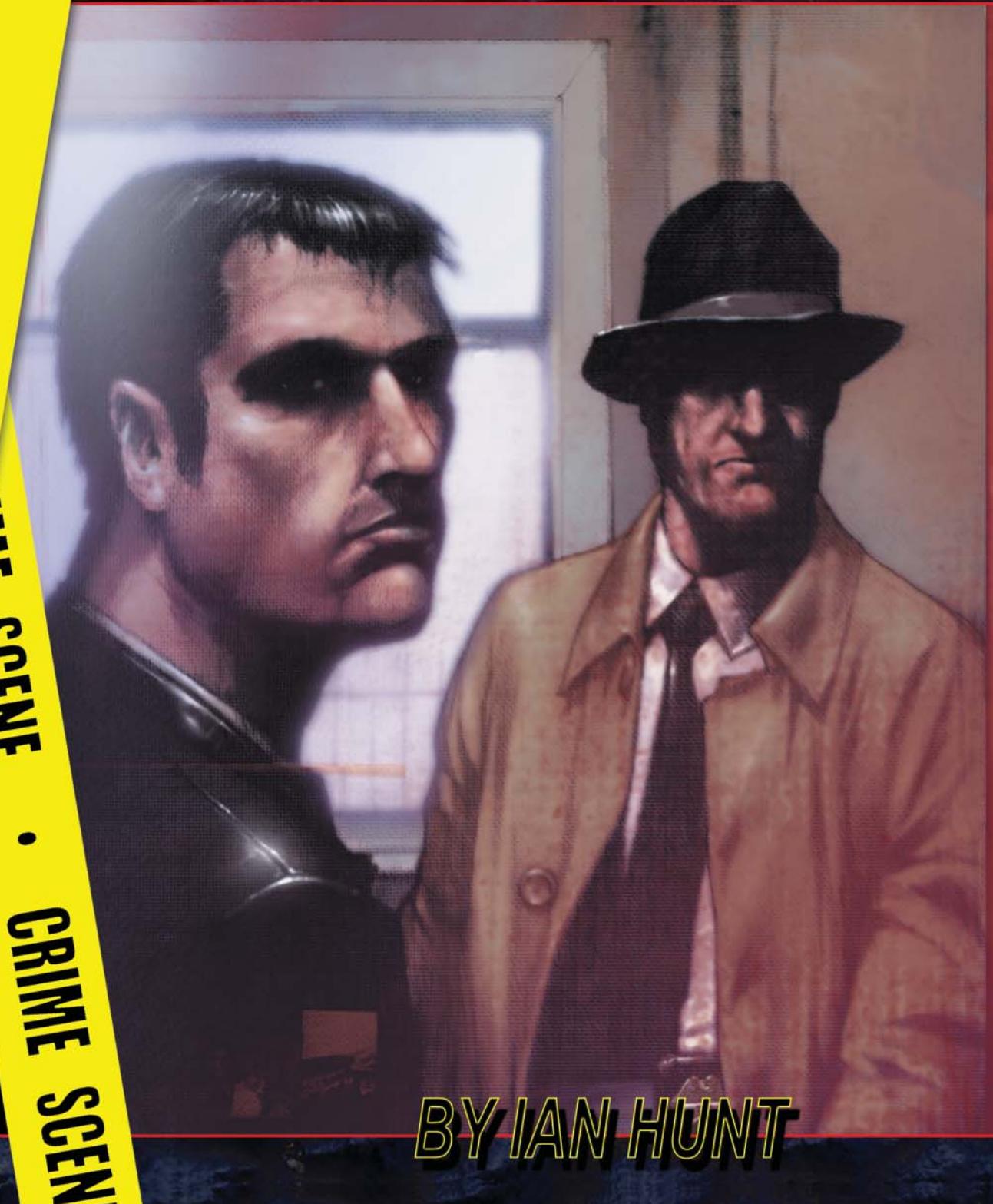


CRIME SCENE

FEDS

CRIME SCENE

CRIME SCENE



BY IAN HUNT

CRIME SCENE • CRIME SCENE • CRIME SCENE • CRIME SCENE • CRIME SCENE

CRIME SCENE FEDS

By Ian Hunt

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INTRODUCTION

Special agent Nelson ducked under the yellow tape and entered the house. Immediately one of the boiler-suited technicians looked up from the floor, where he was photographing bloodstains, and blocked his way. 'You! Get outta here! This is a sealed-off area!' he yelled. The agent held up his hands and began to reach into his pocket for his badge. The technician strode right up to him, barging right up to him. 'I know you're FBI! What do you think I am, stupid? But unless you turn around right now and vacate this scene, I will kick you all the way back to Virginia!' With each word he prodded his finger into Nelson's chest, pushing him backwards.

'Lighten up on him Walt, this here's Special Agent Nelson who's come all the way from Quantico to help us small town hicks solve this case.' Nelson took his eyes off the still fuming crime scene officer and directed his gaze towards the thick Texan voice. At the top of stairs the imposing figure of the town's sheriff wandered down towards him. 'Better go talk outside, son, Jimmy here's real particular about his crime scenes. Likes his evidence uncontaminated.' Pulling off a pair of disposable rubber gloves the sheriff took Nelson's hand in a fierce handshake, and guided him outside.

Stunned by the whole episode, Nelson didn't know what to say. Back outside he tried to reassert his position, and use the personal authority techniques they'd taught him at the academy. 'What have we got here Sheriff, Jackson, isn't it?'

'What I have here, boy, is a homicide. Last night in the early hours, a cold-blooded killer snuck into this house by way of a rear window, and killed the occupant in his sleep. Cut his throat; no signs of theft, but looks like the killer spent some time here going through his things, can't say if that was before or after.'

'Is it the same MO as the one last Saturday night?' Nelson asked, taking out his notebook and checking his notes.

'Won't know for sure till Jimmy gets through, but it sure looks that way. Son of a bitch killed old Ralph Simmons 'bout a mile away last week, much the same way. Now he does it again this weekend.' The Sheriff was looking over Nelson with a critical eye. Nelson knew what he was thinking. He was almost the same height, but where the Sheriff had muscle, Nelson was just gangly, standing in a suit, crumpled from the long flight and the dusty drive here, squinting in the blazing Texas sun. He'd only just scraped the physical, and despite trying to work out as much as possible, he just hadn't filled out. What was worse was he still looked young. The grizzled old-timer Sheriff gave him a break and stepped back a bit. Leaning against his squad car, he lit a cigarette.

Puffing out a cloud of smoke he turned back to Nelson. 'So why don't you tell me what the "Eff-Bee-Eye's" interest here is?' he asked, fixing the young agent with his gaze.

Nelson fumbled into his case, pulling out several brown file folders, and set about fanning out a sheaf of photos on the hood of the Sheriff's squad car. 'You say you've got a double killer, I say he's much worse than that. All these are from apparently random homicides over the last five months. Three sets of triple homicides; each separated by a cooling off period; each set geographically clustered, but with what I believe is a deliberately altered MO.' The sheriff looked silently through the photos; Nelson knew they weren't easy viewing. 'I work for the Behavioral Science Unit. It's my job to identify and track serial killers.'

'And just how many killers have you identified and tracked, Special Agent Nelson?'

'I've been involved in three successful manhunts, and-'

The Sheriff cut him off with a glance. 'How many actual field operations you been on? How many real killers have you faced?'

Nelson felt his face redden. 'This is my first field mission.' He paused. 'Look, Sheriff, this guy kills in threes; he's here in your town, he's cold, calculating and he's got away with it eleven times already. He's already struck twice here, and in six days. Unless we can find him-he will kill again!'

ABOUT THIS BOOK

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

In this book, you will learn how to ask the right questions, get the right information, and catch the "perp". It shows you not only what it takes to be an agent, but also how to act like one. The book thoroughly details such concepts as federal and criminal law, Bureau jurisdiction, Miranda rights, and chain of command. It clearly outlines where you, as a federal agent, will fit in to this, and what conflicts and challenges you might face.

You can choose from a number of new character classes, including special agents, negotiators and snipers. There are new skills and feats that cover specialized areas like interrogation, surveillance, evidence collection, crime scene analysis, plus many more. You and your friends can form a special investigation team or a task force, or just be the local agents.

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

For the Games Master, there is an extensive section on how to provide the right information and create solid leads (or red herrings). Examples of clues, crimes, and FBI locations (such as operation command rooms or mobile crime units) are included.

Note: **Crime Scene: Feds** focuses exclusively on US Federal law enforcement; not as it is portrayed in popular films, television, and novels, but how it functions in real life. This book has been thoroughly researched to create a friendly role-playing resource. Real-crime enthusiasts should be aware that **Crime Scene: Feds** is not intended as a strictly accurate account of FBI procedure and practice-some facts have been sacrificed for the sake of playability and fun. All NPCs are entirely fictional; any similarity to people living, dead, or fictional is entirely coincidental.

HOW TO USE THIS BOOK

Crime Scene: Feds is a d20 game, released under the d20 System License. A copy of the Dungeons and Dragons Player's Handbook is required for play. This book is intended to be cross compatible with all other Crime Scene books.

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

IMPORTANT!

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

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

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

CRIME SCENE SERIES

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

Check out other titles in the Crime Scene series:

- **Crime Scene: Police Investigation**
- **Crime Scene: The Mob**
- **Crime Scene: Supernatural**
- **Crime Scene: Forensics**
- **Crime Scene: Yakuza**
- **Crime Scene: Sheriff's Office- Red Pine Hollow**
- **Crime scene: Hong Kong**
- **Crime Scene: Lower East Side**

CHAPTER 1

TO PROTECT AND DEFEND THE UNITED STATES: THE FEDS

In America there are about 18,760 separate police agencies, operating with approximately 940,000 employees and with a combined annual budget of over \$51 billion. These police structures exist at three levels of government: federal, state, and local. These bodies are then divided further into local law enforcement, which commonly has two levels: municipal and county. The majority of states also have special agencies separate from their state police or highway patrol, and most metropolitan cities have additional port, transit, causeway, housing, school, and/or capital police.

Within the government police agencies there are approximately sixty different federal police agencies. Of these, the eight biggest are the responsibility of either the Justice or the Treasury Department. Defense, Interior, State, and Agriculture also have police agencies, and there are another thirteen intelligence agencies that can be counted as law enforcement, along with the military police.

The Justice Department was created in 1870, and is responsible for enforcing laws passed by the US Congress (federal crimes). Its four primary agencies are listed below, with the FBI as the largest and Border Patrol as the fastest growing.

The Treasury Department was established in 1789 and its enforcement function revolves around the collection of revenue. Its four primary agencies are also listed below, with Customs as the largest.

This structure altered following September 11th and the creation of the Homelands Defense Force. This organization draws elements from many federal police agencies such as the US Customs service.

JUSTICE DEPT:	DEA (Drug Enforcement Administration)	FBI	INS (Immigration & Naturalization Service) and Border Patrol	US Marshals
TREASURY DEPT:	ATF (Alcohol, Tobacco and Firearms)	Customs	IRS (Internal Revenue Service)	Secret Service

The FBI is the primary investigative arm of the Department of Justice. It has the authority and responsibility to investigate crimes that are "federal" in nature, as well as those crimes it has been assigned to combat, such as terrorism, narcotic trafficking, and

computer crimes. The FBI is also authorized to provide other law enforcement agencies with cooperative services, such as fingerprint and DNA identification, laboratory examinations, criminal profiling, and training for police.

There are 23 agencies called State Police and 26 agencies called Highway Patrol (Hawaii doesn't have a state police agency per se, but a Department of Public Safety). Highway Patrols usually limit their authority to patrolling state and federal highways. State Police function much the same as local agencies, but with statewide jurisdiction and state crime labs. Highway patrol states also have state crime labs, but under a different umbrella structure.

Thirty-five states have additional agencies with police or investigative powers. These "limited purpose" agencies have familiar acronyms like ABC (Alcoholic Beverage Control), DCI (Department of Criminal Investigation), DMV (Department of Motor Vehicles), or SBI (State Bureau of Investigation). Where these agencies exist, they often share power with their state police counterparts under an umbrella organization such as:

Department of Public Safety (DPS),
Department of Law Enforcement (DLE)
State Department of Justice (DOJ).

Sheriffs usually operate at the county or municipal level. There are about 3,100 sheriffs in the US. The majority of them are elected officials who exercise political control and influence and have to go to a County Board for money. Some counties (like Orleans Parish in Louisiana) have two sheriffs: one criminal and the other civil. Sheriffs, in general, have other duties besides law enforcement, such as running a jail, collecting taxes, serving papers, and courthouse security. A contract system also exists where cities contract with a Sheriff's office for police services.

MUNICIPAL POLICE DEPARTMENTS

There are more municipal police departments (over 15,000) in the US than any other kind of agency, and this number includes transit, school, and housing police. These have specialized units such as animal cruelty, beach, harbor, hospital, housing, port, railroad, sanitation, school, transit, and transportation authorities. These are usually separate municipal-level agen-

cies, and should not be confused with specialized units belonging to a single department, such as airborne, band, bicycle, bomb, DARE (Drug Abuse Resistance Education), detective, forensics, gang, graffiti, HAZ-MAT (Hazardous Materials handling), intelligence, internal affairs, K9 (police dog teams), marine, motorcycle, mounted, narcotics, operations, organized crime, sex crimes, SWAT (Special Weapons And Tactics), or traffic.

The vast majority of municipal departments are small, having ten or fewer officers. The great number of these "micro" agencies helps keep the average size of all police departments in America around 25 sworn officers, not counting civilians. Larger, "macro" agencies with a thousand officers or more usually have specialized units, such as Crime Analysis and the occasional profiler unit. More "medium" to "large" sized agencies with 26-999 (average 150) officers are assigned to municipal "peacekeeping" agencies. Training to become a city or county police officer consists of attending a municipal police-training academy. There are also about a thousand campus law enforcement agencies in the US.

WHAT DOES THE FBI INVESTIGATE?

The FBI are charged with investigating federal crimes



and conducting counterterrorist investigations. Many cases are local matters, which the FBI doesn't interfere in unless asked. For a violent crime to become federal jurisdiction, it must either cross state boundaries or violate one of around 270 federal laws. Examples include bank robberies, which carry federal deposit insurance and the transporting of stolen automobiles across state boundaries. In addition, the FBI investigates many violent crimes on task forces with other divisions, even though it doesn't have sole jurisdiction.

The FBI seldom looks into cases involving a lone criminal. They feel that their resources are better used going after organized crime and conspiracies.

In reality, FBI agents rarely have sole authority over a case from beginning to end. They are often called in after the crime scene has been dealt with, and end up passing their results on to someone else to action. This may make for poor game play, as characters like to have a sense of completion. In reality, an agent may only get involved in a surveillance operation, or follow up a particular clue. At the end of this period, they will pass a report on to another set of agents.

Popular TV shows would have viewers believe that the FBI exists solely to investigate the paranormal, or the unexplained, with agents running off to examine every UFO sighting. This simply isn't true. The FBI does get involved in such cases, but only when they become part of a federal crime. The FBI's investigation of cattle mutilation occurred not because it was mysterious, but because of an incident of cattle mutilation on an Indian reservation-so making it a federal crime.

FBI MISSION PRIORITIES

The current priorities of the FBI are:

1. *Protect the United States from terrorist attack.*
2. *Protect the United States against foreign intelligence operations and espionage.*
3. *Protect the United States against cyber-based attacks and high-technology crimes.*
4. *Combat public corruption at all levels.*
5. *Protect civil rights.*
6. *Combat transnational and national criminal organizations and enterprises.*
7. *Combat major white-collar crime.*
8. *Combat significant violent crime.*
9. *Support federal, state, local and international partners.*
10. *Upgrade technology to successfully perform the FBI's mission.*

CHAPTER 2

A SMALL FORCE OF SPECIAL AGENTS: THE FBI STORY

IN THE BEGINNING: THE ORIGIN OF THE BUREAU, 1901-1921

The FBI can be traced back to an idea by a presidential candidate Theodore Roosevelt and Civil Service Commissioner Charles Bonaparte. Both were progressive thinkers and sought to promote the concept that guilt and not politics should decide who went to jail. They envisioned a new body where crimes would be solved by scientific deduction and method; where promotion would be dependant on skill and ability rather than nepotism. When Roosevelt was elected president in 1901, he made Bonaparte his Attorney General, and ordered him to construct the nation's first federal police force.

Bonaparte brought together a group of special agents, formed from the ranks of experienced detectives and ex-Secret Service men. The unit had no title or leader, reporting directly to Bonaparte in the Department Of Justice. Forbidden from borrowing men from other departments, Bonaparte established his own unit, consisting of just ten former Secret Service employees and a number of Department of Justice investigators. Bonaparte's successor, Attorney General George Wickersham, named the force The Bureau of Investigation on March 16, 1909, an act that marked the official birth of the FBI.

The Bureau provided no formal training for its staff. Instead, previous law enforcement experience or a background in law was a requirement for prospective agents. They investigated violations of financial laws connected with national banking, bankruptcy, naturalization, antitrust, peonage, and land fraud. The introduction of the Mann ("White Slave") Act made it a crime to transport women over state lines for immoral purposes, thereby giving the Bureau a tool to investigate criminals, as well as financial crimes. Over the next few years, the number of Special Agents grew to more than 300, supported by another 300 Bureau staff. The Bureau had field offices in all nine cities, and several more were located near the Mexican border. A Special Agent in Charge, responsible to Washington, now controlled each field operation.

1921 to 1945: Prohibition, Depression, and War

The next radical increase of the Bureau's powers occurred with America's entry into the First World War. They were given responsibility for the espionage, selective service, and sabotage acts, and assisted the Department of Labor in investigating enemy aliens.

The "lawless years" of 1921 to 1933 saw the rise of the gangster, and the public disregard for Prohibition. During this time, it was illegal to sell or import intoxicating beverages. However, it was the Department of the Treasury who had jurisdiction for these violations. The Bureau was forced to be more and more creative in fighting these new crime fronts. The Bureau only achieved a limited success in using its narrow jurisdiction to investigate the criminals of "the gangster era". It unsuccessfully investigated Al Capone as a "fugitive federal witness" and was unable to bring a charge against him. However, a federal investigation into the resurgent white supremacy movement brought the arrest of Ku Klux Klan (KKK) figurehead, "Imperial Kleagle". The Bureau was able to use the Mann Act to bring the Louisiana head to justice. The FBI's most famous Agent-J. Edgar Hoover became Assistant Director at this time. During the War, he had headed the enemy alien operations and assisted the General Intelligence Division, which investigated suspected anarchists and communists.

On May 10 1924, Hoover was promoted to Director of the Bureau of Investigation. He took command of an organization with around 650 employees, including 441 Special Agents. Hoover massively increased the size of the Bureau, establishing 21 more field offices and divisional headquarters in nine major cities. He fired those agents he considered unqualified, and proceeded to bolster the professionalism of the organization. He believed that performance should guarantee promotion, and abolished the seniority rule of promotion, introducing uniform performance appraisals for all. In January 1928, Hoover set up the first formal training course for new agents, including the requirement that new agents had to be between 25 and 35 years old to apply. He also set up the first true national fingerprint base. The Bureau of Criminal Identification had been in existence since 1905, but they used convicts to collate the information, and

police chiefs mistrusted it. By 1926, the operation had come under Bureau administration in Washington. Law enforcement agencies across the country began contributing fingerprint cards. Studies into the way further forensic techniques could be included into police work were set up, which would lead eventually to the creation of the Technical Laboratory and Uniform Crime Reports.

The hard times of 1929 and the Great Depression forced more people to turn to crime. The bank robber replaced the gangsters as a focus of attention for the FBI, with famous criminals like John Dillinger constantly making the headlines. To combat the crime wave, the President asked Congress to expand federal jurisdiction, helping the Bureau fight an unrelenting campaign against crime. Hoover also began using the media to carry the message of the FBI's work to the public. In 1932, the first issue of the FBI Law Enforcement Bulletin (then called Fugitives Wanted by Police) was published. Although Bureau Agents had developed an esprit de corps, the public considered them the same as other federal investigators. The new publicity increased their profile, creating a sense of pride in its employees and instant recognition and respect from the public. This period also saw the founding of the Bureau's Technical Laboratory, furthering forensic research, and the FBI National Academy to train police officers in modern investigative methods. The bureau also changed its name several times during the early 1930s, settling with the Federal Bureau of Investigation in 1935.

The second half of the 1930s saw the FBI having to face a new threat: the rise of fascism in Italy, Germany, and Japan. This gave rise to concerns over national security. The continuing depression provided a fertile ground for radicalism. Groups such as the German-American Bund, the Silver Shirts, and other similar groups flourished. Labor unrest, racial disturbances, and sympathy for the Spanish Loyalists similarly boosted the American Communist Party. It fell to the FBI to assess the threats these Fascist and Communist groups posed. Laws passed in 1936, 1939, and 1940 gave the FBI authority to investigate subversives in the United States. The FBI's mandate now included tackling subversion, sabotage, and espionage. The FBI focused its internal security efforts on potentially dangerous German, Italian, and Japanese nationals, as well as Americans whose beliefs and activities were thought to aid the Axis powers. In late 1940, Congress re-established the draft, making the FBI responsible for locating draft dodgers and deserters.

During the war, the Technical Laboratory played a vital role in the FBI's counterespionage work. Its cryptographers helped penetrate and sometimes control the flow of information from the spies in the West. The swift

capture of Nazi saboteurs, such as George Dasch, and the breaking of the Frederick Duquesne spy ring, helped to allay fears of Axis subversion and bolstered Americans' faith in the FBI. With American entry into WWII on December 7th 1941, the FBI arrested aliens who threatened national security and turned them over to military or immigration authorities. Following this, Hoover protested against the internment of Japanese nationals and American citizens of Japanese descent as unnecessary, but was overruled by the President. The FBI also broke up Axis propaganda and spy networks in South America.

1945 TO 1972: COMMUNISM, RACKETEERING AND KENNEDY

The FBI continued its war on crime and civil rights abuses throughout this turbulent time. Although segregation had been made illegal, the practice still continued in the military and the defense industry. To combat this, the President set up the Fair Employment Practices Commission (FEPC). This body had no powers of arrest and could only investigate claims of discrimination. With the cooperation of the FBI, those who continued to segregate could be prosecuted under laws against impeding the war effort, giving the FEPC the teeth it needed. The FBI also formed the FBI Disaster Squad in 1940 when the FBI Identification Division was called upon to identify some Bureau employees who had died in a plane crash.

The post-war years were dominated by Anti-Communist fears and these became the focus of government at all levels. The FBI's authority to conduct background investigations on present and prospective government employees was expanded. The FBI was charged with determining the loyalty of those with access to restricted Atomic Energy data, and for investigating allegations of disloyalty among federal employees. In these cases, the FBI conducted the investigation and reported the results, then the agency requesting the investigation made the final determination. On March 14, 1950, the FBI began its "Ten Most Wanted Fugitives" list. At the same time, Congress gave the FBI new federal laws with which to fight civil rights violations, racketeering, and gambling.

In 1962, the FBI was forced to admit the existence of the Mafia, when FBI agents persuaded mob insider Joseph Valachi to testify. The public then learned first-hand of the nature of La Cosa Nostra, the American "mafia". As a direct result, Congress passed two new laws to strengthen federal racketeering and gambling statutes. These allowed the FBI to use electronic surveillance in the investigation of certain specified violations. The Racketeer Influenced and Corrupt

Organizations (RICO) Statute of 1970 allowed organized groups to be prosecuted for all of their diverse criminal activities, without the crimes being linked by a perpetrator or all-encompassing conspiracy. Using undercover agents, the FBI developed cases that in the 1980s put almost all the major traditional crime family heads in prison.

The assassination of President Kennedy gave the FBI a further increase in mandate, although the crime was a local homicide; no federal law addressed the murder of a President. Nevertheless, President Lyndon B. Johnson tasked the Bureau with conducting the investigation. Congress then passed a new law to ensure that any such act in the future would be a federal crime. Opposition to the war in Vietnam also brought new problems for the FBI. This issue brought together numerous anti-establishment groups and gave them a common goal. In 1970 alone, an estimated 3,000 bombings and 50,000 bomb threats occurred in the United States. As the FBI's remit included investigation of acts of terrorism, it fell to the bureau to deal with these crimes. By the end of the 1960s, the Bureau employed 6,703 Special Agents and 9,320 Support Personnel in 56 field offices and twelve Legal Attaché offices.

1972 TO 1991: DRUGS, COMPUTERS AND TERRORISM

FBI Director J. Edgar Hoover died on May 2, 1972, at the age of 77, after just shy of 48 years as the FBI Director. The next day, his body lay in state in the Rotunda of the Capitol, an honor accorded to only 21 other Americans. The President appointed L. Patrick Gray as Acting Director. Gray never became director; he became entangled in the White House efforts to cover up its role in the Watergate scandal, and withdrew his name from the Senate's consideration. Former Congressman William Ruckleshaus temporarily replaced him, taking on the role of Acting Director, but former agent and Kansas City Police Chief Clarence Kelley was appointed as Director on July 9, 1973.

Director Kelley sought to restore public trust in the FBI and in law enforcement. He instituted numerous policy changes that targeted the training and selection of FBI and law enforcement leaders, the procedures of investigative intelligence collection, and the prioritizing of criminal programs. He also accepted Attorney General Edward Levi's finely detailed guidelines regarding the collection of intelligence by the FBI. Kelley initiated the concept of "Quality over Quantity" investigations: he directed each field office to set priorities based on the importance of cases and to con-

centrate resources on them. The FBI established three national priorities: foreign counterintelligence, organized crime, and white-collar crime, stepping up its recruitment of accountants to cope. By the late 1970s, nearly 8,000 Special Agents and 11,000 Support Employees worked in 59 field offices and 13 foreign Legal Attaché offices.



In 1982, the growth of terrorist incidents caused new FBI Director William Webster to make counterterrorism a fourth national priority. At this time, he created the National Center for the Analysis of Violent Crime. The rise in the illegal drug trade in the 1980s caused the Attorney General to give the FBI concurrent jurisdiction with the Drug Enforcement Administration (DEA) over narcotics. The 1980s also saw the FBI undertake its largest operation with the investigation into the failures of savings and loan associations. In 1984, the FBI established the Computer Analysis and Response Team (CART) to retrieve evidence from computers. Congress expanded the FBI's jurisdiction to cover terrorist acts against US citizens outside the US boundaries in 1986. Then in 1989, the Department of Justice authorized the FBI to arrest terrorists, drug traffickers, and other fugitives abroad without the consent of the native country. To fulfill all these roles, the FBI now employed 9,663 Special Agents and 13,651 Support Employees in 58 field offices and 15 Legal Attachés.

1991-2003: THE SHAPING OF TODAY'S FBI

The dissolution of the Soviet Union in 1991 allowed the FBI to reassign 300 counterintelligence agents to domestic violent crime investigations. It changed its approach from defending against hostile intelligence agencies to protecting US information and technologies. It created the National Security Threat List, which defined threats, including the proliferation of chemical, biological, and nuclear weapons; the loss of critical technologies; and the improper collection of trade secrets and proprietary information. The 40% increase in violent crimes over the 1980s prompted the FBI to make their sixth national priority the investigation of such crimes. At the same time, the FBI Laboratory began using DNA technology, enabling genetic crime-scene evidence to positively identify (or rule out) suspects by comparing their particular DNA patterns.

Two key events in the early 1990s were to have a major impact on FBI. In August 1992, the FBI responded to the death of Deputy US Marshal William Degan, after he was killed at Ruby Ridge, Idaho. He had been participating in a surveillance of federal fugitive Randall Weaver. In the following standoff, Weaver's wife was accidentally shot and killed by an FBI sniper. Eight months later, at a remote compound outside Waco, Texas, FBI Agents sought to end a 51-day standoff with heavily armed members of the Davidian cult who had killed four agents of the ATF. The siege ended when cult members lit fires throughout the compound, killing eighty cult members. To make sure such incidents were not repeated, the Bureau formed the Critical Incident Response Group (CIRG) to deal more efficiently with crisis situations.

