

CRIME SCENE

HONG KONG

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BY IAN HUNT

CRIME SCENE • CRIME SCENE

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HONG KONG

Take out the Hong Kong Police Force

Get swept up in the complex and exotic world that is Hong Kong, where the local streetwise cops deal with Chinese politics, triads, and British bureaucracy.

East and West, Good and Bad, Sweet and Sour

Combat triad problems, smuggling, or even riots. Learn about the structure and history of the Hong Kong police force. From Hoi Ha to the harbor, it's all detailed here for the perfect gaming resource.

Crime Scene: Hong Kong includes:

- ☑ A complete introduction to "Hong Kong Special Administrative Region", including its colorful politics, geography, and history
- ☑ Full details of the structure, history, and techniques of the HKSAR police force
- ☑ Six new character classes, including Tactical Unit Officer and Triad Expert
- ☑ Tons of new skills and feats like Tactical Deployment and Triad Buster
- ☑ *Catching the Dragon* - a complete adventure for the game

Crime Scene: Hong Kong - A unique game for a unique city

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



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INTRODUCTION

Crouched in the low scrub bushes of the gully, he strained his eyes into the cloaking darkness. Below, the tiny creek that had carved this deep channel into the hill glistened like tarnished silver under the moonlight. To his left and right, the other officers waited. Chan tried to keep still. Adrenalin was pumping around his body in anticipation; his heart beat thunderously loud in the night's silence. From the bottom of the valley came the sound of movement, the slow careful rustling of someone trying very hard to be quiet. The rough pebbly ground here made this impossible, each footstep on the slope bringing down a tiny cascade of rocks that sounded loudly in the silence. He hoped that none of the other waiting officers made a similar noise. Without meaning to, he realized he'd been holding his breath. He slowly blew the stale air out of his lung, and drew in another cold breath. Away from the city, this close to the border, the air was clearer, no longer tainted by car exhaust fumes and the other odors of the city.

As he approached, Chan got his first view of the newcomer. He was dressed in loose black combat fatigues, and cradled a short black machine gun in his hands. This was it! The weapon alone marked him out from the usual street-trash and triad gangsters. The way he moved was also disquieting, like one of the men from the Special Duties Unit, or a ninja from some cheap action film. Behind him a new group of people struggled into the gully. They had none of their trailblazers' poise, stumbling and cursing in accented Cantonese. A loose ring of bulky men in woefully inappropriate dark suits was surrounding a pack of poorly dressed bearers. Unlike their guardians, they wore a miss-match of t-shirts, and cheap flimsy trainers. Some carried handfuls of grocery-bags; others had dirty rucksacks. All looked heavily burdened. Most likely they were junkies, forced into taking this job to pay for their next hit. Stupid and docile like the animals they were named after-mules.

The group advanced slowly, slipping and sliding on the loose earth, making their way forward. When the last person passed the lowest of his hidden men, Chan would give the order to spring the trap. Reaching down he slipped his pistol from his holster and thumbed the safety catch off, the cold black weapon a distinct comfort in his hand. Soon. Just a little further. He swallowed and made sure his mouth was moist. Inspectors had to give orders, not croak out garbled commands. Opening his mouth he pulled in air to bellow out the word to spur his men. At the top of the hill was the border, a galvanized wall of steel, its top crested with a fringe of barbed wire. Here, the rain-swollen creek had cut a muddy trench underneath it. From the gap below the barrier, a powerful light arced out, sweeping down the gully. The whole scene was suddenly thrown into stark bleached relief. All of Chan's men silhouetted clearly, while below, the smugglers shielded their eyes against the searing light. Things suddenly got very confused.

The element of surprise was lost, but he could still try to get this bust! Yelling at his men to go, Chan sprang up, gun drawn and ready. All around him his men rose, trying to keep their aim steady as the sweep of the light from the hill strobed across them, making them wince. Chan ran down, looking for the lead man, the dangerous one with the gun. The light had taken his night-vision, leaving him stumbling in a black landscape. He'd disappeared! A sudden sweep of the light exposed him; he was crouched just in front of him, trying to blend into the shadows. Realizing he'd been discovered, the man raised his gun. The barrel transfixed Chan. He was dead, he'd see the flash then it would be over. His own gun pointed straight and true, both caught in the moment of sudden mortality.

Around them, officers wrestled with the triad smugglers and mules, desperately confused and terrified. Somewhere else, a shot rang out, and the painful light vanished. Their frozen moment was over. Chan dived to his right and fired. In front of him, the machine gun spat bullets into the air where he'd just been, then arced up into the sky. Chan fired again. The gun ahead of him clicked empty, and was still. Groping forward, Chan's hands ran over the soft cotton of his opponent's fatigues, and into the wet warm of blood. He'd been holding his breath again. Straightening, he took control. 'This is the Police! Put the guns down, and lie down on the ground!'

ABOUT THIS BOOK

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

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

Players can choose from a number of new character classes: *Constable*, *Inspector*, and *Undercover Cop*. There is a range of new skills and feats, covering such specialized areas as *interrogation*, *surveillance*, *evidence collection*, *crime scene analysis*, plus many more. PCs can form a special investigation team or a task force, or just be the local cops.

