin of an individual from skeletal remains, as well as analyzing tool and wound marks found on bones. People trained in this field are skilled at the unearthing of evidence from burial sites and other archaeological situations.

Check: The difficulty in identifying age, gender, and ethnic origin is based on the completeness of the skeleton. A full skeleton will usually give a DC of 15, with an additional difficulty modifier of +10 for a missing head, and another additional 10 to the difficulty for a missing pelvis. A basic analysis of a skeleton will take five minutes for every point of difficulty, so a full skeleton will take an hour and a quarter.

Determining the origin of tool or wound marks on a skeleton requires a base DC of 20 and will take 2d6 minutes each.

Unearthing a body requires a simple check at DC 15 to recover it without losing any evidence or damaging it in the first place. The depth and size of the burial site will determine the DC, with each five-foot cube taking d3+1 hours to unearth and adding 5 to a base DC of 5. So a standard "church" burial plot of six foot depth would take 3*d3+1 hours and have a difficulty of 20.

Special: Players can take ten or twenty on these checks with the appropriate increase in the time taken.

Try Again? Skeletal analysis will either provide the information or it won't, the body can be re-evaluated to possible matches to confirm identification later.
No new attempt can be made to recover a buried body: once it has been dug up and removed, players only have the option to sift through the removed soil and expand the grave boundaries to recover more evidence.

ARSON INVESTIGATION (INT)

Description: Players can use this skill to determine the cause and origin of a fire. They have been trained to recognize the distinctive patterns and marks left by fires and so can pinpoint the origin of the fire. The character is also familiar with all the tricks and devices that can be used to set fires, from damaging the wiring to planting incendiary devices.

Arson investigators are dispatched by the Emergency Management Agency. Requests come for arson investigators from fire departments or law enforcement agencies. Only these agencies can request an arson investigator. They are called in when:

- There is a death or serious injury, especially if it involves a fire fighter or police officer.
- The property involved incurs a large loss of money.
- The property involved is state property, federal property, or school property.
- Local authorities have determined the cause to be suspicious or incendiary.
- Local authorities cannot determine the cause and/or origin of the fire.
- Conducting the investigation by local

SKILLS

Skill	*Ability*	*Untrained*	*Description*	*Anthro*	*Arson*	*C.S.I.*	*Crim*	*For Path*
*Anthropology	WIS	No	New. Identifying sex, age and ethnic origin from skeletal remains.	X				
*Arson Investigation	INT	Yes	New. Finding the cause and origin of a fire.		X			
*Autoshop	INT	No	New. Ability to search vehicles. Also general knowledge of vehicles.			X	X	
Balance	DEX	Yes	Unchanged. See the Skills chapter in the PHB.			X		
*Ballistics	INT	No.	New. The matching of bullets to weapons and the calculation of trajectories.				X	
*Blood Splatter Analysis	WIS	No	New. The ability to recreate a crime scene through analyzing blood splatters			X	X	
Bluff	CHA	Yes	Unchanged. See the Skills chapter in the PHB.					
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	X
Counceling	CHA	No	New. Ability to pacify and comfort those in distress.					X
*Crime Scene Recording	INT	Yes	New. Ability to accurately record the details of a crime scene using photography or sketching.	X	X	X	X	
Diplomacy	CHA	Yes	Unchanged. See the Skills chapter in the PHB.	X				X
Disable Device	INT	Yes	Unchanged. See the Skills chapter in the PHB.		X	X		
*DNA Profiling	INT	No	New. The matching of DNA evidence to a sample from a suspect.	X			X	
*Drive: Chase	DEX	Yes	New. Pursuing one vehicle with another at speed.					
*Entomology	INT	No	New. Knowledge of how bugs can date a dead body.				X	
*Evidence Analysis	INT	No	New. Examining evidence using chemical and microscopic analysis.	X		X	X	X
*Facial Reconstruction	WIS	No	New. Using skulls and bones to recreate a face to aid identification.	X			X	X
*Fire Fighting	CON	Yes	New. Using hoses and extinguishers to put out fires.		X			
*Forced Entry	STR	Yes	New. Gaining access to a secured area or object by force.		X			
*Gather Evidence	WIS	No	New. Collecting and storing evidence from a crime scene.		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.					
*Identify Narcotic	INT	No	New. Ability to identify chemical substances.		X	X		
*Interview	INT	Yes	New. Collecting and collating pertinent information when taking statements.		X			
Intimidate	CHA	Yes	Unchanged. See the Skills chapter in the PHB.					
Jump	STR	Yes	Unchanged. See the Skills chapter in the PHB.					
*Knowledge: Autopsy	INT	No	New. Ability to read and understand autopsy notes and reports.	X		X		X
*Knowledge: Law	INT	Yes	New. Knowledge of legal skill, including criminal law and court procedure.		X			
*Knowledge: Street Sense	INT	Yes	New. Awareness of personalities, trends, and attitudes in an urban environment.					
Listen	WIS	Yes	Unchanged. See the Skills chapter in the PHB.					
*Medical Assistance	WIS	No	New. Ability to treat of any kind of injury. Replaces the Heal skill.		X		X	X
Move Silently	DEX	Yes	Unchanged. See the Skills chapter in the PHB.					
*Odontology	INT	No	New. The skill of forensic dentistry.	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	X	X
Search	INT	Yes	Unchanged. See the Skills chapter in the PHB.		X	X	X	
Sense Motive	WIS	Yes	Unchanged. See the Skills chapter in the PHB.		X			
Speak Language	INT		Unchanged. See the Skills chapter in the PHB.	X				
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.					
*Surveying	WIS	No	New. Conducting ground searches for possible burial sites.	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.					
Tumble	DEX	Yes	Unchanged. See the Skills chapter in the PHB.					
*Toxicology	INT	No	New. The identification and analysis of foreign substances in the body.					X
Wilderness Lore	WIS	Yes	Unchanged. See the Skills chapter in the PHB.					

authorities may be or could be considered a conflict of interest.

⚖ Other unusual circumstances exist.

Check: The DC for the test is based on the level of damage the fire caused before being extinguished. The more complete the destruction, the harder it is for the investigator. A totally gutted building will provide less evidence than one in which the fire services arrived and put out the fire before the structure of the building was effected. A base DC of 15 is used to determine the origin and cause of a fire, with the difficulty rising to reflect the level of fire damage.

Try Again? Players use this check to formulate an opinion; this can only be reassessed if new information arises, or they have cause to question their original findings.

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 player may take 10 when using this skill.

BALLISTICS (INT)

Description: The skill of Knowledge: Ballistics covers the identification of a weapon from the bullet it has fired, as well as the determination of the trajectory and path of the bullet, allowing the firing point and impact point to be laid out.

Check: *Determining caliber:* This has base DC of ten. A successful check will tell the player what type of bullet they have. This will take d2+1 hours of lab time.
Determining firing marks: This has a base DC of 20. A successful check will give a possible gun type and model. This will take 2d4+1 hours of lab time.

Matching firing marks: This has a base DC of 20. A successful check will match a fired bullet taken from a crime scene to a recovered weapon. This may confirm or rule it out a weapon found at the scene. This will take d4+1 hours of lab time.

The difficulty of these tests may rise by five if the bullet is radically deformed on impact.

Trajectory and the path of a bullet can be determined by the angles of entry and marks on surfaces that may have deflected the bullet's path. A base DC of 15 will give the angle and path of a bullet. This must be done at the crime scene and will take 2d4 minutes per impact.

Special: Players can take ten or twenty on their checks by increasing the time taken to perform this analysis.

Try Again? Characters use this check to formulate an opinion; this can only be reassessed if new information arises, or they have cause to question their findings.

BLOOD SPLATTER ANALYSIS (WIS)

Description: This is a study of blood at the scene of the crime. Charaters will be able to get information from the shape of the blood splatter, the amount of blood and its point of origin (see Reading Blood p.47).

Check: A simple pattern is DC 20 with more information given for every 5 points above the DC.

Try Again: No, the area has been contaminated.

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), to a minimum of one round.

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

Hacking and Security Set Up: PCs can attempt to access a secure system, or try to secure a system against hacking. The character makes a Computer Operations check against a DC determined by the level of security present.

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

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

COUNSELING (CHA)

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

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

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

CRIME SCENE RECORDING (INT)

Description: Use this skill to record evidence at the crime scene by either sketching the scene, taking detailed pictures or using a video camera. 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. The GM might make this roll many times.

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.

DNA PROFILING (INT)

Description: Since the discovery of accurate ways of telling the DNA of one person from another, the police have been using DNA profiling evidence to prove the presence of a suspect at the crime scene, either as witness or perpetrator. The complex chain or molecules that make up DNA is unique for every living creature save for identical twins and clones. It is the basis for a whole range of police techniques for catching criminals, and one of the important advances in police investigations. A criminal may wear gloves to prevent leaving fingerprints, but they cannot stop their body leaving a trace of their presence through the shedding of skin and hair cells. (See DNA Profiling, p. 49 for more details.)

Check: To make a DNA profile from a genetic sample, the player must make a successful DNA profiling check with a difficulty of 20. The sample must be pure for the test to be accurate and corrupted tests will be of no use to the investigators, giving false or misleading information. A successful Gather Evidence check of 20 is required to collect the source of the DNA without contaminating it with other DNA. A successful DNA profile check will give the character a strip of paper on which the chromosome patterns of the junk sections of DNA are revealed. It can be matched to the DNA databases of known and convicted criminals and used as a match against the DNA of possible suspects. A DNA profile takes 12 + 3d4 hours to run. The results only arrive at the end of the process. Matching DNA using computer databases requires a successful Research skill check.

Special: By using different restriction enzymes to "cut" the DNA strand, the tests can be carried out more quickly, but with a reduction in test accuracy. To perform a quicker test, the DC of the DNA profiling check rises to 30, but takes only 8+2d4 hours to run. The character can opt to take ten or twenty on their check with an increase in the time required to perform the tests.

Try Again? Yes: If the test fails and the character has an uncontaminated source of DNA, they can try again.

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.

ENTOMOLOGY (INT)

Description: A body left to decay will attract insect activity. By identifying these insects and counting their numbers, an investigator can provide an approximation of the time of death.

Knowledge: Entomology covers the identification of insects involved in the process of decomposition and their habits (see Cause of Death p.50 for details).

Check: To estimate the time of death, the player needs to make a check with a DC of 20. The more they exceed this check by, the more accurate the placing of the time of death.

Try Again? Players use this check to formulate an opinion; this can only be reassessed if new information arises, or if they have cause to question their findings.

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 DC10 for any piece of evidence, with the following modifiers:

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

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

FACIAL RECONSTRUCTION (WIS)

Description: This area of anthropology covers the art of using physical evidence such as skulls and hair samples to reconstruct the appearance of individuals. The character can draw sketches or computer generated images, as well as clay models based on existing anthological systems and classifications.

Special: The reconstruction takes 4+d4 hours for models and 4 +d2 hours for sketches. The character makes a skill check against a base DC of 15. Modifiers to this are determined by the quality of the skull fragments the character has to work with. The more intact and complete the skull, the easier it is (a modifier of +5 to +10 on the DC for very incomplete and fragmented skulls. Facial anomalies from disease or past injury will also increase the difficulty (+1 to +5 on the DC). The amount the character beats the DC by will determine the quality of the reconstruction: the more they beat it by, the more it looks like the deceased. Characters may take ten by doubling the time taken in creating the reconstruction.

Try Again? No, Characters will not realize that they have

failed to capture a likeness unless more information about their appearance surfaces.

FIRE FIGHTING (CON)

Description: There is far more to putting out a burning building than just pointing a hose at it. Characters with this skill have been taught how to spot flash points and target fire-extinguishing equipment at points in the fire. They know which type of extinguisher to use on which type of fire, and the best way of cutting the fire triangle of heat, air and fuel.

Special: GMs should set a difficulty of the fire based on its size. Every active firefighter present can then add +2 to the single check made by the chief firefighter on the scene.

Try Again? Yes, a new check can be made each round.

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 fingerprints, 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.

IDENTIFY NARCOTIC (WIS)

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

Check: The difficulty of the check is determined by the resources available to the PC --- whether they use a simple taste test, a basic test kit, or a full laboratory. The more sophisticated the equipment, the more accurate the results,

Narcotic Analysis Table

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

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.