During the 1990s, the FBI conducted successful investigations into areas as diverse as the World Trade Center bombing in New York City (1993); the bombing of the Murrah Federal Building in Oklahoma City (1995); the UNABOMBER -Theodore Kaczynski (1996); and the arrests of Mexican drug-trafficker Juan Garcia-Abrego (1996) and Russian crime boss Vyacheslav Ivankov (1995). In April 1995, the FBI opened the first International Law Enforcement Academy (ILEA) in Budapest, Hungary. The Bureau also expanded its international presence by opening 21 new Legal Attaché offices overseas. The FBI began to put in place measures to address crimes in cyberspace. It created the Computer Investigations and Infrastructure Threat Assessment Center (CITAC) to fight computer crime. Then in 1998, they opened the National Infrastructure Protection Center (NIPC) to monitor the dissemination of computer viruses, worms, and other malicious programs. During the 1990s, the

FBI's budget grew by more than \$1.27 billion as the Bureau hired 5,029 new Agents and more than 4,000 new Support Personnel.

On September 4, 2001, former US Attorney Robert S. Mueller III was sworn in as FBI Director. Within days of his entering office, the September 11th terrorist attacks were launched against New York and Washington. Director Mueller led the FBI's massive investigative efforts in partnership with US law enforcement, the federal government, and allies overseas. On October 26th 2001, President George W. Bush signed into law the US Patriot Act, which grants new provisions to address the threat of terrorism. The Attorney General then revised the investigative guidelines to assist the Bureau's counterterrorism efforts. To support the Bureau's change in mission and to meet newly articulated strategic priorities, Director Mueller called for a reengineering of FBI structure and operations to focus the Bureau on the prevention of terrorist attacks, on countering foreign intelligence operations against the US, and on addressing cyber crime-based attacks, and other high technology crimes.

Directors of the FBI

Stanley Finch 1908-1912
Bruce Alexander Bielaski 1912-1919
William E. Allen 1919 (Acting)
William J. Flynn 1919-1921
William J. Burns 1921-1924
J. Edgar Hoover 1924-1972
L. Patrick Gray 1972-1973 (Acting)
William D. Ruckelshaus 1973 (Acting)
Clarence M. Kelly 1973-1978
William H. Webster 1978-1987
John Otto 1987 (Acting)
William S. Sessions 1987-1993
Floyd I. Clarke 1993 (Acting)
Louis J. Freeh 1993-2001
Thomas J. Pickard 2001 (Acting)
Robert S. Mueller 2001-Present day

CHAPTER 3

INSIDE THE BUREAU: DIVISIONS OF THE FBI

DIVISIONS AND DEPARTMENTS WITHIN THE FBI

The FBI comprises numerous divisions, each containing different offices, departments and programs. The largest and highest profile offices are listed below with the department to which they belong.

ADMINISTRATION

Administrative Services Division

The Administrative Services Division develops and implements personnel programs and services in support of the FBI's mission. It recruits, selects, and hires staff, as well as conducting background investigations. It is also responsible for transfers, pay and benefits, assessment, health and safety, and general administrative support.

Finance Division

The Finance Division has full responsibility for the Bureau's financial affairs, with particular reference to budgets.

Information Resources Division

This division manages the Bureau's "information resources," including everything from personal computer software to designing and maintaining the massive databases necessary to the FBI's role as a national law enforcement resource.

Office of Professional Responsibility

The Office of Professional Responsibility (OPR) conducts investigations into FBI agents. It ensures they stay within the law and polices their activities. This office conducts any investigation into allegations of misconduct, as well as dealing with other disciplinary matters. (See Discipline, p.22)

Records Management Division

This has recently been revamped by Director Mueller as part of his reorganization of FBI Headquarters. The purpose of this division is to store, and where appropriate make available, the records of the FBI. The latter purpose complies with the Freedom of Information Act, ensuring public accountability. The Records Management Division is divided into three sections: the Records Maintenance and Disposition Section; the Records Review and Dissemination Section; and the Freedom of Information/Privacy Acts Section.

Security Division

The Security Division ensures that the security of the FBI and its agents is not compromised. It counters external threats such as attempts to hack into FBI computers, as well as maintaining the physical security of buildings and personnel.

COUNTERTERRORISM/ COUNTERINTELLIGENCE

Counterintelligence Division

One of the FBI's main roles is identifying and stopping threats to national security. The Counterintelligence Division manages all Foreign Counterintelligence (FCI) investigations. It ensures that the various counterintelligence agencies do not tread on each other's toes, and share any information they receive. It counters threats to the wellbeing of its citizens, and to their economic prosperity as well.

The investigative priorities of the FCI Program are to:

- ☎ Prevent or neutralize the foreign acquisition of weapons of mass destruction (WMD) technology or equipment.
- ☎ Prevent the penetration of the US Intelligence Community.
- ☎ Prevent the penetration of US Government agencies or contractors.
- ☎ Prevent the compromise of US Critical National Assets.

Counterterrorism Division

The Counterterrorism Division is made up of two separate offices-The National Infrastructure Protection Center (NIPC) and the National Domestic Preparedness Office (NDPO). The NIPC assesses and counters threats against the United States' critical infrastructures. It gathers and monitors intelligence concerning the world's terrorist groups and the threat they pose to the United States. The NDPO assists "first responders" (paramedics, the fire service, etc.) with any of their needs concerning response to the threat of weapons of mass destruction. They are responsible for the formation of disaster and contingency plans in case of a terrorist attack.

Office of Intelligence

The Office of Intelligence is oversees the FBI's intelligence program. This organization is top secret, and its

operations classified. It is the frontline of the USA's intelligence program, gathering information on possible threats to the country, and acquiring vital covert intelligence.

CRIMINAL INVESTIGATION

Criminal Investigative Division

The FBI is charged with the investigation of all federal crimes, as well as several additional areas of investigation such as narcotics. It has the broadest scope of all the federal law enforcement agencies. This division coordinates investigations into organized crime, including drug matters, racketeering, and money laundering; investigations into violent criminals, including wanted fugitives, escaped federal prisoners, bail-jumping, serial killers, street gangs, kidnappers, and bank robbers. It also investigates crime on Indian reservations, crimes against US citizens overseas, theft of government property, white-collar crime, large-scale fraud and corruption, and civil rights violations. Within this division are the following offices:

- ☎ Art Theft Program
- ☎ Asset Forfeiture Program
- ☎ Civil Rights Section
- ☎ Crimes Against Children Program
- ☎ Financial Crimes Section
- ☎ Indian Country Unit
- ☎ Integrity Committee
- ☎ Internet Fraud Center
- ☎ Jewelry and Gem Program
- ☎ National Intellectual Property Rights Coordination Center
- ☎ Office for Victim Assistance
- ☎ Organized Crime Section

Cyber Crime Division

The Cyber Crime Division investigates large-scale computer crime, including all criminal acts in which the Internet, computer systems and networks are used as targets or means of committing crime. This can range from simple criminal activity such as fraud or robbery, to full-blown terrorist activity or spying. Additionally, the Cyber Division, along with the National Infrastructure Protection Center (NIPC), protects the nation's computing infrastructure. The Cyber Division also works in partnership with private computer and ISP companies where necessary.

LAW ENFORCEMENT SERVICES

Critical Incidents Response Group (CIRG)

The Critical Incidents Response Group (CIRG) manages the FBI's rapid response to crisis incidents. CIRG deploys investigators in response to terrorist activities, child abductions, serial killers and other high-risk violent crimes. The division is broken down

into three offices: Operations Support Branch, National Center for the Analysis of Violent Crime, and Tactical Support Branch.

The Operations Support Branch (OSB)

The OSB has various functions, including the rapid delivery of personnel to a scene, whether it is a bombing or crimes against children investigation. It consists of the following:

Crisis Negotiation Unit (CNU): Crisis Negotiation Unit (CNU) negotiators can be called in to aid with a crisis anywhere in the US, or overseas if US citizens are involved. The FBI is the negotiation arm of the United States government for international incidents. The CNU is based in Quantico and has trained 340 crisis negotiators in the FBI's field offices.

Crisis Management Unit (CMU): The Crisis Management Unit (CMU) gives operational support to FBI field and headquarters divisions and offices during incidents. The CMU also conducts crisis management training for the FBI, and for other international, federal, state, and local agencies or departments.

Rapid Deployment Logistics Unit (RDLU): The role of the Rapid Deployment Logistics Unit (RDLU) is to coordinate the deployment of the Rapid Deployment Team (RDT) Program, including transport and logistical support. The RDLU coordinates all airlift requirements for the CIRG and other FBI operations. In addition to this, the RDLU coordinates all Rapid Start Information Management Systems (RSIMS). The crisis and disaster management system allows local law enforcers to coordinate the huge amounts of information that pour in after a major incident.

National Center for the Analysis of Violent Crime (NCAVC)

The National Center for the Analysis of Violent Crime (NCAVC) provides investigative research and combat training for those who deal with repetitive violent crimes. It assists law enforcement bodies to help catch serial killers. Cases they seek to help police solve include:

- ☎ Arsons'
- ☎ Bombings
- ☎ Child abduction or mysterious disappearance of children
- ☎ Domestic and international terrorism
- ☎ Extortions and threats
- ☎ Kidnapping
- ☎ National security
- ☎ Product tampering
- ☎ Public corruption
- ☎ Single homicides
- ☎ Serial murders
- ☎ Weapons of mass destruction
- ☎ White-collar crime

Organizationally, the NCAVC consists of the following:

Behavioral Analysis Unit (BAU): East/West Regions: The psychologists of the BAU try to understand the motivations and thought processes of criminals, allowing the police to outsmart them, and predict their actions and behavior. BAU assists law enforcement agencies by using "criminal investigative analysis". This involves reviewing and assessing the facts of a criminal act, interpreting an offender's behavior, and interaction with the victim, as exhibited during the crime, or as displayed in the crime scene. BAU use "criminal investigative analysis" to help with: crime analysis; investigative suggestions; profiles of unknown offenders; threat analysis; critical incident analysis; interview strategies; major case management; search warrant assistance; prosecutive and trial strategies; and expert testimony.

Child Abduction and Serial Murder Investigative Resources Center (CASMIRC): CASMIRC was founded in 1988 to support federal, state, and local authorities in the investigation of child abductions, mysterious disappearances of children, child homicide, and serial murder across the country. The overall strategic goal of CASMIRC is to reduce the impact of these crimes. It also provides training to federal, state, and local law enforcement in matters regarding crimes against children.

Violent Criminal Apprehension Program (VICAP): VICAP was set up to facilitate cooperation, communication, and coordination between law enforcement agencies, and to provide support in their efforts to investigate, identify, track, apprehend, and prosecute violent serial offenders. It is a nationwide data information center designed to collect, collate, and analyze information on crimes of violence-specifically murder.

The Tactical Support Branch

This division of CIRG is charged with providing US citizens with a national-level tactical team capable of being deployed to protect the American people at home and overseas. It consists of:

Hostage Rescue Team (HRT): Headquartered in Quantico, Virginia. The HRT can deploy to any location within four hours of notification by the FBI. There, they will conduct a successful rescue of United States persons and others who may be held illegally by a hostile force, whether a terrorist or criminal. The HRT deploys operationally in support of FBI field divisions. Its members are trained to deal with all environments and conditions. During its 17-year history, its team members have deployed on over 200 missions,

including hostage rescue, barricaded subjects, and high-risk police raids. Additionally, the HRT has performed traditional policing duties during hurricane relief; dignitary security; tactical surveys; and special event security for events such as the Olympic Games, presidential inaugurations, and political conventions.

There are only 91 members of the HRT, all of them volunteers from among the ranks of the Bureau's special agents. After a grueling 14-day selection process, successful candidates undergo a further four months of intensive training before qualifying as HRT members. Over the years the HRT have become specialists at:

- 📞 Cold weather operations
- 📞 High risk arrest/searches
- 📞 Hostage rescue and barricaded subjects
- 📞 Helicopter operations
- 📞 Manhunt and rural operations
- 📞 Maritime operations
- 📞 Mobile assaults
- 📞 Weapons of mass destruction

The Operations Training Unit (OTU): The Operations Training Unit (OUT) manages the core training programs of the Hostage Rescue Team (HRT) and provides operations management, planning, and oversight during a deployment of the HRT. The OTU ensures that members of the HRT are prepared to meet any crisis situation that may develop.

Criminal Justice Information Services Division (CJIS)

Headquartered in Clarksburg, West Virginia, the CJIS Division is the central point-of-contact for criminal justice information services in the FBI. This division provides state-of-the-art identification and information to criminal justice organizations. The CJIS Division includes the following significant programs:

Community Outreach Program: Among other things, this program involves serving FBI officers in youth education. PCs seconded here for a week might find themselves sent around local schools of varying quality to show the pupils what it's like to be a Fed, and convince them to be good citizens-chances are after a day or two of this the PCs will be desperate to get back to chasing serial killers!

Integrated Automated Fingerprint Identification System (IAFIS): This is a computer-based system that can store, process, analyze, and retrieve millions of fingerprints. Even fingerprint-taking is now done entirely digitally, replacing the old-fashioned ink-and-paper approach.

Law Enforcement OnLine (LEO): LEO offers an

Intranet (effectively a private Internet) accessible only to law enforcement personnel. With everything from internal email and special-interest web-pages to chat rooms and newsgroups, LEO gives law enforcement officers nationwide the chance to discuss professional matters and connect up with colleagues in similar roles. In a Feds game, LEO can be a useful means of offering scenario hooks to players, as well as being useful to PCs looking to ask 'off-the-record' questions of other Feds and cops.

National Crime Information Center 2000 (NCIC 2000): This is the service that allows every patrol car or mobile police officer to search massive nationwide databases of fingerprints, mugshots, prison and criminal records, vehicle information, and names of criminals.

National Instant Criminal Background Check System (NICS): This system is used to prevent convicted felons, escaped prisoners, known drug addicts and other undesirables from obtaining firearms. All establishments licensed to sell firearms must contact the NICS (or in some states a more local authority) before each sale to ensure the buyer is permitted a firearm. The NICS could provide a lead in a case which otherwise has the PCs stumped, with their quarry tipping his hand by attempting to buy a revolver in another state.

UCR and NIBRS: The Unified Crime Reporting and National Incident-Based Reporting System combine to provide officers with statistical information about criminal activity, including types of crime, victims, and offenders, with a special emphasis on violent crime. This can be enormously useful to criminal profilers and other FBI specialists.

Laboratory Division

The FBI Laboratory is one of the largest, most comprehensive crime labs in the world. It provides scientific solutions to the prosecution of crimes throughout the United States, and is the only full-service federal forensic laboratory. Activities covered by the Laboratory include crime scene searches, special surveillance photography, latent-fingerprint examinations, forensic examination of evidence, DNA testing, and expert court testimony. These services are available to all law enforcement agencies in the United States. In addition, FBI Laboratory Specialists train other state and local crime laboratory and law enforcement personnel.

Evidence Response Team (ERT): Established in 1993 as part of the Laboratory Division, the ERT conducts major evidence recovery operations. It manages the identification, collection, and preservation of evi-

dence at crime scenes. ERT services are in great demand by local, state, and foreign law enforcement agencies. Each of the FBI's fifty-six field offices has an ERT, consisting of eight to fifty members. ERTs have to respond efficiently to major cases to ensure critical evidence is identified and gathered for forensic analysis. Additionally, the ERT Unit also researches new equipment and techniques to ensure that ERTs are functioning as efficiently and safely as possible, and have the



best possible backup.

Office for Law Enforcement Coordination

The Office for Law Enforcement Coordination improves FBI coordination and communication with state and local law enforcement and public safety agencies.

Office of International Operations (IOS)

The International Operations Section (IOS) cements ties with both foreign and domestic law enforcement and security services. It facilitates investigations and supports the Legal Attaché Program. The IOS provides administrative and logistical support to the FBI's Legal Attaché offices, their employees, and dependents residing in foreign countries.

Training Division

Located in Quantico, Virginia, the FBI Academy is one of the world's premier law enforcement training centers. In addition to managing the FBI Academy, the Training Division trains FBI Special Agents and Professional Support staff, as well as local, state, federal and international law enforcement personnel. FBI employee training programs include New Agent Training (see Training, p.18), as well as ongoing and specialist training for agents and support staff.

CHAPTER 4

THE J. EDGAR HOOVER BUILDING: FBI HEADQUARTERS, WASHINGTON DC

APPEARANCE

EXTERIOR

The J. Edgar Hoover Building takes up an entire city block between Pennsylvania Ave., 10th St, 9th St and E St (all NW), just a few blocks from the White House. This building's ugliness is proverbial; its eleven stories of concrete in a more or less square shape will never win any architecture awards. However, it is still a popular tourist spot for visitors to DC; indeed, the sheer number of visitors wishing to take the guided tour sometimes causes security headaches.

The public tour entrance is on E Street, with a long line of tourists present at most times. A guarded, FBI-only underground garage can be accessed from the corner of E St. and 10th St. Agents and any special guests use the main entrance at the front of the building, by the corner of Pennsylvania and 10th.

INTERIOR

The entrance lobby is a large and comfortably appointed lounge. Security guards use a two-way mirror to keep constant watch on this area. Past the lounge, it can be seen that the remainder of the interior is as stark and functional as the slab-like exterior. The plain, beige-and-charcoal color scheme might be described as institutional, if the observer were being complimentary. Other than this simple paint job, the interior is devoid of decoration. The labyrinthine nature of the layout, coupled with the lack of landmarks in the featureless corridors, means that even staff who have served here for decades still sometimes get lost.

ORGANIZATION

SENIOR MANAGEMENT WITHIN THE FBI

The FBI's most senior figure is its Director, who is appointed by the President of the USA himself. Though J. Edgar Hoover served as Director for almost half a century, there is now a limit of ten years as Director. The current Director, Robert Mueller, was promoted from the ranks of the Bureau's agents. Mueller's main priorities since he took office have

been concerned with protecting the USA from terrorism, and upgrading some of the Bureau's more antiquated technology to properly address its role in the 21st century. He has the final responsibility to Congress for the efficiency of the FBI, and will take the blame for any errors, even those of the most lowly agent.

Under Director Mueller is a Deputy Director, then four Executive Assistant Directors (each responsible for one of the following: Intelligence, Counterterrorism/Counterintelligence, Law Enforcement, and Administration). Under them are eighteen Assistant Directors, each heading one of the various divisions in the Headquarters Building, or one of the Field Offices in three major cities (Washington, Los Angeles, and New York City).

There are nine divisions and four offices at Headquarters. Organized by Executive Director, these are:

Director Mueller:

- ☎ Cyber Division
- ☎ Criminal Investigation Division
- ☎ Inspection Division
- ☎ Office of Public Affairs
- ☎ Congressional Affairs Office
- ☎ Office of the Ombudsman
- ☎ Office of General Counsel
- ☎ Office of Equal Employment Opportunity
- ☎ Chief Information Officer
- ☎ Office of Professional Responsibility
- ☎ Chief of Staff

Executive Assistant Director for Intelligence:

- ☎ Office of Intelligence

Executive Assistant Director for Counterterrorism/Counterintelligence:

- ☎ Counterterrorism Division
- ☎ Counterintelligence Division

Executive Assistant Director for Law Enforcement Services:

- Office of Law Enforcement Coordination
- Office of International Operations
- Critical Incident Response Group
- Laboratory Division
- Training Division
- Investigative Technologies Division
- Criminal Justice Information Services Division

Executive Assistant Director for Administration:

- Office of Strategic Planning
- Administrative Services Division
- Finance Division
- Security Division
- Records Management Division
- Information Resources Division

The Director, his various Assistants and Executive Assistants, and such senior officers as the Chief of Staff and Chief Information Officer, form the main decision-making body of the FBI.

BENEATH MANAGEMENT LEVEL

As might be expected from the above list of departments at the Hoover Building, the vast majority of the 8,000 staff here are not involved in law enforcement at street level but instead provide operational support to special agents in the field.

Each division, headed by an Assistant Director, also has a Deputy Assistant Director to oversees general operations. Divisions are then subdivided into sections.

RESOURCES

THE FBI LABORATORY

The FBI Laboratory is a high-end chemical analysis lab combined with a research centre into new gadgets that might be useful to the Feds, especially surveillance gear. However, it also boasts sophisticated computer virus analysts and many other specialists, each fully supported by the finest experimental and laboratory equipment money can buy. The staff includes a mixture of trained scientists and FBI agents. Two additional departments that fall under the remit of the FBI Lab are the Computer Analysis and Response Team, and the Polygraph Unit.

Computer Analysis and Response Team (CART): CART has a particular expertise in garnering every last bit of information out of a computer system impounded from a suspect's home or person. This can involve decryption and conventional software searches, but if need be the CART team can also employ some of the most sophisticated data recovery techniques in the world to pry apparently destroyed data from reformatting or damaged hard disk drives.

Polygraph Unit: The Polygraph Unit has final responsibility for the accuracy of polygraph results, which must be sent to the Unit for certification.

THE FBI COMPUTER SYSTEM

The FBI mainframe computer takes up an entire floor of the J. Edgar Hoover building. Technicians constantly monitor the system from a command console, ensuring that federal law enforcement personnel nationwide have full access to the crucial data contained within the vast machine.

The computer's main function is to serve as the FBI's internal computer system. All field agents use it at one time or another to analyze data or search the records for connections and links. Every FBI investigation for decades has been painstakingly recorded here for future reference. Access to the records of the DEA and similar bodies is also available.

Though the FBI does make great use of this powerful computer system it can seem positively old-fashioned when it comes to adopting new technology for other purposes. All agents are still required to record their reports on audiocassette for later transcription, or when not in the field, to dictate reports to secretaries. Most field agents are not issued with computer or word processors. Unlike almost every other modern police force, the FBI deliberately minimizes the amount of paperwork done by agents, preferring to keep them in the field where they can be of most use rather than tying them to their desks. During the early 1990s, the highest-ranking FBI staff were permitted to use e-mail for internal messages, and on average there was only one computer per fourteen agents. Director Mueller, with his plans to drag the bureau into the 21st century, has vowed to change all this. However, even when agents are given computers, very few of these are connected to the Internet. Most agents can only send internal e-mail to other FBI departments, rather than directly accessing the wider Internet. This is done for security reasons, rendering the FBI's computers almost immune to hacking and snooping.

TECHNICAL SUPPORT SQUAD

The TSS is the team that provides wiretaps for other FBI Agents and local police. Each local office also has a team of their own, either in a separate TSS, or as part of the Special Operations Group. Agents who install wiretaps are called "soundmen" or "ghosts," and they are in great demand.

CHAPTER 5

WHERE IT ALL BEGINS: THE FBI ACADEMY, QUANTICO

The FBI provides specialist training at its own academy, called-rather predictably-the FBI Academy. It's on the United States Marine Corps Base in Quantico, Virginia, about forty miles southwest of Washington DC.

It's an easy place to find, as once you leave Interstate 95 from Washington, there are road signs covered with army abbreviations at every junction. On your way to the Academy, you'll also see army trucks and huts, further evidence that you're not about to get lost. When you arrive, an armed guard will stop you at a checkpoint and ask to see your credentials.

The Academy is just over thirty years old, situated in 385 acres of wooded land; you can't get anything more private than this. The Academy itself is a complex of pale gold buildings, linked to each other by glass corridors. Because of all the glass, the lobby is bright and sunny. The FBI's core beliefs can be seen above the atrium with the words "Fidelity, Integrity and Bravery." To all intents and purposes, the complex looks like a sleepy university in a beautiful rural setting-until you hear the practice gunfire in the grounds.

BUILDINGS AND FACILITIES: WHAT TO EXPECT

The complex contains 21 buildings: the main training complex with three dormitory buildings; a classroom building; a thousand-seat auditorium; a dining hall; a store, the Forensic Science Research and Training Center; a chapel; offices; a large gymnasium and outside track; and a fully equipped garage. There's also a separate mock city, called "Hogan's Alley," which is used for training purposes. Beyond this are more offices, classrooms, and training facilities.

FIRING RANGES

In addition to the indoor firing range, the FBI takes full advantage of its extensive grounds: there's more than enough space for eight firing ranges, four skeet ranges, and a 200-yard rifle range. The FBI and other law enforcement bodies use them for both initial and ongoing training.

STAFFING RESOURCES

About a hundred special agents take a training role at the Academy, supported by 34 technical and professional staff. The University of Virginia recognizes many of the training courses; in fact, most of the trainers hold post-graduate degrees and adjunct professor status. In addition to this, visiting lecturers from across the country are invited to the Academy.

KEY DEPARTMENTS

Like a university, research takes place alongside the lecturing. In this case, the FBI researches all aspects of law enforcement techniques. Key departments are:

- ☎ The Forensic Science Research and Training Center
- ☎ The Investigative Support Unit, part of The National Center for the Analysis of Violent Crime

FORENSIC SCIENCE RESEARCH AND TRAINING CENTER

Part of the FBI's Laboratory Division, this also assists the FBI Training Division. If you need to learn about forensics, this is where you go, whether you're a new or old FBI agent, a DEA agent, or a law enforcement officer.

Its research concentrates on biochemistry, chemistry, genetics and physics, with the aim of looking into new ways of analyzing forensic evidence. The Forensic Science Research and Training Center doesn't work in isolation, however. It has many collaborative links with other researchers in academia, industry, or other government labs. It also assists the FBI Lab by assessing lab techniques, suggesting improvements, standardizing them, and maintaining quality assurance.

DEEP SECRETS: THE INVESTIGATIVE SUPPORT UNIT

The Investigative Support Unit used to be located in an old nuclear bunker-a cramped maze of offices, sixty feet below ground. It is part of the National Center for the Analysis of Violent Crime, which was

founded in 1985, its aim being to consolidate research into all areas of violent crime. It works with the Violent Criminal Apprehension Program (VICAP) to assist local law enforcement agencies. VICAP is a national computer-based system designed to help detectives searching for the same criminal in different locations.

The guys who worked there have a sense of humor; you have to press "LL" on the elevator, which is jokingly called "Low-Low"; they claimed that they were ten times deeper than dead people; and they sometimes called themselves the "National Cellar for the Analysis of Violent Crime."

On a more serious note, the Investigative Support Unit is used by all other law enforcement agencies as a last resort, mainly to catch serial killers. Ten agents work as full-time profilers, while approximately twenty others work in VICAP, appear in court as expert witnesses, advise in hostage negotiations, etc. They have a heavy workload, each working about forty or fifty cases at once. In fact they do not have the resources to take on all the cases that they are offered.

Nowadays, the agents in this unit work in new premises above the ground. They have moved up in the world and enjoy a pleasant view from their windows.

OTHER FBI ORGANIZATIONS

Also based at the FBI Academy are:

- ☎ The Critical Incident Response Group (CIRG), which provides training and operational support in crisis management, negotiations, criminal profiling, and SWAT (Special Weapons and Tactics). CIRG has nine Field SWAT Teams around the country and an FBI Hostage Rescue Team. The latter is an elite force of fifty agents, who are trained to deal with hijackings, sieges, etc.
- ☎ The Engineering Research Facility, which makes wiretaps and other surveillance equipment. This is a very mysterious, top-secret facility. No one knows much about its work and it tries not to draw attention to itself. It is regarded, however, as part of the cutting-edge of technology in this field.

TRAINING AT QUANTICO

WHAT IT TAKES TO BE AN FBI AGENT

To become an FBI agent, you have to do an intensive, 15-week Special Agents' Training Program, which consists of 645 hours of instruction. You'll join a class of about thirty people and you'll study the following:

☎ Academics: this covers all aspects of crime and law enforcement. These range from white-collar crime to organized crime and drug investigations. You'll also study law, forensic science, ethics, behavioral science, computer skills, and interviewing skills, etc.