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

Note: Crime Scene: Hong Kong focuses exclusively on the region's law enforcement body-the HKSAR Police Force, and focuses on the period since Hong Kong ceased to be a British territory and once again became part of China. This book has been thoroughly researched both from factual and fictional sources, blending the two into a role-playing friendly resource. Real-crime enthusiasts should be aware that **Crime Scene: Hong Kong** is not intended as a strictly accurate account of police procedure and practice - some facts have been sacrificed for the sake of playability and fun. All NPCs are entirely fictional, any similarity to people either living, dead, or fictional is entirely coincidental, and we mean no offence to the brave officers of the HKSAR Police Force, or any resident of Hong Kong.

HOW TO USE THIS BOOK

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

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and are used according to the terms of the d20 System License version 4.0. A copy of this License can be found at www.wizards.com/d20.

Note: For the sake of simplicity, all law enforcement officers - police officers, deputies, cops, crime scene officers etc.-regardless of rank or type will be collectively referred to as "the police." The term "cops" will apply to all police officers regardless of department or office.

IMPORTANT!

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

Crime Scene: Hong Kong focuses on the Hong Kong Police Force and their investigations in the Hong Kong Special Administrative Region. To learn more about forensics techniques used by police forces all over the world, check out **Crime Scene: Forensics**. The world of American police and federal agents is explored in detail in **Crime Scene: Police Investigation** and **Crime Scene: Feds**. For those interested in the police's investigations into the unexplained, and occult crimes, we have **Crime Scene: Supernatural**, covering situations where police and horror collide. And, guess what? We do books on the bad guys too, with **Crime Scene: Triads** coming in 2005.

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: Feds**
- **Crime Scene: Forensics**
- **Crime Scene: Yakuza**
- **Crime Scene: Sheriff's Office, Red Pine Hollow**
- **Crime Scene: Lower East Side**
- **Crime Scene: Private Investigator**
- **Crime Scene: Triads**

CHAPTER 1

HONG KONG (XIANGGANG) -AN INTRODUCTION

Hong Kong as we know it began as a small fishing community, and a haven for travelers and pirates in the South China Sea. Then in 1841, the British arrived and occupied the island. It was formally ceded to them at the end of the First Opium War, with the signing of the treaty of Nanking in 1842. Ever tenacious, Britain then took Kowloon and Stonecutters Island from the Chinese in 1860; and in 1898, acquired the "New Territories" on a 99-year lease.

Hong Kong was a great coup for the British, who congratulated themselves on having a permanent base in the region and a foothold into China. The island was also an outpost for the East India Tea Company. At the time, this was a well-known and highly celebrated company that grew opium in Burma, shipped it to Hong Kong, sold it for Chinese tea, which was then exported to London. This was a highly lucrative trade for the British Empire, as it created a revenue of hundreds of millions of pounds. It was the unfortunate Chinese that really paid the price.

Good things don't last forever, though, and at the beginning of the 1900s, the opium trade collapsed. As a result, Hong Kong became less important and turned into a sleepy, colonial backwater. This all changed at the end of World War II, when millions of Chinese refugees flocked to the island, fleeing first the Japanese and later, communist Chinese oppression. This sudden influx of people resulted in cheap labor in one of the remaining gateways to the Asian markets: the recipe for a second economic revival. It was only a matter of time before Hong Kong became the trading capital of the world.

As time passed, the 99-year lease on Hong Kong started to run out. This created a lot of insecurity; after all, China was a communist country, and many Hong Kong residents were former Chinese refugees. What would happen to them? What would happen to the capitalist economy? It certainly didn't sit well with communism. Many people left the city, because they didn't want to live under the Chinese. There was also a mass exodus of the rich and powerful, who mistrusted China's promises about maintaining the economic status quo. China's brutal response to the protests in Tiananmen Square made the news in virtually every country in the world. Hong Kong residents expressed fear about similar clampdowns and arrests. The once powerful British were no longer much use: they didn't

have the economic or military power to defy China and protect Hong Kong's residents.

China, however, was not going to "look a gift horse in the mouth". Revenue is always important, no matter what your political ideology is. It established special economic zones in neighboring regions and encouraged trade with the rest of the world. As a time passed, the manufacturing industry became established in these zones and Hong Kong turned to financial services. Now, Hong Kong is still one of the world's largest exporters and top ten economies.

HONG KONG SPECIAL ADMINISTRATIVE REGION (XIANGGANG TEBIE XINGZHENGQU)

On 19 December 1984, China and the UK signed an agreement, creating the Hong Kong Special Administrative Region (HKSAR) of China. In this agreement, China promised not to impose its socialist economic system on Hong Kong. There would be "one country, two systems", and Hong Kong was to have a high degree of autonomy in all matters except foreign and defense affairs for the next fifty years.

As a result, Hong Kong has a partly elected and a partly Chinese appointed government. This is true for the police force, too. The main difference is the repatriation of foreign-born officers within the police, and the arrival of the Chinese military to take over civil defense. Citizens of Hong Kong now face tougher examination and visa checks when attempting to leave the country, as do visitors requiring visas from the Chinese government.

Many Hong Kong residents were worried about the PSB (Public Security Bureau)-the secret Chinese police force. There were rumors that they were conducting investigations within Hong Kong, their spies targeting political activists and journalists. The reality is that while the PSB can perform investigations within the HKSAR, they must have the cooperation of the Hong Kong police. Another safety net is that local rather than Chinese law is followed.

FACTS & FIGURES

Location:	Eastern Asia, bordering the South China Sea and China
Area:	Total: 1,092 sq km (water: 50 sq km land: 1,042 sq km)
Climate:	Tropical monsoon. Hot and rainy from spring through summer, warm and sunny in fall, cool and humid in winter
Terrain:	Hilly to mountainous with steep slopes; lowlands in north
Population:	7,394,170 (July 2003 est.)
Flag:	Red with a stylized, white, five-petal bauhinia flower in the center
Languages:	Chinese (Cantonese), English; both are official languages, most official documents and signs are in both languages.