Try Again? The sample is either lost or misinterpreted, due to a tainted sample or carelessness.

INTERVIEW (INT)

Description: This skill represents interviews that take place outside the interrogation room. Here, the person being interviewed is not obliged to answer any of the questions asked. Interviews can still happen in a police station of course, but the situation is very different. The skills needed for a good interviewer are also different. In interrogation, the PC has lots of time and control over the subject, whereas in an interview, there may be a time pressure and the subject can leave at any time. Interviewing relies on good preparation. Interviewers are professional and courteous. They narrow down the facts quickly, avoiding speculation and opinion, but at the same time 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 perform an autopsy, but allows them to observe one. It is used to understand autopsy information either from talking to forensic pathologists (who could tell you, for example, that the presence of gangrene within the fatty tissue layer could indicate severe frostbite), or from reading their notes or reports.

Note: Autopsy notes are written in a special kind of shorthand.

KNOWLEDGE: LAW (INT)

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

KNOWLEDGE: STREET SENSE (INT)

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

MEDICAL ASSISTANCE (INT)

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

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

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

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

Check: The PC performs a check at DC 15. This can only be done once per injury. Success: The patient is stabilized if they have negative hit points, or recovers d4 hit points if

they still have positive hit points. For poison, the effects have been slowed, but only long-term treatment can cure the patient.

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

Fumble: Critical failure inflicts d6 damage on the patient.
Retry: No, patient must receive care from other specialists.

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

Check: The PC makes a skill check at DC 15 at the end of each day's rest.
Success: The patient recovers another 3 HPs plus their CON modifier to a minimum of 1. They also recover 1 point of ability plus their CON modifier to a minimum of one.

Failure: The patient receives no benefit from the attempt at healing.
Fumble: Critical failure inflicts d6 damage on the patient.
Retry: The PC can try again the following day.

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

Check: The surgeon makes a check against DC 20.
Success: Surgery increases the amount of base HPs the patient recovers during long-term treatment, giving them a base of 5 instead of 3 (see above). This effect lasts for a number of days equal to the amount by which the PC succeeded the check. Damage to ability is also recovered at a faster base rate (2 instead of 1).

Failure: The surgeon inflicts d6 damage.
Fumble: Critical failure inflicts 2d6 points of damage on the patient.
Retry: The PC can try again the following day.

ODONTOLOGY (INT)

Description: The field of forensic dentistry can be used to record and determine the originator of bite marks and tooth indentations. It also covers the identification of individuals through dental records, and bite mark comparison (See Bite Marks and Odontology on p.52 for more details).

Check: To identify a suspect through dental records, a character will require access to the records of possible matches. There is no central bank of filed dental records. It is possible to match a single tooth to the mouth of an individual, but the Odontologist must have a list of possible originators. Matching dental records to specimens or marks requires a successful check with a base DC of 15. Incomplete or patchy records or samples will raise the DC by five or more, depending on the circumstance. The time these comparisons will take depends on the number of possible matches they have to compare and the distinctiveness of the teeth. An analysis has a base of time of d2 hours, plus 30 minutes for each additional possible match.

Special: Players can take ten or twenty on their checks by increasing the time taken to perform the analysis.
Try Again? Players use this check to formulate an opinion; this can only be reassessed if new information arises, or they have cause to question their findings.

POLICE BUREAUCRACY (WIS)

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

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

Check: The DC is at the GM's discretion, but the following guidance applies:
For every 5 points success or failure GM's can also modify the outcome accordingly.

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

Try again? No.

Special: The PC can take 10 using this skill.

POLICE INTERROGATION (CHA)

Description: PC 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 knew they 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 themselves in the place of the suspects, 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 as they ramble on.

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

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

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

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

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

RESEARCH (INT)

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

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

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

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

SURVEILLANCE (WIS)

Description: Surveillance mostly involves observing location, object, or 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 or Tailing: On Foot).

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 got spotted, GM's discretion.

SURVEYING (WIS)

Description: When the police suspect there may be a body or some evidence buried in a location, they will survey the area using a visual search, or aerial infrared photography, with possible ground deformations noted. The investigators can also bring in more sophisticated equipment such as ground radar, seismic and sonar probes, along with more old-fashioned metal detectors. The use of this equipment and the interpretation of results are covered by this skill. It allows the investigators to find likely places to search or dig up.

Check: The difficulty of the check is based on the equipment available to the character: the more sophisticated tools they have, the more accurate the survey and the more likely they are to find something. The difficulty of the skill check is up to the GM, based on how well the evidence the investigators are trying to find was hidden. An unmarked grave where the soil has had time to re-grow grass might require a DC of 25 to find, whereas a fresh, shallow grave might only require a DC of 10.

The amount of ground to cover will determine how long this will take. If the police have been told that a body is buried in a yard, it won't be too hard to find, but if they're told it's in a forest, then this is another matter. A basic search conducted by simply looking over the area will take around thirty minutes per hundred yards square. Each additional piece of equipment used will increase this time by 200%. The amount of vegetation and debris on the site will also increase this time.

Special: Players can take ten or twenty on their checks by increasing the time taken to perform their searches.

Try Again? Only if the character receives new information regarding a location, they can re-examine their findings and go over it again.

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 crowed area. They also try to anticipate a target's movements, and are good a guessing where to pursue them if they lose them.

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

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

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

TOXICOLOGY (INT)

Description: Toxicology is the study of substances such as poisons and drugs, and their effects on living systems. It overlaps with biochemistry and pharmacology. In forensic toxicology, the skill is used to test for the presence of foreign substances, and the determination of the likely effects these would have had on the subject within the body (see toxicology on p.48 for more details).

Check: Testing samples from a subject require a *Toxicology* skill check at a DC 15. Making this check will identify the presence of foreign substances in the sample. For each five points the player beats the DC by, the greater the amount of information that can be extrapolated. Beating the DC by five would allow the identification of the substance, and beating it by ten would give its likely effects. Analyzing a sample takes d2+1 hours.

Special: Players can take ten or twenty on their checks by increasing the time taken to perform the analysis.

Try Again? Yes

CHAPTER SIX:

FEATS

Here are descriptions of the new feats that appear in **Crime Scene: Forensics**

Feats

Feat	Prerequisites	Details
Alertness		See Feats chapters in PHB.
*Appraise Suspect	CHA 13+	Ability to determine the reliability, honesty, and background of witnesses and suspects. Gain +2 to all relevant *Sense Motive* and *Diplomacy* rolls.
*Archive Knowledge	Access to police archive	Gains +2 to any *Interview, Knowledge: Law,* or *Research* roll.
*Artistic Skill		Gain +2 to *Facial Reconstruction* and *Crime Scene Recording.*
*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 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 *Police Bureaucracy* or *Gather Information* rolls.
*Chemical/Microscopic Analysis	INT 13+	PC has been trained in using lab facilities. They gain +2 to any *Evidence Analysis* or *Identify Narcotic* checks made when using a lab facility.
Combat Reflexes		See Feats chapters in PHB.
*Connecting Evidence	WIS 10+	PC can recognize specific evidence that is important at any crime scene.
*Crack a Joke	CHA 13+	Characters can re-roll will save if they make a charisma check.
*Crime Scene Hazard		PC has the ability to spot dangers in a crime scene. They get a +2 bonus to relevant *Spot* and *Search* rolls when at a crime scene.
*Doctor	Age 23+, INT 14+, 4 ranks of *Medical Assistance*	PC received extensive medical training and can perform surgery without incurring a –4 penalty.
Dodge		See Feats chapters in PHB.
*Driving License	Age 16+	PC is proficient in driving a class of vehicle and no longer incurs the –4 penalty for use. Each time this feat is chosen, select one of the following: Cars, Motorbikes, Boats, or Helicopter. Can be taken multiple times.
*Emergency Medic	WIS 10+	PC has training in first aid and treating injuries. They gain a +2 bonus to all *Medical Assistance* checks when attempting to stabilize.
Endurance		See Feats chapters in PHB.
*Fingerprint Taking		PC is proficient in collecting and collating fingerprint samples.
*Geographical Profiling	INT 12+	Finding perpetrators from examining their hunting patterns.
*Good Right Hook	Base attack 1+	PC gains +1 damage to their unarmed attacks if it is a right hook.
Great Fortitude		See Feats chapters in PHB.
*Handwriting Analysis	Psychological Profiling	Ability to determine a suspect's mood and character when analyzing handwriting. Get +4 to *Sense Movtive* when reading the wrting of any suspect .

Feats (continued)

Feat	Prerequisites	Details
*Imposing	CON 13+	PC can use their official status to influence the general public. They receive +2 on all relevant *Bluff* and *Intimidate* rolls.
Improved Initiative		See Feats chapters in PHB.
*Informant Handling	CHA 13+	PC knows how to extract information and services from informants. Get +2 to *Police Interrogation* or *Intimidate* when dealing with them.
Iron Will		See Feats chapters in PHB.
Lightning Reflexes		See Feats chapters in PHB.
*Long Arm Firearm Proficiency		Allows the PC to use a long arm firearm without a –4 penalty.
*Media Handling	CHA 13+	Ability to handle the media. Get +2 on relevant *Bluff* and *Diplomacy* rolls.
Point Blank Shot		See Feats chapters in PHB.
*Psychological Profiling	*Sense Motive* +4	PC is trained in recognizing psychological traits and behavioral indicators, enabling them to build a profile of a suspect.
*Ready Weapon	Base attack +1 or higher	PC can ready weapon as a free action, and reload or clear a jammed firearm as a half action.
*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.
*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 *Diplomacy* and *Intimidate*.
Toughness		See Feats chapters in PHB.
*Walking the Area		PC is adept at walking around large crime scene areas and identifying which parts are significant. Gets +2 to all relevant *Spot* and *Search* rolls.
Weapon Finesse		See Feats chapters in PHB.
*Weapon Specialization	Proficient with weapon, base	PC is especially good at inflicting damage with a chosen typeattack bonus +1 or higher of weapon. Add +2 to all damage inflicted with that weapon. If a ranged weapon, the target must be within 30 feet. This feat can be taken multiple times; its effects do not stack. Must specify the weapon type when taking the feat.

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

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 rather than logic and will respond accordingly.
- How mature are they? Do they understand right from wrong?
- Are there any cultural differences that are going to affect this conversation or could explain unorthodox views or behavior?
- Finally, does this person have a medical condition or are they on drugs? If they were

drunk, for instance, they may be more talkative, with less fear of the consequences.

Prerequisites: CHA 13+
Benefits: The PC gains +2 to all relevant *Sense Motive* and Diplomacy rolls.

Archive Knowledge

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

Prerequisites: Access to a criminal records archive

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

Artistic Skill

Description: The character has a good eye for form, shape, and style, enabling them to create more realistic sketches and models.

Benefits: The character gains +2 to checks requiring some artistic skill such as when using the skills *Record Crime Scene* or *Facial Reconstruction*.

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 dealing 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.

Benefits: They gain +2 to any *Evidence Analysis* or *Identify Narcotic* 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 club, or a rare brand of cigarette. All this is connecting evidence. Some people are good at spotting evidence that is out of place at a crime scene -- lipstick in a bachelor flat, a music CD when the owner has no CD player, etc. This feat is for those that have the knack of knowing which evidence should not be there, and maybe links the crime scene to the perpetrator.

Prerequisites: WIS 10+

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

Crack A Joke

Description: the character is good at taking the tension out of a situation. They instinctively know the right moment to say something funny to relieve the pressure their co-workers are feeling.

Prerequisite: CHA 13+

Benefits: when confronted by a horrific situation, the character can relieve the tension of their co-workers by cracking a joke. If the character can make a charisma check at dc 15, then the other players can re-roll failed will save checks when trying to cope with the situation.

Crime Scene Hazard

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

Prerequisites: None
Benefits: They get a +2 bonus to all relevant Spot and Search rolls when at a crime scene.

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 "man down".
Prerequisites: WIS 10+
Benefits: The PC gains a +2 bonus to all *Medical Assistance* checks when attempting to stabilize a patient.