☎ Firearms

☎ Physical training and defense

☎ Practical exercises in the mock city, Hogan's Alley

A DAY IN THE LIFE OF A TRAINEE

All FBI agents have to work well under pressure. To prepare you for this, the course crams as much as it can into every second of your day, which starts at 7 a.m. and finishes after 7 p.m. If it takes you a while to wake up in the morning, try running across shaky rope bridges and scaling high walls as part of the US Marine Corp's leadership reaction course. Follow this with, for example, a lecture on law, taking notes on FBI notebooks and paper. In the classroom, you'll sit in assigned places in formal tiered rows, with your name displayed in front of you. Everyone knows who you are. Then you might learn about wiretap equipment, followed by an unarmed combat class in the gym. To give your body a rest, you might have some more classroom lessons and then an invigorating five-mile run. If this isn't enough, there might be a session on the firing range. If at the end of the day when you're ready to collapse in an exhausted heap, your trainers might give you a tough legal puzzle to do-you need to know how to work well when you're exhausted.

PRACTICING WHAT THEY PREACH: HOGAN'S ALLEY

The aim of Hogan's Alley is to give you as much practice as possible working on the street. It was built in 1986 after two agents died in a Miami shoot-out; the FBI doesn't like "losing" agents. As we have seen, Hogan's Alley is a mock town, containing a bank, post office, theatre, courthouse, etc. Actors work there and their brief is to be as unhelpful as possible.

As a trainee agent, you'll visit it every few days to practice what you've learnt. You might have to deal with a crazed gunman, who's taken six people hostage in the Post Office. Or perhaps you have to keep a suspected terrorist under surveillance-this might involve a long, tedious a stakeout if he's staying in the motel. Or perhaps you'll have to use your persuasive skills to get an uncooperative witness to a crime to talk. You'll also learn how to gamble at the casino in case you need it for undercover work. You can even practice presenting evidence at the courthouse before a real retired judge-not an actor-and he'll either accept it or throw it out of court. All in all, you'll be presented with every possible opportunity to put theory into practice.

SHOOT 'EM UP!

You can practice your shooting skills with the Firearms Automated Training System (FATS), which simulates

real-life situations. It looks like a huge computer game and you'll aim your laser-gun at targets projected onto a large screen. Behind the fun, however, is the serious message of training you to react to a variety of situations. Obviously this isn't a substitute for real shooting practice because you're working with a laser gun, but at least you can practice things that couldn't be done any other way due to safety considerations.

FIRING RANGES

You're expected to become proficient with a variety of weapons, from the basic FBI issue pistol (the Smith and Wesson 1076, a .40 caliber automatic), to the pump action Remington 870 shotgun, and the Heckler and Koch MP5 submachine gun. You must pass a firearm test against static and moving targets: if you fail any of these tests, you're asked to leave the program.

PASSING AND FAILING

One in ten trainees fails; others leave out of choice. If there are doubts about you, you might be given the opportunity to resign, rather than be formally thrown out. The New Agent Review Board (NARB) decides who fails, but it only considers your case if there are questions about your suitability.

Tests are a regular feature of your training and instructors will watch and record your every move at Hogan's Alley and on FATS. There's no room for the odd low grade: you have to pass every part of the course to qualify as a Special Agent. If your strengths lie in a particular area, however, you might be directed to another law enforcement agency that suits these skills.

GRADUATION

Before graduating, you are told what name to go by, as no two agents can have the same name. If you do have the same name as another agent, you will be told to go by your middle name while at work, or to use your middle initial, etc.

At the end of the course, the Director will award you with a diploma at a special ceremony to which your family is invited.

AFTER GRADUATION

After graduation you will be posted to a field office. This is the first of many postings throughout your career. You won't get to choose your posting, although there is a waiting list you can sign up on. Be warned—you might have to wait a few years to get where you want to go.

Some offices are more popular than others; the least popular are the more expensive, bigger cities. New York has a particularly bad reputation, because of the traffic and commuting (many agents prefer to live in the decent, affordable places outside the city). Nowadays, however, agents receive more money to compensate for working in New York.

Each field office has a defined area of jurisdiction, which might consist of a whole state. It would be unrealistic to expect the field office to manage this without support. For this reason, there are lots of local offices—Resident Agencies—to support the field office. There are about 400 of these across the country; on average, seven for each field office. Some Resident Agencies only have one agent (plus support staff), but others are larger. A Supervisory Senior Resident Agent heads the latter.

Only the FBI knows how many undercover FBI offices there are; these masquerade as shops, companies, etc. In New York, a surprising one in four agents is based in one of these "off-sites," working undercover or conducting surveillance.

As an FBI field agent, you will usually work with local law enforcement bodies, perhaps pooling expertise to solve crimes. A computer system links you to Headquarters; this contains a database with details of every crime in the country. You can also send evidence to the FBI labs for analysis.

ONGOING TRAINING

Even though you have graduated, you're not a fully certified Special Agent until you have passed your two-year probationary period. You'll receive on-the-job training through your field office, and you can return to the Academy for in-service seminars at any point in your career. Updating your skills and knowledge is considered particularly important with firearms training.

TRAINING FOR OTHER LAW ENFORCEMENT AGENCIES

Other law enforcement agencies also send people to the FBI Academy for training. Example trainees include:

- ☎ New DEA agents: follow a similar course to the new Special Agents.
- ☎ Mid-level police officers: attend an advanced course.
- ☎ Chief Executives from big city police forces: can follow a National Executive Institute training program, where networking also takes place between international and American police chiefs.
- ☎ Chief Executives from medium-sized departments: a two-week course is available for them.

Not all training takes place at the Academy; FBI trainers often travel abroad to lecture at the International Law Enforcement Academy at Budapest, which runs along similar lines to the FBI Academy. In a less structured way, the Academy also assists law enforcement agencies with advice on profiling, strategy, hostage negotiations, etc.

FBI ORGANIZATION

A Special Agent in Charge (SAC) usually manages an FBI field office. They are assisted by at least one Assistant Special Agent in Charge (ASAC). The position of SAC is highly sought after, as SACs are essentially gods in their own domain. Beneath them, Supervisory Special Agents manage squads of ordinary Special Agents to handle the investigative side, while an Office Services Manager administers support operations.

There are a few special cases. The field offices in Los Angeles, New York City and Washington DC (this is the Washington field office, not Headquarters) are particularly big. As a result, they are headed by an Assistant Director in Charge (ADIC), supported by lots of SACs and ASACs. Whatever their title, the person in charge of the field office is responsible to the Director, the Deputy Director, or the Assistant Directors.

Agents within the field office are usually assigned to one or another of the investigative priorities established by the SAC. This will vary from office to office, as each area has different crime problems.

Usual categories include:

- ☎ Counterterrorism
- ☎ Counterintelligence
- ☎ Organized crime
- ☎ Public corruption
- ☎ Violent crime
- ☎ White-collar crime

Each field office has a defined area of jurisdiction. Because this is large, often consisting of a whole state, there are lots of Resident Agencies, which are local offices responsible to the field office. There are about 400 of these in total, averaging out at about seven Resident Agencies for each field office. Some of these are very small, consisting of only one agent, plus support staff, but some are much larger and are headed by a Supervisory Senior Resident Agent.

In addition to these official locations, there are plenty of "off-sites", which are undercover FBI offices. These masquerade as shops, companies, etc. In New York, about a quarter of the agents are actually based on one of those hidden offices, working undercover or conducting surveillance.



THE WORK OF THE FBI FIELD OFFICES

The field offices are the FBI front line. In real life, it is nearly always agents from the field offices who do the things like arrest people, carry out investigations, etc.

FBI field agents usually work with the local law enforcement bodies, perhaps more closely than they do to the FBI HQ. Projects like the Safe Streets Initiative are nationwide projects in which all local law enforcement bodies work closely together to pool expertise in violent crime.

The main link with Headquarters is through the computer system, which is used to search the database that has details of every crime in the whole country. Local agents can also send evidence to the FBI labs for analysis.

A new agent's first posting is normally to a field office, and traditionally they are transferred several times in their careers. Often this may seem quite arbitrary, without the agent getting a choice. Agents with a preference for a particular office can sign up on a waiting list for that office, with each agent able to give around ten preferences. Many agents have to wait many years to get where they want to go.

Some offices are more popular than others. New York has a reputation for being the worst place to work, due mostly to the traffic and the need to live a long way out of the city in order to get a nice place to live. New York agents used to be notorious for returning reports late and not answering the phone, but were generally excused on the grounds that working in New York was punishment. Now though, New York agents get a lot more money to compensate. The least pursued offices tend to be in the bigger cities where the pay of an agent doesn't stretch as far.

LIFE AS A FED

SETTING THE STANDARDS: RECRUITMENT

The number of Special Agents that the FBI recruits will vary from year to year, depending on the Bureau's needs at the time. The FBI processes thousands of applications every year and most are rejected, because the candidate does not have the right background or qualifications.

The profile of an ideal applicant is as follows:

- Must be 23-37 years old
- Must be a US citizen
- Should not have any drugs experience
- Should not have a criminal record
- Must be willing to undergo a polygraph examination
- Must pass a tough physical
- Must have perfect vision, allowing for glasses
- Must not be colorblind
- Must be willing to be assigned anywhere in the country when they finish their training
- Must have a designated degree such as law or accountancy, or three years' work experience in an accepted field

The following academic areas of expertise are considered desirable:

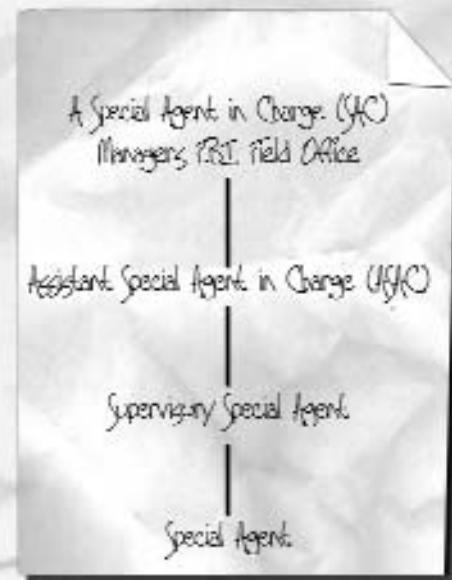
- Accounting/Finance
- Computer Science or other Information Technology specialties
- Engineering
- Fluent in a Foreign Language
- Intelligence Experience
- Law Enforcement or other Investigative Experience
- Law Experience
- Military Experience
- Physical Science (such as physics, chemistry, biology, etc.)

Along with the usual filling out of forms, short-listed applicants have to take intelligence and aptitude tests, and are interviewed by a panel of three agents. Before the interview stage, however, they have to do a hand-strength test. This is because some potential agents-especially female-don't have enough strength in their hands to handle a gun and pull the trigger repeatedly. If they fail this particular test, they have to build up their hand muscles before they go any further.

After applicants pass the interview, the FBI conducts intensive background tests into their family, friends and anyone who knows them. These checks consist of: checking credit and arrest records; interviewing associates; contacting personal and business referees; interviewing past employers and neighbors; verifying educational achievements; drug testing; a polygraph examination; and a physical examination. Once the FBI is satisfied, prospective agents attend the fifteen-week course at the Quantico FBI Academy.

ONWARDS AND UPWARDS

As we have seen, after graduation most agents are assigned to field offices, where they have a two-year probationary period, with on-the-job training. In order to plot an FBI Agent's career, it's first necessary to understand the hierarchy. The general line management structure is as follows:



The larger field offices in Los Angeles, New York City and Washington DC have a slightly different structure:



The person in charge of the field office reports to the Deputy or Assistant Director, who in turn reports to the Director.

The SAC will assign agents to various cases over the first four years of their FBI career in a field office; these cases will vary, depending on which crimes predominate in a particular area. Cases will probably relate to one or more of the following: counterterrorism, counterintelligence, organized crime, public corruption, violent crime, and white-collar crime.

Agent promotion is linked directly to performance. At the more junior levels, agents are promoted after three or four years on the job, when they are also liable to compulsory

transfer, depending on the staffing needs of the Bureau. (Agents can be transferred quite a lot in the course of their career, and this has been identified as a major cause of stress.) They receive a higher pay grade, are viewed as more capable and dependable, and as a result are assigned as Case Leader in larger investigations with tougher assignments. Further promotion will then take the agent away from direct investigations into supervisory and managerial positions (see charts on p.21). As a result, only players at the lower Special Agent ranks are really any good for role-playing purposes.

Note: In Crime Scene: Feds, rank is not the same as Level. In-field experience will give an agent more chances to practice their skills and hone their abilities. Agents that fast-tracked to senior positions may never have had the opportunity to develop the same skills as a federal agent.

Some agents will have a particular area of expertise, and they might have to spend a lot of their career moving from case to case across the country as expert advisors. Expert advisors include members of the Behavioral Science Unit, some forensic specialists, and surveillance experts and specialists in complex financial crimes. These roles can make for exciting adventures based around a common theme of investigational expertise, as the GM can assign the unit to a new setting for every session. The players may be a crack squad set to tackle organized crime, occult serial killers, or terrorism.

Each agent is given a FBI pass and credentials. Normal agents have a blue border on their identity passes. They can bring in visitors or guests, but they must be signed in and be escorted at all times. Only agents with gold edges to their passes, such as SACs or Assistant Directors, can take visitors into the HQ without security checks and escorts; their rank validates their guests. If an HQ employee forgets their pass, their superior is notified in writing.

Abusing your FBI credentials is a serious offence and will be investigated by the OFR department. A common phrase used by agents is "Roast Beef". This is when a person refers to their badge to get preferential treatment. The phrase came from an unfortunate agent that was fooled into believing the local Deli gave special deals to agents. On receiving his lunchtime sandwich, he flipped his badge and announced loudly, 'FBI! More Roast Beef!' Unfortunately for him, the Deli offered no such deal and the phrase haunted him for the rest of his career.

CLOTHES

A legacy of the movies is that people assume that FBI agents wear suits; in fact the formal dress code no longer stands. Field agents must maintain a professional image, but they can wear what they like. Agents dress up to the cliché, however, because they know that people in suits are respected.

WOMEN

Despite the fact that one in ten new recruits is a woman, the FBI is still seen as a man's job. Perhaps because of the compulsory transfers, few women actually apply. One concession to female agents is that they are allowed to work part-time while they have young children.

As with any large organization, there have been a few cases of alleged sex discrimination. In a recent study, 13 percent of FBI female employees admitted to having suffered some form of harassment; forty percent of the complainants were agents; the rest were support staff.

RELATIONSHIPS

Movies and books often assume that the FBI would disapprove of a romantic relationship between two agents. In real life, the FBI doesn't seem to have any problem with this. They are also officially tolerant towards same sex relationships. The only things they do take issue with are relationships between a superior and an inferior. Worries over the superior exerting pressure on their junior colleague-or of the inferior employee expecting special or lenient treatment from a superior-make this type of relationship undesirable.

Agents are, however, expected to socialize with each other: they're encouraged to live near other agents; to go to parties; and go out together after work. Agents who just go straight home after work every day are seen as not pulling their weight, and not being sufficiently devoted to the Bureau.

DISCIPLINE AND INSPECTIONS

DISCIPLINARY ACTION

As law enforcement officers, agents have more powers than ordinary people and because of this, they are expected to use them responsibly, working within established protocols and procedures. They are not above the law, however, and if they break the law, this is regarded just as seriously as it would be with anyone else-more so, in fact, because they are supposed to set an example.

For the same reason, PCs must remember that they cannot operate outside or above the law (no matter what the circumstances). If they do, there are consequences for their actions, administered by the GM through the Office of Professional Responsibility (see Internal Discipline, page 23). These procedures could involve a suspension or an internal investigation that could lead to being fired or, depending on the severity of the case, jail. A "dirty cop" is often treated more harshly than a criminal, since the agent is expected to have known better. Another consequence of serving time in prison is that the agent will lose their pension.

Agents should never commit perjury-lying under oath-because if they are caught out, their testimony will be discredited and they'll serve time in jail for perjury, probably receiving the maximum term.

If agents tamper with evidence-alter, destroy, or plant it-this illegal act will lead to dismissal and jail. Also, the case they are working on will be declared a mistrial and the suspect will "walk."

INTERNAL DISCIPLINE

The FBI is bureaucratic and likes rules; it has even been criticized for putting rules and bureaucracy before people. The Office of Professional Responsibility (OPR) investigates serious transgressions, such as unauthorized use of FBI resources, and also carries out inspections. It is instructed to be independent and impartial.

Offences that agents are disciplined for include:

- ☎ Assaulting a fellow agent or a private citizen
- ☎ Being overweight-agents have to report their weight monthly, and stick to a Bureau weight plan as part of their physical training
- ☎ Drawing a gun in a personal dispute
- ☎ Falsifying official reports
- ☎ Losing Bureau property. Each year, agents lose hundreds of guns and laptops
- ☎ Making sexually or racially derogatory remarks
- ☎ Misuse of Bureau property, especially cars (the most common offence)
- ☎ Not showing up to work
- ☎ Passing on information to non-Bureau employees
- ☎ Using the FBI records to obtain information for personal reasons

The procedure is that the OPR appoints an agent in the relevant division or field office, and that agent conducts interviews on their behalf. Agents within the OPR will then write the final report. Cases are only handled by the OPR directly when they involve ASACs and above, in which case the head of the OPR personally conducts the investigation.

The main complaint about the OPR is the time it takes to conduct the inquiries-about four months to establish guilt or innocence and another four months to decide on what form any punishment will take. Of course the agent being investigated has to live with a stigma over this period of time. If they are proven innocent, it will probably be too late: gossip and rumors stick.

If the agent, however, is proven guilty, the Administrative Summary Unit in the Administrative Services Division decides on the punishment. (This unit also punishes agents for poor performance and poor judgment-cases not covered by the OPR.) Disciplinary actions include:

- ☎ Letters of censure: These are placed on your file and can temporarily hurt your career, but tend to be forgotten after a year or two
- ☎ Probation for a certain amount of time-often six months
- ☎ Suspension for a few weeks or months
- ☎ Transfer
- ☎ Verbal reprimand

Of course an agent can be subject to more than one of the above punishments. An agent, for example, who get probation usually get a letter of censure as well. A "four-bagger" is when an agent receives all of the above punishments.

FBI agents can be fired and disciplined more easily than other government employees. Saying this, agents are usually only fired if they commit several offences or lie to the investigation; the fact that they have lied makes the offence more serious. They can appeal a decision, though, and often do.

INSPECTION

Every two years, the OPR conducts an inspection of each of its divisions. This involves conducting an audit and reviewing all past cases. They also interview outside bodies that deal with the division. They pay particular attention to the use of cars, handling of evidence, expense claims, violations of regulations, and personnel problems.

Inspectors and agents from other divisions conduct the inspections, which can last up to a month. They are temporarily assigned to the division to see how it works from the inside. These inspections are taken very seriously and even smaller local offices and divisional headquarters would probably need about ten to fifteen agents working there. It's an important part of career progression to work for the OPR in this role; in fact one of the prerequisites for heading a local office is to have headed a review team for the OPR.

The final stage of the inspection is to write a report citing failings and suggesting improvements. It would be very unusual for a division to be found inefficient. It's more likely that if improvement were required, a small area or unit of the division would be singled out.

THE FBI AND LOCAL LAW ENFORCEMENT AGENCIES

A common myth from the movies is that the FBI comes in and takes over an investigation. This isn't true. A more likely scenario is that the FBI would offer expertise in profiling, information from its computers, or assistance from its agents. A joint task force would then carry out the investigation. This is particularly the case for violent crimes. A common model for cooperation when agents and police work a case together is for the police to take the credit for an arrest. Then when the case has been fought, the FBI will take the credit for securing the conviction.

Even so, there are still times when the police feel rather unfairly treated: they're the ones who do the routine and less glamorous work, while overbearing FBI agents come in at the last minute and take the credit for the case. FBI agents also have the reputation of asking for lots of information, but giving out little in return

CHAPTER 7

CALL THE FEDS!**911**

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

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

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

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

CRIME IN PROGRESS

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

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

This may involve a pursuit, in which case standard operating procedure is to call for backup, particularly if weapons are thought to be involved. In reality, agents often take off after suspects without calling for backup. Pursuits are handled according to the movement rules given in The Player's Handbook, with particular reference to the Run action. Depending on the terrain, other checks such as Jump, Balance, and Drive may come into play. In most pursuits, agents coordinate both foot and vehicular units to catch a suspect.

HOW THE FBI GET BROUGHT INTO A CASE

The FBI is rarely the first law enforcement agency to be brought into a case. Often local police officers will respond to a 911 call, or witness a crime in progress. If the crime in question is a federal crime, or a crime committed by a suspect from another state, or part of a pattern of crimes committed across state lines, then the FBI will be called in to investigate. Sometimes they will also offer to help in local crimes where the scale or complexity of the crime proves to great for local law agencies.

Players will therefore usually get called in and given the facts as established by the local police, and will be liaising with them quite heavily at first.

As they are rarely the first people on the scene, the agents have to determine the value of any work done before them. Small town police simply do not deal with many homicides and so may make mistakes. Agents will have to determine how much of a help or a hindrance they may be. They may also have problems over jurisdiction and commandeering local police help. All these problems will have to be resolved by the players.

If a criminal under FBI investigation commits another crime, agents might become aware of the crime faster, and so they may get to a crime scene or even a crime

in progress first. On the whole, though, the FBI investigates as a responsive agency, acting on information received from outside, be that from informers, undercover agents, or cases referred to it by other law enforcement agencies.

ENTERING A CRIME SCENE

An agent 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 an agent or a local police officer to guard the scene while permission is secured either through the owner or a magistrate.

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

Example.

A man discovers a body in some rural woods. He calls the local Sheriff, who begins the investigation. Using the FBI's Violent Criminal Apprehension Program, he realizes the crime bears all the hallmarks of a killer already at large. He or she has struck before in another state, and it may be the work of a serial killer. The FBI will then be called in to investigate, first examining the crime scene, having their pathologists conduct the autopsy, and conducting witness statements etc.

THE LAW

Agents enforce the law. As such, they need to be very familiar with the definitions and limits of the law, as well as with legal and police procedures, and basic human rights as outlined in the Constitution. In order to fight crime, they must understand crime. An agent that works outside the law is just a bully and a thug, and won't get very far before being sent to jail themselves (see Disciplinary Action, p 22).

CRIME

Crime is "a violation of a law in which there is injury to the public or a member of the public, which could result in a term in jail or prison, and/or a fine as possible penalties." People who commit crimes are referred to as criminals. Often the term is incorrectly applied to people accused of crimes, but it really should only be

used when a person has been convicted of a crime. According to the law, people are innocent until proven guilty, and should be referred to as alleged. Repeat offenders are called habitual criminals or recidivists-they are typically criminals who have been convicted of more than two felonies or many misdemeanors. Habitual criminals tend to receive harsher sentencing than first-time offenders, even for the same crime.

CIVIL VS. CRIMINAL

The law is broken down into two general areas: civil and criminal. Civil law is when one person files a lawsuit against someone else (usually for monetary damages), whereas criminal law takes effect when a person breaks the law and is prosecuted by local, state, or federal government. In a civil case, the defendant pays damages if found guilty; in a criminal case the defendant faces imprisonment or worse, depending on the severity of the crime. The burden of proof also differs between civil and criminal cases. Civil cases only require "probable cause" (above fifty percent certainty), whereas criminal cases must prove guilt "beyond a reasonable doubt"-in other words with a hundred percent certainty. Occasionally, both civil and criminal proceedings can be brought against the same defendant in cases involving law breaking and civil damages. Crime Scene: Feds focuses mainly on criminal acts, which are the ones that most often involve the Bureau.

FEDERAL CRIME

The broad investigational mandate the FBI possesses means that they investigate an extremely wide variety of cases. From their inception in 1908 when their primary role was to investigate bank frauds and courthouse expense claims, they have grown to include a vast spectrum of criminal behavior. They are constantly forced to reevaluate their tactics (and the laws they use to prosecute criminals) so as to remain a potent investigative agency, yet without breaching civil rights.

Some of the major case classifications the FBI investigates are listed below. This list simply gives the general classifications of the laws involved, and gives examples of potential adventure ideas based on the more obscure classifications. Listing each of the laws themselves would require a volume far larger than this, and still would not cover the subject with any detail. GMs writing adventures for Crime Scene: Feds should therefore stick to what they know their players can cope with. Very few role-players want to play an adventure set in the gripping world of anti-trust insurance violations. If, however, the fraudsters try to cover their tracks by killing their co-conspirators, then it becomes more exciting and involved.

Federal Crime Classifications

Admiralty Matters: Includes crimes that take place in naval dockyards or quarters, as well as potentially such matters as piracy and similar crimes within the USA's coastal waters. An admiralty adventure could be a good change of pace for a group more used to inland crimes.

Antiracketeering: This covers a variety of offences concerned with large-scale organized criminal activity. It carries stiff penalties, and was introduced to the legal system to provide a means of imprisoning major criminal figures such as Mafia dons for very long periods, even if they attempted to 'keep their hands clean' by not being directly involved with violent crime. Antiracketeering laws also allow courts to freeze bank accounts and seize assets of organized criminals.

Antitrust: Antitrust laws cover a variety of unfair business practices, but the two most significant ones are price-fixing and agreements not to compete in certain areas. Either of these, if proven, could lead to jail time. In a Feds game this could mean a big business will attempt to cover up antitrust violations by the most extreme measures.

Assaulting a Federal Officer

Assaulting the President of the United States

Bank Robbery, Burglary, and Larceny

Bribery and Conflict of Interest: These are generally corporate crimes. A common violation is for a corporation to pay a salary to a politician or other influential person, supposedly bringing them onto the payroll as an advisor, where the payee is expected to smooth over red tape or otherwise abuse his authority for the benefit of the corporation.

Civil Rights Act of 1964: Prosecutions under this law are usually for racial discrimination, such as a cafeteria or other establishment refusing to serve someone on account of their ethnic origin.

Crime aboard Aircraft: FBI agents may be assigned in a sky marshal style role, going undercover aboard a commercial aircraft to prevent terrorist activity.

Destruction of Aircraft: A scenario based around this type of crime might pit the PCs against anti-war activists determined to damage military aircraft in a political protest.

Election Laws: Any allegations of vote-rigging would be investigated by the FBI.

Escaped Federal Prisoners, Parole, Probation, Conditional Release Violations, Bond Default: Bail-jumpers are brought in under these crimes.

Extortion

False Entries in the Records of Interstate Carriers: Usually this will be connected to a wider fraud.

Federal Firearms Act: All laws that regulate possession, sale and use of firearms come under this.

Federal Tort Claims Act: This act sets out the US Government's responsibility if one of their employees commits a crime. This is likely to come to Federal attention in such cases as police brutality or unlawful arrest, where the victim could potentially bring a claim against the state.

Federal Train Wreck Statute: Any deliberate train crash is dealt with by this statute, whether due to drunks breaking into a train and starting it up, or more sinister activity leading up to a full-blown train robbery.

Foreign Police Cooperation: This could be a classic adventure hook for either a one-off scenario, with the PCs assigned to assist an obstreperous NPC foreign agent tracking an international criminal on US soil, or a longer campaign matching Feds PCs with their counterparts from other countries.

Fraud against Government: Often this kind of fraud will be committed with some collusion between a corporation and a government employee, so Bribery may also apply (see above). Often these crimes involve a corporation massively overcharging a government body for something it may not ever deliver.

Government and Indian Reservation Matters: The FBI's jurisdiction in this matter may allow a PC to force local cops to hand over control of an investigation to him, if victim or suspect is a Native American from a reservation.