Overview of Economy: Hong Kong has a free market economy highly dependent on international trade. Food and raw materials must be imported into the territory, as natural resources are limited. As to be expected, there are extensive trade and investment ties with China. Hong Kong's service industries are threatened by external competition, although its re-export business from China is still growing. Hong Kong has suffered two recent recessions: one due to the Asian financial crisis in 1998; the other with the global downturn of 2001-2002. The Severe Acute Respiratory Syndrome (SARS) outbreak has also battered Hong Kong's economy.

Local Currency: The Hong Kong dollar, rather than the Chinese Deng. Three local banks mint the Hong Kong dollar: the Hong Kong and Shanghai Bank (often shortened to Hongkong Bank) the Standard Chartered Bank, and the Bank of China. Following the 1997 handover, notes no longer carried references to the British monarchy and the Queen's head was removed—a literal case of "Off with her head!" The banks then switched to new designs more palatable to the communist Chinese government.

Exchange rates: One US Dollar is roughly worth about 7.75 HK\$; one English pound is about 13 HK\$. Obviously these exchange rates will fluctuate.

Legal Basis: The HKSAR has a different set of laws to the Chinese Mainland. These laws are based on the British legal system. Typically, the police administer

the application of law; trials are conducted in front of a jury of ordinary people, with the defendant being innocent until proven guilty. The region does not have capital punishment, and life imprisonment is the heaviest sentence.

Across in the mainland, the police operate a far tighter set of laws: protest and political dissent are considered acts of treachery; torture and other human rights abuses are common; in the courts, a suspect is guilty until they can prove their innocence; capital punishment is a sentence for a variety of lesser crimes.

Jurisdiction over crimes that cross the border, however, is still under dispute. The usual deciders are the home of the criminal, and where the crime took place.

Illicit Drugs: Hong Kong is a source and transit point for both heroin and methamphetamine to regional and world markets. There is also a rising wave of synthetic drug use among young people, with more and more ecstasy being seized. The city's modern banking system provides a conduit for money laundering for the triads and other organized crime groups.

Military Branches: Hong Kong has no regular native military forces; instead it garrisons China's People's Liberation Army (PLA). This includes elements of the PLA Ground Forces, Navy, and Air Force. These are under the direct leadership of the Central Military Commission in Beijing and under administrative control of the adjacent Guangzhou Military Region. The police cannot enter military property without the consent of the military.

Climate: The climate is subtropical, but tends toward temperate for nearly half the year. The huge landmass of Asia generates powerful blasts of cold wind that blow from the north during the winter, keeping the temperature down. In summer, the seasonal wind reverses and blows from the south, bringing hot, humid tropical air.

From late October to December the weather is sunny and dry, with cool breezes. January and February are cloudier and occasionally cold; temperatures can drop as low as 10°C in the New Territories, but snow and frost are quite rare. Not much rain falls, but when it does, it's usually a chilly, depressing drizzle that lasts for days—something the British would have been all too familiar with. Hong Kong's many mountains often have peaks shrouded in mist. March to April/May are usually pleasant months, and then the scorching summer heat arrives in June. The onset of autumn brings a higher chance of rain and humidity.