Fingerprint Taking

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

Geographical Profiling

Description: Based on the hunting strategies of wild animals -- geographical profiling has begun be an established technique. Even so, there are still only three or four computer programs that help with this. These, in turn, require a trained specialist to operate. When trying to identify the hunting patterns of a predator such as a wild cat, you can plot the kill or attack points that they have left behind. Over time, those who study wild animals have built computer programs that model these areas and patterns of behavior. With sufficient data these programs can identify where the lair of an animal might be. In the same way as a wild animal may hunt their prey -- so do criminals.

The topography of an animal attack radius of course is simpler than with people who live in urban geographies. Criminals cannot simply spread out across barren landscapes in a radial pattern. They use/prefer neighborhoods and roads instead. The criminal is far more likely (if they are to commit a serious offence) to gravitate towards areas that they know well, the most likely of which is around where they live or work. Quite often, they will leave clusters of clues, so you could end up with a pattern that has two or three centers of gravity rather one. Geographical profilers will look not only at "attack points", but also at any other information they have on the criminal; how they left the crime scene, which direction they went in, and so on. Some crimes involve two aspects, such as the dumping of a body, or the dropping off of a victim. This gives away where the perpetrator may live, as they are less likely to double back through the crime scene.

Geographical profilers will take this directional information and the attack points and put them in a computer program. According to different criteria (weighted by significance) it will produce a map that shows where the perpetrator may live. It will color hotspots yellow, orange and red, indicating where Investigators can subsequently focus their attentions. Accuracy is higher, the more evidence and attacks are programmed into the analysis.

Prerequisites: INT 12+
Benefits: At the GM's discretion the character is given a clue as to the geographical location of the criminal's home, workplace or both. This may help narrow down the investigation significantly.

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 handwriting of any suspect.

Imposing

Description: There are some officers who are able to make the authority count when it matters; they somehow manage to appear wearing it when needed. This helps in dealing with the general public, particularly those who respect authority.

Prerequisites: CON 13+
Benefits: Get +2 on relevant *Bluff* and *Intimidate* rolls.

Informant Handling

Description: Contacts need sustaining. They are not always unfortunate runts that a detective can rough up a bit for "the word on the street". Informants are human. They won't be very happy if all the PC does is tap them for information without some reward. Contacts have to be maintained and need lots of attention: 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.

Media Handling

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

Prerequisites: CHA 13+
Benefits: Get +2 on relevant *Bluff* and *Diplomacy* rolls

Psychological Profiling

Description: Psychologists and psychiatrists can link visible evidence to personality types. As a science, it is not exact. PCs can ask for psychological profiles, but only in big cases and usually just for homicides.

The police use profiling when there is no main suspect. The FBI is the biggest user of profiling; its own study found that only seventeen percent of cases were 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.

Ready Weapon

Description: Every investigator should always be on their guard. This is the feat for those who keep one hand over their weopon should they need it.

Prerequisites: Base attack +1 or higher
Benefits: PC can ready weapon as a free action, and reload or clear a jammed firearm as a half action.

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. As a result, people will often defer to their opinion far more readily than they would to that of any one else.

Prerequisites: 4+ 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 the merit of their opinions in regard to this field, the character receives a +2 circumstance bonus to their checks. This includes gaining access to privileged information or areas such as crime scenes.

Strong Stomach

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

Prerequisites: None
Benefits: The PC gains a +2 to Will saves when faced with a gory or morbid scene.

Take Charge

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

Prerequisites: CHA 13+
Benefits: The PC gains +2 to all *Diplomacy* and *Intimidate* checks when dealing with people at a crime scene.

Walking the Area

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

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

Weapon Specialization

Description:

Occasionally an investigator has a natural affinity towards a particular weapon. This feat represents that they are able to direct their attacks slightly more effectively and, as a result, do more damage.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefits: PC is especially good at inflicting damage with a chosen type of weapon. Add +2 to all damage inflicted with that weapon. If a ranged weapon, the target must be within 30 feet.

This feat can be taken multiple times; its effects do not stack. Must specify the weapon type when taking the feat.

WEAPON/ARMOR PROFICIENCY FEATS

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

Simple Weapon Proficiency

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

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

Side Arm Firearm Proficiency

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

Automatic Firearm Proficiency

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

Long Arm Firearm Proficiency

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

Ballistic Armor Proficiency

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

CHAPTER SEVEN:

CRIME SCENES

ENTERING A CRIME SCENE

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

Investigators may be called to appear in court either to provide testimony or to explain evidence as an expert witness. When in court, investigators swear an oath to tell the truth, just as ordinary citizens do. They also have to be prepared to defend their record and explain prior actions in detail, as often opposing lawyers will do their best to discredit them, particularly if their testimony is key to the prosecution's case. This is because some forensic examination is based on supposition and deduction, taken from clues. Remember that lying under oath can lead to a charge of perjury.

Police and investigation procedures are structured to support investigators by providing proper and legally admissible guidelines on how to gather evidence and information. Failing to follow these guidelines may mean that the evidence cannot be entered in court and all their findings wasted.

CONSTITUTIONAL RIGHTS

In pursuit of a suspect, an investigator cannot break the law or violate the rights of the individuals laid down in the constitution. All US citizens have rights embodied in the US Constitution and the Bill of Rights. These include:

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

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

COURTS

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 example, the testimony of a witness who sees a person beat someone else senseless. It also includes anything a person has seen or done (e.g., '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.'). As long as the evidence is acquired legally, it can be testimonial, documentary, photographic, material, forensic, and even taped.

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.

Circumstantial (or "indirect" evidence) is admissible, but

most courts are slow to convict based solely on such evidence. This is because circumstantial evidence *suggests* a connection to the crime, but has no proof. Usually such evidence lends itself to multiple interpretations, which makes it 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.

> **Example 1:** A witness testifies that the suspect owns a revolver of the same make and caliber as the one used to commit the homicide.
>
> **Example 2:** The perpetrator of a crime was observed wearing a red shirt with vertical blue stripes; the suspect owns such a shirt.

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

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

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

IMPORTANCE OF A WARRANT

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

INVESTIGATING A CRIME SCENE

It is not easy to investigate a crime scene and much can go wrong in the early stages. The same protocol cannot be used every time, as every crime scene is unique and presents its own set of problems and challenges to the

nvestigator. Very few crime scenes are static, waiting to be examined by the PCs; the scene quickly becomes contaminated by suspects, bystanders, and even the police. 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. There is no need to say that latex gloves are being put on if latex gloves are always put on; certain things can and should be assumed, as long as they are agreed upon ahead of time. This allows for better game flow by avoiding the constant repetition of named actions. Another way a GM can determine the care with which the PCs take upon entering a crime scene (and thus quantifying how much evidence may be lost or changed) is to secretly roll the PCs' crime scene response skill rolls, noting if a failure has corrupted the scene.

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

PROTECTING THE SCENE

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

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

EVALUATING THE SCENE

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

DOCUMENTING THE SCENE

While the technicians are tagging evidence, 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 important objects are in relation to other objects, for example where the body is in relation to a gun. Measurements must be made using at least two reference points from two separate fixed points (like the edge of a doorway or window), as opposed to using moveable objects (i.e., a sofa or bookcase), which could be shifted later on, making them useless as references.

Any changes made to the crime scene by the person or persons who discovered the body should be noted, as should any changes made by the first officers on the scene. Forensic examiners will only be called to the site after the police have determined that a crime has taken place; often some time will have elapsed between the discovery of the body and their arrival. Police officers are trained to avoid disturbing a crime scene, but if a member of the public discovered the body, they might have moved the corpse or associated materials and left contaminating evidence, such as foot and fingerprints.

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

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

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

When a dead body is present, it has often been moved before the police arrive. Well-meaning Emergency Medical Teams 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. So for example, a GM or Player should not describe a mark as a gunshot wound, but rather should describe it just as a circular wound, noting the diameter and distinguishing features of the mark. It could well have come from something other than a gun. The sketch of a murder scene is particularly important; the positioning of furniture (for example) might be critical, as it could indicate a struggle.

PHOTOGRAPHING A CRIME SCENE

The crime scene investigator will use photographs to create a permanent record of the crime scene. It should be noted that these exist in conjunction with, not instead of, regular notes taken by officers at the scene. Many things will not be noted on the photograph, such as temperature and odors linked to the scene. The photo will, however, record the various stages of the processing of a crime scene and allow investigators to re-examine aspects of the site at a later date. In this way, comparisons and deductions between the crime scene and other scenes can be made to determine if there are links.

Certain standards and procedures must be adhered to when producing such pictures, so that the relevance and accuracy of each picture can be determined. This way, the photographs are legitimate evidence if produced in court. The photographer should, for example, hold the camera at eye level on every shot, showing the relationship between the photograph and the scene. Where possible, scales should be included, so that distances and proportion are established. A standard of photographic stock should be used throughout the process, with details as to film speed and color balance included. Digital and video imagining may be used only in conjunction with ordinary film stock; these media, although highly accurate at recording images, can be manipulated and so are less reliable in court.

Common Factors In All Crime Photography

- Drag marks.
- Any articles left at the scene and their relation to the environment.
- Any blood splats or similar evidence of violence, paying particular regard to the movements of the murderer and victim.
- Any weapons, or possible weapons found at the scene. Many crimes are committed in a fit of passion and so weapons used in the crime may have been improvised. Their relationship to the crime may be revealed from later testing at the lab for fingerprints or blood traces.
- Any other evidence relating to the crime:
  - Shell casings from bullets
  - Expended projectiles
  - Live rounds
  - Money
  - Narcotics
  - Articles of clothing, particularly any which is torn or blood-stained
  - Mobile (cellular) phones
  - Shoe or footprint impressions
  - Hair and fiber samples
  - Fingerprint areas
  - Tool marks

photography in a crime scene. Here is some guidance on the various types of crime scenes that can occur for the photographer.

EXTERIOR SHOTS

The following details should be recorded in exterior crime scenes:

- Overall area if possible, or appropriate aerial shots or distance shots will establish the remoteness and accessibility of the crime scene.
- The relationship of buildings, vehicles and landmarks to one another; this may be vital if there is the need to establish line of sight, or similar considerations.
- Tire impressions.
- Discarded cigarettes, packs and other litter such as cups, cans and wrappers that may have come from the perpetrator or the victim. These allow the police to place suspects at the scene.
- Broken branches, or disturbed vegetation; these may establish routes of movement, or hiding places.

INTERIOR SHOTS

The following details should be recorded in interior crime scenes:

- The room or area in which the crime was discovered.
- The adjoining rooms or any areas associated with the crime.
- Any areas indicative of the removal of an object, such as dust patterns, cables left unplugged, empty stands, etc.
- Status of locks and windows: any signs of forced entry, outside doors ajar, windows open.

Unusual signs:

- Lights on in daytime
- Notes, letters, insurance policies, or cash left in the open.
- Any indication of the disruption of the victim's usual routine or established time pattern.
- Preparation or partial consumption of a meal.
- Number and type of eating utensils; this can help determine how many people may have been present.
- Any bottles of alcohol present, full or empty; this may establish the intoxication of those involved.
- Television and light status.
- Any evidence of struggle:
    - Overturned furniture.
    - Rifled draws, jewelry boxes, purses, or wallets, safes, desks.
    - Broken windows or glass articles.
    - Blood stains.
    - Objects that appear to have been knocked or removed from their original positions.
    - Telephone handsets left off receivers.
    - Cut or unplugged telephone lines.

PHOTOGRAPHING VEHICLES

Crime scene requirements for vehicle photography draw from elements of both exterior and interior procedures: the inside of the vehicle needs to be fully recorded, as does the exterior, along with its relationship to other vehicles, buildings and landmarks. The following details should be included:

- Any road conditions or hazards that might have contributed to the vehicle's movement, as well as any indications of the vehicle's movement prior to coming to a halt. For example, tire marks, indicators of crashes, etc.
- Any tire marks, footprints, or drag marks in the area around the vehicle.
- Shots of the vehicle from all four sides, including registration, and auto tag.
- Photographs of the interior of the trunk.
- Any internal or external vehicle damage.