Harboring Fugitives

Illegal use of Uniforms: An adventure focusing on police impersonators could be deadly serious or light-hearted, depending on the GM's preference.

Impersonation

Interstate transmission of Prohibited Materials: Said materials can be any of the following-waging information in aid of racketeering, fireworks, gambling devices, lottery tickets, obscene matter, stolen cattle, stolen motor vehicle and aircraft, stolen property, strikebreakers, or wagering paraphernalia.

Irregularities in Federal Penal Institutions: When allegations of corruption or brutality are brought against prison staff, the Feds may be called in to investigate.

Kidnapping

Labor-Management Relations Act and Railway Labor Act:

Matters from these acts that involve the Feds are likely to concern strike action or other industrial disputes.

Mail Fraud: This might be any of a variety of scams, from chain letters to pyramid schemes and bogus lottery games, as well as covering identity theft issues.

Motor Vehicle Act: In theory this Act includes minor traffic violations, but in practice the Feds will let local traffic cops deal with most violations short of Grand Theft Auto or Vehicular Assault.

Narcotics: The FBI has a number of dedicated anti-narcotics agents, but the PCs may be seconded to anti-narcotics duties for a major operation, such as a combined raid on cross-border smugglers by Mexican and US police forces.

Obstruction of Justice: This covers all attempts to tamper with, threaten or harm a witness to a crime.

Selective Service Act of 1948: Although the US Armed Services are now an all-volunteer force, this law-less formally known as "the draft"-still allows the Government to draft every able-bodied male in the event of a national emergency.

Sports Bribery: This covers classic "take a fall in the 3rd round" scams, almost all of them intended to facilitate gambling fraud.

Theft from Interstate Shipping, Theft or Embezzlement from Government Property: Though minor theft does not come under the FBI's jurisdiction, these more serious crimes do.

Unlawful Flight to Avoid Prosecution, Confinement or the Giving of Testimony: Like bond default and parole violations, this is rarely the only crime a criminal will be brought in for. However, it may be the crime that causes the Feds to take an interest in his case, if he had previously been only a petty

criminal.

MISDEMEANORS AND FELONIES

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

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



LEGAL JURISDICTION

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

The jurisdictional breakdown is as follows:

- ☛ District and county courts (also called superior courts) oversee lawsuits involving large sums of money, divorces, child custody, probate of the estates of the deceased, and trials of felonies.
- ☛ Local or city courts try cases involving lesser amounts of money, misdemeanors, traffic violation, and preliminary hearings for felony charges (to determine if there is sufficient evidence to warrant a trial by a higher court).
- ☛ Federal courts handle lawsuits involving people from more than one state, or cases pertaining to federal, constitutional or maritime law, as well as bankruptcy.
- ☛ Appeals are handled in a separate court system called Appellate Courts. In order to file an appeal the lawyer must present new evidence or some justifiable reason to continue the case.

CONSTITUTIONAL RIGHTS

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

- ☎ Not being punished retrospectively if the law changes
- ☎ Protection against unreasonable search and seizure
- ☎ Protection against prosecution for a lesser crime if a more serious one (involving the same act) had been found "not guilty"
- ☎ "Not guilty" can never be appealed by any one 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

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

COURT

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

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

MIRANDA RIGHTS

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

The case *Miranda vs. Arizona* (1966) went all the way to the Supreme Court, where the prior conviction was overturned. The court established that the accused had the right to remain silent and that prosecutors may not use statements made by defendants while in police custody unless the police have advised them of their rights, now called the Miranda Rights. As an endnote,

Miranda died in 1976 at the age of 34 after being stabbed in a bar fight. A suspect was arrested but chose to exercise his right to remain silent and was released.

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

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

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

DISCOVERING A CRIME

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

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

SEARCH WARRANTS

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

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

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

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

Issuing a Warrant

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

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

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

An affidavit must include the following information:

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

Example 1: The premises at 12300 Elm Street, Alliance, Virginia. The premises are described as a two-story house, green aluminum-siding exterior with yellow trim and a black-tarred roof. All rooms, attic, basement, and other parts therein, and the surrounding yard and the garage, storage rooms, and any outbuildings located on the property.

Example 2: The premises known as "Jane's Pantry," located on 450 North Park Street, Mortimer, ND, a restaurant in a single-story commercial building, with the word "Jane's Pantry" appearing in large pink and green letters above the front picture window and stenciled on the front glass door. All rooms, dining areas, service areas, kitchens, pantries, stoves, refrigerators, freezers, restrooms, offices, and other parts within the building, including any storage areas and trash containers attached or unattached.

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

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

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



WARRANT OF ARREST

All agents are required to have a warrant for an arrest. If the agent had "probable cause" and has already arrested a person, they request the warrant later, while the suspect is in custody. They have 24-48 hours to do this or they must release the suspect. If they have evidence ahead of time, they can request a warrant before picking up the suspect.

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

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

FBI SURVEILLANCE

In the wake of the 9/11 tragedies, the government of the United States has charged the FBI with ensuring there is never a repeat of a terrorist incident of this kind. To give them the legal powers to pursue terrorist suspects and to define what a terrorist act and suspect are, the Patriot Act of 2002 was passed. This piece of legislation grants the FBI unparalleled powers to aggressively pursue terrorists, and sets out the new guidelines for surveillance activities for the Bureau. The act splits targets into two main camps. The first are US citizens and resident aliens. This group is protected by the constitution and for a surveillance operation to be launched against them, the FBI must obtain warrants and subpoenas to secure wiretaps and sequester records. So far, the courts have only ever turned down one application for a surveillance warrant, and this was then overturned on appeal and granted. The second classification of suspect is foreign nationals. These receive no protection from the constitution and can be investigated without recourse to the courts. The act also allows the FBI to sequester computer records from servers and search engines. This does require a court warrant, but is essentially a "fishing trip" for the FBI; it does not need to link to a criminal case, and is more of a monitoring exercise. The FBI is also empowered to break into a person's residence or property (such as a car or safe) and conduct a search. If they are given a warrant to install surveillance measures, these can be placed in that person's property at this time. Warrants are simply an agreement from the courts that the FBI can conduct surveillance operations against a subject, the subject's colleagues, employees etc., in relation to a case. There is no limit set as to what form this surveillance can take. In real terms, the FBI now has carte blanche to investigate subjects they feel may be linked to terrorism.

Electronic Surveillance Warrants

Electronic surveillance has been extremely effective in securing the conviction of more than 25,600 dangerous felons over the past thirteen years. By monitoring a suspect's phone and computer, hard evidence can be gathered to secure a conviction. Before the local US Attorney's offices can apply for such orders, a high-level Department of Justice official must authorize an

application for the interception of mail and electronic messages. Interception orders must then be filed with federal district court judges, or before other courts of competent jurisdiction. Hence federal magistrates are not authorized to approve such applications and orders, whereas they are authorized to approve ordinary search warrants.

Applications for electronic surveillance must state:

- ☞ Probable offense(s) being committed
- ☞ The telecommunications facility or place from which the subject's communications are to be intercepted
- ☞ A description of the types of conversations to be intercepted
- ☞ The identities of the persons thought to be committing the offenses

Applications must indicate that other normal investigative techniques will not work, or are too dangerous. They must also include information concerning any prior electronic surveillance regarding the subject or facility in question. Court orders are limited to thirty days, with interceptions terminating sooner if the objective is obtained. Judges will usually require periodic reports to the court (every week or so) advising it of the progress of the interception effort. This assures close oversight of the electronic surveillance by the United States Attorney's office handling the case. Thirty-day extensions of the order can be granted.

Internet Surveillance

In recent years, the use of the Internet by criminals to communicate with each other or to communicate with their victims has increased dramatically. To combat this new aspect of criminal behavior, the FBI developed the Carnivore Tool. The Carnivore Tool provides the FBI with a "surgical" capability to intercept and collect the communications that are the subject of the

surveillance order, while ignoring those communications that they are not authorized to intercept. This meets the stringent requirements of the federal wire-tapping statutes.

The Carnivore device works much like commercial "Sniffer" programs and other network diagnostic tools used by Internet Service Providers every day. The difference is that it provides the FBI with a unique ability to distinguish between communications that may be lawfully intercepted and those that may not. For example, if a court order provides for the lawful interception of one type of communication (e.g., e-mail), but excludes all other communications (e.g., web surfing, or online shopping), the Carnivore tool can be configured to intercept only those e-mails being transmitted either to or from the named subject. ISP knowledge and assistance, as directed by court order, is required to install the device.

SEARCHING AND QUESTIONING

Stop and search can only be used if an agent witnesses unusual behavior; they cannot conduct a speculative search. However, they can search people who have given their consent. Car searches are like people searches and are based on probable cause unless permission is given. Evidence can be seized without a warrant if it is in "plain view" (e.g., the agent sees a gun lying on the front seat). Otherwise, the agent must get a warrant (see p.29).

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



CHARACTER CREATION

GM and Players Note: In Crime Scene: Feds, instead of starting at the bottom, your character will typically begin play as a Special Agent or a specialist agent such as a 'ghost' (Technical Support Squad surveillance specialist). This means you will have completed your Quantico training and probation period and will be about four to six years into your FBI career. The youngest age you can therefore reasonably be at this stage is 26 years old.

You choose an Initial Training Origin, which represents the skills and abilities your character possessed before being recruited into the FBI. Only those with skills desirable to the FBI are accepted into their Special Agents Training program. Ordinarily, it is levelheaded professionals who are chosen for these roles. But where would be the fun in that! Your character must have met the rigorous training and selection processes the FBI employs. All Special Agent characters must possess a minimum ability score of 12 in Strength, Dexterity, Constitution, and Intelligence and a minimum of 10 in Wisdom and Charisma.

Having completed their training at Quantico, and graduated as Special Agents, each character class then receives a set of Starting Feats and skills. These also cover the agents' training from the department or field office to which they are assigned. At each even-numbered level, you then receive a specified additional feat, and at every odd-numbered level, a bonus feat that you must select from those listed for their character class. (See Chapter 9: Skills and Feats, pp. 41-55, for descriptions of individual feats listed). You can only get additional feats outside of those listed by agreement with the GM or by multiclassing (see below). There are no additional free-choice feats for all characters irrespective of class every 2nd or 3rd level, as in other d20 games. You have no choice in the specified feats granted at even-numbered levels. Unless otherwise stated, a character cannot have the same feat twice.

For information on regular police jobs check out Crime Scene: Police Investigation, and for more detailed information on forensic science, GMs and players can read Crime Scene: Forensics.

AC BONUS

PCs receive an AC bonus, depending on their character class and level; this represents how easily they can

be hit in a fight. (The GM may also assign an AC bonus to an inanimate object, if it fairly resistant to damage.) PCs who are attempting to hit something or someone make attack rolls against the target's AC, which is calculated by adding the target's AC bonus to a base AC of 10 plus any ability or circumstance modifiers.

MULTICLASS

There are no multiclass restrictions. Changes represent new training for the character or a re-assignment to another area of work. However, a civilian character must meet the selection and training requirements of a Special Agent to multiclass into agent character classes. If a new class gives you a feat you already have, you gain no benefit, unless the feat can be taken multiple times. You may not select a substitute feat.

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

- 📞 FBI Specialist
- 📞 Forensic Investigator
- 📞 Ghost
- 📞 Negotiator
- 📞 Pointman
- 📞 Sniper
- 📞 Special Agent

CHARACTER INITIAL TRAINING ORIGINS

For the FBI to accept a potential candidate for recruitment and training they have to possess a talent or knowledge the FBI needs. There are nine standard paths to acceptance, as well as three basic criteria:

- 📞 Candidate must be a US citizen
- 📞 They must possess a clean driver's license
- 📞 They must be applying between their 23rd birthday and their 37th birthday.

As a result, each character begins play at age 26 at the earliest, and 43 at the latest, allowing for initial training. A starting character receives the following feats at first level, along with any other starting feats granted by the class: Driving License (Car), Sidearms Weapon Proficiency, Automatic Weapon Proficiency, and Longarm Weapon Proficiency.

You must also pick one of the following nine recruit-

ment requirements. Each of these backgrounds reflects a source of skills and knowledge the FBI requires its agents to possess before they consider allowing them to join. Each background allows your character to treat two additional skills as class skills, for purposes of selecting your initial skills at 1st level. This represents the fact that FBI characters do often come from a variety of backgrounds—it is quite possible to join the Feds through your Law degree, but end up as a sniper!

Specialization	Feat	Specialized Skill
Counterterrorism	Man in Black	Cryptography or Surveillance (pick one)
Cyber Crime Division	Ex-CART Team Member	Computer Operation or Cryptography (pick one)
Financial Crimes Section	Paper Chaser	Knowledge: Finance
Laboratory Division Specialist	Chemical And Microscopic Analysis	Knowledge: Autopsy
Legal Specialist	Media Handling	Knowledge: Law

FBI SPECIALIST



FBI specialists are more than just lab technicians or researchers. They are FBI Agents who have specialized in a field of forensic science, or an area of investigation. Just as some agents become forensic specialists, other agents become involved with computer science, or tracking down terrorists. Most specialists work for a specific department, getting specialist training and education. Over time, they might be moved from case to case, working at different field offices or being seconded to different departments, or police forces with a pressing need for their skills.

An FBI Specialist begins play with an FBI specialization, but as his experience of crime scenes and investigations grows, he may expand his knowledge to other fields. Alternatively, he may continue to develop his specialist expertise in a single aspect of FBI investigations:



Counterterrorism Division: One of the largest, high profile departments, Counterterrorism seeks to curb extremist groups and prevent attacks upon the US.



Cyber Crime Division: This department investigates computer crimes such as hacking, viruses, and Internet fraud.



Financial Crimes Section Agent: This agent investigates white-collar crimes such as frauds and bank collapses.



Laboratory Division: While the Evidence Response Team deal with crime scenes, the majority of Laboratory Division Agents work in forensic examination of evidence, pathology, and suspect identification through DNA and finger print analysis.



Legal Specialist: Each field office has a team of agents who are specialist legal advisors, who help make sure any prosecution goes ahead success fully. They identify the exact crime the suspect is guilty of and make ensure the evidence is well presented and strong enough to send them down.

Hit Dice: d6

CLASS SKILLS

Analyze: Narcotic (Wis), Autoshop (Int), Bureaucracy (Wis), Computer Operations (Int), Crime Scene Recording (Int), Evidence Analysis (Int), FBI Interrogation (Cha), Gather Information (Cha), Medical Assistance (Wis), Research (Int), Search (Int), Speak Language (None).

Skill points at first level: $(7 + \text{Int modifier}) \times 4$

Skill points per level: $7 + \text{Int modifier}$

FEATS

Specialization: At 1st level, each FBI specialist selects a specialization. Each specialization gives a character an initial feat and a forensic skill. At 3rd, 6th, 9th levels the character can select a new FBI specialization; they get the feat associated with that specialization and the skill as a permanent class skill. If she chooses, an FBI Specialist can elect to concentrate on a specialization she already has, in which case she gains a +3 bonus to all checks with her specialized skill, instead of a new feat and skill.

Bonus Feats: Each time an FBI specialist receives a bonus feat he must select it from the list of possible feats below:

FBI SPECIALIST

Level	Class Feature	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save
1	Specialization	+0	+0	+1	+0	+2
2	Bonus Feat	+1	+1	+2	+0	+3
3	FBI Specialization	+1	+1	+2	+1	+3
4	Archive Knowledge	+2	+1	+2	+1	+4
5	Skill Focus	+2	+2	+3	+1	+4
6	FBI Specialization	+3	+2	+3	+2	+5
7	Strong Stomach	+3	+2	+4	+2	+5
8	Take Charge	+4	+3	+4	+2	+6
9	FBI Specialization	+4	+3	+4	+3	+6
10	Skill Focus	+5	+3	+5	+3	+7

Acrobatic, Alertness, Athletic, Automatic Weapon Proficiency, Connecting Evidence, Crack Driver, Crime Scene Hazard, Dodge, Doctor, Endurance, Fingerprint Taking, Great Fortitude, Handwriting Analysis, Imposing, Improved Initiative, Informant Handling, Investigator, Iron Will, Lightning Reflexes, Longarm Weapon Proficiency, Media Handling, NCAVC Criminal Psychologist Training, Point Blank Shot, Precise Aim, Psychological Profiling, Ready Weapon, Run, Skill Focus, Simple Weapons Proficiency, Stealthy, Toughness, Walking the Area

FORENSIC INVESTIGATOR

Each crime scene is unique and requires a lot of processing. The primary role of the forensic investigator is to recover any forensic evidence from a crime scene, analyze it for clues, and determine its relevance to the case. She is a combination of evidence collector, sketch artist, and photographer. Forensic investigators within the FBI are always trained for Evidence Response Team work, though like all agents they may potentially be assigned to a different group or team depending on the Bureau's needs. Forensic investigators protect and process a crime scene so that information can be collected and documented before the crime scene has a chance to be damaged or corrupted. Their task is to assess and gather evidence for later analysis. Each forensic investigator is trained in a number of forensic fields. While her focus is on collecting evidence rather than interpreting it, she may well be familiar with such fields as trace evidence analysis or pathology.

The forensic investigator must be able to visually sift through a crime scene and determine the relative

importance of various bits of potential evidence. As a sketch artist or photographer, she is responsible for thoroughly documenting a crime scene, providing information for later analysis, and for testimony in court. She decides what to record and how to record it. Forensic investigators are rarely the first people on a crime scene. Thus they have to be able to identify prior interference, and work fast to prevent further degradation of the scene. In larger crime scenes, a forensic investigator will probably end up supervising crime scene technicians from the local police department (civilian NPCs controlled by the GM).

Forensic investigators should not be restricted to crime scenes. They are fully trained Special Agents as well, and possess all the requisite skills and abilities to function fully within any investigation.

Hit Dice: d6

CLASS SKILLS

Autoshop (Int), Balance (Dex), Climb (Str), Computer Operation (Int), Concentration (Con), Crime Scene Recording (Int), Disable Device (Int), Evidence Analysis (Int), Gather Evidence (Wis), Gather Information (Cha), Knowledge: Autopsy (Int), Listen (Wis), Move Silently (Dex), Research (Int), Search (Int), Spot (Wis).

Skill points at first level: $(7 + \text{Int modifier}) \times 4$

Skill points per level: $7 + \text{Int modifier}$

FORENSIC INVESTIGATOR

Level	Class Feature	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save
1	Starting Feat	+0	+1	+0	+1	+0
2	Chemical/Microscopic Analysis	+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

FEATS

Starting Feat: At first level the forensic investigator gains Fingerprint Taking as a bonus feat.

Bonus Feats: Each time a forensic investigator receives a bonus feat she must select it from the list of possible feats below:

Alertness, Athletic, Connecting Evidence, Counter-Surveillance, Dodge, Emergency Medic, Endurance, Ex-CART Team Member, Great Fortitude, Imposing, Improved Initiative, Investigator, Iron Will, Lightning Reflexes, Man in Black, Media Handling, NCAVC Criminal Psychologist Training, Paper Chaser, Point Blank Shot, Precise Aim, Ready Weapon, Run, Simple Weapons Proficiency, Skill Focus, Stealthy, Toughness.



HOST

Surveillance agents perform a crucial job for the Bureau, but they must never be seen or heard by the suspects they watch-hence their nickname, the ghosts. They are attached to the Technical Surveillance Service, or TSS.

As with every other law enforcement agency in America, the same laws governing the collection of evidence and the need to establish guilt bind the FBI. Its high profile grants it no special privileges or rights; it is merely a larger entity than other police organizations. The way it investigates crimes and suspects differs very little from an ordinary sheriff's office or a small town police department. It responds to crime scenes, uses informers, and sets up surveillance on suspects. These can be watched and monitored until either the investigating agents find enough evidence to get a lead or a conviction, or the suspects' innocence is established (see FBI Surveillance Warrants pp. 30, and FBI Surveillance Techniques pp. 65 for more details).

Level	Class Feature	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save
1	Starting Feat	+0	+0	+0	+1	+1
2	Crack Driver	+1	+1	+0	+2	+2
3	Bonus Feat	+1	+1	+1	+2	+2
4	Counter surveillance	+2	+2	+1	+2	+2
5	Bonus Feat	+2	+2	+1	+3	+3
6	Alertness	+3	+3	+2	+3	+3
7	Bonus Feat	+3	+3	+2	+4	+4
8	Informant Handling	+4	+4	+2	+4	+4
9	Bonus Feat	+4	+4	+3	+4	+4
10	Collecting Evidence	+5	+5	+3	+5	+5

Sometimes the bureau has to walk the delicate line between immediately arresting a criminal, and the possibility that if left at large, they may lead ghosts to their associates or suppliers. A ghost has to be ready to pounce if the suspect is about to commit a serious crime. If the surveillance operation is successful, he can land bigger fish. Minor drug dealers can be followed back to their supplier, and then up the chain to the smugglers and distributors. Likewise, minor mafia or organized crime gangsters can be tailed back to their bosses, and then the whole organization can be taken down.

A ghost is trained to watch and listen to suspects without being spotted. He learns how to break into a suspect's home and to search it, or plant bugs without leaving a trace. He also learns how to remain calm and detached so as to not miss a clue or a lead. A breakthrough in a case might come from the slip of a suspect's tongue, a phone number jotted down somewhere, or another seemingly innocuous item.

Hit dice: d6

Skill points at first level: $(9 + \text{Int modifier}) \times 4$

Skill points per level: $9 + \text{Int modifier}$

CLASS SKILLS

Autoshop (Int), Bluff (Cha), Climb (Str), Disable Devise (Int), Drive: Tailing (Wis), Gathering Evidence (Wis), Gather Information (Cha), Hide (Dex), Knowledge: Street Sense (Int), Listen (Wis), Move Silently (Dex), Research (Int), Search (Wis), Sense Motive (Wis), Spot (Wis), Surveillance (Wis), Tailing On Foot (Wis), Undercover (Cha)

FEATS

Starting Feat: At 1st level the ghost receives Stealthy as a bonus feat.

Bonus Feats: Each time a ghost receives a bonus feat he must select it from the list of possible feats below:

Alertness, Athletic, Connecting Evidence, Crack Driver, Dodge, Doctor, Endurance, Ex-CART Team Member, Fingerprint Taking, Great Fortitude, Handwriting Analysis, Imposing, Improved Initiative, Investigator, Iron Will, Lightning Reflexes, Media Handling, Paper Chaser, Point Blank Shot, Precise Aim, Psychological Profiling, Ready Weapon, Run, Skill Focus, Simple Weapons Proficiency, Stealthy, Take Charge, Toughness, Walking the Area



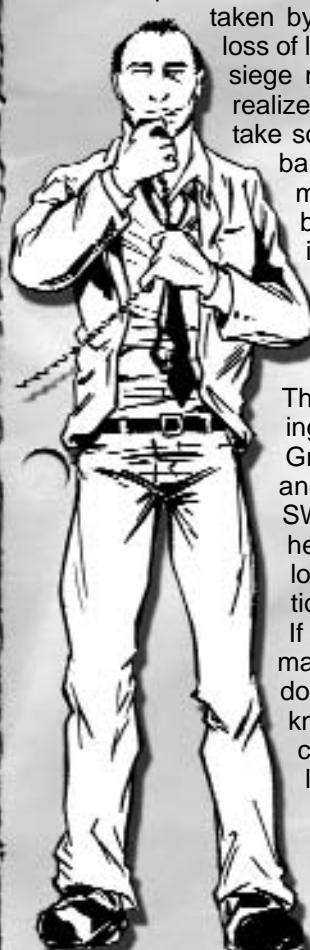
NEGOTIATOR

Level	Class Feature	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save
1	Starting Feat	+0	+0	+1	+0	+2
2	Take Charge	+1	+1	+2	+0	+3
3	Bonus Feat	+1	+1	+2	+1	+3
4	NCAVC Criminal Psychologist Training	+2	+1	+2	+1	+4
5	Bonus Feat	+2	+2	+3	+1	+4
6	Media Handling	+3	+2	+3	+2	+5
7	Bonus Feat	+3	+2	+4	+2	+5
8	Psychological Profiling	+4	+3	+4	+2	+6
9	Bonus Feat	+4	+3	+4	+3	+6
10	Crime Scene Hazard	+5	+3	+5	+3	+7

NEGOTIATOR

If the local police or FBI Agents are unwilling to enter a hostile situation such as storming a building or arresting a suspect, they might call in an Agent from the Crisis Negotiation Unit. CNU agents, known simply as 'negotiators' to police and public alike, are specifically trained to deal with arrests that go wrong, or suspects too securely entrenched in a building to be

taken by force without the risk of serious loss of life. Typically, a hostage situation or siege may well ensue after the suspect realizes that they cannot get away; they take someone as a hostage so they can bargain their way out. A negotiator may well be called in to deal with bank robbers trapped by the cops in the bank. Other typical situations may involve talking to a kidnapper, or talking down a would-be suicide.



The negotiator is a specialist belonging to the Critical Incident Response Group. She is trained in psychology and criminal profiling, as well as SWAT and urban combat tactics. It is her job to use negotiation, psychological pressure and simple intimidation to get the suspect to surrender. If this does not happen, she must make sure the suspect can be taken down without harm to others. She knows she may face a desperate criminal, cornered with nothing to lose. Every FBI field office has a team of negotiators ready 24 hours a day to assist in any hostage or siege scenario.

Hit Dice: d6

CLASS SKILLS

Bluff (Cha), Bureaucracy (Wis), Concentration (Con), Diplomacy (Cha), Disable Device (Int), FBI Interrogation (Cha), Gather Information (Cha), Interview (Int), Intimidate (Cha), Knowledge: Law (Int), Medical Assistance (Wis), Move Silently (Dex), Sense Motive (Cha), Speak Language (None), Spot (Wis), Surveillance (Wis)

Skill points at first level: $(7 + \text{Int modifier}) \times 4$

Skill points per level: $7 + \text{Int modifier}$

FEATS

Starting Feat: At first level, the negotiator gains Appraise Suspect as a bonus feat.

Bonus Feats: Each time a negotiator receives a bonus feat she must select it from the list of possible feats below:

Alertness, Archive Knowledge, Athletic, Bribing, Combat Reflexes, Connecting Evidence, Doctor, Dodge, Emergency Medic, Endurance, Ex-CART Team Member, Great Fortitude, Hostage Negotiation, Imposing, Improved Initiative, Investigator, Iron Will, Lightning Reflexes, Man in Black, Paper Chaser, Point Blank Shot, Rapid Shot, Ready Weapon, Run, Simple Weapons Proficiency, Skill Focus, Stealthy, Toughness, Walking the Area, Weapon Specialization.

POINTMAN

Level	Class Feature	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save
1	Ballistic Armour Proficiency	+1	+1	+1	+1	+0
2	Improved Initiative	+2	+2	+2	+2	+0
3	Bonus Feat	+3	+2	+2	+2	+1
4	Dodge	+4	+3	+2	+2	+1
5	Bonus Feat	+5	+4	+3	+3	+1
6	Combat Reflexes	+6/+1	+4	+3	+3	+2
7	Bonus Feat	+7/+2	+5	+4	+4	+2
8	Ready Weapon	+8/+3	+6	+4	+4	+2
9	Bonus Feat	+9/+4	+6	+4	+4	+3
10	Precise Aim	+10/+5	+7	+5	+5	+3

POINTMAN

Only the best can get into the FBI, and only the best of the best can join the elite Hostage Rescue Team, a division within the Critical Incident Response Group at Quantico, Virginia. The group is made up of highly trained close-combat specialists, known as pointmen, along with a small number of snipers. The unit takes volunteer agents, and if they pass the rigorous selection process, they are allowed to join. They are then given a further sixteen weeks of training in counterterrorism and combat situations.