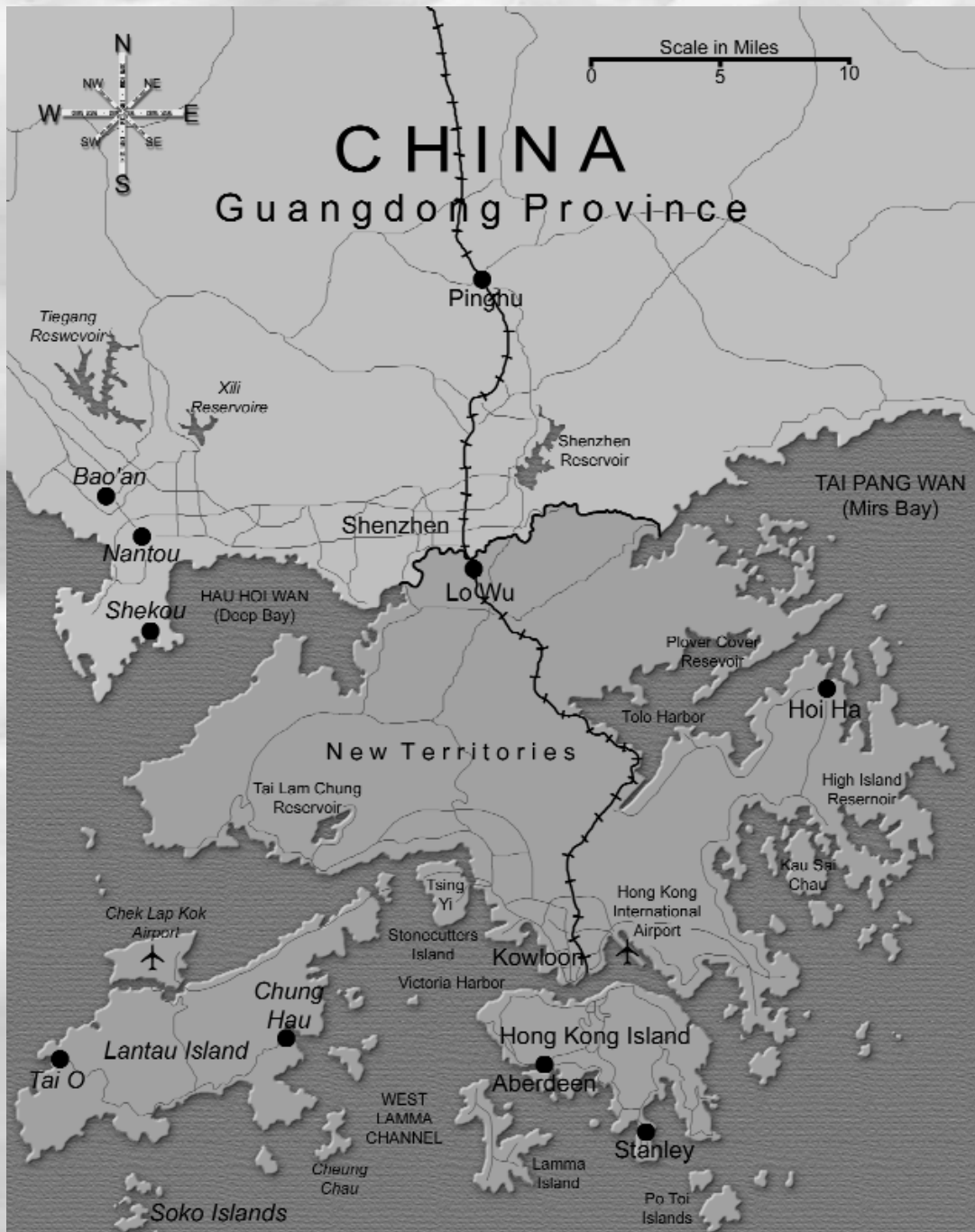
HONG KONG CULTURE

The people of Hong Kong have an all-consuming desire for wealth. Consequently, they are proud of their city, and of their success and prosperity. This is a city where the pursuit of profit is unashamed and the possession of wealth is admired, not envied. This passion for wealth probably springs from the need of many to escape from their roots in Mainland China. Although the people of Hong Kong are physically and spiritually connected to China, they do not see themselves as Chinese, but as residents of Hong Kong.

Hong Kong can be seen as the successful implementation of the American dream, where race, class, and heritage are unimportant, and only success and money carry any weight. This has combined with Chinese family and community values, making Hong Kong a city where East meets West.

HONG KONG ISLAND

Hong Kong Island is the most metropolitan part of Hong Kong. Everything maximizes the limited amount of space: fifty story buildings are more common than ten story ones; skyscrapers and office blocks crowd all around the edges of the Island. The significance of





trade can be seen from its port, which is the third largest in the world. Great wealth and great poverty can also be found here, with the rich and poor jammed together side-by-side.

The central district is home to Hong Kong's financial heart, with huge skyscraper banks dominating the crowded skyline. The city hall and St John's Cathedral lie in the shadows of these monoliths, and the office workers and commuters scurry like ants between them. This area is also home to the city's theaters and cultural centers, along with the Supreme Court.

The middle of the island is dominated by Victoria Peak which, standing 547 meters above sea level, boasts one of the most spectacular views in the world of the whole of Hong Kong. Here, the island's richest live high above the bustle of the city below.

The island's western district is the oldest area of the city, and the part first settled by the British. The Chinese have eliminated most traces of the British, though. The area now caters to tourists looking for Chinese trinkets, and "olde worlde" charm. Beijing's Hong Kong representative owns these stores, selling goods imported from the mainland. The Man Mo Temple lies here, built in 1842 and dedicated to Mo-the God of martial arts and war, more popularly known by his worshippers as Kuan Ti and Kuan Kung. Guarding the temple are statues of the legendary Eight Immortals, while inside, two huge bronze deer stand ready.

Moving on to the more sordid side of life, Wanchai is the island's red-light district, which in the late 1940s was a hangout for sailors from America, Australia, and New Zealand. Gaudy hostess clubs, topless bars, discos, and raucous English-style pubs are packed together in this apparent den of iniquity. The area also has a reputation for violence and triad problems, as the gangs compete for territory and try to exploit the thrill seekers. Not all is sleaze and drunkenness, however. Wanchai is home to the Pak Tai Temple, which houses a 3-meter high copper image of the deity Pak Tai. Pak Tai was a Chinese prince who was said to have attained perfection nearly 3,000 years ago. When he died, he was invited to become a god and was appointed the Commander of the Twelve Heavenly Legions.

Happy Valley is another European area, and many of the more expensive houses can be found here. The district is home to the Royal Hong Kong Jockey Club's Happy Valley Racecourse, a huge stadium and horse track where gamblers try their hand. Around it are stables and training grounds for some of the most expensive horses in the world. A short distance away are the Aw Boon Haw Gardens, an amusement park filled with terraced grottos and stone sculptures from Chinese mythology.

Causeway Bay links the island to Kowloon via the 2 km four-lane Cross-Harbor Tunnel. In Causeway Bay, the famous noon gun is fired towards the sea at, not surprisingly, mid-day. No one knows where this tradition came from; although one story is that a ship laden with opium was once given a twenty-one-gun salute. When

the governor heard the traditional welcome for dignitaries had been given to a common transport ship, he ordered such a salute be fired everyday, so it would no longer be special.

Eastern district is a largely residential area, also filled with shopping malls, cinemas, and other entertainment complexes. One of the few points of interest is the Tam Kung Temple. This is dedicated to the boy-god Tam Kung who predicts the weather and is a patron for fishermen.