PHOTOGRAPHING BODIES

The photographer should first take general pictures of a dead body as it would appear to an observer. The pictures should be taken with the camera at eye level. Once the relationship between the body and the scene has been taken, the photographer should record the smaller details. Having followed the procedures listed for the environment (interior, exterior, etc.), the photographer should photograph the following elements:

- The body should be covered from all four sides wherever possible to show its relationship to the area around it.
- The body and its relationship to evidence features; possible murder weapons, blood stains, etc.
- Take close up photos of any wounds or injuries on the body.
- Any bloodstains or pooling around the body.
- Any unusual signs on the body:
    - Pockets turned inside out.
    - The unusual placement of objects around the body.
    - Insect or animal activity around the body (see Entomology p. 50).
    - Photos of the victim's hands and feet, plus the contents of the hands if holding something.

Record the area under the body once the body is moved.

Photographs should also be taken of the suspected murder weapon and its relation to the body and other significant points at the scene.

VIDEOTAPING A SCENE

Occasionally a scene is videotaped. The camera is held at eye level and can be used to replicate a journey of some kind, such as mode of entry or exit. Characters should never narrate during filming. Video footage is good for demonstrating the remoteness of an area. Otherwise the same rules apply regarding photography.

COMPUTERS IN A CRIME SCENE

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

Clues

For quick reference and easy play, here is a list of different types of crime scene clues that can be added into your game.

- Accelerants in a fire scene indicating that arson was the cause.
- Accelerant on a suspect's clothes show who started a fire.
- Toxicology result in blood indicates evidence of drinking or drug taking.
- Blood analysis reveals an animal attack as the blood is not human.
- Reconstruction of the blood splatter pattern indicates a struggle.
- Bone impressions indicate type of weapon used in an attack.
- Marks on a bullet link it to an individual weapon.
- Serology testing on a cigarette butt identifies the smoker.
- Fibers on a victim are from an assailants clothing.
- Range accuracy of weapon eliminates particular gun type as it cannot shoot far enough.
- Footprint identifies shoe type, size and approximate weight of its wearer.
- Gunshot residue indicates the type of weapon fired.
- Paint is matched to a particular vehicle at crime scene.
- Plant life which is not indigenous to the area indicates a body has been moved.
- Tool marks identify how a window was wedged open and can be matched to a suspect's tool.

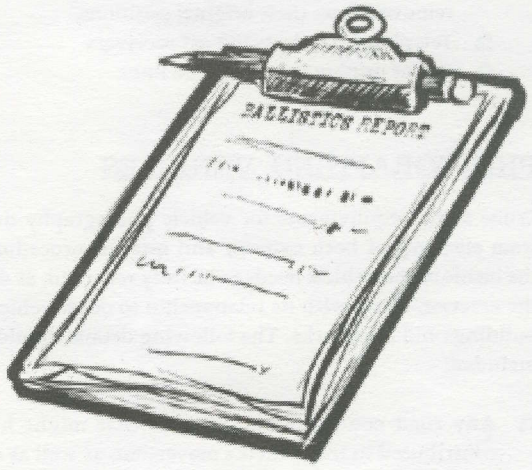
THE PHYSICAL EVIDENCE BOARD

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

Here are some tips regarding how to build a board:

- Use the headings: Peoples, Records/Files, and Physical Evidence.
- Use circles for People, rectangles for Companies.
- Number each piece of evidence.
- Start to list possible connections.
- Draw strongest in bold.
- Use dotted lines for more tenuous links.
- Eventually you have an *association matrix*.
- Count the number of links to each name.

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



HAZARDS

Hazards occur regularly at a crime scene. They can be chemical, physical, or biological hazards, so protective clothing may be needed, even if it is 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.

PAPERWORK

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

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

SEARCH OPERATIONS

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

- Clothing
- Communications
- Lighting
- Shelter
- Transportation
- Food
- Medical assistance
- Security
- Equipment
- Personnel

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

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

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

EVIDENCE

COLLECTING EVIDENCE

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

Physical evidence has to be collected and sent to the laboratory for analysis. The crime scene investigator decides which items are sent and what remains.

Container Type	Evidence
Cardboard box	Bones, bullets and casings, large guns, glass fragments.
Glass vial	Blood/liquid specimens.
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.

A cotton swab or gauze can be used gather blood or saliva samples. Distilled water is used if it has dried. Blood samples should be placed inside a cooler or freezer. Any bloodied items need to get to the laboratory as soon as possible 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 fingerprint evidence.

The Trace Evidence Unit examines the largest range of evidence types and uses the widest range of analytical methods. The types of evidence examined in this unit include hair, fibers, glass, paint, soil, headlamps, shoe and tire impressions, arson debris, explosives, wood, physical matches, and gunshot residue on the hands. Materials are identified and compared with standards or known samples to determine if they share a common origin.

Examinations include:

- **Hair:** suitability for DNA typing, macroscopic and microscopic comparisons of human hair.
- **Fibers:** identification of fiber type, identification of polymer in synthetic fibers, comparison to known samples.
- **Paint:** paint identification and comparison.
- **Shoe/tire impressions:** comparison of questioned impressions to known impressions. Tire tread patterns may be identified to a manufacturer.
- **Arson:** identification of un-burnt accelerants or their residue in burned debris.
- **Explosives:** identification of chemical explosives from samples or post-blast residue.
- **Physical matches:** absolute association between cut, broken or torn pieces of any material.
- **Gunshot residue on the hands:** identification of firearm discharge residue on a suspected shooter's hands.
- **Other materials:** identification of unknown particles using microscopic techniques and other instrumentation.

Microscopic Trace Evidence

The majority of evidence examined by investigators is microscopic in nature i.e, tiny fragments left after contact. They rely heavily on the use of various types of microscopes to examine physical evidence. Initial examinations using a stereomicroscope are conducted to detect this microscopic evidence. The investigator may sort through debris removed from an article of evidence, or may examine the article directly.

Once the material is sorted and removed, analysis proceeds using a variety of other microscopic techniques:

Synthetic fibers are initially identified using the polarized light microscope.

Examinations and comparisons can be conducted using the laboratory comparison microscope.

Sophisticated chemical analysis on fibers and paints can be conducted using the Micro-Fourier Transform Infrared Spectrometer.

Colored samples can be spectrally compared on the Visible Microspectrophotometer.

The trace evidence section can utilize a digital Scanning Electron Microscope for evidence beyond the capabilities of a normal microscope.

A Pyrolysis Gas Chromatograph-Mass Spectrometer can be used to identify polymers. Solid materials such as paints, fibers and plastics are heated, broken down and volatilized. Based upon the molecular fragments observed, the material can be identified.

Characters require the Feat Chemical/Microscopic Analysis to use this equipment and it is available only at the GM'S discretion.

Impression Trace Evidence

In addition to microscopic evidence, trace evidence also deals with tire and shoeprint impressions. These can be found in a number of substances such as paint, blood, soil and dust. Evidence can be derived from casts or lifts of these impressions, and determinations can be made as to manufacturer and/or type of object that produced them. Other impressions may be imbedded in the paint of a car involved in a hit and run case, or transferred from an article of bloody clothing at a crime scene. These can be photographically documented, enhanced and subsequently linked back to clothing worn by the victim.

In addition to casting techniques, impressions can be lifted from a variety of surfaces. Techniques include gel lifts or utilization of the laboratory's electrostatic dustprint lifter. These lifts can then be compared to impressions of known footwear.

FINGERPRINTS

All convicted criminals have their fingerprints taken. These are placed on record so that if they commit another crime, they can be identified and caught. The technology involved has advanced to the point where latent prints (fingerprints where the sweat on the fingertip leaves an impression) can be lifted from almost any surface. Over forty different methods exist to capture and record prints. The most typical are:

- Powder dusting: an extremely fine powder is gently brushed over surfaces. The powder sticks to the oil in the print, leaving it visible.
- Chemical staining: chemicals that react with the oil in the print can be gently applied, making the print stand out.
- Superglue fuming: this can be used to develop latent fingerprints on non-porous surfaces. Chemicals in the glue react with and adhere to the finger oils, and expose latent prints.

Once found and recorded, prints are taken from the victim or deceased to eliminate their prints from the enquiry. The police can compare the prints to those of any suspects, or send them to computerized collation and matching systems. These systems take data from all over the globe and provide investigators with possible matches; this naturally gives the police a huge advantage in catching criminals.

Characters require the feat Fingerprint Taking to be able to successfully take fingerprints.

BALLISTICS

When a gun is fired, it doesn't matter if the bullet strikes a person or an object: there will still be evidence to connect the weapon to the crime scene. If the weapon or the ownership of the weapon can be traced, the police have gone a long way in establishing the proof needed to catch the perpetrator. The science of forensic ballistic analysis provides two leads for the investigator: the first is the analysis of the mechanical process of the gun's action on the bullet and casing; this allows the weapon to be identified. The second is the analysis of the path of the bullet, allowing the investigator to use angles and entry marks to determine the trajectory of the bullet (see skill *Ballistics*, p.22).

If the bullet is recovered, ballistics experts can determine what kind of gun was used. They do this by using a similar gun to determine the distance from which it was fired. Almost all commercially sold firearms have their firing patterns recorded, allowing forensic investigators to make matches. The recovered bullet will reveal essential clues as to the weapon and the firer. The size and type of the bullet will indicate the caliber and the type of gun that fired it. Some calibers such as (9mm, and .45 ACP) can be fired from pistols and machine pistols. The bullet will carry marks imprinted onto it by the action of the gun's rifling as it travels down the barrel; these can be matched to records in order to determine the make of the firearm.

If the weapon is found at the scene, the bullet can be matched to it through the use of test fired rounds. Interestingly, even two guns of the same model will mark a bullet differently. Not only is the bullet likely to be recovered, so is the spent casing which is automatically ejected by almost all modern weapons. Automatic weapons such as pistols, submachine guns and assault rifles all eject the casing of the bullet when they load the next round into the chamber. Weapons such as revolvers, shotguns and bolt-action rifles operate differently -- they require an action on the part of the firer to eject a spent round. This might mean that the weapon may eject the round in a location other than the one it was fired in, or that the firer left the scene without ejecting the spent round. The casing will have marks from the action of the gun, just as distinctive as those on the bullet. There may also be fingerprints on the casing from the owner of the weapon or the person who fired it.

The firing point and trajectory of the bullet's path can be determined, helping the characters establish a pattern of movement and events. The path of the bullet can even determine the height of the firer. Patterns of soot and burning around the point of impact can tell investigators how far away the firer was; this can help determine whether the death was a suicide or homicide. If multiple shots were fired, the overlaying of marks allows the investigator to determine the order of firing and which bullet hit the victim first.

The shape and form of marks left from the impact of a bullet will reveal its angle or entry, allowing the investigator to determine its path. The path of the bullet can be laid out using string or laser pointers, and the firing point established. Investigators look for the following:

- Flat, long marks indicate a steep angle of attack.
- Rounded marks indicate a more perpendicular angle.
- If the bullet grazes an object or person, it can leave a furrow-like mark in which the edges are very jagged. The jags always point towards the direction from which the gun was fired.
- If the bullet has passed through another object or has traveled a significant distance, it can begin to tumble, turning end over end as it travels through the air. This causes a distinctive entry and wound mark.

When a firearm is found at a crime scene, it should handled carefully. Even if cocked, the weapon remains dangerous. The gun should be emptied of bullets (a loaded gun should never be transported). The gun should be placed in a strong cardboard or wooden box and the bullets wrapped in paper and put in pill bottles. The PC should make a note of the serial number (**Note:** A PC who doesn't have a firearm skill may confuse the serial number with the model or patent number.). A gun should never be cleaned or fired prior to examination. It is a myth that exit wounds are always larger than entry wounds.

Shotgun Firing Patterns

Shotguns fire a spread of pellets, which impact in a cluster called a pattern. The closer the target, the more concentrated the pattern becomes, as the pellets have less opportunity to spread out. Placing a choke in the barrel of the gun can also control the level of spread; this keeps the pattern more compact over range and must be figured into the impact range. On a fully choked weapon (the tightest pattern) the general rule of thumb is one inch of wound spread equals two yards' range. For example, a wound pattern four inches across is likely to have been fired from a range of eight yards.