The main role of the pointman is to enter potentially hostile environments and clear them of threats. He is taught to spot booby traps, to approach the enemy silently and unseen, to break sieges, and release hostages. The unit also performs work at high-risk public appearances of politicians and celebrities, making sure such events pass without incident.

Typically, Hostage Rescue Team units are formed of dedicated squads of around fifteen members, with one senior agent in charge. When not on duty, the officers are subject to a heavy regime of training and combat exercises to keep them in peak condition; members not making the grade are sent back to regular agent duties. Pointmen are usually deployed in teams, but they are sometimes assigned to investigations, where there is a high risk or threat from terrorist or criminal groups. Here, they help keep other agents safe, acting as bodyguards and security.



Hit Dice: d8

CLASS SKILLS

Balance (Dex), Bomb Disposal (Wis), Climb (Str), Disable Device (Int), Drive: Chase (Dex), Hide (Dex), Intimidate (Cha), Listen (Wis), Medical Assistance (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

Skill points at first level: $(5 + \text{Int modifier}) \times 4$

Skill points per level: 5 + Int modifier

FEATS

Starting Feat: At first level the pointman gains Ballistic Armor Proficiency as a bonus feat.

Bonus Feats: Each time a pointman receives a bonus feat he must select it from the list of possible feats below:

Acrobatic, Alertness, Athlete, Combat Reflexes, Counter-Surveillance, Dodge, Emergency Medic, Endurance, Great Fortitude, Imposing, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Long-Arm Firearm Proficiency, Man in Black, Marksman, Point Blank Shot, Rapid Shot, Ready Weapon, Run, Simple Weapons Proficiency, Skill Focus, Stealthy, Toughness, Weapon Specialization.

SPECIAL AGENT

Level	Class Feature	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save
1	Starting Feat	+0	+1	+0	+1	+1
2	Appraise Suspect	+1	+2	+0	+2	+2
3	Bonus Feat	+2	+2	+1	+2	+2
4	Archive Knowledge	+3	+3	+1	+2	+2
5	Bonus Feat	+3	+3	+1	+3	+3
6	Weapon Specialization (select a pistol type)	+4	+3	+2	+3	+3
7	Bonus Feat	+5	+4	+2	+4	+4
8	Media Handling	+6/+1	+4	+2	+4	+4
9	Bonus Feat	+6/+1	+5	+3	+4	+4
10	Imposing	+7/+2	+5	+3	+5	+5

SPECIAL AGENT

The FBI field agent is one of the best-trained law enforcement officers in the world: only after completing a sixteen week intensive training course at Quantico in Virginia can she earn the title of special agent. She will then be required to serve a two-year probationary period in a field office, learning the ropes and getting hands-on experience. She is teamed with another special agent who serves as her mentor. Having finished this probation, some agents join other departments or transfer to specialized offices. The majority continue to work with the field office as investigators for either the Criminal Investigative Division, or Counterterrorism Division. Here, they are on the front line against crime, assisting local police or investigating federal crimes.

Hit Dice: d8

CLASS SKILLS

Analyze: Narcotics (Int), Computer Operations (Int), Diplomacy (Cha), Drive: Chase (Dex), Drive: Tailing (Wis), Bureaucracy (Wis), FBI Interrogation (Cha), Gather Information (Cha), Hide (Dex), Interview (Int), Intimidate (Cha), Knowledge: Law (Int), Listen (Wis), Medical Assistance (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Surveillance (Wis), Tailing on foot (Wis).

Skill points at first level: $(7 + \text{Int modifier}) \times 4$

Skill points per level: $7 + \text{Int modifier}$

FEATS

Starting Feats: At first level, the special agent character class starts off with the feat: Point Blank Shot.

Bonus Feats: Each time a special agent receives a bonus feat she must select it from the list of possible feats below:

Acrobatic, Alertness, Athletic, Ballistic Armor proficiency, Crack Driver, Dodge, Emergency Medic, Endurance, Ex-CART Team Member, Great Fortitude, Hostage Negotiation, Improved Initiative, Informant Handling, Investigator, Iron Will, Lightning Reflexes, Man in Black, NCAVC Criminal Psychologist Training, Paper Chaser, Point Blank Shot, Precise Aim, Rapid Shot, Ready Weapon, Run, Simple Weapons Proficiency, Skill Focus, Stealthy, Toughness.



SNIPER

Level	Class Feature	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save
1	Ballistic Armour Proficiency	+1	+1	+1	+0	+2
2	Stealthy	+2	+2	+2	+0	+3
3	Bonus Feat	+3	+2	+2	+1	+3
4	Marksman	+4	+3	+2	+1	+4
5	Bonus Feat	+5	+3	+3	+1	+4
6	Weapon Specialization	+6/+1	+3	+3	+2	+5
7	Bonus Feat	+7/+2	+4	+4	+2	+5
8	Precise Aim	+8/+3	+4	+4	+2	+6
9	Bonus Feat	+9/+4	+5	+4	+3	+6
10	Alertness	+10/+5	+5	+5	+3	+7

SNIPER

The sniper's job is to give long-range support and backup to agents. Almost all the Bureau's trained snipers are attached to the elite Hostage Rescue Team, working closely with the pointmen who make up the majority of each Hostage Rescue Team unit. Snipers are used in two main situations: public appearances of major political figures, and sieges. In both cases, the sniper will be emplaced on the high ground, almost always atop a skyscraper or other tall building in an urban environment, overlooking the area that might have suitable targets in it. Whether she is protecting a President against potential assassins in the crowd, or getting ready to eliminate a terrorist or criminal during a siege, the sniper must choose her position and her targets with incredible care, for she is often expected to bring them down with a single shot.

A sniper may sometimes be assigned to an investigation team, but usually only if they have a high expectation of going up against extremely dangerous criminals or terrorists. In this case, her role will be very similar to that of a Hostage Rescue Team sniper, except that she will not typically be backed up by another three or four snipers on adjoining rooftops.

Hit Dice: d8

CLASS SKILLS

Balance (Dex), Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Listen (Wis), Medical Assistance (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill points at first level: $(5 + \text{Int modifier}) \times 4$

Skill points per level: $5 + \text{Int modifier}$

FEATS

Starting Feat: At first level the sniper gains Ballistic Armor Proficiency as a bonus feat.

Bonus Feats: Each time a sniper receives a bonus feat she must select it from the list of possible feats below:

Acrobatic, Alertness, Athletic, Counter-Surveillance, Dodge, Emergency Medic, Endurance, Great Fortitude, Imposing, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Man in Black, Marksman, Point Blank Shot, Precise Aim, Rapid Shot, Ready Weapon, Run, Simple Weapons Proficiency, Skill Focus, Toughness, Weapon Specialization.



CHAPTER 9

SKILLS AND FEATS

Being an FBI agent draws upon a multitude of very unique and specialized abilities; the agent picks them up on the job, learns them in the FBI Academy, or acquires them through advanced training. For this game, we have developed new skills and feats to reflect the singular needs and talents of the FBI.

The following are the new and existing skills used in the Crime Scene: Feds game. Some remain unchanged and can be found in The 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 the skills table. In the Skills table on p.42, new skills are labeled with an asterisk (*).

NEW SKILLS

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

Note that other skills are not permitted to Feds characters, though in the interests of cross-compatibility with other d20 games the GM may permit characters to use substitute skills to make other, closely similar, skill checks, but at a slight penalty. For example, in a game mixing Feds characters with rules or characters from a game that uses the Disguise skill, Undercover could be used to make a Disguise check at a -2 circumstance penalty, or vice versa.

ANALYZE NARCOTICS (WIS)

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

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

PCs can also use this skill to trace dealers based on

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

the specific chemical components used in the narcotics.

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

AUTOSHOP (INT)

Description: A character with this skill has a thorough knowledge of cars and trucks. This skill allows the PC to make repairs to a car, as well as customize it to his own requirements. It can also be used to tell whether a vehicle has been tampered with. This skill can serve as a general knowledge skill regarding cars, engines, and so on. Finally, a PC may make an Autoshop check to repair or modify other machines.

Check: An everyday repair such as changing a tire is DC 10, though more complex repairs to bodywork or engines may be DC 15 or higher. Any customization is likely to be DC 25+.

Try again? Yes.

Special: The PC may usually Take 10 using this skill if desired. A character with 5 or more ranks of Autoshop gains a +2 synergy bonus to all Search checks to search a vehicle, whether for hidden compartments, bombs, or tracking devices. A character with 5 or more ranks of Search gains a +2 synergy bonus to all Autoshop checks to determine whether a vehicle has been tampered with.

Skill	Ability	Untrained	FBI Specialist	Forensic Investigator	Ghost	Negotiator	Pointman	Special Agent	Sniper
*Analyse Narcotics	INT	No	X					X	
*Autoshop	INT	No	X	X	X				
Balance	DEX	Yes		X				X	X
Bluff	CHA	Yes			X	X			
*Bomb Disposal	WIS	No						X	
*Bureaucracy	WIS	Yes	X			X		X	
Climb	STR	Yes		X	X		X		X
*Computer Operations	INT	No							X
Concentration	CON	Yes		X		X			X
*Crime Scene Recording	INT	Yes	X	X					
*Cryptography	INT	No							
Diplomacy	CHA	Yes				X		X	
Disable Device	INT	Yes		X	X	X	X		
*Drive: Chase	DEX	Yes						X	X
*Drive: Tailing	WIS	Yes			X				X
*Evidence Analysis	INT	No	X	X					
*Gather Evidence	WIS	No		X	X	X			
Gather Information	CHA	Yes		X	X				X
Hide	DEX	Yes			X		X	X	X
*Interrogation	CHA	Yes	X			X		X	
*Interview	INT	Yes				X			X
Intimidate	CHA	Yes				X	X	X	X
Jump	STR	Yes							
*Knowledge: Autopsy	INT	No		X					
*Knowledge: Law	INT	Yes				X		X	
*Knowledge: Street Sense	INT	Yes			X				
Listen	WIS	Yes		X	X		X	X	X
*Medical Assistance	WIS	Yes	X			X	X	X	X
Move Silently	DEX	Yes		X	X	X	X	X	X
*Research	INT	Yes	X	X	X				
Search	INT	Yes	X	X	X		X	X	
Sense Motive	WIS	Yes			X	X	X	X	X
Speak Language	INT		X			X			
Spot	WIS	Yes		X	X	X	X	X	X
*Surveillance	WIS	Yes			X	X			X
*Survival	WIS	Yes							
Swim	STR	Yes							X
*Tailing: On Foot	WIS	Yes			X			X	
Tumble	DEX	Yes					X		
*Undercover	CHA	Yes			X				

BOMB DISPOSAL (WIS)

Description: The character has special training at determining the placement and construction of explosive devises and how to disarm them safely. This disarmament may take the form of a controlled explosion, deactivation followed by removal for detonation elsewhere or forensic examination.

Check: the bomb disposal skill works in opposition to the explosives skill. Checks to find and disarm bombs should be made against the difficulty for constructing the bomb in the first place. The simpler a bombs construction the easier it is to disarm.

Failure: there are two levels of failure for disarming a bomb, the first is simply not knowing where to begin to disarm it and backing off (See try again). Bombs that have been booby trapped or rendered tamper proof or sealed into casing such as bombs dropped from aircraft during WWII are particularly hard to disarm. Most terrorist devises are simply a detonator and explosive charge that rely on the device remaining hidden until detonation, rather than something designed to explode if tampered with. If the character fails their check by more than 10 then they simply do not know where to start disarming the devise. If the character fails by less than ten then their attempt to disarm the devise has failed and it will detonate. The character suffers the full force of the blast and the explosive is counted as delivering a coup de grace (see The Player's Handbook).

Try again? If the attempt failed by more than 10 then the character may back off and seek additional advice or give warnings as to the imminent threat of him having to try again. A new Bomb disposal check can then be made. For explosives using timers the amount of preparation a player can perform may well be limited.

COMPUTER OPERATIONS (INT)

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

Check:

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

For every 5 points the character exceeds the DC, they

can reduce the time required by one rank (see table below), to a minimum of one round.

Size of System	DC	Time
Domestic	10	5 Rounds
Business	15	2 Minutes
Secure Business	20	10 Minutes
International	30	1 Hour

DATA RECOVERY: In the late 1980s, the FBI realised the potential for retrieving data believed to have been wiped from computers. Not only could this help uncover vital evidence in white collar crime, it would also allow investigators to discover things like mafia money launderers, or even drug cartels' records. No longer would simply deleting a file or even smashing a hard drive be enough to wipe the data.

Computers store data magnetically, and even after files have been copied over, a tiny trace of the original file remains. Even if this trace is lost, recording files onto a hard drive or disk alters their atomic structure and this too can be read and the information recovered. In 1991, the Computer Analysis Response Team, or CART for short became fully operational. Since then, it has helped secure convictions in hundreds of cases, and helped the intelligence community stay one step ahead.

The check DC is dependent on the materials the character has to work with. Some pieces of data recovery simply require a software solution, and this can be carried on a disk or laptop with the agent. Other pieces of data recovery from broken or smashed computers require a hardware solution, with pieces of the hard drive and disk requiring detailed analysis. Running a simple recovery program and interpreting the results requires a successful Data Recovery Check at equal or better than the DC in the chart below.

Size of System	DC	Time
Domestic	10	10 Rounds
Business	15	5 Minutes
Secure Business	20	30 Minutes
International	30	3 Hour

The DC for running an analysis should be set by the GM. The character will need access to specialist lab facilities and will benefit from having the Chemical and Microscopic Analysis Feat. Typically, the examination of a hard drive would take one day, and would have a Difficulty Check of 20 as a base.

Try again? Players may try again, but if some of the reading programs and analysis techniques are

destructive, will add +5 to the difficulty of having to work over the previous mistakes.

Special: Players may opt to take ten or twenty on their check with the appropriate increase in time required.

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 (Private email)	20
Minor (Business site)	25
Strong (Bank records)	35
Secure (FBI Mainframe)	40

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

CRIME SCENE RECORDING (INT)

Description: Use this skill to record evidence at the crime scene by either sketching the scene or taking detailed pictures. Recording a crime scene quickly and accurately is vital for later analysis or court use; 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 allow a PC to spot additional evidence that others may have missed in a picture or sketch.

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

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

CRYPTOGRAPHY (INT)

Description: The art of encoding information and messages has never been so vital to modern day life. Banks and other institutions use such codes as part of their normal operations to keep records safe from

hackers. Terrorists and organized crime groups also increasingly use sophisticated codes to protect their messages from interception. The FBI is therefore forced to employ agents skilled at cryptography not only to break such codes, but also to encode FBI files to keep them secret.

Check: To encode a message, the character makes a cryptography check. Anyone attempting to decrypt a message will then have to beat this check to decipher the message. Each attempt will take around an hour to encrypt a message or file by computer, and around three hours per simple message without one. Deciphering is almost impossible without a computer; even so, it still takes levels of skill and intuition to recognize a complex code. A message or file might take $8+d8$ hours to decrypt with a computer and $8+d8$ days without one.

Failure: If an attempt to encrypt a message fails, the message has become so scrambled that it can no longer be deciphered. The algorithms used by the cryptographer have simply distorted it too much. If the attempt to decipher a message fails, then the cryptographer is unable to break the code.

Try again? Yes.

Special: Players can take ten or twenty with this skill by simply working the numbers harder.

DRIVE: CHASE (DEX)

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

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

DRIVE: TAILING (WIS)

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

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

This skill can be used for pursuits involving other types of vehicles, such as snowmobiles or boats, but again it is harder to tail someone the less incidental traffic there is. If the driver leaves the car but continues pursuit, they must use the skill Tailing: On Foot (p. 50).

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

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

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

EVIDENCE ANALYSIS (INT)

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

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

Circumstance	DC
The evidence is contaminated (depending on contamination).	+5 to +10
The evidence is un conspicuous, 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.

EXPLOSIVES (INT)

Description: Use this skill to create and place bombs and explosive charges for mining, demolition, or anti-personnel purposes. Characters with this skill can construct devices and use them with a degree of safety.

Creation: Characters have access to the parts required; they are then capable of building an explosive device of the

type they want. The GM sets a difficulty for the device, depending on its type, then the character attempts to construct it.

Making the explosive using household ingredients adds +5 to the DC and +2 to any attempt to locate the device once it's been placed. Homemade devices are large and clumsy, making them easier to detect than military-grade explosives.

To construct an explosive the character must first obtain or make the explosive (DC listed by explosive type). They then construct a device, choosing a blast effect type and method of detonation (timer type). Finally, a single check is made against the combined DCs to see if the PC was able to construct the device. The GM should note down the result of this roll, as it will also be the DC of any attempt to use the Disable Device skill to disarm the explosive.

Failure: The margin by which the roll has failed determines the level of failure.

By 5: The device has a less explosive effect than expected; a half reduces damage and radius.

By 10: The device has been improperly made, and will detonate late, prematurely, or not at all.

By more than 10: Catastrophic failure. The device explodes. The PC must make a Reflex save to avoid taking the full effects-if made; half reduces the damage.

Placement: This skill is also used to place a device to achieve a specific effect against a large or complicated target. Other rolls may be needed (e.g. Move Silently). Note: A placement roll is not needed in typical demolition situations.

Failure: The margin by which the roll has failed determines the level of failure.

By 5 or less: The PC incorrectly positions the device; half lessens its effect.

By more than 5: The device has been incorrectly hidden and is out of position. Anyone trying to discover it receives a +2 to check; the effect of the explosive is halved.

Explosive Tables:

Explosive Type	DC	Damage	Notes
Dynamite/ Nitroglycerin	20	2d6	The most primitive of the explosives family, it is fairly unstable and is susceptible to heat and damp if stored incorrectly.
Industrial/ Mining	25	3d6	Simple plastic explosives used in the demolition and mining industry. Their stability and longevity make them safe to handle.
Military	30	4d6	These advanced plastic explosives combine the stability of industrial-grade explosives with a more compact formula. The more advanced types are also almost scentless, making detection extremely hard.

Timer Type	DC	Notes
Fuse	5+	The simplest of detonators, it consists of a fire source that burns down to the explosive. It cannot be used with industrial or military explosives.
Timer	10+	The explosive can be set to detonate at a chosen time or after a set delay.
Tilt	15+	The explosive will detonate if moved or tampered with.
Remote	15+	The explosive will explode upon a signal from a remote source.
Wire	5+	The explosive will detonate upon a signal sent down a wire leading between the detonator and the explosive.

Blast Effect Type	DC	Damage	Range	Notes
Shaped	20+	2d6	5 feet	Concussion damage. This type focuses the explosive force on to a specific point with a resultant drop in blast radius.
Incendiary	5+	1d6	10 feet	Fire damage. Explosives of this type are designed to cause fires and property damage.
Demolition	15+	----	15 feet	Concussion damage. These are general explosives for blasting work.
Fragmentation	10+	1d6	20 feet	Slashing damage. This type of explosive is meant to cause personnel injury, but will inflict little structural damage.



BUREAUCRACY (WIS)

Description: Although paperwork and red tape do not feature so heavily in an agent's work as in an ordinary police officer's, a certain understanding of bureaucratic procedures is still well-nigh essential. 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, get favors, sweet-talk their bosses, etc. In the event of an emergency, where an agent has not followed policy and protocol, this also helps cover their tracks and avoid any possible disciplinary action.

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

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

Situation	DC
Doing a legitimate action quicker	15
Forcing local police to cooperate more fully	15+
Making a close call look perfectly legitimate	20
Obtaining a favor from a superior for something otherwise unavailable	25
Requisitioning something unusual, hard to come by, or specialized	25
Covering for a colleague who has flagrantly violated procedure and been caught	30

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.

GATHER EVIDENCE (CHA)

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

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

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

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

INTERROGATION (CHA)

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

Manipulative interrogation is the coercive style that relies on the suspect feeling intimidated. This is done by using the interrogator's personality (i.e., being frightening, acting angry) and by manipulating the subject's environment (i.e., restricting break times, seating them in an uncomfortable chair, etc.). The law does set limits to how far this can be applied. For example, an interrogation room cannot be in a basement, as this might be intimidating. If the suspect asks to see their lawyer, the police must let them (though unless the suspect asks for them a lawyer can be barred if they show up unbeknownst to the suspect). Also the suspect can refuse to say anything, as is their right (see Miranda Rights, p.28).

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 there could be no fingerprints because they wore gloves.

Empathetic interrogation makes the interrogator appear more reasonable to the suspect. The interrogator acts in a more warm and friendly manner. They listen carefully to what the suspect has to say and appear to appreciate the comments they make. Whenever possible, the interrogator puts themselves in the place of the suspect, saying, "Oh, I feel like that sometimes," or "Hey, I've got an aunt who lives there." This method of interrogation builds a rapport between the questioner 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 Interrogation to get information from suspects; howev-

er, 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.

INTERVIEW (INT)

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

The 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 (e.g., 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: FINANCE (INT)

Description: This skill covers the world of business and finance. Characters with this skill are familiar with stocks and bonds, accountancy, banking, bureaucratic procedure, and corporate terminology and practices. They also know all about the performance of leading companies and the people who run them.

KNOWLEDGE: LAW (INT)

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

KNOWLEDGE: STREET SENSE (INT)

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

MEDICAL ASSISTANCE (INT)

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

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

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

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

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

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

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

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.

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.

Retry? The PC can try again the following day.

RESEARCH (INT)

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

Check: The DC for using this skill is largely up to the

GM-some subjects may be concealed or harder to research. Basic facts are DC 10, obscure facts are DC 20, hidden or illegal information is DC 25, and information on government secret projects and covert operations is DC 40.

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

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

SURVEILLANCE (WIS)

Description: Surveillance mostly involves observing a location, an object, or a static person. Usually this 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. Appropriate clothes have to be worn and the appropriate technology deployed.

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

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

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

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

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

TAILING: ON FOOT (WIS)

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

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

UNDERCOVER (CHA)

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

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

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

"Deep cover operations" involve infiltrating organized crime group over a long period of time. These people become fully absorbed in their new world-they don't get any time off and must maintain their cover 24-7.

Undercover operatives have, in extreme circumstances, gone to jail to maintain their persona. Some have lost themselves in their role, becoming criminals. There is also a danger from other agents who do not know the undercover person is one of the good guys.

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

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

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

Try again? No.

FEATS

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

The following feats from The Player's Handbook are used without change in Crime Scene: Feds: Acrobatic, Alertness, Athletic, Combat Reflexes, Dodge, Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Rapid Shot, Run, Skill Focus, Stealthy, Toughness.

Here are descriptions of the new feats that appear in Crime Scene: Feds. This table also includes feats from The Player's Handbook that are modified from their usual description.

Feat	Prerequisites	Details
Appraise Suspect	CHA 13	+2 to all Sense Motive, Bluff, Gather Information, Intimidate, Interview, Interrogate and Diplomacy checks targeting witnesses or suspects in your current case.
Archive Knowledge	1 level in an FBI character class	+4 to all Knowledge: Law and Research checks while using the FBI archive
Automatic Firearm Proficiency	--	Fire an automatic firearm without a -4 penalty.
Ballistic Armour Proficiency	--	Improve the effectiveness of body armor you wear.
Bribing	CHA 11	+4 to relevant Bureaucracy or Gather Information checks.
Chemical/Microscopical Analysis	INT 13	+4 to any Evidence Analysis or Analyze: Narcotics checks made when using a lab facility.
Connecting Evidence	WIS 11	+4 bonus on relevant Search and Spot checks
Counter-Surveillance	--	+4 bonus to any relevant Spot and Search checks.
Crack Driver	DEX 13, Driving Licence	+2 bonus to any Drive: Chase and Drive: Tail checks.
Crime Scene Hazard	--	+4 bonus to Spot and Search checks to discover hazards at a crime scene.
Diligent	--	+2 bonus on all Computer Operations and Research checks.
Doctor	WIS 13, Medical Assistance 4 ranks	Perform surgery without incurring a -4 penalty.
Driving Licence	Age 16+	No -4 penalty to Drive checks in selected vehicle; basic tasks performed with automatic success.
Emergency Medic	Wis 11, Medical Assistance 1 rank	+4 bonus to all Medical Assistance checks when attempting to stabilize.
Ex-CART team member	Computer Operations 2 ranks	+2 to Computer Operations and Cryptography skill checks.
Fingerprint Taking	--	Proficient in collecting fingerprint samples.
Handwriting Analysis	Psychological Profiling	+4 to Sense Motive and Bluff checks when reading the writing of any suspect
Hostage Negotiation	CHA 13	+4 to relevant Charisma-based skill checks.
Imposing	CHA 13	+4 to Bluff and Intimidate checks targeting general public.
Improved Disarm	INT 13, Base attack bonus +1	As The Player's Handbook, except for prerequisites
Informant Handling	CHA 13	+4 to Interrogation and Intimidate checks when dealing with informants.
Investigator	--	+2 bonus on Interview and Search checks.
Longarm Firearm Proficiency	--	Use a rifle or shotgun without a -4 penalty.
Man in Black	Intimidate 1 rank	Intimidate opponent as a move action.
Marksman	base attack bonus +1	Take a full action to make a single ranged attack with range increment multiplied by 1.5
Media Handling	CHA 13	+4 to all Charisma-based skill checks targeting the media.
NCAVC Criminal Psychologist Training	WIS 13	+2 to all Sense Motive and Diplomacy checks.
Paper Chaser	--	+2 to all Bureaucracy and Knowledge: Finance checks
Precise Arm	--	Fire a single shot weapon into a melee without penalty.
Psychological Profiling	Sense Motive 4 ranks	May build a profile of a suspect.
Ready Weapon	Base attack bonus +1	Ready a weapon as a free action; reload or clear a jammed firearm as a standard action.
Sidearm Firearm Proficiency	--	Use a sidearm weapon without a -4 penalty.
Simple Weapon Proficiency	--	Use a melee weapon without a -4 penalty.
Take Charge	CHA 13	+4 to Diplomacy and Intimidate checks when processing crime scene.
Walking the Area	--	+4 to Spot and Search checks to discover evidence at a large crime scene.
Watcher	--	+2 bonus to all Surveillance and Tailing On Foot checks
Weapon Specialization	Proficient with weapon, BAB +1	As The Player's Handbook, except you need not have already selected the Weapon Focus feat.

FEAT DESCRIPTIONS

APPRAISE SUSPECT

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

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

Prerequisite: Cha 13

Benefit: You gain a +2 bonus on all Sense Motive, Bluff, Gather Information, Intimidate, Interview, Interrogate and Diplomacy checks targeting witnesses or suspects in your current case.

ARCHIVE KNOWLEDGE

Description: You are very familiar with the archives, deep within the FBI HQ. Many of these pre-date any electronic information systems. Knowing these archives is very useful, as you can draw upon them to add facts to cases that otherwise would have been missed. These archives include old case notes and evidence.

Prerequisite: At least one level in any of the character classes listed in this book.

Benefit: You gain +4 to all Interview, Knowledge: Law, and Research checks while using the FBI archive.

BRIBING

Description: You know how to use bribes as 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. You should never be judgmental or self-righteous. You should also take care not draw attention to the money and should avoid describing it as a "bribe." That way, if the target refuses, it is no big deal. You should not be cheap. On

the street, bribes range from \$20 to \$200 for regular people, and more money than you are likely to have for rich people.

Prerequisites: Cha 11

Benefits: You gain a +4 bonus to relevant Gather Information or Bureaucracy rolls.

CHEMICAL/MICROSCOPIC ANALYSIS

Description: You can 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. The following tests can be completed: blood-type analysis, chemical compound analysis, toxicology analysis, and ballistic analysis. Thus you can match bullets or blood specimens, tell if somebody was drunk or on drugs, and recognize common materials and fibers.

Prerequisites: Int 13

Benefits: You gain a +4 bonus to any Evidence Analysis or Analyze Narcotics checks made when using a lab facility.