Another district of note is Aberdeen harbor on the southern side of Hong Kong Island, where 70,000 people live or work on the anchored junks. Some of these "boat people" are traditional Chinese fishermen and sailors, living their lives on cramped boats; others are Vietnamese refugees who fled here from the war, and who are still arriving. Every April, the local Tin Hau Temple hosts a great boat festival, and the bay is filled with brightly colored boats of every kind. The rest of the year, sampans and motor cruisers take tourists out to the city's famous floating restaurants, situated in grand looking Chinese barges anchored away from shore.

The south side of Hong Kong Island is one of the few relatively undeveloped areas of the island. It has rocky coasts, little fishing villages, and smooth white beaches. Every weekday, this is the destination for thousands of Hong Kong residents looking for sun and surf. Shek O Beach, Big Waves Bay, and Repulse Bay quickly fill with those trying to get away from it all. The south side also has the island's golf course, a popular destination for Japanese businessmen working on the island. This land used to be owned by the pirate Chang Po Chai, who captured the island in 1770, a century before the British seized it for themselves. Down the coast is Ocean Park, a water park and marine center, whose two areas are linked by a mile-long cable car system.

KOWLOON PENINSULA

Kowloon comes from *Kow Lung*, which means "Nine Dragons". The boy-emperor Ping of the Sung Dynasty named the peninsula. He believed that each of the eight mountains on the peninsula was inhabited by a dragon, and as he himself was a celestial dragon, that made nine.

Kowloon Peninsula was the second part of Hong Kong to be colonized by the British. It is also one of the most densely populated areas in the world. At the tip of the Tsimshatsui peninsula is the Star Ferry concourse, which used to be the main connection between Kowloon and Hong Kong Island. Each day, thousands

of workers would pack onto the boats to go to work. This lifeline so was vital to Hong Kong that a five-cent rise in price sparked a terrible riot. Today, the Mass Transit railway tunnel and the Cross-Harbor road tunnel connect the peninsula to the island... but the ferry is still as popular as ever.

The Yaumatei typhoon harbor shelters many of the city's boat people whenever a storm rises, and is always busy with junks and small boats. Here, the boat people conduct all manner of business, from food shopping to simple bartered deals and trades. The boat people like to pray at the Tin Hau Temple, which once stood on the shore, but is now inland as a result of land reclamation projects. Here, the people venerate the goddess of the sea and Ton Hau, protector of fishermen.

The Mongkok district in Kowloon has the highest population density in Hong Kong. Here an estimated 165,000 people live per square kilometer. These people live in packed tenements and tower blocks, commuting each day to Hong Kong Island, or to the neighboring district of Sanpokong. This is to industry what Mongkok is to housing: a huge sprawling mass of factories and assembly plants that power the regions economy.

The peninsula also houses one of the busiest airports in the world, Hong Kong International Airport. This is in the middle of the city and as a result is one the world's most dangerous airports. Pilots have to fly close to the ground to land, which means flying very near to the hills and tall residential buildings. A new airport has been built in Chek Lap Kok Island to take the pressure off this airport.

The fourth district of Kowloon is Kwun Tong. This area is administratively part of Kowloon, but is actually part of the New Territories. It is one of the region's newer centers for housing and industry, and has more hi-tech industries. It is important enough to be serviced by a new four-lane highway, ferries from Central, and the Mass Transit Railway (where it is the final stop). The only real point of interest in Kwun Tong is a Temple to the Monkey God.

NEW TERRITORIES

The New Territories comprise about 88 percent of Hong Kong's land, and contain roughly a third of the region's population. The area is largely unspoiled, with marshes, wooded hills, and farms bordered by the massive new towns constructed to ease the pressure on Hong Kong. Built along the railway and river routes, these towns mushroomed from the tiny villages of the

area to create vast conurbations of concrete. These are packed with the same tower block tenements and cheap housing as Kowloon, and residents share many of the same problems. Springing up in just twenty years, these new towns of tower blocks and malls are considered desirable places to live; and are much cheaper than comparable areas of Kowloon, or Hong Kong Island.

Many of these new towns dwarf their original namesakes. The first of these is Fanling, the first stop on the Kowloon Railway into the area. Now a mass of concrete and neon, it is home to some 600,000 people. It is also home of the Police Tactical Unit, which has its base in the nearby hills.

Tai Po (meaning buying place) was one of the oldest market towns in the district and has now been lost to recent development. Other new town developments, however, like Sha Tin, and Tai Wai still retain their traditional features, such as the Temple of 10,000 Buddhas which stands on the hill behind the railway station, and higher up, the Temple of Man Fat with its complex of pagodas. Sha Tin also has one of the region's other horseracing tracks, and is a favorite destination for gamblers.

Other areas such as Castle Peak still remain relatively undeveloped...or are undeveloped in a deliberately developed way. Shui Tau, for example, is a walled village on the outskirts of Kam Tin. It is a reproduction of a traditional Chinese village from a thousand years ago, with traditional style Chinese houses.

OUTLYING ISLANDS

There are 234 outlying islands in the HKSAR; many of them are little more than uninhabited rocks. A few of the islands have connections to the rest of the region, with tunnels and bridges linking the larger islands. For many, though, the twenty-first century is yet to arrive—there are no phones or direct electrical connections. Their isolation and inaccessibility has protected the islands from the pressures of Hong Kong's need to expand and house its population.