Chemical Residues

As a gun is fired, the charge in the bullet ignites and pushes the round down the barrel, producing a cloud of gas. This gas spreads out when the bullet emerges, most of it traveling in the same direction as the bullet. Some of it, however, will billow onto the hand of the firer, chemically staining their skin and clothing. Chemical detection tests can reveal the presence of these chemicals, even after repeated washing. Different manufacturing companies use different compounds as propellants allowing the casing, bullet and firer to be matched.

Detectives in Hollywood films always pick up a suspect gun by inserting a pencil down the barrel; this is a mistake, as this action would wipe away any blood splatters inside the barrel. Instead, characters should use the pencil to pick the gun up by the trigger guard, and then place it in a cardboard box.

CHAPTER NINE:

READING BLOOD

Blood tells its own story at the scene of a crime. Where it flies and lands, even how it lands, can recreate a picture of what might have happened at the scene of a crime. Blood represents a marvelous tool for GMs who can use it to tell their own stories and give clues exactly how they would like them.

BLOOD SPLATTER ANALYSIS

Forensic examiners learn to look at the patterns of blood splatters to deduct large amounts of information about the cause of death or injury. How droplets of blood appear and their relationship to the body can tell an investigator if a blow was struck while the victim was alive or dead, how much force was used in an attack, and even if a victim was attacked at the scene, or transported there later.

The Point of Origin

The splatter of blood creates a physical impression of a moment of violence. By analyzing the shape and clustering of blood splatters the character can deduct where the violence took place. A body may not come to rest where the blow was struck -- in a struggle the participants may strike blows in various parts of the scene, with each wound creating am initial blood spray, and then subsequent bleeding. By looking at the way such splatters are clustered and the height on walls and objects the splatter reached, the character can determine the trajectory of the blood. This can be triangulated back to reveal the point of origin.

How much Blood has been Splattered?

The human heart pumps the body's blood through the blood vessels at tremendous pressures. A small cut in the carotid artery can send blood squirting over ten feet, with death from blood loss mere seconds away. As a result, blood can be projected a long way from the body. This of course only happens if the heart is still pumping. Bigger wounds pump more blood but perhaps not so far. Smaller wounds might squirt the blood all over the place. Different wounds give different blood splatter patterns and tell you a lot.

The Shape of the Blood Splatter

The angle at which the droplets of blood strike a surface will tell a story. The shallower the angle the more "teardrop" shaped the splatter. The wider end of the teardrop shape points towards the source. The more rounded a splatter the more it dropped rather than squirted. As the droplet hits a surface, a fine crown of micro droplets is created in much the same way as when water drips from a tap. This crown will create a halo of thin, teardrop shaped droplets around the central splatter. The greater the force of impact upon a surface, the wider this halo is. If the halo only appears on one side of a blood splatter, then that indicates the direction of travel to be from the opposite side that the halo appears on.

Was Anything Moved?

The absence of large blood splatters or pools of blood around a wounded victim will indicate the moving of a body. Slashes created by stepping in puddles or splatters of blood will reveal the foot steps of the participants, just as leaning in splatters may leave finger or palm prints. The removal of object from an area covered with a blood splatter will leave a clear silhouette of the object.

In **Crime Scene: Forensics** we have simplified the study of blood splatters dramatically for playability. GMs can use this information as a reference point should they wish. If GMs wish to add more detail to their story then they can use the following information also:

Blow Back Splatters

Blood can be directed back towards a source of energy or movement such as in the impact of a bullet.

Cast-off Bloodstain

Blood can be thrown off an object in motion. These splatters travel in the direction of motion and leave thin flicks of blood splatters. These are often seen in melee weapon attacks.

Draw Back Blood Splatters

When a victim is shot at point blank or with the gun touching the victim, the cooling gasses in the barrel of the gun can suck up droplets of blood into the barrel of the gun.

Forward Splatter

This is blood traveling in the direction of force such as with an exit wound from a gunshot.

High velocity Splatter

Blood subject to a velocity greater than 100 feet per second appears as a fine mist, not as droplets. This creates a haze of blood splatters around the victim.

Medium Velocity Splatter

When blood is subjected to a force of 25 to 5 feet per second, this creates distinctive splatter patterns and can be subject to other splatter effects such as a medium velocity – cast off splatter.

Low Velocity Splatter

When blood is subject to a force of less than five feet per second this is usually the result of wounds dripping and secondary bleeding from a wound.

Swipe

Blood can be transferred to a surface from an area already covered by a blood splatter, leaving a smear on both surfaces.

Examining blood

Patterns of blood splatters can easily be lost when officers or members of the public enter a crime scene. This may be inadvertent such as when someone discovers a body, or through carelessness. The first priority may be to try to revive a victim, not to preserve the evidence. Characters investigating the scene therefore have to be careful to identify and discount any smearing of blood by the previous occupants of the scene. Also important is that although quite viscous and quick to dry (clotting occurs usually three to six minutes after release from the body), blood will also drip and run from angled surfaces, distorting splatters. The surface tension in smaller droplets will, however, maintain the shape of a splatter.

Blood splatters can be lifted with tape for later analysis, as can sections of objects, such as doors or desktops, be taken away. If multiple victims are involved in a scene, the investigating characters will have to identify the type of blood and maybe use DNA matches to determine from which victim the blood splatter originated. As with all evidence gathering, care must be taken not to cross-contaminate the samples. If blood from one source is mixed with blood from another source, then it becomes worthless for blood typing and DNA analysis. Just tracking blood from one smear into another smear may be enough to invalidate it as a source of evidence. As a result, suspects should not be brought to the scene as any blood they get on their clothing then may contaminate blood samples taken from them in the future, as well as give them an alibi as to the presence of the victim's blood on them.

The guidelines for photographing and recording crime scenes apply just as rigorously here (See Photographing the Crime Scene, p.40). The character should take care to use size comparisons and to indicate the splatters orientation in the scene. Shots of the blood splatter should be taken at a 90-degree angle to show the deformity and shape of the splatter.

Collecting blood splatter evidence without cross contaminating it with other blood or DNA samples requires a successful Gather Evidence skill check at difficulty 15 before proceeding with a DNA Profiling Skill check as described in the Skills section on p.24).

TOXICOLOGY

Toxicology is the study the effect of narcotic and medicinal drugs on the human body. This field provides investigators with information on the presence of drugs in those involved in the crime. The analysis of samples from the victim and the criminal will indicate the presence and level of drugs, and the likely effects they would have had on the subjects. This may be simply the fact that a subject was drunk or under the influence of narcotics, or it may be that someone was given poison.

With an autopsy, samples are taken from the subject's

organs and clothing. If the subject is living, samples will be taken from not just their blood but also their saliva and urine, which are then analyzed for the presence of foreign substances. Substances have to be screened for individually, so not all foreign substances can be detected at once. Likely tests include:

- Alcohol
- Anti-depressants
- Barbiturates
- Carbon monoxide
- Cocaine
- Insecticides
- Some sedatives
- Stimulants

Tests for these substances will usually involve the following:

Spectroscopy: this measures the reaction of substances under electromagnetic radiation.
Chromatography: this measures the separation of substances dependent on their solubility.
Immunoassays: this measures the reaction between an added substance and the sample.
Radiommunoassay (RIA): this measures the reaction between an added radioactive drug and the sample.

Based on the findings of the above, the toxicologist will determine:

- If there are sufficient levels of drugs to cause death by poison, overdose, allergic reaction, etc.
- If there are sufficient levels of drugs to affect the actions of the individual, leading to death.
- If there are sufficient levels of drugs for the suspect to have an involvement in the case.
- If there are insufficient levels of drugs, thereby causing death e.g., the body might not have contained a necessary life-saving medicine.

DNA PROFILING

Developed in the late 1980s, this forensic science is still in its infancy. As new DNA techniques are developed, the law assesses their accuracy and admissibility in court. The DNA process is only allowed to determine the guilt or innocence of an individual when it is accepted as scientific fact.

DNA profiling is a process by which a minute sample of genetic material — DNA (deoxyribonucleic acid) — is taken from human tissue, and given a computerized numeric value, displayed in the form of a bar code. By comparing a person's DNA profile with a DNA sample retrieved from the scene of a crime, investigators can eliminate innocent people and establish the presence of those at the scene.

In the criminal arena, DNA profiling has had a very significant impact on the forensic sciences. It is, however, still limited in its application. Authorities do not have the power to take intimate body samples without the subject's consent, as this would violate their right against self-incrimination. The criminal will seldom leave enough of a sample for a profile to be established. One of the best tissues to use is a sample of their blood. It is not true that you can get DNA from every part of the body.

As science progresses, it is hoped that a full understanding of DNA will emerge. At present, no one is certain as to what part each chromosome plays in our genetic make-up. There is no way, for example, to simply look at a strand of DNA and tell if it came from someone with blue eyes or green eyes. What it can do is provide proof that the evidence found at a location, be that in the form of a blood, skin, hair, saliva, seminal stain etc., came from a particular individual, and can therefore tie them to the scene.

DNA profiling in crime investigations has several important benefits:

- Rapid and absolute elimination of innocent suspects.
- Rapid identification of offenders with a very high degree of certainty.
- Reliability of evidence produced in court.
- Cost-effectiveness in terms of investigation time saved.

Characters using DNA profiling should be aware of several areas where the defense could challenge evidence successfully. The main points that could be raised are: possible contamination of samples, which could lead to a different interpretation of results or their invalidation; comparison with an inadequate population sample size as the basis for the probability calculations; and improper sample handling, or the unreliability of laboratory procedures.

See p.24 for details on the skill DNA profiling.

CHAPTER TEN:

CAUSE OF DEATH

When the human body dies, it undergoes a series of changes and processes, from the stiffening of the muscles to the arrival of insects and carrion animals in the area. This chapter deals with the effects this has on the body; and how by recognizing these effects, the cause and means of death can be established. For better game play, some details have been omitted.

TIME OF DEATH

The build up of acids in the cells leads to *Rigor Mortis*, or a stiffening of the body. Next, red blood cells separate from the blood plasma, staining the lower areas of the body. This is called *Livor Mortis*, or *lividity*, and is soon noticeable.

The body begins to cool, settling at the temperature of its surroundings. This temperature change process is called *Algor Mortis*.

Rigor, Liver and *Algor Mortis* can be measured to help place the time of death.

By taking these factors into consideration and examining the condition of the eyes and the contents of the stomach, an approximation can be made as to the time of death. Insect activity and larvae will also confirm these estimates.

General Indicators	Timescale
Liver Mortis	
First detectable signs	Immediate to 2 hs
Full setting	8 – 12 hrs
Rigor mortis	
First detectable signs	1 – 6 hrs
Fully developed	6 – 24 hrs
Disappears	12 – 36 hrs
Skin changes	1-7 days
Mummification	Weeks to years
Skeletonization	Weeks to years

The environment in which the body is kept (heat, moisture, exposure and climate) affects the process. Forensic investigation techniques can, however, determine many things from a body as it naturally records evidence of its surrounding environment. By interpreting this information, the characters can place not only the time and circumstances of death, but also any subsequent attempts at disguising the death e.g., hiding or concealing the body through burial or dumping. Injuries inflicted both before and after death can be identified, as the perpetrator may have tried to disguise their crime by making the death seem accidental, or a suicide. Such attempts to leave false evidence must be separated from the evidence of the death itself.

Digestion of Stomach Contents	Timescale
Size of meal	
Light meal	1.5 – 2 hrs
Medium sized meal	3 – 4 hrs
Heavy meal	4 – 6 hrs

ENTOMOLOGY

Bugs make their home in pretty much everything, including us. They move in quickly and build their homes and have families accordingly. Bigger bugs come along and eat the smaller bugs and soon a small community evolves. The great thing about this is that these processes take a specific amount of time. So many hours of sunlight have to appear before certain types of bugs hatch. By knowing how much sunshine any particular area has had, this process can be dated. You know when the bugs moved in and how long they have been there. Also, certain insects live in specific areas --- if a body has bugs in it that don't belong, such as ones that live by the river are found in the middle of a forest, then you know something has been moved.

Entomology – the study of all this has become a fine art which can very specifically identify time of death. See skills *Entomology* p.25.