CONNECTING EVIDENCE

Description: In many crime scenes, the perpetrators leave evidence that connects them to the crime. Fingerprints, footprints, blood, etc. are the obvious ones, but it could include finding matches that originate from a particular club, or a rare brand of cigarette. All this is connecting evidence. You are good at spotting evidence that is out of place at a crime scene—lipstick in a bachelor flat, a music CD when the owner has no CD player, etc. 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 11

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

COUNTER-SURVEILLANCE

Description: You know how to spot bugs and wiretaps, and use surveillance equipment. The first part is a physical search to check for things like bugs, cameras, or hardwires. It is very time consuming and takes at least 10 minutes per 5-foot square to thoroughly search. The second part involves a radio frequency sweep, which searches for radio bugs. Note: Only working bugs are found and such bugs can be turned off. You need access to specialized detectors to execute this kind of the search.

Prerequisites: None

Benefits: You receive a +4 bonus to any relevant Spot and Search rolls.

CRIME SCENE HAZARD

Description: Crime scenes happen in the strangest places. They may be burnt-out buildings, junkyards, and so on. Agents always have to be careful when processing a crime scene or walking the area for the first time. You are skilled at spotting the type of dangers typically found at a crime scene.

Prerequisites: None

Benefits: You get a +4 bonus to all relevant Spot and Search rolls when at a crime scene.

DRIVING LICENSE

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

Prerequisites: Age 16+

Benefits: You no longer suffer the -4 penalty for using that type of vehicle. Furthermore, you have no need to make a skill check for ordinary driving tasks (DC 15 or below): you are assumed to automatically succeed at any such relatively easy driving challenges.

Special: This feat can be selected more than once-select a different vehicle type each time.

EMERGENCY MEDIC

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

Prerequisites: Wis 11, Medical Assistance 1 rank

Benefits: You gain a +4 bonus to all Medical Assistance checks when attempting to stabilize a patient.

EX-CART TEAM MEMBER

Description: You worked in the FBI's Computer Analysis Response Team for a time and have picked up specialist techniques for recovering data from computers, and become more proficient in their use.

Prerequisite: Computer Operations 2 ranks

Benefits: You receive a +2 bonus to all Computer Operations and Cryptography skill checks.

FINGERPRINT TAKING

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

Prerequisites: None

Benefits: You gain a +4 bonus to all relevant Gather Evidence checks.

HANDWRITING ANALYSIS

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

Prerequisites: Psychological Profiling feat

Benefits: You gain a +4 bonus to all Sense Motive and Bluff checks concerning a character whose handwriting you have studied for at least one hour.

HOSTAGE NEGOTIATION

Description: You have been trained in hostage negotiation. This includes elements of psychology, timing process, and so on. You understand crisis team structure, the dynamics of negotiation, psychology, tactical team deployment, negotiating stress, and dealing with the media. Hostage negotiation requires a lot of psychological training—two thirds of all hostage-takers threaten suicide and one in five take their own life. (See Hostage Situations on p. 67)

Prerequisites: Cha 13

Benefits: You gain a +4 bonus to all Charisma-based skill checks when doing hostage negotiation.

IMPOSING

Description: You convey a sense of authority and personal presence, whether wearing the FBI's trademark black suit, SWAT team armor or casual civilian garb.

Prerequisites: Cha 13

Benefits: You gain a +4 bonus to all Bluff and Intimidate checks that target a member of the general public (that is, not a crime suspect).

INVESTIGATOR

Description: Your natural curiosity and attention to detail combine to make you an excellent investigator.

Prerequisites: None

Benefits: You gain a +2 bonus to all Interview and Search checks.

INFORMANT HANDLING

Description: Contacts need sustaining, and you know how. They are not always unfortunate runts that you can rough up a bit for "the word on the street." Informants are human. They won't be very happy if all you do is tap them for information without some reward. Contacts have to be maintained and need lots of attention at that time. If it is a bar owner, you need to drink in that bar. If it is a secretary, it is going to cost you lunch every now and then, even if you do not want particular information. Good informants include court clerks, 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: You gain a +4 bonus to Interrogation and Intimidate checks when dealing with informants.

MAN IN BLACK

Description: You are good at using your authority as an FBI agent to intimidate people into subservience. You are used to playing upon people's fear of faceless government agents, and it is a stereotype you try to emulate.

Prerequisite: Intimidate 1 rank

Benefits: You may perform the Demoralize Opponent use of the Intimidate skill as a move action, rather than a standard action.

MEDIA HANDLING

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

Prerequisites: Cha 13

Benefits: You gain a +4 bonus to all Charisma-based skill checks targeting the media.

NCAVC CRIMINAL PSYCHOLOGIST TRAINING

Description: You have been on training courses, or worked for a time within the FBI's psychological profiling unit the NCAVC. You have learnt about criminal behavioral science and victim support.

Prerequisites: Wis 13

Benefits: You gain a +2 bonus to all Sense Motive and Diplomacy checks.

PAPER CHASER

Description: You have worked on complicated fraud and legal cases, and are used to investigating mazes of bureaucratic paperwork and forms to discover the truth. You have become skilled at digging up the facts criminals have tried to hide, and are adept at unearthing the skeletons in a company's closet. This experience also helps you when confronted by the FBI's bureaucracy and red tape.

Prerequisite: None

Benefits: You gain a +2 bonus to all Bureaucracy and Knowledge: Finance checks.

PSYCHOLOGICAL PROFILING

Description: As a trained psychologist or psychiatrist, you can link visible evidence to specific personality types. This is not an exact science. Other 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 had been solved by the use of profiling. Profilers draw most of their evidence from the scene of the crime.

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

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

These would be good profiles to receive if the PC is the agent assigned to a case. They represent a big clue from the person telling the story. When writing a story, the GM needs to think about the psychology of their

criminals; however, in game, the GM should not want to give too much away too soon. In reality, profiling adds flavor rather than facts. Profiling only gives clues and signals, not a detailed description (i.e., the suspect is a highly intelligent person, etc.).

Prerequisites: Sense Motive 4 rank

Benefits: See above.

TAKE CHARGE

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

Prerequisites: Cha 13

Benefits: You gain a +4 bonus to Diplomacy and Intimidate checks while processing 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. You have a particular instinct for this.

Prerequisites: None

Benefits: You gain a +4 bonus to all Spot and Search checks to discover evidence in any outdoor crime scene, or an indoor crime scene consisting of an open space at least 100 feet by 100 feet in size (car parks, meeting halls, nightclubs, etc.).

WATCHER

Description: You are a veteran of long and protracted surveillance operations. You know how to keep their cool, and stay distanced from those they have under observation, always remaining calm and objective, so as to not miss the little details.

Prerequisite: None

Benefits: You gain a +2 bonus to all Surveillance and Tailing On Foot checks.

WEAPON/ARMOR PROFICIENCY FEATS

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

FEAT DESCRIPTIONS

SIMPLE WEAPON PROFICIENCY

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

Unarmed:	Reinforced gloves
Armed:	Knives, switchblades
	Clubs, night sticks
	Canes, batons

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

SIDEARM FIREARM PROFICIENCY

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

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.

LONGARM 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 reduce the penalties associated with the wearing of such protection, as well as to enhance the protective qualities of the armor.

EQUIPMENT AND TRANSPORT

FBI Special Agents use a wide variety of armor, specialized police gear, firearms, melee weapons, and surveillance equipment.

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

FBI ISSUE BODY ARMOR

The rise in urban violence has led to the FBI making body armor available to its agents. Such armor is still quite bulky and heavy, making it hot and relatively uncomfortable to wear for long periods. Because of this, it is usually only worn in high-risk situations, or where there is significant threat of violence. This includes any forced entry or arrest situation. The armor is then either distributed at the local field office or assembly point, or retrieved from the trunks of the agent's car or crime scene vehicles.

The FBI uses several different types of armor to respond to their agents' needs. The first type is a light, concealable vest that can be worn under regular clothing without being too conspicuous. A spot check at DC 20 must be made to notice its presence. These vests made of Kevlar or other such substances prevent a bullet from penetrating and spread out the concussive force of bullets. Agents wearing these can still be knocked out by the force of a bullet and could have a nasty bruise and even broken ribs, but will survive. Such vests provide little or no protection against cutting or stabbing weapons, or heavy caliber firearms. The second type of body armor is for officers responding to high-threat situations. It consists of a heavier vest worn over the regular uniform. Such vests often

have webbing or utility pockets built into them. Unlike the concealable vest, these have layers of metal weave as an under layer to help prevent injury from stabbing weapons.

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

The Bureau's Critical Incident Response Teams wear the next type of body armor—the heaviest armor worn by regular police units. It consists of a heavy vest and helmet, along with plates on the lower legs, arms, and groin. The armor is designed to work primarily against ballistic impacts, but also functions well against knives and blunt trauma. Although made from heavy plates of ceramic and Kevlar, the weight is distributed across the body, so that maneuverability is not limited too much. This type of armor is identical to that used by police SWAT teams.

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

All armor also imposes an armor penalty on the following skill checks: Balance, Climb, Hide, Jump, Move Silently, and Tumble. A character who is not proficient with the armor applies the armor penalty to all skill checks, as well as to all attack rolls.

PCs wishing to use multiple pieces of body armor such as a riot shield, riot helmet, or police vest should add the armor's AC bonus and damage conversion for each piece of armor to get a final modifier to their armor class. SWAT response armor and bomb disposal armor may not be enhanced in this manner.

ELECTRICAL INCAPACITANTS

These weapons are usually referred to as tazers. They come in two types which function in the same way. The

Armour Type	AC Bonus	Non-Proficient Bonus	Max. Dex Bonus	Armour Penalty	Weight
Concealable Vest	+2	+1	+4	-1	2 lb
Police Vest	+5	+2	+3	-4	8 lb
Police Riot Helmet	+1	+0	+4	-----	2 lb
Police Riot Shield	+2	+1	+2	-2	2 lb
SWAT Response Armour	+7	+3	+1	-6	15 lb
Bomb Disposal Armour	+9	+3	+0	-8	20 lb

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

Tazers require a successful attack roll to be made against the target's AC as usual. If struck, the target must make a Fort save with a DC of 15 or be paralyzed. Dart guns inflict d2 points of damage and have a range increment of 5 feet, with a maximum range of five range increments. A character that fails their Fortitude check is paralyzed. As such they fall to the ground, unable to move (they have an effective, but not actual, DEX and STR of 0). They are helpless. This effect lasts for as long as the character wielding the tazer keeps it switched on (as a free action each round), plus one round thereafter.

Agents who anticipate combat against more powerful or highly trained foes can requisition a high-powered tazer variant specifically designed to affect even athletes and military personnel. This works exactly as a standard tazer, but with a Save DC of 22. These high-powered tazers are almost always the ranged, dart-firing variety. The GM should consider restricting the availability of high-powered tazers to agents of around 6th level and up, since lower level agents will be unlikely to face elite targets in any event.

MECHANICAL RESTRAINTS

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

A handcuffed character takes a -2 penalty on attack rolls in addition to a -4 penalty to DEX. He may not use a two-handed weapon or two weapon fighting, or a weapon and shield simultaneously. If cuffed behind his back, he may only attack with unarmed strikes (which are assumed to be kicks). If the handcuffs are anchored to an immobile object, the restrained character can't move. Otherwise, PC can move at half speed. Handcuffs require a Disable Device check DC 30 to open; metal cuffs have 20 Hit Points at AC 13. Plastic strip-binder cuffs only require a Disable Device check of 20 to remove and have 5 HPs with AC 10.

MODERN FIREARMS AND FBI ISSUED GUNS

GUNS

Today's FBI agents are usually issued one of the fol-

lowing guns: SIG Sauer 226, SIG Sauer 228 or SIG Sauer 225. Their instructor at Quantico decides which gun they will be issued with, based on what they have demonstrated they can handle during their initial training.

FBI agents may purchase their own guns to use on duty; however, they must be a SIG Sauer 229, Smith and Wesson 1076, or a Glock 22 or 23. Glocks were only approved fairly recently. Approval is based on dependability as determined by the FBI. If an agent buys a gun approved by the FBI, the FBI must take care of its maintenance. Agents are not allowed to service their own weapon, or take it outside of the FBI to be serviced. As with many law enforcement agencies, agents usually have to carry their guns with them all the time as theoretically, they are always on duty.

Special Agents have to ensure that they don't accidentally fire at someone who might be about to surrender, or hit an innocent bystander; if a character misses a suspect, the GM may want to determine where the bullet does end up. How much the player's check misses the target's armor class by will show how bad the miss is. Missing a couple of points may indicate the shot has narrowly missed the target and would end up just to one side or another. If the target is wearing a bulletproof vest, then the bullet may have been embedded in the armor without harming the target. Needless to say, radically missed shots could end up almost anywhere.

PROTOCOL FOR FIRING GUNS

Despite all the training, FBI agents seldom discharge their guns. The FBI usually comes into a case well after the original crime scene has been dealt with. They are allowed to use deadly force only when necessary-when they consider that 'the subject of such force poses an imminent danger of death or serious physical injury to the Special Agent or another person.' Wherever possible, a verbal warning should be given. However, if they do shoot, agents shoot to kill. As Quantico firearm instructors say-'It is arrogant to assume you're a good enough shot to wing them. More likely you'll miss, and the target will be free to kill whoever it is they're threatening.'

Whenever a shot is fired "in anger" it has to be accounted for. A long form has to be filled out in triplicate, justifying the action; and a wrong judgment could cost an agent their career. The Office of Professional Responsibility takes a dim view of wanton shooting, and tends to go in for long, traumatic investigations. Interestingly, a survey in the mid-1980s into Post Traumatic Stress Disorder suffered by agents involved in shooting incidents showed that far more stress was caused by the enquiry than by the original incident.

LOSS OF A FIREARM

Losing your gun means an instant letter of censure and being reported to the Director's Office. It could permanently damage promotion prospects, especially if that gun eventually turns up at a crime scene.

SHOOT-OUTS

In reality, very few cases result in an agent drawing their gun. About eighty percent of an agent's time is taken up with paperwork, anyway. When they do go into action (and this is often done by the CIRG team) they usually plan the time. They choose the time and place, and send in lots of agents. Massively outnumbered and caught by surprise, the criminal normally surrenders without a struggle, knowing that to reach for a gun would be instant death. As a result, very few agents have ever died in the line of duty. An agent is taught not to take risks and never to place the public in danger by starting a shoot out. The back-up exists to aid them and they are expected to use it. The only time an agent should confront a criminal is to stop loss of life.

CLOTHING AND UNIFORMS

Agents of the FBI are not required to wear a uniform, but instead may select their own attire. Sometimes though, such as when attending a crime scene, they will need to distinguish themselves clearly from civilians. The FBI badge is usually worn around the neck, or the agent will wear a windcheater or cap marked with the letters "FBI". Agents in charge of an investigation are sometimes issued with special uniform items with their position detailed, to help them be distinguished by police and agents in attendance at large incidents.

Other clothing agents routinely use includes:

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

Weapon	Damage	Crit	Type	Range	Ammo	Weight
Colt M1911 (.45 ACP)	2d6	20	Ballistic	30ft	7 round box	3 lb
Glock 22 (9mm pistol)	2d6	20	Ballistic	30ft	15 round box	2 lb
Ruger GP 100 (.357)	2d6	20	Ballistic	25ft	6 round chamber	2 lb
Ruger Service-Six (.38)	2d6	20	Ballistic	20ft	6 round chamber	2 lb
S & W M.1076 (.40)	2d6	20	Ballistic	25ft	11 round box	2.5 lb
Sig-Sauer P-229 (.40)	2d6	20	Ballistic	20ft	12 round box	2 lb
Walther PPK (.32)	2d4	20	Ballistic	20ft	7 round box	1 lb
H & K MP5	2d6	20	Ballistic	20ft	15 or 30 round box	7 lb
UZI (9mm)	2d6	20	Ballistic	20ft	25, 32, 40 box	7.5 lb
Kalashnikov AK 47 (7.62)	2d8	20	Ballistic	70ft	30 round box	10 lb
Colt M16 A2 (5.56)	2d8	20	Ballistic	80ft	30 round box	7.5 lb
VAL Silent Sniper (9 X 39mm)	2d8	20	Ballistic	90ft	20 round box	6 lb
Franchi Spas 12 (12 gauge)	2d8	20	Ballistic	20ft	8 shell internal	10 lb
Remington 870 (12 gauge)	2d8	20	Ballistic	20ft	5 shell internal	7.5 lb

FBI TRANSPORT

Bureau cars are referred to by a variety of words, including "bucar", "busteed", and "buc" (pronounced "bu-see")

Use is strictly controlled. Indeed, one of the most common disciplinary offenses involves misuse of the Bureau car-using it for non- Bureau business, driving it when drunk, etc. Agents are only allowed to take their car home if there's a reasonable chance that they are going to need it on some Bureau business after-hours.

Agents get speeding tickets just like anyone else, although they can normally discreetly flash their credentials and the police will exercise "professional courtesy" and not give them a speeding ticket. Arrogantly shouting "FBI!" will probably make the police officer give you a ticket out of annoyance.

Bureau cars have no marking to show them as FBI. They do, though, have a flashing red light that can be taken out and put on the dashboard, a siren, a public address system, an encrypted radio, a cell phone and a shotgun rack under the ceiling. The shotgun itself is kept locked in the trunk and only taken out and put in the rack when an arrest is planned. The car has extra strong suspension and an extra powerful engine. Typical cars 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.

The FBI also owns about 100 planes, which are kept around the country. 200 agents are trained pilots to fly them. The FBI is allowed to fly without lights at night, and the planes are equipped with infrared vision equipment.

CHAPTER 11

BACK OFF-THIS IS NOW AN FBI CASE!

The FBI has great authority when it comes to certain aspects of police investigation. Their power as a counterterrorist/espionage organization and their sheer size mean they can conduct investigations using techniques denied to ordinary police departments. They have the size to allow for specialist agents that can be assigned where they are needed, rather than generalist investigators that have limited experience in an investigative field. For instance, the FBI collates and analyzes all the case and background information regarding serial killers, allowing them to generate more accurate profiles. Even the largest police departments, such as the NYPD and LAPD, do not deal with so many serial killer cases; FBI Agents can therefore specialize in spotting patterns and catching offenders.

HOW THE FBI SOLVES CRIMES

The FBI generally uses the following procedures:

- ☎ Analyze the crime scene: First the crime scene should be secured as much as possible to prevent contamination, and then evidence should be identified and collected.
- ☎ Identify sources: Find out who reported the crime. Were there any witnesses? Who was around when the police arrived? They could be important sources of information. Identify anyone else present who provided information: potential suspects, the victim or other victims, witnesses, informants and persons acquainted with any suspects or the crime scene.
- ☎ Interview sources: Take statements from all people present. Agents might use local police to do this, while they talk to the important sources. Try to build up a picture of what happened.
- ☎ Victim: Get as much information as possible about a victim. Things like their last known movements, relationship to suspects, and relationship to witnesses, should all be noted down-particularly if the case is a potential homicide.
- ☎ Motive: Who had the means and opportunity to commit the crime? Is there a Modus Operandi (MO)? Would psychological profiling help? Is this a one off act, or a repeat offence? Are there clues from other cases that may have a bearing on this one?
- ☎ Find connecting evidence: Does the evidence

point to a particular suspect? For example, if someone was killed with a crossbow, the PCs should try to find out who is able to use one, or who owns or bought the crossbow used.



Find suspects: Interrogate them, confront them with the evidence, establish if alibis are genuine or fabrications. Does the evidence prove they did it, or do you need to dig further?

The process seems fairly straight forward and simple, but of course it is not. Each crime scene will be unique, and will have its own trouble spots. The police or emergency services may contaminate evidence, people might lie, and vital evidence may not be identified. Sometimes there may even be a conspiracy or a cover up.

Remember: In movies and on TV, the good guys only have to discover who did it. In real life, law enforcers such as the FBI have to be able to prove beyond a reasonable doubt the guilt of the suspect in a court of law. Suspicions, hunches, and gut instinct count for nothing. A confession beaten out of suspect is inadmissible. You need to find evidence and make that evidence stick.

SUSPECTS

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

MOTIVE

This is usually done through interviewing, although some issues will stand out. A tried and true method used often in movies is "follow the money." While desire for money is not necessarily the root of all evil, it is often the motivation behind evil acts. The desire for power-either the struggle for more, or the struggle against having it taken away-is another common motivation.

MEANS

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

OPPORTUNITY

Often more important than anything else is showing that the suspect was or could have been present at the scene to commit the crime. The most common assessment of opportunity is the alibi -an independent witness who confirms the presence of the suspect elsewhere: 'I couldn't have done it. I wasn't there, I was here with them!'

MO (MODUS OPERANDI)

Criminals are taking a risk when they go outside the law. Each time they commit a crime they risk being caught and the level of punishment increasing. For this reason, they tend to stick to crimes they know will work. Having successfully got away with one crime, they are more likely to commit a variation on the first crime than try something wholly different. Because of this, the investigators might be able to spot similarities between one crime and another. The clues from that crime can then be checked against the clues from the latest crime and any connection established.

EVIDENCE

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

There are two basic kinds of legal evidence: direct and circumstantial. Direct evidence is anything a person has either seen or heard-things that can be proven as fact, based on direct observation using one's senses. For instance, the testimony of a witness that saw a person beat someone else senseless then leave. It also includes anything a person has seen or done themselves (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.'). Evidence can be testimonial, documentary, photographic, material, forensic, and even taped, as long as it was acquired legally.

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

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

Example 1: A witness testifies that the suspect 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 the item of physical evidence is found and subsequently associated with a suspect where the suspect had no right to be, then the evidence may:

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

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

BUILDING UP A DESCRIPTION OF A SUSPECT

When trying to build up a physical picture of a suspect, agents should establish the following:

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

Once established, these should give the agents a pretty good picture of any particular person. Once a description has been taken, agents might wish to stage a reconstruction, or launch a public appeal for witnesses. The description alone may be enough to jog someone's memory; witnesses may not have seen the crime itself, but remember seeing the suspect enter or leave the crime scene.

Crimes are usually solved in the first 24 hours, so agents need to move fast to protect evidence and even witnesses from becoming biased. Players should run their investigation carefully-they may not have all the resources to do everything, and may well have to budget their time and efforts to get one solid lead they can pursue.

SUSPECTS AND OTHER NPCS

Most NPCs are members of one of the following two classes: combatants and non-combatants. These classes have no class features or automatic armor and weapon proficiencies, but they do have a free choice of one feat at 1st level and an additional feat at 3rd level and every third level thereafter.

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

NON-COMBATANT

Hit Die: d4.

CLASS SKILLS

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

Skill Points at 1st Level: (7 + Int modifier) x4.

Skill Points at Each Additional Level: 7 + Int modifier.

NPC Level	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0	+2
2nd	+1	+1	+0	+0	+3
3rd	+1	+1	+1	+1	+3
4th	+2	+2	+1	+1	+4
5th	+2	+2	+1	+1	+4
6th	+3	+3	+2	+2	+5
7th	+3	+3	+2	+2	+5
8th	+4	+4	+2	+2	+6
9th	+4	+4	+3	+3	+6
10th	+5	+5	+3	+3	+7

COMBATANT

Hit Die: d8.

CLASS SKILLS

The combatant may choose any six skills to be class skills.

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

NPC Level	Base Attack Bonus	AC Bonus	Fort Save	Ref Save	Will Save
1st	+1	+0	+2	+0	+0
2nd	+2	+1	+3	+0	+0
3rd	+3	+2	+3	+1	+1
4th	+4	+3	+4	+1	+1
5th	+5	+3	+4	+1	+1
6th	+6/+1	+4	+5	+2	+2
7th	+7/+2	+5	+5	+2	+2
8th	+8/+3	+6	+6	+2	+2
9th	+9/+4	+6	+6	+3	+3
10th	+10/+5	+7	+7	+3	+3

NON-COMBATANT

COMBATANT

INFORMANTS

There are many different types of informants and each kind should be treated differently. Every informant has a file that includes their details, meeting times, logs of conversations, and so on. It would be unusual for an informant to be known only to the PC. Furthermore, it is extremely difficult to present evidence from a secret informer in court. Judges tend to be skeptical of unnamed sources. In a game situation, informants should be very colorful and potentially unpredictable. Informers that exist on the fringes of the criminal community might well only give information for money. Their key motivation is therefore to get paid, and not to help the agent. They may well offer tips to get drug money, and so won't be very reliable.

CANVASSING

This is when agents question an entire neighborhood or area in order to find individuals with something to offer the investigation. Usually this work is delegated to local police, and it is one of the major bones of contention with regard to the FBI's operational style. An in-depth interview only takes place with a suspicious person, or with someone who has detailed evidence.

PCs need to think carefully about where to canvass. A simple radius around the crime scene is not always the best choice. Characters should think about where the perpetrator may have entered or exited the area, and work along routes. Canvassers are looking for eyewitnesses to the crime and for evidence that supports it.

HOW TO TELL IF PEOPLE ARE LYING

A lot of research has gone into telling the difference between a lie and the truth. If you know what to look for, some lies are obvious. There are subtle ways of detecting lies in the way that people structure sentences around truthful and untruthful statements. People speak in patterns-everyone has a typical idiosyncratic way of expressing themselves. Only when they become self-conscious does their speech structure change.

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

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

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

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

Rule 2: Is there a good level of detail? What is getting the most attention? A truthful person gives everything in detail: before, during, and after an event. They may jump around, making asides and going on tangents, but they tend to try to do their best to give a complete answer. They should also be able to elaborate on any of details without too much difficulty. A liar misses stuff out, and often doesn't think everything through.

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

Rule 3: What does the body language say? People who are lying tend to make a number of nervous gestures and signals. An investigator should look out for a widening of the eyes, a touching of the nose, the placing of a hand in front of the face, shifting in the seat, and so on. A good investigator knows which of these are natural and which are unusual. They look for clusters of these that stand out in a statement.

TAPED EVIDENCE

Whether you can or cannot legally tape someone is determined state by state, and under the Patriot Act by the nationality of the person in question. Most states require only single-consent for taping, which means the person taping is present and part of the conversation. However, there are thirteen states that require dual consent, which means all parties must be aware of the taping. Consensual recording includes leaving a message on an answering machine, being filmed on CCTV in a public place, taping or filming with the recorder in plain view, etc. Police and FBI agents who tape criminals using a wire have to obtain a warrant to do so. Taped evidence also needs to be authenticated before it can be used since it is easy to tamper with.

POLYGRAPH TESTING

This is a lie detector test, which measures the amount of electric response in a subject to determine whether they are telling the truth or lying. The questioner spends the first fifteen minutes establishing a baseline of response, asking basic questions with obvious answers. Lie detectors cannot be used as evidence in court, or to establish guilt or innocence, but are used regularly in screening potential FBI recruits, and candidates for other sensitive government positions.

When interviewing people, it is best to start with innocuous questions, again to set a baseline response and also to put the subject at ease. The more comfortable the subject is, the more likely they are to become chatty and reveal more information than they intend to. The questioner looks for a spike in the electrical impulse, which indicates that the person is lying. Of course this doesn't work on people who believe the lies they tell, or people who are agitated.

All FBI Special Agents and support personnel are required to undergo polygraph testing. The answers they give to questions about their past will help agents determine if they are telling the truth about past criminal acts, drug use, and their attitudes towards various topics such as race and equality. Polygraphs may not be used as part of a criminal investigation, as it removes the protection against self-incrimination.

Polygraphs measure the changes in electrical resistance caused by stress. These are involuntary responses and occur when someone is fretful and concerned. They do not always indicate a person is lying; they might be worried about the subject and about being believed.

A polygraph gives its operator a +2 circumstance bonus to all Sense Motive checks that are opposed to Bluff checks made by the wearer of the polygraph.

It is important to remember that as soon as someone enters the crime scene, it changes. Everyone who walks into the scene obliterates footprints, leaves their own DNA, deposits fingerprints etc. The more people who enter a scene, the more corrupt it becomes and the harder it is to find forensic evidence. 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.