Some, however, have large populations: Cheung Chau (2.5 sq km) has 20,000 residents and is fast developing into a mini Honolulu, although it has no motorized traffic. The dumbbell-shaped island has hills at both ends and a small town nestling on the connecting rod of land. As with all of the islands, Cheung Chau has a very strong sense of community, with villagers being fierce proud of their way of life.

Lantau Island, which is the largest of the islands at 142 sq km and much bigger than Hong Kong Island, has a

population of 20,000. Its rugged terrain is topped by a 933m peak, and is home to several important monasteries both Buddhist and Christian, including Po Lin Monastery with its enormous bronze Buddha.

Other important islands include Lamma, the third largest island at 8 sq km. 6000 people make their homes here, earning a living fishing or supporting the "weekend admirals" and "Saturday sailors" from Hong Kong.

Other major islands include Ping Chau, Tap Mun, Kat O Chau, Ap Chau, Po Toi, Ma Wan, Sek Kwu Chau, Peng Chau, and the uninhabited Tung Lung Chau. Many only have one small village or community of fishermen living there. The islands fall under the control of the Hong Kong Police's Marine Division, whose boats and patrols not only try to stop the flow of illegal aliens, drug smugglers, and pirates, but also provide one of the few regular links to the small islands.

TRAFFIC AND TRANSPORT

The dense populations of Hong Kong Island and Kowloon make for some of the worst traffic jams and tailbacks in the world. Busy streets are crammed with commuters and rush hour never seems to stop. Rickshaws, bicycles, and cars dodge each other in the street and it's not very surprising that accidents are commonplace, and police traffic units are always hard pressed. By contrast, the mountain roads are almost empty. Here, there are few cars and trucks; only slow farm vehicles and carts trundling up and down the steep roads.

TRAIN

The MRT (Mass Transit Railway) operates from Central across the harbor and up along the Kowloon Peninsula. This ultramodern, high-speed subway system is very popular with commuters. The trains are the sole means of transport for many ordinary residents of Hong Kong and as a result, car ownership is lower than in other countries.

TAXI

Rides in a Hong Kong taxi are usually exhilarating or terrifying, depending on the personality of the passenger. The trip is always memorable.

TRAM

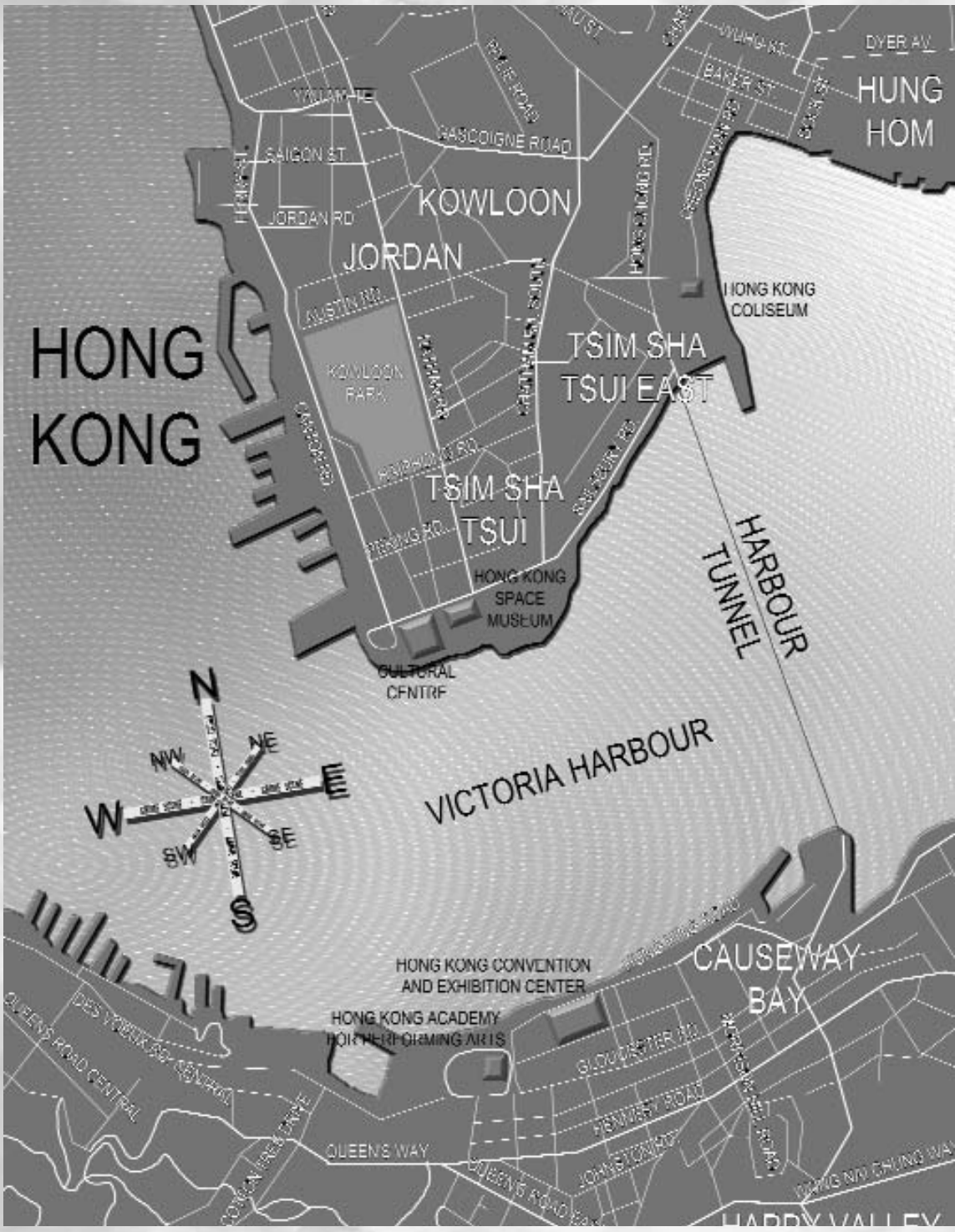
The tram runs east-west along the northern side of Hong Kong Island. It's a picturesque and fun way to travel, so tourists often travel side-by-side with com-

muters trying to get to work. It's cheap too, at HK\$1 for any distance. Travelers pay when they get off the tram.