THE AUTOPSY

An autopsy is the examination of the body after death; its purpose is to document any natural disease processes and/or injuries, which may have contributed to the death of the individual. An autopsy may answer questions that cannot be answered otherwise. For example, the forensic pathologist is able to ascertain internal injury and the presence and extent of natural disease processes and/or injury. External examination also documents identifying features such as scars, tattoos or other markings, which may assist in the identification of the body. The overall purpose is to render an opinion regarding the cause and manner of death, which is then specified on the death certificate.

Forensic autopsies are performed in the medical examiner or coroner's office. Sometimes they are performed in a funeral home or at a hospital. The time it takes to perform an autopsy depends on the presence and nature of natural disease and/or injury; they generally range from 30 minutes to several hours or more, and average a couple of hours. Autopsies are generally performed 7 days a week, 365 days a year, and are conducted in out-of-office hours in the event of a mass disaster, a high profile case, or media attention.

The basic autopsy involves making incisions across the midline of the chest and abdomen, and along the top and sides of the head. This facilitates the examination of the body's internal organs. Although the process sounds disfiguring, autopsy incisions are rarely noticeable after completion.

People in Attendance

The Prosecutor: usually a certified pathologist, pathology resident (a physician in training to be a pathologist) or a medical student taking an elective rotation in pathology. The prosecutor may also be a pathologist's assistant.

The Diener *(DEE-ner, German for servant)*: a morgue attendant who helps with the autopsy. Dieners are pretty much left alone by hospital management and enjoy a much greater degree of autonomy than most workers at their pay grade and level of education. The impression of the diener personality is that they are somewhat secretive and cliquish. Perhaps it is because it is not uncommon for them to receive a variety of strange visitors in the morgue.

Other individuals may be present at the autopsy, usually for educational reasons. These may include the attending or consulting physicians, residents, medical students, nurses, respiratory therapists, and others involved in direct patient care.

Garb

The prosecutor and diener wear fairly simple protective clothing, scrub suits, gowns, gloves (typically two pairs), shoe covers, and clear plastic face shields. Some large facilities have sealed-environment space suits.

The Autopsy

A summary of the main procedural points is as follows (if you are squeamish, there is no need to read this):

- The prosecutor confirms the identity of the patient named on the permit by checking the toe tag or patient wristband ID.
- An external examination of the body takes place; abnormalities of the external body surfaces are noted and described, either by talking into a voice recorder or making notes on a diagram and/or checklist.
- The trunk is opened and organs removed
- The brain is removed
- Everything is dissected and weighed
- The body is closed up, cleaned and collected by the funeral home.
- Then everybody eats – we're not kidding.

After The Autopsy

Days to weeks later, the processed microscopic slides are examined by the attending pathologist, who renders the final diagnoses and dictates the report. Only the pathologist can formally issue the report, even if they were not the prosecutor. The report is of variable length, but almost always runs at least three pages. It may be illustrated with diagrams that the prosecutor draws from scratch or fills in on standard forms with anatomical drawings. The Joint Commission for the Accreditation of Healthcare Organizations (JCAHO) which certifies hospitals, requires the final report to be issued within sixty days of the actual autopsy. The College of American Pathologists, which certifies medical laboratories, requires that this be done in thirty days.

The Death Certificate

The death certificate is a legal document, which lists the particulars of an individual's death. It is required by the funeral home prior to burial and is filed with the government's Vital Records Department. It contains identifying information such as the deceased's name, age, and sex, as well as the date and time of death (or when the person was found), place of death, and the CAUSE and MANNER of death. The death certificate indicates whether or not an autopsy was performed and contains the signature of the certifying physician (private physician, hospital physician or medical examiner/coroner).

FORENSIC ANTHROPOLOGY

When bones, partial skeletons, complete skeletons or multiple skeletons are recovered, a forensic anthropologist examines the bones and gives an opinion as to their age and origin. Sometimes this process can be very clear-cut: the recovery of artifacts with the bones such as clothing, wallets, jewelry and documents can allow investigators to put a time and name to the body. In other more grizzly circumstances, the body may have been disturbed by animals, or decomposed so far as to make such identification impossible. Multiple bodies may have been dumped together, or they may have been placed with animal remains. The work of the anthropologist is to separate the skeletons and determine identity and cause of death. Cause of death may be evident from marks on the bones (for example, weapon marks). Forensic anthropologists can also use reconstruction techniques to build up models of the deceased's face. First, a model of the deceased's skull is made, and then clay muscles are laid over the model, building up the structure of the face piece by piece. Eyes and skin are finally added and hairstyle (if known) is recreated. This technique has helped identify bodies after people who recognize the reconstruction respond to appeals and posters (see feat: Facial Reconstruction pg.25).
Using forensic anthropology the following factors can be evaluated:

Age determination:
- By the nature of the cartilage.
- By the shape of the pelvis.
- By the shape of the skull.
- Teeth, including wear and eruptions.

Sex determination:
- By the shape of the pelvis and skull.
- Racial determination:
  - Measurement of the femur and tibia
  - Eye socket comparisons.

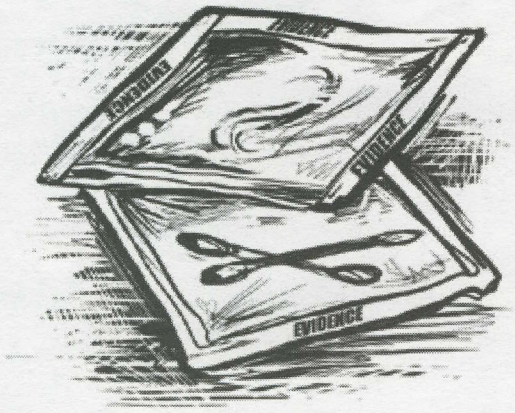
Secondary features:
- level and type of physical labor a deceased person performed.
- Handedness of the individual. The dominant hand wears more than the passive. (85% of population are right handed).
- Pathology and injuries to the bones.
- Stature, height, and likely weight of the deceased.

BITE MARKS AND ODONTOLOGY

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.

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.

This usually follows the pattern listed below. Some odontologists use the *Dorian Method*, which advocates the removal of a section of the body with bitten tissue for off-site microscopic examination. Once a suspect 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

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

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.

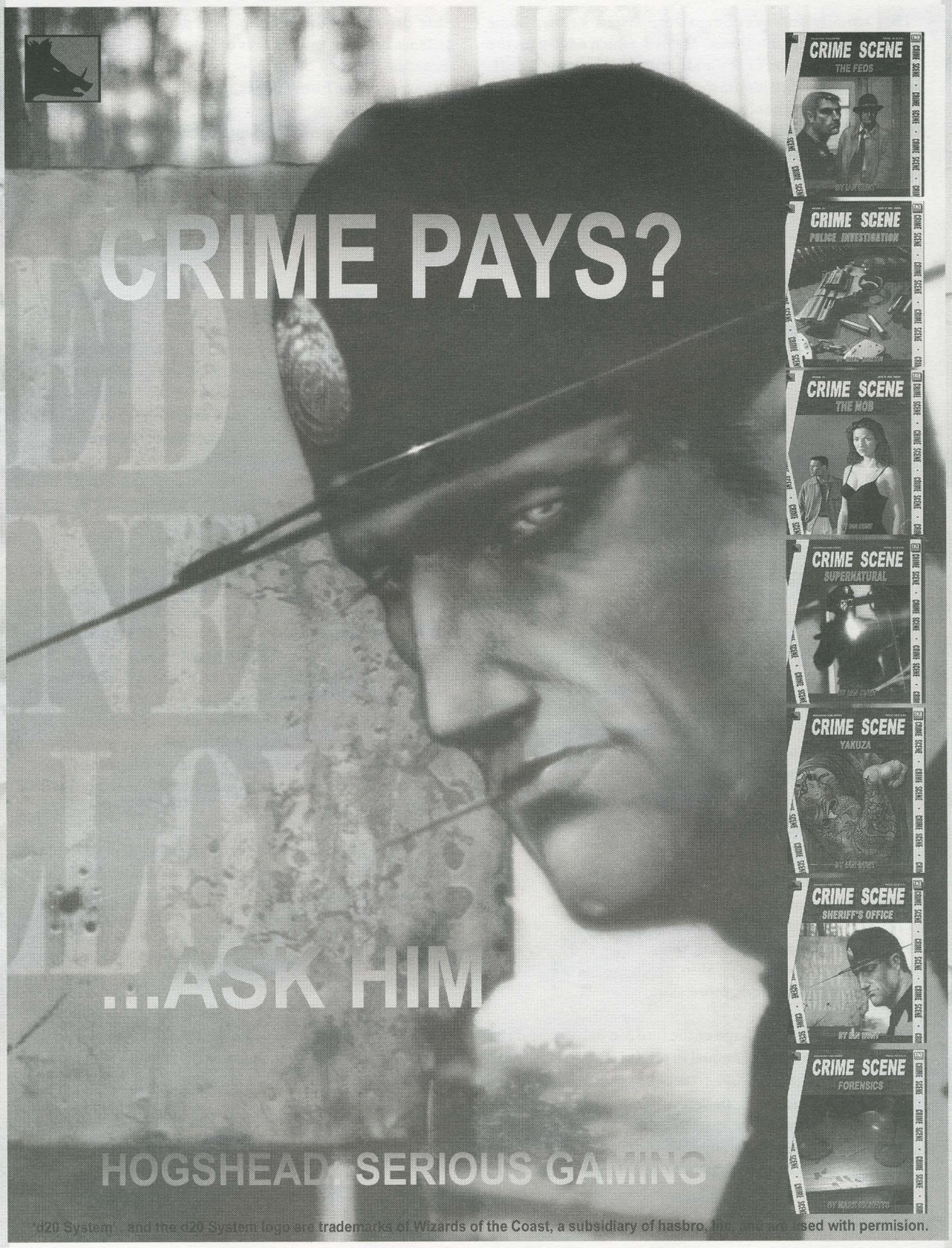
From this information the odontologist can determine which species bit the deceased, and its approximate maturity and size. If an animal inflicted the bite, a zoologist or a vet may be brought in to provide a more exact opinion about the identity of the animal.

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.



CHAPTER ELEVEN:

DUMPED 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). They can remove trace evidence such as marks or hairs from surfaces with frosted scotch tape. Once examined, the body itself should be encased in a plastic sheet and rolled carefully to preserve any evidence. See p. 39 for more detail on Documenting the Scene.

A DUMPED BODY

A body is listed as dumped when it is discovered lying above ground and the examiners determine that the murder occurred elsewhere; the murderer or an accomplice chose this site as a venue for the disposal, or the hiding of the body.

In such cases, the evaluation of the site is viewed as less significant than the original crime scene. The charge of the forensic examiners is therefore to establish how the body was transported to the site, and if any evidence remains as to the person who transported it, or their means of transport.

The police should also consider the location chosen: was it a public place, where the body would easily be discovered? If so, this would perhaps indicate a level of panic on the part of the murderer. Alternatively, the murderer might have intended the body to be discovered as an example punishment execution to other gangs. Another hypothesis might be that this is an act of bravado by a serial killer.

If the body was left in a secluded place and if efforts had been made to hide or conceal the body by the murderer, then there may be more evidence and possible witnesses of the dumping. Such deserted areas are less likely to contain contaminating evidence, as the killer may have been the first person to use that location in a while; footprints and fibers caught in undergrowth may be more easily connected, and whereas one car in a city may go unnoticed, a lone car in a rural area will be far more obvious.

If the body has lain undiscovered for some time, it may be in a bad shape, reducing the level of gatherable evidence and making identification harder. Investigators may wish to bring in forensic anthropologists prior to the removal of the body from the site, as positioning information may be lost. The examination before autopsy of the remains may also reveal the cause of death through marks or breaks on the bones; the significance of this information may be reduced after an autopsy, due to scalpel marks made on the bones by the examiner.

Examination of the Area

The procedure for examining a dumped body site follows the same pattern as with all murder scenes, except that this time the characters are aware the body has been dumped. Access to the area should be limited to qualified personnel as always, to keep contamination of evidence to a minimum.