The first couple of hours are the most important in a fresh crime scene. If the agents are fortunate, the first person at any crime scene will be 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 or Special Agent is responsible for protecting the crime scene and has a lot to do in those first few minutes. The FBI are likely to be called in later; either the crime will be immediately apparent as a federal crime, or connections to out-of-state crimes are found after initial investigation of the site, thus turning it into a federal crime. This connection might take hours, days, or weeks to emerge. ERT Agents have to be adept at picking out the clues still present, and going over the work of local Scene of Crime Officers to check they made the right assumptions.

INVESTIGATING A CRIME SCENE

It is not easy to investigate a crime scene and much can go wrong in the early stages. The same protocol cannot be used every time, as every crime scene is unique and presents its own set of problems and challenges to the investigator. Very few crime scenes just sit there waiting to be examined by the PCs-the scene quickly becomes contaminated by suspects, bystanders, and the police or emergency services. Evidence is destroyed, things are moved, and people start to forget things. Witnesses become tainted by prejudice and opinions. They will give statements that are clouded by so much sentiment that although they contain a kernel of truth, they are polluted with conjecture.

MUST HAVE A WARRANT

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

PROTECTING THE SCENE

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

EVALUATING THE SCENE

Next, the crime scene technicians evaluate the area, identifying which areas could provide clues and documenting what has occurred. This involves first scanning the general layout of the scene, establishing such things as point of entry or point of exit, notable evidence, any obvious disturbances, etc. It requires a lot of gut instinct and snap decision-making. Any object could be out of place and could have been left by a suspect. This is called "connecting" evidence. The agents 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 ERT Agents are tagging evidence, but before they start removing it, a photographer must record each aspect of the crime scene, gathering as much salient evidence as possible, without moving anything. An ERT Agent also makes a sketch of the area, showing the overall layout with measurements, indicating where all-important objects were in relation to other objects, such as where the body is in relation to a gun.

Documenting the crime scene thoroughly is critical. 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. The team has to take care to document any evidence they disturb (i.e., if they had to move furniture, etc.). Crime scenes are meticulous affairs and PCs could have to wait days until all the results are back. Often they are forced to prioritize, deciding which evidence should be processed first if they need to move quickly.

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

When a dead body is present, it has often been moved before the police arrive. Well-meaning EMTs will have checked the body, possibly trying to revive the victim. The police should check with them and ascertain if the body was moved and in what ways. The investigator should start by making a visual assessment of the body, taking copious notes. Detail everything as it is seen. So, for example, a PC should not describe a mark as a gunshot wound, but rather should describe it just as a circular wound, noting the diameter and distinguishing features of the mark. It could well have come from something other than a gun. The sketch of a murder scene is particularly important; the positioning of furniture (for example) might be critical, as it could indicate a struggle.

COLLECTING EVIDENCE

Once all potential evidence is identified, it is processed. This is the final stage and often takes the longest time. Physical evidence is collected and packaged, and testimonial evidence is recorded as bystanders and suspects are questioned.

Physical evidence has to be collected and sent to the laboratory for analysis. The ERT Agent decides what items are sent and what remains, using the Analyze Evidence skill.

BODIES

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

PHYSICAL EVIDENCE

A cotton swab or gauze can be used to gather blood or saliva samples. Distilled water is used if a sample 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 be stored in cardboard boxes.

Fibers and threads should also be catalogued and stored. PCs must remember to mark on their sketches

SEARCH OPERATIONS

Similar techniques to a crime scene are deployed in search operations. There are various types of search, each with its own particular problems.

- ☛ Manhunt: this is the tracking down and capture of a fugitive or suspect believed to be in a certain area. The individual may be dangerous, and agents will have to take care.
- ☛ Missing Person: this is an attempt to find or ascertain what has happened to a person; this type of search may well occur if agents believe the person has met with harm.
- ☛ Forensic Sweep: after large-scale incidents such as bombs or shootouts, agents may require a full sweep of a large area to recover all relevant forensic evidence. Parts of explosive devices may get hurled hundreds of meters from the blast, but still carry a finger print.

A search has the advantage that the PCs can plan it 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 than a typical crime scene.

FBI SURVEILLANCE TECHNIQUES

WHY USE SURVEILLANCE?

The idea behind surveillance is to discover evidence to ensure a conviction in a prosecution or to obtain information regarding a crime or suspect. The surveillance operation may not even be targeted at a suspect directly if their whereabouts is unknown. Instead, it may center on any known associates such as friends, lovers, wives, or family of the suspect. Agents will follow, try to listen in on conversations of, and search the property of a target until they either find what they need or are forced to abandon the surveillance. How the FBI selects targets for surveillance is entirely dependent on the case itself. In a counterterrorism investigation, an individual thought to have terrorist connections or to be planning terrorist action may be targeted and watched. In a bank robbery or similar crime in which a suspect is identified but eludes capture, his/her associates may be placed under surveillance in the hope that they will lead the FBI to the suspect.

where these were found. Glass or paint fragments should be bottled. All such objects are usually picked up with tweezers. If arson is suspected, 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 finger-print evidence.

FIREARM EVIDENCE

When a firearm is found at a crime scene, it should be handled carefully. Even if it is not cocked, the weapon remains dangerous. The gun should be emptied of bullets (a loaded gun should never be transported). The gun is placed in a strong cardboard or wooden box. The bullets are wrapped in paper and put in pill bottles. Spent cartridges are also very useful and should be gathered.

The PC should make a note of the serial number (Note: A PC who does not have any firearms proficiencies may confuse the serial number with the model or patent number.). A gun should never be cleaned or fired prior to examination.

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

METHODS FOR EVIDENCE CONTAINMENT

Container Type	Evidence
Cardboard box	Bones, bullets & casings, large guns, glass fragments, ammunition clips
Glass vial	Blood
Paper bag	Dried blood, clothing, fabric, rocks, ropes, handguns, soil
Paper envelope	Cigarette butts, fibers, fingernail scrapings, fingerprint cards, hair, saliva swabs (air-dried)
Plastic bag	Jewelry, money, drugs, medicine, plants
Plastic box	Gunshot residue
Metal box	Paint chips
Metal paint can	Burnt items, arson materials

HOW DOES IT WORK?

The FBI has massive resources when it comes to surveillance; along with its teams of local field agents, it also has dedicated teams of specialists it can call in from Washington, plus technical support from its Technical Support Squad (TSS). For a major investigation, a team of up to thirty agents may be involved in the surveillance, working in what is called a multi-layered operation. The subject may never see the same agent twice, and unless they are what the Bureau calls a "Hard Target" (someone who is skilled in counter-surveillance or trained to recognize the tactics the FBI employs), they will never suspect they are being watched.

Task 1- Identify the Subject

When a surveillance team is first assigned a target, they must determine: who they are, where they live, where they work, and their potential level of danger. Most of this can be done by checking existing records and through observation. It can also be done in quite a blatant way, as the subject will usually have no idea they have just come under surveillance. This work is usually the responsibility of the first "decoy" team.

Task 2- Begin Monitoring The Subject

Depending on the level of surveillance authorized, the first team now begins to monitor the subject. They follow them around and watch who they talk to, plant wiretaps, eavesdrop on conversations, and begin a thorough background search. Again, this operation does not have to be too subtle; most people simply wouldn't notice this level of presence in their lives. For Hard Targets, this first team is meant to be detected. It is meant to panic and rattle the subject: if they discover they are being watched, they may give something away. They may confront the agents and demand to know why they are there. They may go to a lawyer, or simply panic and reveal the information the FBI needs.

Task 3- Second Team Takes Over

If the subject detects the first team's more obvious surveillance, they are pulled out. By now, the second real surveillance team is firmly in place. They will have all the information that the first team gathered. They will know about the subject's routines and patterns of behavior, as well as friends and colleagues. Their role is subtler now. Their job is to stay in the shadows and watch. They can conduct what is known in the Bureau as "Picket Fence" surveillance: they do not need to see subject all the time as they have studied their routine. Instead, they can concentrate on the most suspicious parts of the subject's life. Often the subject will relax now that the first team has gone, and so will start to make mistakes, or lead the second team to the information they need.

MANAGED AGGRESSION TACTICS

The surveillance teams may choose to employ "managed aggression tactics" if they aren't getting any-

where, or the subject is close to blowing their cover, or if they want to turn up the pressure. These are mind games the agents play to increase tension and stress; in short, to make sure the target has a bad day. If a subject is angry with someone else, chances are they won't be paying such close attention to the events around them. Having a decoy agent cut the target up while driving, or bump their car, is a common way to turn up the heat on a subject. Having agents jostle the subject while walking or committing an act of petty vandalism can distract the subject from the possibility that they are being followed. The reason for these tactics is simple: if a subject is not concentrating on whether they are being watched, then they may make a mistake or let something slip.

TYPICAL SURVEILLANCE EQUIPMENT

Vision Enhancement Devices

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

Those available in Crime Scene: Feds are:

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

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

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

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

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

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

Pinhole lens cameras are very small and designed to

be concealed. They need a video transmitter nearby, which in itself needs only be as small as a coin. FBI agents need to be aware of the individual's right to privacy when deploying these devices. Apart from that, they are surprisingly easy to use.

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

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

Both systems come in two parts, a transmitter and receiver. The transmitter must be placed on the target vehicle. Usually it will come with either a magnetic facility or an adhesive patch to ensure firm attachment to the vehicle.

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

Hearing Enhancement Devices

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

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

Other Listening Devices

There are laser devices that bounce off windows and record vibrations such as talk or other internal sounds. Unfortunately, they also record any incidental noise outside, so they can be unreliable. However, they are useful if a bug cannot be planted. Similarly, sound amplification dishes can listen over distances of up to 75 meters. Like laser listening devices, they pick up a lot of extraneous noise-in this case, in the line of sight.

Every crime scene is different and should be treated

as such. Similarly, there is no one way to solve a crime. But the FBI tends to rely on tried and trusted procedures to guide them once a crime scene has been established.

HOSTAGE SITUATIONS

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

NEGOTIATION STEPS

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

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

1. Attempt to understand the hostage-taker's motives and provoke feelings of mutual empathy.
2. Encourage the hostage-taker to talk. This establishes the negotiator as a good listener, someone the hostage-taker feels he can talk freely. At the same time it can be an excellent way of drawing out the hostage-taker to discover useful intelligence about the situation. This must be done with superlative subtlety; a hostage-taker will quickly see through, and become annoyed by, fake sympathy or pretended agreement with his cause.
3. Distract or divert the hostage-taker from violence if he becomes threatening or unstable.
4. Remain calm throughout the negotiation, no matter what is said or done. This ensures the negotiator stays in control of the situation.
5. Work with the hostage-taker if possible, so long as other aims and safety are not compromised. This could be done by offering minimal concessions to build up some mutual trust.
6. Tell the truth throughout. If this is awkward, find a way to salve the situation without lying.

This can be one of the most difficult parts of being a negotiator, but a hostage-taker catching you out in a lie can completely destroy any rapport you may have built up.

7. Help the hostage-taker to retain his dignity and pride, and maintain his reputation. An angry hostage-taker usually means dead hostages and an end to negotiations.

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

The negotiator needs to know the following:

1. Does the hostage-taker want to live through the experience?
2. What are the demands of the hostage-taker?
3. Is there time pressure on the negotiation? Has the hostage-taker given an ultimatum with a time limit? Does psychological profiling or other data indicate he will carry out his ultimatum?
4. Is there a reliable channel of communication between the hostage-taker and the negotiator?
5. Has the area been contained?

When negotiating, PCs should do the following things :

1. Refuse to accept deadlines and ultimatums. Play for time-the longer the siege continues, the more likely the hostage-taker will lose heart or make a mistake, while the negotiator's tactical team get into position if need be.
2. Ensure the hostage-taker realizes the negotiator does not have the power to make final decisions.
3. Refuse to grant rewards, such as fuel or supplies, for as long as possible. Such items may be used later as bargaining chips to get individual hostages released.
4. Portray him or herself to the hostage-taker as firm, fair, and with the hostage-taker's interests at heart as well as the hostages'.

There are different strategies needed, depending on the type of person the PC is dealing with. Criminals and emotionally disturbed people respond very differently to situations, and should be treated in different ways.

Strategies for the criminal hostage-taker:

1. Clearly state the range of cooperation. Do not be afraid to refuse outright to grant a request which is unreasonable or impractical.
2. Remain calm, logical and businesslike throughout the negotiations.
3. Avoid setting or accepting time limits. The criminal hostage-taker is likely to be relatively suggestible if she feels there is a chance she can get out of the situation with some gain, and so may not carry out her threats.

Strategies for dealing with emotionally disturbed people:

1. Encourage the hostage-taker to talk, particularly if talking seems to help him vent his feelings.
2. Use "reflective techniques", that is, conversational techniques designed to cause the person to reflect carefully on their situation.
3. Do not attempt to use rhetoric or logic to convince the hostage-taker. He is not rational, and will not respond to rationality.
4. Give the person plenty of time. Rushing them can frustrate them and cause them to perform rash acts.

COUNTERTERRORISM AND TERRORISTS

FBI DEFINITIONS

There is no single general definition of terrorism. The FBI defines terrorism as: "The unlawful use of force or violence against persons or property to intimidate or coerce a Government, the civilian population, or any segment thereof, in furtherance of political or social objectives." In the wake of September 11th, the FBI made counterterrorism its top priority. It has set about reevaluating and regenerating America's defenses against terrorist attack, and making it better prepared for disaster, with the newly formed Department of Homeland Security. The threat from terrorist groups can usually be calculated by assessing the group's beliefs, purpose, and perhaps most importantly, operation. Some groups pose a relatively minor threat, such as those who violently disagree with abortion-in so much as they do not have a military core group, international backing from governments opposed to a regime, and little technical skill. At the opposite end of the spectrum, is The Provisional IRA, the Irish nationalist terror group, although largely silent now except for splinter factions. Irish-American groups financially backed it, with members trained in Libya, and in South America. It had the funds and the expertise to launch Para-military attacks, and well as being equipped with

military weapons and explosives. This is not to say that extremist Anti-abortion groups do not pose a threat, but that they are unlikely to launch such a wave of terror attacks as the IRA did in Ireland.

There are various types of terrorist groups. Their reasons for fighting can usually be classified into one or more of the following reasons:

- ☎ Avengers-those who claim to be inflicting righteous vengeance (on behalf of others)
- ☎ Crusaders-those who engage in extremes to set the pace for others
- ☎ Defenders-those who think of themselves as vigilantes (defenders of self and others)
- ☎ Dissidents-those who want to defeat or overthrow an existing government
- ☎ Extremists-those with strongly held political beliefs out of the ordinary
- ☎ Fanatics-those with strongly held religious beliefs
- ☎ Fighters-those who usually claim the other side are terrorists
- ☎ Guerrillas-those who fight a stronger opponent with hit-and-run tactics
- ☎ Insurgents-those who use propaganda, guerrilla tactics, and irregular fighting forces
- ☎ Insurrectionists-those who are in armed opposition to the laws of a government
- ☎ Liberators-those who consider themselves on the vanguard of freedom fighting
- ☎ Nationalists-those fighting for the a unified or free homeland
- ☎ Radicals-those with left-wing opinions (right-wingers are called reactionaries)
- ☎ Rebels-those who champion a cause not always their own, but the people's cause
- ☎ Revolutionaries-those who are committed to a certain ideology to bring about change
- ☎ Separatists-those fighting for a separate division of their homeland
- ☎ Soldiers-those who say they belong to an army or other military organization

The causes each of these groups may claim to follow may be different, but their motivation is often based around these core ideas. Often their views, beliefs or opinions are so divergent from the prevailing political view of their home that they feel only violence will solve their problems. As they are outnumbered or outgunned by those who disagree with their sentiments, they consider themselves forced to use terror tactics rather than political means to impose their viewpoint on others.

Terrorism Classified by Purpose:

- ☎ Domestic-by residents of a country within that country
- ☎ International-by representatives of a country against another country
- ☎ Non-state-extremism and revolution for its own sake
- ☎ State-sponsored-by a government against its own people or in support of international terrorism against another government
- ☎ Internecine-conflict that spills over into another country or fought on foreign soil

Each of these group types can then be further subdivided into the kind of operation they run:

- ☎ Political-for ideological and political purposes
- ☎ Nonpolitical-for private purposes or gain.
- ☎ Quasi-terrorism-skyjacking and hostage taking
- ☎ Limited political-ideological but not revolutionary
- ☎ Official or state-used by nation against nation or people

COMMON TERRORIST TACTICS AND THREATS

Bombs

Car Bombing/Bombings-This allows for hit and run tactics, along with disruption to economic and civilian life. Ever since the invention of gunpowder, using bombs has been one of the staples of terrorist groups the world over.

Suicide Bombings- Usually only employed by the more fanatical and desperate terror groups, a suicide bombing sacrifices the lives of one or more members in return for precise delivery of an explosive, thus removing the need to plant a device and escape from the scene. Islamic terror groups in Israel are prime examples of this kind of atrocity.

Letter Bombs- By sending an explosive device or poison via a courier or mail service, the terrorist hopes to target a specific individual or organization while remaining anonymous. The Una-Bomber used such tactics to evade the FBI for years, until he was finally brought to justice.

Kidnapping, Extortion, and Narco-Terrorism

This is used mainly to fund terror groups, and to frighten key people into changing their decisions or policies. It is also often tied into criminal acts and rackets to fund terrorist campaigns. Typical of this is the Provisional IRA's running of heroin into Ireland to help fund itself, along with the beating and kneecapping of drug addicts that go to rival drug dealers. This area is

usually the point at which political ideology dissolves into mere criminal acts. Probably the most dangerous terror groups of this kind operate in Columbia. Here, rebel and guerrilla forces backed by cocaine cartels make parts of the country no-go areas for police and government forces.

Electronic Terrorism

As yet, there have been few instances of cyber terrorism for political reasons—merely the acts of teenage hackers and occasional thieves. The FBI has expanded its computer divisions to watch for and counter viruses, and so far no major incident has occurred.

Weapons of Mass Destruction

The FBI and every intelligence organization in the world now watch for the dissemination of weapons of mass destruction. Fears of former Soviet weapons experts selling their knowledge on the black market, and of nuclear and biological weapons falling into terrorist hands, have caused governments worldwide to tighten their hold on border controls and increase their vigilance. The only terrorist use of such weapons occurred in Japan when an extremist religious cult launched sarin gas attacks on members of the Japanese judiciary and in the Tokyo subway.

SERIAL KILLER PROFILING

CATCHING SERIAL KILLERS

The most terrifying criminal the FBI faces is the Serial Killer, a killer who has become obsessed with a pattern or ritual that ultimately ends with murder. Unlike typical murderers, the serial killer does not kill for simple advantage, or out of rage, but to fulfill a deep-seated psychological obsession. The FBI has a highly developed and sophisticated process to deal with these people (some of which are detailed below). Statistical analysis of serial killers tells you a lot about them. The application of criminal profiling can determine the likely characteristics and history of a serial killer. This allows Agents to assess suspects more quickly—hopefully catching a killer before they have the opportunity to kill again.

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

CLASSIFYING A SERIAL KILLER

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

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

VICTIM PROFILES

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

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

HOW TO DEVELOP A SUSPECT

The investigation of a serial killer is very hard for the police: although the killer may know the victim, the link between them is often difficult to detect. This, along with the premeditated nature of the crimes, means that witness and forensic evidence are less common, so the police will have fewer leads. The lessons learnt from other cases, along with psychological profiling, means that the FBI and police have established routines and procedures to follow when faced with such cases. The FBI will often not know that a killer will murder other victims, and so patterns of behavior specific to the killer will only become apparent when compared to other homicides. This will usually mean the case will be resolved by the following means:

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

CHAPTER 12

SAMPLE ADVENTURE: WATCHERS IN THE SHADOWS

This is an FBI adventure for 3-6 players using 1st to 3rd level characters. It can be set in any major city in the US with an FBI field office and an airport or international access. This adventure can be easily integrated into an existing campaign, or used as a "one-off" aside scenario.

PLOT SYNOPSIS

The characters are brought in to help conduct a hard target surveillance operation against an ex-Columbian government agent. He's had training to detect and avoid such observation, so the players will need all their wits and cunning to outsmart him. But when the Mob recognizes their target, and decides to muscle in, then you know there's going to trouble.

- ☎ In Chapter 1 the characters set up their surveillance, and try to bug their unsuspecting target.
- ☎ In Chapter 2, as the mob closes in, an agent goes missing. Can the characters recover their man and still get their bust, or will they be caught in the crossfire?

WHAT'S GOING ON

The characters have been drafted in to conduct a surveillance operation on a suspected drug dealer from Columbia. The party will discover that the target is in fact smuggling not drugs but art. He intends to sell this to a buyer from London. Unknown to the target and the players, a crew of local Mafioso have made the same mistake as the party, assuming he is here to deal drugs. They have come up with the idea of assassinating the Colombian and stealing what they think are his drugs. They have no idea that it's an art deal. Somewhere in the confusion, the players will have to bust both groups.

CHAPTER 1

SCENE 1: A SIMPLE ASSIGNMENT

A mixed bag of special agents has been called into the local field office. Although not the ideal surveillance team, they are either all agents that the bureau believes will benefit from the experience...or they have no other casework at the moment. They are given the task of forming the second unit of a surveillance team. Their task is to sit back and watch while the first team sets up observation on the target.

The Bogotá Legal Attaché office identified the target and monitored him flying into the country.

The first team started surveillance at the airport and

tailed him to a nearby hotel. The first team thinks their cover is about to be blown, and have not had an opportunity to put any wiretaps or other surveillance hardware in place. The player's team is to set up in the hotel on the floor above and begin their operation. The police department has been instructed to cooperate with the party, and will do so if they can successfully convince them of their need (a successful Bureaucracy skill check at DC 10 for simple requests, rising in difficulty the more police officers and resources they need).

The target's name is Juan Martinez. He is a known operative for the Neiva Cartel, which operate out of the city of Neiva in Southern Columbia. He is viewed as a sharp operator. Having started off in the Colombian government, he defected to work for the cartels, selling his skills to the highest bidder. He was believed killed in a shoot-out with left-wing guerrillas back in March of last year, after one of the other cocaine cartels decided to move against the Neiva Cartel. Since then, nothing was heard of him until a DEA agent spotted him in Bogotá arranging a flight to the US under the false name of Michael Hernandez.

The Set-up

The team is to set up their surveillance operation on the fourth floor of the Sunset Drive Hotel, a hideous, run-down building a little over a mile's drive from the airport. Built in the 1970s, it hasn't been decorated since, and its walls are still covered with tatty, patterned wallpaper in what were once garish shades of orange and brown. The beds are all sagging and have faded covers that although washed too many times are still not clean.

Juan Martinez is in the room directly below, and the first surveillance team is set up in the adjacent room to the left. They have had a hard time keeping track of him as he is obviously a "hard target" and skilled in counter-surveillance techniques. So far, he has proved to be almost their match, and they have been unable to get near him. He is constantly doubling back, changing cars and using public transport to throw the team off his track. As yet, they have not tried to employ any "managed aggression tactics" as they still believe him to be unaware of the team's presence.

So far, he has established little in the way of a routine. At some point in the morning he goes into town, enters a seemingly random Internet café, and checks his e-mail. This takes around five minutes, after which he returns to the hotel. At various points in the day he drives around the town, stops at stores, and buys odd

trinkets and tourist souvenirs. All this is far from the usual drug dealer activity of having a big party with lots of crew around.

Stand Back While We Turn Up The Pressure

Now the second team is in place, the first team can be a little less subtle. The team leader for the first team will make contact with the players in their room. He identifies himself as Special Agent Carter. He is clearly an old school agent and close to retirement. He resents getting such a lame assignment as playing around with some scummy drug dealer. Despite his gruff demeanor he is clearly a professional, and quickly outlines his unit's activities. Now that the team is in place, he wants to turn up the pressure on Juan. So far, he's been concentrating on following him and establishing his routine. From this point on, he wants to try to rattle him.

SA Carter has three other agents with him and hands the players a dossier on them so they can recognize each other. At present one agent is in the lobby bar of the hotel watching the entrance, one is in a van behind the hotel, and the last is stationed in the room next door.

Just as the briefing is drawing to a close, SA Carter's phone goes off, telling him that Juan is on the move. He asks for one member of the players' team to follow him down, and for the rest to gather in the parking lot ready to drive off.

The agent with SA Carter now has the chance to spot a member of the first team in action. As they enter the lobby, Juan is standing by the reception desk, browsing through a rack of yellowing postcards. Across the lobby in the bar, the sole occupant is another member of SA Carter's team. On seeing Juan readying to leave, he folds his newspaper and drinks up. Juan has clearly seen that the agent is intending to leave. SA Carter walks straight through the lobby and gets in his car. The other agent then slowly pays for his drink and wanders into the lobby. Juan seems uncertain as to what's happening, but seems to relax as the agent walks towards the elevators and presses the call button. Seeing this, Juan heads out into the parking lot and straight into SA Carter sitting in his car, waiting to follow Juan. The player can then meet up with his fellow agents in their Buc (Bureau Car).

Juan now tries to lead SA Carter on a merry dance. SA Carter will allow Juan to seemingly get away, using the other members of his team to keep tabs on him, before suddenly appearing behind him. The players are kept in the loop, but kept back from Juan and told where to go and when to pull back, so as to keep their presence a secret.

Juan drives around for about an hour, trying more and more desperately to shake the FBI tail. Eventually, he gives up and drives back to the hotel. SA Carter radios

in to the players to warn them to be back inside the hotel and out of sight.

As the players return, they might spot another pair of guests returning to their rooms (Spot check, DC 20). Both are big built, one wearing a bad leisure suit, and the other a crumpled suit-with a nose that's been broken once too often. Both men are heading back to their rooms just as the players arrive, with the one in the suit putting away a mobile phone.

SCENE 2: 'NOW WE PULL BACK A BIT'

SA Carter is very pleased with himself and comes up to the players' room to discuss the next step. He thinks that Juan would have panicked, but instead, he's simply put on the TV and settled down again. 'We'll buzz him like this again tomorrow, then pull back and let you take over,' he suggests. 'While we're out following, you can enter the room and set up your surveillance equipment.'

The players have the night to chill out and prepare their kit. The Bureau has supplied them with some simple transmitters and a couple of bugs. SA Carter also has a fiber optic camera he thinks can be inserted through the ceiling to film the room.

At eleven the next day, Juan tries to slip out of the hotel. He leaves the TV on and makes a break for the emergency stairs, going as quietly as possible. The agent parked at the back of the hotel spots him and puts the call in to the team to enter the room while they can.

SCENE 3: IN WE GO

This mission should be divided into planting bugs and a quick search. This is supposed to be a surreptitious entry: they cannot leave any signs of having been in his room. The characters can get a key from hotel management, or they can simply pick the lock. Any character walking through the door must make a Spot check (DC 20 for the first character, DC 25 for each subsequent character). If they succeed, they will spot the hair Juan has stuck over the two edges of the door-frame in true James Bond style. This must be stuck back down again when they leave if their efforts are to go unnoticed.

Inside, the room is a mess. Cheap, tacky, tourist t-shirts and novelty items are scattered over the table and all over the bed. They lie in drifts around the wardrobe and on top of his suitcase. Juan has clearly spent the better part of \$400 on such things, each as tasteless and ugly as the next. All are clearly locally bought, featuring the city skyline, local monuments, and tourist spots.

A Search check at DC 15 will also reveal something more disturbing. (The more the party makes this check, the sooner they notice this.) In the bin are Polaroid pictures of the room. They've obviously been taken over

successive days, and in each one the mounds of tourist junk lie in different positions. This is how Juan checks if someone's been in the room. If the players want to back out now and replace all the things they've moved, then another Search check at DC 15 will put things back almost as they were. If any of the players fail this check, it's obvious that someone's been in the room.