JUNKS, SAMPANS, AND FERRIES

A flotilla of small boats and ferries serve the harbors, waterways, and islands. Whole families and communities live on the water here in tight packs of moored boats. The waterways are often just as busy as the

streets, with slow, diesel-powered junks and rowboats contrasting with the modern speedboats and motor cruisers of the wealthy. The docks of Hong Kong are its lifeblood, with much of the city's food and imports pouring in from the sea. Hong Kong still suffers from piracy, with gangs using fast boats to board and steal from freighters. The Hong Kong police constantly patrol the water, but the sheer size of the region and the number of islands makes this a tough job.



CHAPTER 2

THE HKSAR POLICE FORCE

The Hong Kong Police Force claims to be one of the best trained, equipped, and disciplined forces in the world in its fight against organized crime, illegal narcotics, credit card fraud, and money laundering. With around 39,000 members, including 28,200 regular officers, 4,800 Auxiliary Police and 5,800 civilian support staff, the territory has one of the highest police-to-population ratios in the world, with 482 officers for every 100,000 people. Its marine fleet of 166 patrol-launches and other craft is the largest of any civil police force. The HKSAR does not work in isolation, however; it liaises closely with international law enforcement agencies, including the FBI, CIA, Scotland Yard, and Interpol. At policy and working levels, it also cooperates with Chinese law enforcement agencies on the Mainland.

THE HISTORY OF THE HONG KONG POLICE FORCE

The British established the first official police force for the island three years after they seized Hong Kong. The tiny fishing village now had grog shops, brothels, and waters endangered by piracy. At first, the police were mainly watchmen, who were largely ineffective. When Irishman Charles May took the reins, however, an effective force began to emerge. Seventeen years of dedicated work later, the Hong Kong police force had broken the tide of lawlessness and crime.

The first major crisis occurred in 1911, when the Qing Dynasty of China fell, to be replaced by the new Republic of China. As Warlord armies caused waves of new settlers to flee over the Shenzhen River into the city, strikes and boycotts caused great civic unrest in Hong Kong. The police had their work cut out keeping the peace in this time of upheaval.

More political turmoil erupted during World War I, when threats were made to workers who refused to join strikes. A special police squad was formed to guard those who wished to work. At the same time, pirates in the region became so daring that a special squad made up largely of White Russians had to be stationed on coastal vessels to prevent piracy.

When the Japanese invaded in December 1941, the police joined Allied soldiers and Hong Kong Volunteers to fight the enemy. They struggled to keep the peace among panic-stricken residents, to curb looting and to protect the public. Many police died during the Battle of Hong Kong, and surviving officers were taken with other expatriates to internment camps. As a result, when Japan was defeated in 1945, the police force had to be entirely rebuilt. Not only this, but most of its equipment had been lost or looted, and its stations largely destroyed. And there was a lot of work to do. The communist Chinese now replaced the Japanese as the enemy; former residents and refugees now flooded across the border into the city to escape the communist regime. The confusion and sheer quantity of people made it easy for criminals to dispose of stolen goods. On a larger scale, the triads, who had blossomed during the occupation, now arrogantly ran drugs, vice and gambling rackets. Bitter, vengeful, battle-hardened, nation-

alist soldiers were also among the refugees. They were armed and highly dangerous, ambushing and murdering police officers for their revolvers. Kidnapping was also endemic, and violence escalated.

The next key event in the history of the force took place on Christmas Day, 1953, when a fire swept through the shantytown of refugee huts. The fire raged through the dry wooden shacks, making 58,000 homeless. The police helped to register them, and tried to administer emergency aid. Resettlement buildings were quickly built with concrete blocks.

Three years later on 10 October 1956 (the Nationalist celebratory day), an official from the resettlement department tried to pull down a Nationalist political poster. This sparked angry protests from these newly housed refugees. A murderous, full-scale riot soon ensued, with old scores from across the border being settled in blood. Triad gangsters and street hoodlums led hordes of looters and rioters on an orgy of destruction. Eventually, the riot burned itself out and the police restored order. In an effort to prevent such a recurrence, the Police Tactical Unit was created. This riot control unit now manages all civil disturbance and crowd control situations.

The Police Tactical Unit's value was to be proved a decade later when a protest over a five-cent fare rise on the Star Ferry sparked off a riot that swept through Kowloon. In four nights of riots, criminals once again moved with demonstrators, using the protests as a cover for organized looting.

1967 contained a lot of teargas and a lot of terror. This was due to the Cultural Revolution sweeping through China; the Hong Kong police had to deal with protestors and then a protracted terrorist campaign. Children made bombs in the classrooms of left-wing schools and then planted them indiscriminately on the streets. Fortunately, the public was highly supportive of the police force and rallied to its side, helping them to turn the tide of violence.