Characters should attempt to determine how the body was brought to the site. The human body is heavy and ungainly, and it requires a person of above average strength to carry a body with ease:

- Did the person who dumped the body use a car or other vehicle? Did they leave tire marks?
- Did they walk to the dumpsite from a vehicle, or did they just push the body out?
- Was the body carried? Does the depth indentation of any footprints indicate that one set was deeper going to the site and shallower on the way back?
- Was the body dragged? Are there drag marks and disturbed vegetation, such as crushed and bent over grass?
- Is the clothing of the victim present?
- Was the body wrapped in anything to hide it?
- Is there a possible murder weapon present? This may have been dumped with the body.

Examiners should attempt to set a time frame for the placement of the body:

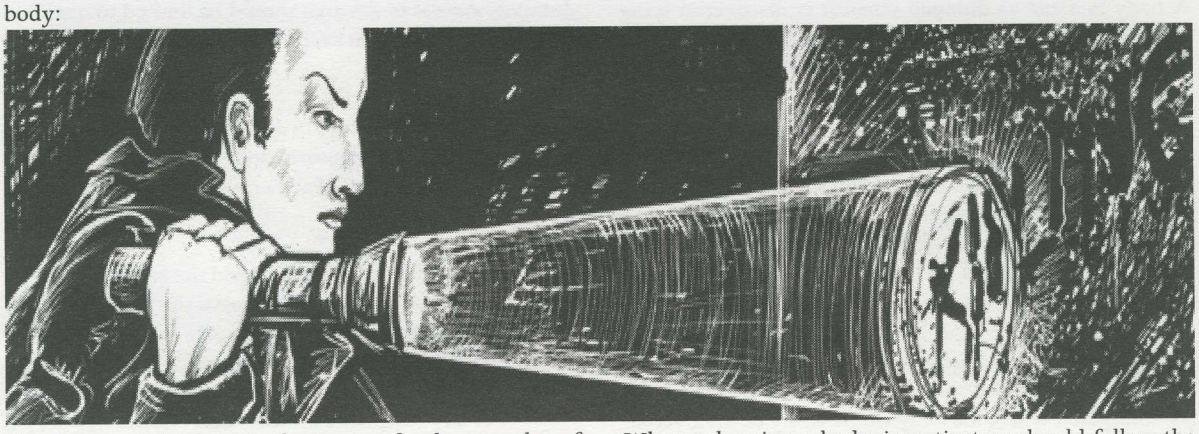
- Note the foliage over the body.
- Note any plant growth around the remains.
- Notes any odour present or absent from the body.
- Note insect and animal activity.
- Note the condition of clothing and associated articles on or around the body.

A BURIED BODY

The discovery of a buried body will usually only occur after a concerted search to locate it; through a chance discovery, such as through construction work; by way of an informant; or through confessional information gained by the police. For these reasons, the body discovered has often lain undisturbed for some time. Although the decay may be extensive, the body will have been held in place by the earth, and items buried with the body will still be there.

By burying the body, the murderer has shown their wish to conceal their actions: they do not intend for the body to be discovered, and the killer will expect a degree of closure to their actions.

Unless the specific burial site is uncovered, investigators will be looking for a variety of clues to lead them to the body:



- Areas with absent, dying, or fresh growths of vegetation. By digging the grave, the perpetrator will either have cleared the existing vegetation, leaving an area of cleared ground. The fresh soil will be covered with new growths of vegetation. If they have tried to re-turf the grave to hide it, they may well have damaged the roots of the plants, causing them to die.

- Piles of dead bushes and branches. The perpetrator may have tried to hide their actions by placing plant material and leaf litter over the gravesite.

- Areas with mounds of earth or areas of sunken earth.

Recently, various technological developments have occurred in the field of body recovery. Originally developed for paleontology and archaeology digs, they have become vital tools in police searches. Aerial infrared photography and ground radar, seismic and sonar probes allow investigators to cover more ground more accurately.

Once the gravesite is discovered, the investigators can begin to unearth the remains. Depending on the depth, this can take some time. Such work should only be attempted under optimum light and weather conditions. If there is doubt as to their suitability, then artificial cover such as a tent should be erected over the gravesite, and lighting brought in. Once digging begins, the characters will encounter a mixture of soil types rather than the layers of usual soil formation. Sharp-edged objects should not be used, as these may inadvertently damage the body.

Much will now depend on the depth at which the body was buried: the deeper the grave, the better shape the body is in. The ground will be colder and there will be less insect and animal activity. In addition, if the body was wrapped in inert material like plastic before burial, this will further preserve the body for longer.

When exhuming a body, investigators should follow the following procedures:

- Determine the surface area of the grave and carefully clear it of debris such as leaf litter.

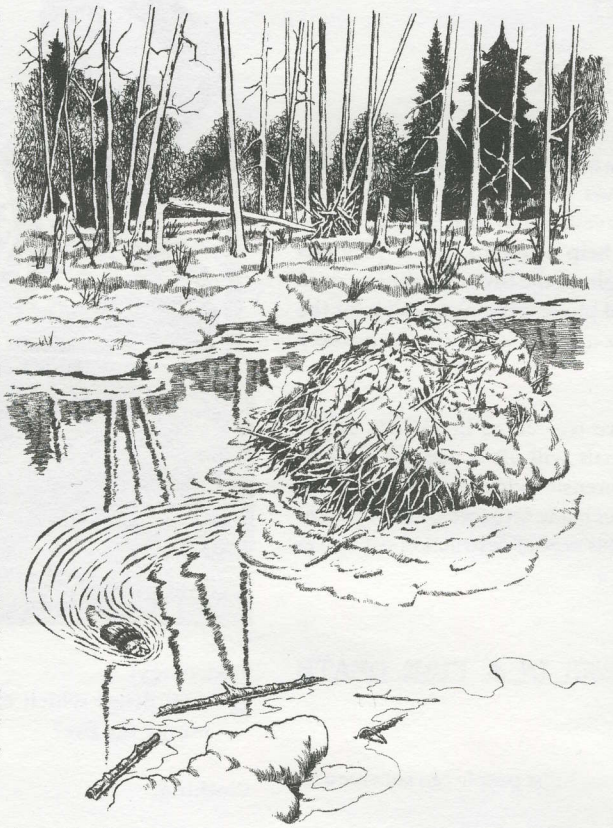
- Dig down carefully, using a flat, bladed shovel or trowel.

- The sides of the grave may still display the tool marks left by the perpetrator; this evidence may determine how the grave was dug, and with which tools.

- The soil should be cleared in 6-inch sections and should be sifted through a screen to look for smaller pieces of evidence.

- Any item recovered from the grave should be handled in a way that allows fingerprints to be recovered if present.

- As the grave is dug out, investigators should take care not to stand in the bottom of the grave as this may crush items just below the surface. Kneeling boards should be used to spread the weight of diggers where possible.
- When the body is finally uncovered, the investigators should take extreme care to remove the soil surrounding the body.
- Any items used to wrap the body (such as plastic bags) or placed with the body should be handled carefully --fingerprints can sometimes be recoveredfrom them.
- Once recovered, the body should be placed carefully on a clean white sheet for transportation and further examination.
- After the body has been removed, the earth at the bottom of the grave should also be removed; there might be other buried objects, or items trodden into the bottom of the grave by the perpetrator.
- If the police suspect that a gunshot was the cause of death,a metaldetector examination of the gravesite and the remover soil should be made.



Once the body is out of the grave, investigators an transport it back to a medical examination facility.

A BODY DUMPED IN WATER

A body dumped in water is confusing. Parts of it have been exposed to air, parts to water. Similarly, the insect and animal activity can change if the body moves around, such as sinking or floating downstream.

Not much research has been done into this. It is hard to replicate in the laboratory.

There is often a level of premeditation with river or sea disposal, as in many cases this indicates a murderer's attempt to conceal the murder by dumping the body. Unless the body is weighted, the determination of the point of entry into the water will be very hard to establish. Lakes and ponds, however, may have limited points of access to the water, allowing the crime scene to be examined in much the same way as other body dump sites. If the body is discovered in a river though, the action of the current may have carried it for some distance before it is discovered.

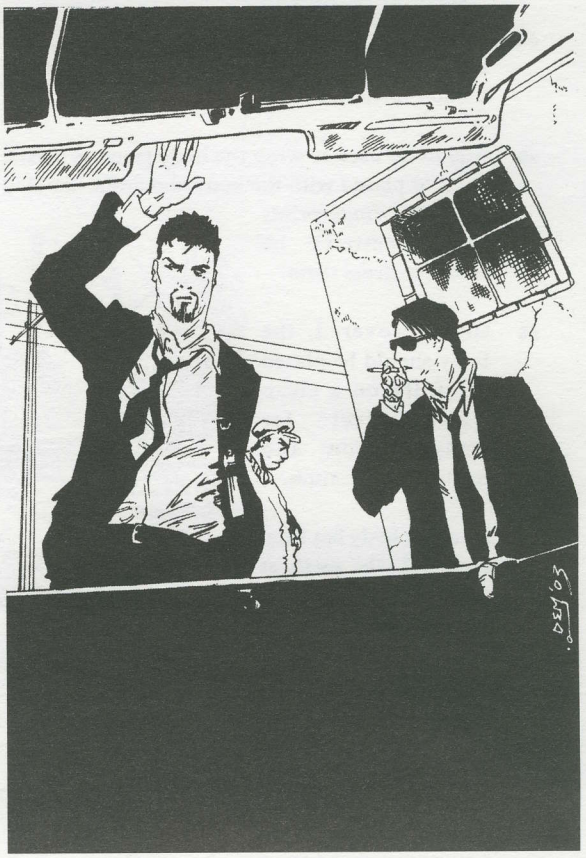
By calculating the time of death and the speed of the current, estimations can be made on the point at which the body entered thewater.The calculations for river speed and current are, however, so complex thatno computer can handle them at this time: rough guesses and estimates are the most accurate measure.

Calculations for water action are made using scale models constructed in sand boxes. For bodies found at sea, you never know where they were dumped unless this was witnessed. Bodies exposed to water decomposed approximately four times faster than in earth, and if the water is warm or polluted, this can be faster. You can also tell if a body has been in water by the effect on the skin.

CHAPTER TWELVE:

THREE WAYS TO DIE

Of course there are many ways to die or be murdered and none of them are pleasant. This chapter specifically targets three types of investigations out of the multitude of ways that murders that can happen. Players and GMs can use this chapter as reference for knowing exactly how to deal with different situations, and put them into their games.



FIRE DEATH INVESTIGATION

When investigating a fire, a two-pronged approach is called for. The first often involves the cooperation of the fire department; this is the investigation into the cause and origin of the fire and can help determine if foul play was involved, and if those caught in the fire were alive or dead before the fire. The second phase is the motivation for the fire: was it started to cover up a crime, or was the primary reason arson?

All fire related deaths are treated as homicides unless proven otherwise. Criminals will often use the extreme heat of a fire to destroy forensic evidence they may have left. Although the advances made into forensic techniques have progress a long way, this type of destruction still makes it hard to recover evidence.

FEATURES OF BURNS IN A FIRE DEATH

External:

- Note the extent of burns. Most people can survive a lot of burning.
- Note how bad the burns are.
- Note the position of burns (may help reconstruct an incident).
- A pink coloration on the skin indicates inhalation of carbon monoxide.
- Characters might smell accelerants – this should be noted.

Internal:

- Soot below the vocal cords and within the smaller airways will tell you if the victim was present at the start of the fire.
- Do the lungs show signs of inhalation of hot gases?
- Heat can fracture bones.

Toxicology:

- Any drugs which explain why the victim did not escape the fire?

Clothing:

- For identification
- Examination for accelerants

External features used for identification:

- Skin color
- Hair type
- Eyes
- Scars
- Tattoos
- Clothing and personal effects.
- Teeth (through the use of a Forensic Odontologist)

Internal features used for identification:

- Appendectomy or surgery
- Old fractures
- DNA
- Blood groups

EXPLOSION AND BOMB DEATHS

The first task is to identify the cause of the blast -- was it an explosion caused by a gas leak, or by a bomb?