The players can also choose to carry on regardless: plant the bugs, and search the room. If so, then a Surveillance check at DC 10 is required to plant the phone tap. An opposed Hide check against Juan's Spot skill should be made to install each listening device and the fiber optic camera. These checks should be made in secret and the results noted by the GM. No matter how hard the players search the room, they simply will not find anything, as there is nothing to find.

If the players were stealthy enough, Juan will not notice any changes to his room. They can watch him on camera compare the room to pictures he produces from his pocket. If they fail to keep the room exactly as before, then he will begin to hunt for bugs, rolling his +7 Search skill against the players' attempts to conceal them. If he finds any, he will simply smash them. The same applies to the fiber optic camera, which will betray the party's presence upstairs.

SCENE 4: FIRST TEAM PULLS OUT

SA Carter will then say that his team is pulling out. This leaves the second team to continue surveillance alone. He doesn't know what to think about Juan. He feels he's clearly up to something, but doesn't know what his game is: the first team followed Juan around again, making their presence known every time he passed an Internet cafe or computer store. Juan didn't go into any of them; instead he just drove around for an hour before returning to the hotel.

CHAPTER 2

SCENE 1: ONE OF OUR AGENTS IS MISSING

Before they are ready to go, SA Carter will call into the players' radio, asking if they've seen the agent he posted in the van at the back of the hotel. He has called him in, but he's not responding. Anyone who goes to look for him will find his van unlocked and empty. A search of the area will reveal nothing out of the ordinary: no bloodstains, nothing suspicious. If the players have been monitoring Juan, then they know he hasn't been out of his room or done anything suspect; he's just lying on his bed, flicking through the channels, and munching stale peanuts from the room's mini-bar.

SCENE 2: WHAT HAPPENS NEXT

SA Carter wants to arrest Juan at this point. The PCs can either agree and bust Juan, or keep him under

surveillance for any clues about the missing agent.

If arrested, Juan will simply be questioned for 24 hours and released. The PCs have no incriminating evidence on him, and despite his odd behavior he has done nothing wrong. If the players arrest him, he will not put up any kind of struggle, and very clearly knows nothing about the missing agent. He will admit that he knew he was being watched, but that he decided to just play along as after all, he is 'entirely innocent'.

If the players can convince SA Carter to back off, they can continue the operation. A Bureaucracy check at DC 10 will tell them they are now the active case agents, not SA Carter whose mission ended when he revealed himself to the target and began to pull out. They therefore have authority in this matter. The ADIC at the local field office will also agree, stating that Juan probably has accomplices, and that these people have the missing agent. The first team is ordered to pull back into a support role for the second team, and watch their backs.

SCENE 3: PURSUING THE MOB

If Juan is not to blame for the agent's disappearance, the mobsters seen hanging around at the hotel are the next logical suspects. A Research check at DC 15 will allow the PCs to get a handle on the pair. Both are known associates of the local mob, and have been arrested for various misdemeanors before. They are also staying on the very same floor as the PCs, only a couple of rooms away.

The mobsters will either be in their room, or trying to keep track of Juan. A DC 20 Listen check at the door will let the character hear what sounds like muffled moaning coming from their room. Inside, the missing agent is sitting gagged and tied to a chair. He's been badly beaten but despite such heavy questioning, hasn't told the mobsters anything. He will inform the PCs that the mobsters believe Juan is working with them on some kind of top-secret government deal.

Whether or not the PCs arrest the mobsters, the last encounter remains fairly unchanged. The mobsters will use their phone call from jail to contact the mob, call in reinforcements, and try to seize Juan.

SCENE 4: COVERAGE RESUMES

That morning, Juan will get ready to go out again. He will reposition all of the tourist souvenirs and then go through a copy of the phone book looking for Internet cafes. If the camera is in place, a Surveillance check at DC 15 will reveal him looking up the location of the "Fast Connect Internet Cafe". Knowing this, the players can send some people there and others to follow Juan.

When Juan leaves the room he's even more paranoid than usual; he will stop the elevator two floors up from the lobby and walk down the stairs. He will drive to a

bus stop and take a bus down town, before changing to a cab. A successful Drive: Tailing check at DC 15 is required to keep him in sight. A Spot check at DC 15 will reveal the players' car is being followed. The two men from the hotel lobby are tailing them. If the players can get a photo of them, they can find out from the city's police or FBI records that these are two local mafia enforcers.

Eventually, Juan will enter the Fast Connect Internet Cafe. If the players have got to the cafe first, the agents can direct the cafe owner to show Juan to a specified computer when he comes in. If the PCs have the appropriate skills, they can install monitoring software on the cafe's computers and put a keystroke monitor into a keyboard. This requires a Computer Operations check at DC 10 to install. With luck, Juan will then log on to the computer the agents have bugged. If they've set it up right, they can determine what he was doing and trace his e-mails. Juan logs on to an e-mail server, reads one e-mail, and then sends another.

THE RECEIVED E-MAIL

"Mr. Martinez, I will be in town on (Today's Date) and can meet you to view the artifact. The money you requested is available to me here, and I'm authorized to pay it to you if the item is what you claim it to be."

SENT E-MAIL

Have got the artifact and I'm sure it will meet with your approval, I'm sorry the date for our meeting has passed, but I can meet you at the agreed place 7:30 pm (today's date). The agreed price still stands and I look forward to completing this transaction.

Both the sender's and receiver's email addresses are free, web-based accounts and have no other traffic in them-not even spam! A Computer Operations check (DC 10) will let the players know that this indicates the accounts are very new. If anyone wishes to check the headers of the sent email, a further Computer Operations check (DC 15) will reveal the IP address of the connection used by the sender a London-based cyber-café.

Everything looks set for tonight and a mysterious meeting.

SCENE 5: TAKING CARE OF BUSINESS

That evening, everything is set for a secret meeting between Juan and the mysterious London-based contact.

Juan's running late; by the time he gets back to the hotel, it's already 7 pm. Luckily for the PCs, Juan has no time for his counter-surveillance precautions. Instead, he drives straight to the local mall where he parks his car. He is clearly concentrating on being on time rather than checking to see if he's followed. PCs

will only need to make a single Drive: Tailing check at DC 15, and then a Tailing on Foot check at DC 10 to follow him after he parks.

Juan heads straight for a coffee shop and takes a table at the back of the room, facing the door. After a moment, a tall, well-dressed man (whose name is Bradley Cochran) in a suit will get up from the counter and sit opposite him. The man's position will block the PCs' sight of Juan and cover anything he's doing. Characters who want to reposition themselves to eavesdrop on what is being said will need a Hide check of 15 or better, and a Listen check at DC 25. Any successful PCs will see that Juan is in the process of slipping something to this man, who in exchange is handing him a rather thick looking envelope. This seems like the opportune moment to bust the pair.

SCENE 6: ALL HELL BREAKS LOOSE

As all the PCs' attention focuses onto Juan's exchange, they discover that they too are being watched. A group of mafia soldiers has also followed Juan. If they are still at large at this point, the goons from the hotel will lead them. If not, more junior Mafiosi will be leading them. (The Mafiosi should total one less than the number of PCs). Their tactics will be very simple-they're going to come into the coffee shop, guns drawn, and shoot anyone who tries anything heroic. This should occur just as the PCs make their move.

In the confusion, Juan will run out of the backdoor of the coffee shop, through the kitchen and store area, and into the bowels of the mall. The contact, believing himself to be double-crossed, will pursue Juan at top speed, trying to ditch the object (an antique necklace) en route. If he catches up with Juan in the mall, a fist-fight is likely to ensue between the two of them-Bradley definitely wants his money back, while Juan's main priority is escape.

The mobsters will certainly not be expecting to be confronted by so many armed agents, and will try to back off and escape. The PCs will have to choose between pursuing their two main suspects and defending themselves against the mobsters.

THE AFTERMATH

Much of this scene will depend on the results of the previous encounter. If Juan and Bradley get away and ditch the necklace, they will be pretty much in the clear. The agents don't have any evidence against them, except possibly for brawling in a public place. However, if the PCs can catch them, find the necklace, and match their prints to those on the necklace (Gather Evidence check, DC 20, for each set of prints), then they can both be arrested for art smuggling and violations of antiquity laws. Charging the mobsters is much easier. They have drawn guns and kidnapped a federal agent. A 1500 XP bonus should be divided amongst the PCs, with a further 200 XP for rescuing the agent from the mob, and another 100 for each mobster arrested.

THE NPCS

JUAN MARTINEZ (ART SMUGGLER)

4th level non-combatant (10 hp)

Initiative: -1
Speed: 30 ft
AC: 11 (-1 Dex, +2 class)
Attacks/Dam: +2 melee (unarmed strike d3)
Abilities: Str: 11 / Dex: 8 / Con: 10 / Int: 14 / Wis: 13 / Cha: 15
Skills: Bluff +8, Diplomacy +8, Drive: Chase +5, Gather Information +7, Hide +7, Intimidate +7, Knowledge: Street Sense +8, Listen +6, Move Silently +5, Spot +6, Sense Motive +6
Feats: Driving License, Counter-Surveillance

BRADLEY COCHRAN (ART BUYER)

2nd level non-combatant (9 hp)

Initiative: +0
Speed: 30 ft
AC: 11 (class)
Attacks/Dam: +2 melee (unarmed strike d3+1)
Abilities: Str: 13 / Dex: 11 / Con: 14 / Int: 8 / Wis: 10 / Cha: 12
Skills: Bluff +6, Diplomacy +6, Gather Information +6, Knowledge: Street Sense +4, Sense Motive +5, Spot +5
Feats: Driving License

HOTEL MAFIA GOONS

2nd level combatants (15 hp)

Initiative: +1 (Dex)
Speed: 30 ft
AC: 12 (+1 Dex, +1 class)
Attacks/Dam: +4 melee (unarmed strike d3+2), -2 ranged (9 mm pistol 2d6)
Abilities: Str: 15 / Dex: 13 / Con: 10 / Int: 12 / Wis: 9 / Cha: 11
Skills: Bluff +1, Drive: Tailing +2, Intimidate +3, Knowledge: Street Sense +2, Listen +2, Spot +2, Tailing On Foot +3.
Feats: Driving License

MAFIA SOLDIERS

1st level combatants (7 hp)

Initiative: +1
Speed: 30 ft
AC: 11 (Class plus Def & Dex bonus)
Attacks/Dam: +3 melee (unarmed strike d3+2), -2 ranged (9 mm pistol 2d6)
Abilities: Str: 14 / Dex: 12 / Con: 14 / Int: 10 / Wis: 10 / Cha: 11
Skills: Bluff +3, Intimidate +3, Knowledge: Street Sense +3, Move Silently +4
Feats: Driving License



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FBI TERM	MEANING	FBI TERM	MEANING
ADIC	Assistant Director, pronounced "ay-dick".	Honey Trap	An intelligence 'sting' that involves luring the subject into a compromising situation and blackmailing him afterwards.
Agent	An FBI operative.	KMA	"Kiss my ass", an agent who has passed the official retirement age but is still active in the field.
Asset	Any resource, human or otherwise.	Knuckle Dragger	Military personnel, especially when assigned to intelligence work.
Backstop	A cover story which has such depth it will appear to be substantiated on casual investigation. For example, an undercover agent whose cover identity is an autoshop mechanic may have arranged for a local garage to be staffed by agents on the day he expects his criminal contacts to check up on his background. If they do call in to find out if he really works there, they are said to have "run up against the backstop".	Legend	Cover story complete with supporting documentation.
Balloon	Verb, to leave work early-particularly on a Friday afternoon.	Mahogany Row	This is the section of the FBI HQ building with the highest security. Comprehensive entry procedures ensure that no unauthorized visitors get into the area. Agents may be summoned here if top-secret documents are to be viewed. It is also the home of the Bureau's Foreign Counterintelligence Division (FCI).
Betty Bureau	A female employee who seems "married to the Bureau." Usually these are administrative or other support staff.	Make	To recognize someone. As in 'I've been made' or 'I've made the subject'.
Bogie	In counterintelligence, a visitor to an official establishment whose identity is unknown. Also, 'stray'. Bogie is derived from the term for an unidentified radar blip.	Ninja	SWAT team member in full outfit, including tactical armor, hood, and weaponry. May also be used for a Bureau pointman in similar kit.
Brick Agent	A field agent, also known as a "street agent".	Notional	In intelligence, fictitious.
Bubird	(Pronounced "Boo-bird".) An FBI aircraft, usually a helicopter.	NSA	National Security Agency. The mathematicians who make up the majority of this agency's staff are certainly the most talented body of cryptanalysts and cryptologists in the world.
Bucar	(Pronounced "Boo-car".) Bureau vehicle. Also "Buc" ("boo-see") and "Busted" ("boo-steed").	OPR	Office of Professional Responsibility. This body is based at the Hoover Building and investigates any allegations of wrongdoing within the Bureau.
Case Agent	An agent with specific personal responsibility for handling a particular case. Most cases do not have a case agent assigned, but major or high-profile crimes may require a case agent.	Parole	A prearranged verbal exchange by which intelligence personnel identify each other. In effect this is a password followed by a response. Both phrases should be apparently innocuous, but also sufficiently obscure that an accidental 'false positive' is unlikely.
CI	The Criminal Investigation Division of the FBI.	PHOTINT	Photographic Intelligence.
CIA	Central Intelligence Agency. Despite a long tradition of rivalry between the CIA and FBI, the two agencies' counterterrorism divisions now cooperate closely.	RA	Resident Agent
COMINT	Communications Intelligence	RADINT	Radar Intelligence.
Creds	Credentials, i.e. a police badge or other official ID.	Rent-A-Goon	Agents from other offices who have been assigned to an investigation on a short-term basis. Perhaps surprisingly, this isn't a pejorative phrase!
Customers	Politicians and civil servants.	Resident Agency	A smaller satellite of a field office, employing anywhere from one to twenty agents. Agents assigned to Resident Agencies are called "RAs" (like the Agency itself,) or "Resident Agents". See "SARA".
Dry Cleaning	Countersurveillance techniques designed in the first instance to detect surveillance devices; a thorough search of one's house, room or vehicle.	Roast Beef	Police or other official ID, or the act of showing said ID, as in 'I roast beefed the suspect.'
ELINT	Electronic Intelligence.	SAC	Special Agent in Charge, pronounced "ess-ay-cee". SACs are in charge of field offices.
FCI	Foreign Counterintelligence.	SARA	Special Affairs Resident Agent. Pronounced "Sair-uh".
Feebie, Feeb	Intelligence community term for an FBI agent.	SIGINT	Signals Intelligence
Flutter	A deliberately stressful polygraph examination, designed to test the nerve of an intelligence candidate as much as to discover hidden truths.	Soap	Sodium pentothal. Rarely used to refer to other interrogation drugs.
Four-bagger	The most severe internal discipline possible for a wayward FBI agent, involving four different procedures: six months' probation, temporary suspension from duty, written censure and transfer to a different department.	Soundman	Agent who places electronic surveillance equipment.
Ghost	FBI surveillance specialist	The Institute	The Mossad, the Israeli intelligence service.
HBO	High Bureau Official. This is not an official job title, but a general informal term for high-ranking executive staff (as opposed to field agents).	The Three 'B's	The three things most likely to get an FBI agent in trouble: booze, broads and Bucars. (See "Bucar")
The Agency	The CIA. Also, "the Company" or "Intelligence." Rarely refers to the NSA.	UACB	Unless Advised to the Contrary by the Bureau.
The Bureau	The FBI. Few agents refer to it any other way when speaking to other agents.	Unsub	The unknown subject of an investigation.
The Farm	The CIA training facility near Williamsburg, VA, operated under the guise of Camp Peary. Also, a private intelligence training facility outside Atlanta, Georgia, operated mostly by former federal intelligence officers.	Wheel Artist	FBI surveillance specialist who is particularly adept at vehicular tailing.
The Firm	MI-6, the British foreign intelligence service.	Wise Men	National Intelligence Officers, a small group of senior intelligence officials who prepare "blue books" of varying security levels for policy-makers from intelligence sources.
The Game	Intelligence work.		

APPENDIX B -FBI FIELD AND LEGAL ATTACH OFFICES

FIELD OFFICES

This is a complete list of the 56 FBI field offices. Their addresses have been included in GMs want to have characters visiting the local office to work in conjunction with local agents. A Special Agent in Charge (SAC) oversees each field office. An Assistant Director in Charge (ADIC) manages the Los Angeles, New York City, and Washington DC offices, due to their larger size. SACs are responsible for specific programs and assist the ADICs in these offices.

Alabama: Birmingham - 2121 8th Avenue North
 Alabama: Mobile - One St Louis Center, 1 St Louis Street, 3rd floor
 Alaska: Anchorage - 101 East Sixth Avenue
 Arizona: Phoenix - 201 East Indianola Avenue
 Arkansas: Little Rock - Two Financial Center, 10825

California: Los Angeles - Financial Center Parkway
 California: Sacramento - Federal Office Building, 11000 Wilshire Boulevard
 California: San Diego - 4500 Orange Grove Avenue
 California: San Francisco - Federal Office Building, 9797 Aero Drive
 Colorado: Denver - 450 Golden Gate Avenue, 13th floor
 Connecticut: New Haven - Federal Office Building, 150 Court Street
 Florida: Jacksonville - 7820 Arlington Expressway
 Florida: North Miami Beach - 16320 Northwest Second Avenue
 Florida: Tampa - Federal Office Building, 500 Zach Street
 Georgia: Atlanta - 2635 Century Parkway

FBI LEGAL ATTACH OFFICES AROUND THE WORLD

Hawaii: Honolulu - Kalanianaole Federal Office Building, 300 Ala Moana Boulevard

Illinois: Chicago - E M Dickson Federal Office Building, 219 South Dearborn Street

Illinois: Springfield - 400 West Monroe Street

Indiana: Indianapolis - Federal Office Building, 575 North Pennsylvania Street

Kentucky: Louisville - 600 Martin Luther King Jr Place

Louisiana: New Orleans - 1250 Poydras Street

Maryland: Baltimore - 7142 Ambassador Road

Massachusetts: Boston - One Center Plaza

Michigan: Detroit - P V McNamara Federal Office Building, 477 Michigan Avenue, 26th floor

Minnesota: Minneapolis - 111 Washington Avenue, South Federal Office Building, 100 West Capitol Street

Mississippi: Jackson - US Courthouse, 811 Grand Avenue

Missouri: Kansas City - L Douglas Abram Federal Building, 1520 Market Street

Missouri: St Louis - 10755 Burt Street

Nebraska: Omaha - 700 East Charleston Boulevard

Nevada: Las Vegas - 1 Gateway Center, 22nd floor

New Jersey: Newark - 415 Silver Avenue

New Mexico: Albuquerque - James T Foley Building, 445 Broadway

New York: Albany - One FBI Plaza

New York: Buffalo - 26 Federal Plaza, 23rd floor

North Carolina: Charlotte - 400 South Tryon Street

Ohio: Cincinnati - 550 Main Street

Ohio: Cleveland - Federal Office Building, 1240 East 9th Street

Oklahoma: Oklahoma City - 50 Penn Place

Oregon: Portland - Crown Plaza Building, 1500 Southwest 1st Avenue

Pennsylvania: Philadelphia - William J Green Jr Federal Office Building, 600 Arch Street

Pennsylvania: Pittsburgh - US Post Office Building, 700 Grant Street

Puerto Rico: San Juan - US Federal Office Building, 150 Carlos Chardon Avenue, Hato Rey

South Carolina: Columbia - 1835 Assembly Street

Tennessee: Knoxville - John J Duncan Federal Office Building, 710 Locust Street

Tennessee: Memphis - Eagle Crest Building, 225 North Humphreys Boulevard

Texas: Dallas - 1801 North Lamar

Texas: El Paso - 700 East San Antonio Avenue

Texas: Houston - 2500 East TC Jester

Texas: San Antonio - US Post Office & Courthouse Building, 615 East Houston Street

Utah: Salt Lake City - 257 Towers Building, 257 East, 200 South

Virginia: Norfolk - 150 Corporate Boulevard

Virginia: Richmond - 111 Greencourt Road

Washington DC - Washington Metropolitan Field Office, 1900 Half Street, SW

Washington: Seattle - 915 Second Avenue

Wisconsin: Milwaukee - 330 East Kilbourn Avenue

The FBI Presently runs 45 Legal Attaché (Legat) offices and four Legat sub-offices. They are connected to either the American Embassy or Consulate in the respective country. The FBI's Special Agent representatives abroad carry the titles of Legal Attaché, Deputy Legal Attaché, or Assistant Legal Attaché. The FBI uses these stations to protect US citizens abroad and to help prevent terrorism and crime from entering America. The Legats also help resolve the FBI's domestic investigations that have international leads, focusing on crimes such as drug trafficking, international terrorism, and economic espionage. Usually, the Legal Attaché's office is not very big. The offices listed below employ at most around seventy agents. They also help run the international police training academy in Budapest, Hungary.

The FBI's Legal Attaché Program is run by the International Operations Branch of the Investigative Services Division at FBI Headquarters in Washington DC. It has close contact with other federal agencies; Interpol; foreign police and security officers in Washington DC; and national law enforcement associations.

Country	City	Country	City
Argentina	Buenos Aries	Japan	Tokyo
Australia	Canberra	Jordan	Anman
Austria	Vienna	Kazakhstan	Almaty
Barbados	Bridgetown	Kenya	Nairobi
Belgium	Brussels	Mexico	Mexico City, sub office Guadalajara, Ijuana
Brazil	Brasilia	Nigera	Lagos
Canada	Ottawa, sub office Vancouver	Pakistan	Islamabad
Chile	Santiago	Panama	Panama City
China	Beijing, Hong Kong	Philippines	Manila
Colombia	Bogotá	Poland	Warsaw
Czech Rep.	Prague	Romania	Bucharest
Denmark	Copenhagen	Russia	Moscow
Dominican Rep.	Santo Domingo	Saudi Arabia	Riyadh
Egypt	Cairo	Singapore	Singapore
England	London	South Africa	Pretoria
Estonia	Tallinn	South Korea	Seoul
France	Paris	Spain	Madrid
Germany	Berlin, sub office Frankfurt	Switzerland	Bern
Greece	Athens	Thailand	Bangkok
India	New Deli	Turkey	Ankara
Israel	Tel Aviv	Ukraine	Kiev
Italy	Rome	Venezuela	Caracas

CRIME SCENE FEDS



CHARACTER NAME

PLAYER'S NAME

CLASS

LEVEL

RANK

DEPARTMENT

GENDER

AGE

HEIGHT

WEIGHT

SKIN

EYES

HAIR

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

HP	INITIAL
Hit Points	
Wounds	
BASE SPEED	
BASE ATTACK	

CROSS CLASS	SKILL NAME	KEY ABILITY	ABILITY MOD	RANKS	MISC MOD	MAX RANKS	/
	<i>Analyse Narcotics</i>	INT		+	+	=	
	<i>Autoshop</i>	INT		+	+	=	
	<i>Balance</i>	DEX		+	+	=	
	<i>Bluff</i>	CHA		+	+	=	
	<i>Bomb Disposal</i>	WIS		+	+	=	
	<i>Bureaucracy</i>	WIS		+	+	=	
	<i>Climb</i>	STR		+	+	=	
	<i>Computer Operations</i>	INT		+	+	=	
	<i>Concentration</i>	CON		+	+	=	
	<i>Crime Scene Recording</i>	INT		+	+	=	
	<i>Cryptography</i>	INT		+	+	=	
	<i>Diplomacy</i>	CHA		+	+	=	
	<i>Disable Device</i>	INT		+	+	=	
	<i>Drive: Chase</i>	DEX		+	+	=	
	<i>Drive: Tailing</i>	WIS		+	+	=	
	<i>Evidence Analysis</i>	INT		+	+	=	
	<i>Gather Evidence</i>	WIS		+	+	=	
	<i>Gather Information</i>	CHA		+	+	=	
	<i>Hide</i>	DEX		+	+	=	
	<i>Interrogation</i>	CHA		+	+	=	
	<i>Interview</i>	INT		+	+	=	
	<i>Intimidate</i>	CHA		+	+	=	
	<i>Jump</i>	STR		+	+	=	
	<i>Knowledge: Autopsy</i>	INT		+	+	=	
	<i>Knowledge: Law</i>	INT		+	+	=	
	<i>Knowledge: Street Sense</i>	INT		+	+	=	
	<i>Listen</i>	WIS		+	+	=	
	<i>Medical Assistance</i>	WIS		+	+	=	
	<i>Move Silently</i>	DEX		+	+	=	
	<i>Research</i>	INT		+	+	=	
	<i>Search</i>	INT		+	+	=	
	<i>Sense Motive</i>	WIS		+	+	=	
	<i>Speak Language</i>	----		+	+	=	
	<i>Spot</i>	WIS		+	+	=	
	<i>Surveillance</i>	WIS		+	+	=	
	<i>Survival</i>	WIS		+	+	=	
	<i>Swim</i>	STR		+	+	=	
	<i>Tailing: On Foot</i>	WIS		+	+	=	
	<i>Tumble</i>	DEX		+	+	=	
	<i>Undercover</i>	CHA		+	+	=	

AC	ARMOUR CLASS	ARMOUR MODIFIER	DEX MODIFIER	MISC. MODIFIER	AC BONUS	TOTAL

INITIATIVE	DEX MOD	MISC MOD	TOTAL

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

MELEE	BASE ATTACK BONUS	STRENGTH MODIFIER	MISC. MODIFIER	TOTAL
RANGED	BASE ATTACK BONUS	DEXTERITY MODIFIER	MISC. MODIFIER	TOTAL

WEAPON	TOTAL ATTACK BONUS	DAMAGE	Critical

WEAPON	TOTAL ATTACK BONUS	DAMAGE	Critical

WEAPON	TOTAL ATTACK BONUS	DAMAGE	Critical

FEATS				ARMOUR/WEAPON PROFICIENCY
<input type="radio"/> Appraise Suspect	<input type="radio"/> Emergency Medic	<input type="radio"/> Media Handling		
<input type="radio"/> Archive Knowledge	<input type="radio"/> Ex-CART Team Member	<input type="radio"/> NCAVA Criminal Psychologist Training	<input type="radio"/> Automatic Firearm Proficiency	
<input type="radio"/> Bribing	<input type="radio"/> Fingerprint Taking	<input type="radio"/> Paper Chaser	<input type="radio"/> Ballistic Armour Proficiency	
<input type="radio"/> Chemical/CoMicroscopical Analysis	<input type="radio"/> Handwriting Analysis	<input type="radio"/> Precise Aim	<input type="radio"/> Long Arm Firearm Proficiency	
<input type="radio"/> Connecting Evidence	<input type="radio"/> Hostage Negotiation	<input type="radio"/> Psychological Profiling	<input type="radio"/> Side Arm Firearm Proficiency	
<input type="radio"/> Counter Surveillance	<input type="radio"/> Imposing	<input type="radio"/> Ready Weapon	<input type="radio"/> Simple Weapon Proficiency	
<input type="radio"/> Crack Driver	<input type="radio"/> Improved Disarm	<input type="radio"/> Take Charge		
<input type="radio"/> Crime Scene Hazard	<input type="radio"/> Informant Handling	<input type="radio"/> Walking the Area		
<input type="radio"/> Diligence	<input type="radio"/> Investigator	<input type="radio"/> Watcher		
<input type="radio"/> Doctor	<input type="radio"/> Man in Black	<input type="radio"/> Weapon Specialisation		
<input type="radio"/> Driving Licence	<input type="radio"/> Marksman			

CHARACTER NOTES

A large, empty white rectangular area framed by a thick black border, intended for a character portrait.

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CRIME SCENE

FEDS

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