The shape and crater a bomb causes are often very different to those of an accidental explosion. Explosions, however, can still be the result of criminal intent (for example, arson attempts and booby traps). A bomb uses a device constructed around an explosive with a detonator to inject a surge of energy into the explosive compound. This creates an extremely fast chemical reaction that causes a pressure wave of burning gas to expand outwards.

Often, warnings will be given as to bomb placement, or claims of responsibility made; these will give the investigators some idea of who and what they are dealing with. Bombs are primarily a terror weapon, their placement and use designed to incite fear in the populace; without such messages, the bomber cannot deliver the communication they wish to emphasize.

DEALING WITH AN EXPLOSION

- Secure the scene of the explosion. There may be secondary explosions or further explosive devices at the scene.
- Identify the outermost area by finding the furthest thrown debris, and expand this area by 50%.
- Identify the deceased.
- Search the scene; the site may be structurally unsound due to the blast.

If the explosion was caused by a bomb:

- Identify and recover bomb components for analysis and latent prints.
- Develop information on the bomber, could one of the victims be a bomber?

BOMB INVESTIGATION ROUTES:

- Identify the components and backtrack them to source.
- Determine the size of the bomb and how it was transported and planted.
- Does the bomb have a signature; if so, can it be linked to other bombings?
- Identify the motive for the attack. Are other targets at risk?

Characters must find the exact location that the bomb was planted; here, there may be the greatest concentration of bomb fragments in walls and ceilings.

By examining the trajectory of debris and fragmentation, the center of the blast can be determined. Surprisingly, here an odontologist or forensic dentist is invaluable. Human teeth are comprised of one of the hardest natural substances; in bomb explosions, they are often one of the few pieces of the body to survive unscathed. They can tell from teeth where the center of the blast was and where the victims were.

HIT AND RUN EXAMINATIONS

The criminalist is routinely called upon to link hit and run vehicles to crime scenes. They might have to physically match debris at the scene (such as broken headlights) to areas of corresponding damage on a suspected vehicle. Microscopic paint samples left on a victim's clothing or in the roadway can be researched at an automobile paint library containing known specimens. This will provide the investigators with a description of a possible hit and run vehicle (including make and model) even when no eyewitnesses exist. If a suspect vehicle is identified, a paint sample can then be obtained and compared both chemically and microscopically to the sample found at the crime scene.

Forensic Garage

If a suspect vehicle is identified, it can be brought to the laboratory's forensic garage for a detailed examination. Commonly checked items include:

- The speedometer to determine if a speedometer needle slap mark exists. This can be used to determine the speed of the vehicle at the moment of impact.
- The filaments in a broken headlight can be examined to determine if they were on during the collision.
- The brake pedal can be examined for shoe print impressions to determine who was driving the car at the moment of impact.

See p.23 for the skill *Autoshop*.

EQUIPMENT

Police Weapons

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

Glock 17 (9mm)

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

Ruger GP 100 (.357 Magnum)

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

Heckler and 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-build

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 Vehicles

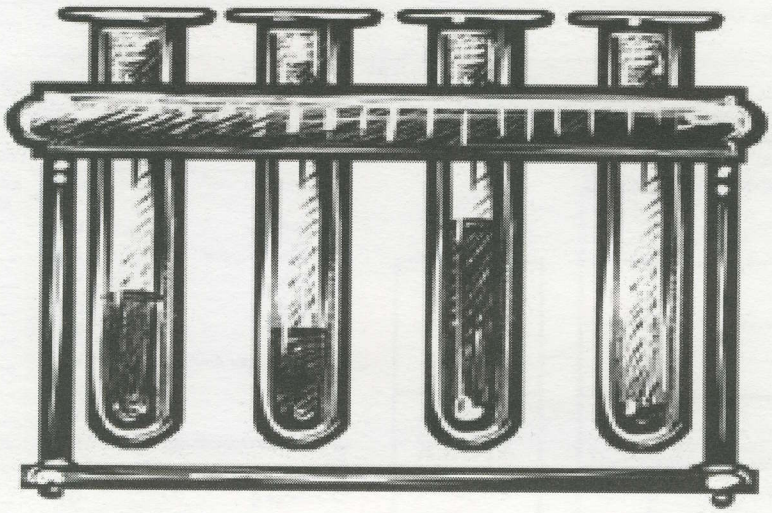
Police cars vary wildly. Typical ones might be Ford Crown Victoria model sedans or Chevrolet Impalas. Most departments have one or more 4-wheel drive vehicles for utility situations. These tend to be Chevrolet Tahoes, Jeep Cherokees, or similar vehicles. If you really want to be accurate about vehicles,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

Mobile Crime Scene Unit

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

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

Weapon	Damage	Crit	Type	Range	RoF	Ammo	Weight
Glock 17 (9mm pistol)	2d6	20	Ballistic	30 ft	0	17 round box	2 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
Remington 870 (12 gauge)	2d8	20	Ballistic	20 ft	0	5 shell internal	7 lb



Low-grade

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

Medium-grade

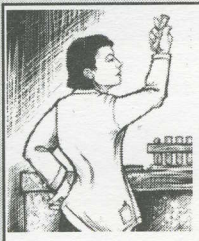
This is a converted van or ambulance that has all the above, but with specialized cameras, blood kits, and forensic lights. It has machinery for processing and interpreting blood, and digitally capturing and identifying latent fingerprints. It also has a GPS (global positioning system). Some of the better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

High-grade

This vehicle is either a converted mobile home, or a van of at least 20 feet in length. It has all the equipment mentioned above. It also has a fax machine and microwave. On the roof is an observation deck and lighting to light up the immediate area. Larger ones may have a small conference room. Sometimes, these vehicles have direct video links and their primary use is to arrange search warrants "live".

All these vehicles have space for the forensic and crime scene kit described on p.44. These units are made to specification and kitted out to order by the relevant force.

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



CRIME SCENE FORENSICS

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 MODIFER	TEMP SCORE	TEMP MODIFER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

BASE SPEED

BASE ATTACK

HP HIT POINTS	WOUNDS/CURRENT HPS	DAMAGE	**TOTAL**

AC ARMOR CLASS

ARMOR MODIFIER _____ + DEX MODIFIERS _____ + MISC MODIFIER _____ + AC BONUS _____ = **TOTAL** _____

INITIATIVE

DEX MODIFIERS _____ + MISC MODIFIER _____ = **TOTAL** _____

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

MELEE ATTACK BONUS

BASE ATTACK BONUS _____ + STR MODIFIER _____ + MISC MODIFIERS _____ = **TOTAL** _____

RANGED ATTACK BONUS

BASE ATTACK BONUS _____ + DEX MODIFIER _____ + MISC MODIFIERS _____ = **TOTAL** _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE

WEIGHT	SIZE	AMMO	TYPE	PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE

WEIGHT	SIZE	AMMO	TYPE	PROPERTIES

SKILLS (Maximum/Ranks:___/___)

SKILL NAME	ABILITY	ABILITY MOD	RANKS	MISC MOD	TOTAL
❑*Anthroplogy*	WIS	_____ +	_____ +	_____	_____
❑*Arson Investigator*	INT	_____ +	_____ +	_____	_____
❑*Autoshop*	INT	_____ +	_____ +	_____	_____
❑Balance	DEX	_____ +	_____ +	_____	_____
❑*Ballistics*	INT	_____ +	_____ +	_____	_____
❑*Blood Splatter Analysis*	WIS	_____ +	_____ +	_____	_____
❑Bluff	CHA	_____ +	_____ +	_____	_____
❑Climb	STR	_____ +	_____ +	_____	_____
❑*Computer Operations*	INT	_____ +	_____ +	_____	_____
❑Concentration	CON	_____ +	_____ +	_____	_____
❑*Counceling*	CHA	_____ +	_____ +	_____	_____
❑*Crime Scene Recording*	INT	_____ +	_____ +	_____	_____
❑Diplomacy	CHA	_____ +	_____ +	_____	_____
❑Disable Device	CHA	_____ +	_____ +	_____	_____
❑*DNA Profiling*	INT	_____ +	_____ +	_____	_____
❑*Drive: Chase*	DEX	_____ +	_____ +	_____	_____
❑*Entomology*	CHA	_____ +	_____ +	_____	_____
❑*Evidence Analysis*	INT	_____ +	_____ +	_____	_____
❑*Facial Reconstruction*	WIS	_____ +	_____ +	_____	_____
❑*Fire Fighting*	CON	_____ +	_____ +	_____	_____
❑*Forced Entry*	STR	_____ +	_____ +	_____	_____
❑*Gather Evidence*	WIS	_____ +	_____ +	_____	_____
❑Gather Information	CHA	_____ +	_____ +	_____	_____
❑Hide	DEX	_____ +	_____ +	_____	_____
❑*Identify Narcotic*	INT	_____ +	_____ +	_____	_____
❑*Interview*	CHA	_____ +	_____ +	_____	_____
❑Intimidate	CHA	_____ +	_____ +	_____	_____
❑Jump	STR	_____ +	_____ +	_____	_____
❑*Knowledge: Autopsy*	INT	_____ +	_____ +	_____	_____
❑*Knowledge: Law*	INT	_____ +	_____ +	_____	_____
❑*Knowledge: Street Sense*	INT	_____ +	_____ +	_____	_____
❑Listen	WIS	_____ +	_____ +	_____	_____
❑*Medical Assistance*	WIS	_____ +	_____ +	_____	_____
❑Move Silently	DEX	_____ +	_____ +	_____	_____
❑*Odontology*	INT	_____ +	_____ +	_____	_____
❑*Police Bureaucracy*	WIS	_____ +	_____ +	_____	_____
❑*Police Interrogation*	CHA	_____ +	_____ +	_____	_____
❑*Research*	INT	_____ +	_____ +	_____	_____
❑Search	INT	_____ +	_____ +	_____	_____
❑Sense Motive	WIS	_____ +	_____ +	_____	_____
❑Speak Language	INT	_____ +	_____ +	_____	_____
❑Spot	WIS	_____ +	_____ +	_____	_____
❑*Surveillance*	WIS	_____ +	_____ +	_____	_____
❑*Survey*	STR	_____ +	_____ +	_____	_____
❑Swim	STR	_____ +	_____ +	_____	_____
❑Tailing: On Foot	WIS	_____ +	_____ +	_____	_____
❑Tumble	DEX	_____ +	_____ +	_____	_____
❑*Toxicology*	WIS	_____ +	_____ +	_____	_____
❑Wilderness Lore	WIS	_____ +	_____ +	_____	_____

EQUIPMENT

ITEM	WGT	ITEM	WGT

FEATS

- ❑ Alertness
- ❑ *Appraise Suspect*
- ❑ *Archive Knowledge*
- ❑ *Artistic Skill*
- ❑ *Bite and Claw Analysis*
- ❑ *Bribing*
- ❑ *Chemical/Microscopic Analysis*
- ❑ Combat Reflexes
- ❑ *Crack a Joke*
- ❑ *Crime Scene Hazard*
- ❑ *Doctor*
- ❑ Dodge
- ❑ *Driving License*
- ❑ *Emergency Medic*
- ❑ Endurance
- ❑ *Fingerprint Taking*
- ❑ *Geographical Profiling*
- ❑ *Good Right Hook*
- ❑ Great Fortitude
- ❑ *Handwriting Analysis*
- ❑ *Imposing*
- ❑ Improved Initiative
- ❑ *Informant Handling*
- ❑ Iron Will
- ❑ Lightning Reflexes
- ❑ *Media Handling*
- ❑ Point Blank Shot
- ❑ *Psychological Profiling*
- ❑ *Ready Weapon*
- ❑ *Respected in the Field*
- ❑ Skill Focus
- ❑ *Strong Stomach*
- ❑ *Take Charge*
- ❑ Toughness
- ❑ *Walking the Area*
- ❑ Weapon Finesse
- ❑ Weapon Specialization

ARMOR/WEAPON PROFICIENCY

- ❑ *Automatic Firearm Proficiency*
- ❑ *Ballistic Armor Proficiency*
- ❑ *Long Arm Firearm Proficiency*
- ❑ *Side Arm Firearm Proficiency*
- ❑ *Simple Weapon Proficiency*

NOTES:

STARTING DEPARTMENT

BADGE DESIGN (OPTIONAL)

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

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