In April 1969, the British Queen bestowed the title "Royal" upon the officers of the force, changing its title to the Royal Hong Kong Police. As a result, Princess Alexandra became Commandant-General of both the regular and auxiliary forces.

At around this time, police corruption began to be a cause for concern. Wages were poor, so the police used money from gambling and other rackets to pay informants in the underworld; their tips helping officers make important arrests. This created a culture in which petty theft was tolerated. The sheer level of corruption within the police force only really came to light after an enquiry from a Canadian bank about Chief Superintendent Peter Fitzroy Godber. He had been one of the heroes of 1967, confronting rioters on the streets, but it soon became clear he had been taking huge bribes. When confronted with this, Godber fled Hong Kong, causing an immense public protest. This led to the formation of a new law enforcement body, the Independent Commission Against Corruption. It was given wide-ranging powers of investigation and arrest,

and was charged with the task of cleaning up the city.

The new force began to make arrests inside the police force, as well as in the community. Many officers began to feel, however, that this was going too far: practices that had gone on for years were now subject to scrutiny and prosecution. In 1977, the police protested over what they saw as victimization by the anti-corruption force officers. They marched on police headquarters and staged meetings. In the end, the government conceded that a good thing had perhaps gone too far, and issued an amnesty for almost all former cases involving petty corruption.

Following these events, the police force began to regain the trust of the public. Recruitment figures climbed, and there were some interesting changes to the ethnic make-up of the command structure. The men who had joined as probationary inspectors in the early 1960s were now reaching senior ranks. Many of them were Chinese, rather than foreign expatriates, and their career structure and prospects were steadily improving. A career in the Hong Kong Police was now seen as desirable.

With the handover to China in 1997, the force dropped its royal title and freed itself from its British imperial legacy. As expatriate officers left the force, Chinese officers were groomed. At first, fears about Chinese influence and control abounded, but life in Hong Kong continued on as ever.

THE PRESENT DAY

No one knows how many people are members of a triad in Hong Kong; what is known is that there are around 60 triads, and between 15 to 20 are actively involved in crime. With the larger triads containing an estimated 30,000 members, the potential for serious crime creates a challenge for the HKSAR police.

Today, the triads continue with their illegal activities. As we have seen, these can range from pornography to prostitution, from criminal damage to murder, and from gambling to kidnapping.

Money equals power and this in turn creates security: if they have control, their victims will be less likely to stand up to them. Many of these victims are terrified into silence.

It's important, however, to keep things in proportion. The crime rate in 2000 was just 1,139 cases for 100,000 residents, and has more or less held steady since then—this is one of the lowest crime rates for any major city in the world. Hong Kong remains one in the world's safest cities due to:

- A high profile police presence, with officers patrolling the streets on foot and in vehicles 24-hours-a-day
- Strictly enforced laws on gun ownership and possession.
- A community that respects both the law and its officers

The Hong Kong Police Force has survived many turbulent times and evolved into an efficient and respected law enforcement body.

CULTURAL ATTACHS AND KUNG FU: BEYOND REALISM IN HONG KONG

As with all Crime Scene books, Crime Scene: Hong Kong is designed to provide realistic information about its subject matter, or at least "Hollywood Realistic;" that is, it allows players and GMs to emulate a reasonably true-to-life movie, rather than heading off completely into fantasy or alternate history.

For groups that prefer a still more cinematic or speculative game, Hong Kong can be a superb setting. Steeped in the mysterious lure of the Orient, with the added interest that comes from its unique situation as one of the most capitalist places in the world yet ruled by one of the most communist, Hong Kong can be the starting point for some exceptional adventures. Two optional tweaks are suggested below, allowing the GM to sacrifice a certain degree of realism in the interests of a good game.

Cultural Attach s

At present, the Chinese government is being very careful to avoid being seen to intervene excessively with Hong Kong life, presumably recognizing how valuable the region is in terms of international trade and business. A new regime in Beijing, or a change of policy, could mean the end of that caution, and the beginning of communist culture in Hong Kong. For maximum intrigue, the GM can emphasize this clash of cultures, so that even the police force is split into two sharply contrasting factions: the old-school, conservative, British-trained officers, and a new breed of younger, pro-communist police supported by a variety of Chinese cultural attachés and other political roles. The PCs may need to answer to a political appointee, with quite different agendas from their own, as well as their regular police boss. The province is sure to be more tense than ever, as the business interests fear the influence of old-fashioned Maoism tearing their lives and careers apart.

Kung Fu

Crime Scene: Hong Kong has simple martial arts rules, but many other d20 products offer more complex, in-depth rules for martial arts combat. GMs wanting two-fisted, high-kicking action can either use such a set of rules, or devise their own, allowing for mysterious kung fu masters in secret chambers far below Triad-run restaurants, super-human Shaolin monks, and other Hong Kong wonders.

CHAPTER 3

LIFE WITHIN THE HKSAR POLICE**RECRUITMENT**

If you want to join the Hong Kong Police Force, you can apply to become a Constable or an Inspector. With the US police force, you start at the bottom and then work your way up the ranks; in Hong Kong, you can join at the rank of Inspector if you have the right prerequisites.

NATIONALITY

To apply, you must be eligible to vote, and so be a permanent resident of the Hong Kong Special Administrative Region. You must also have lived in Hong Kong for at least seven years.

PHYSIQUE

You must be fit enough to pass a standard fitness test. If you're male, you must be at least 163 cm tall and weigh 50 kg. If you're female, you must be at least 152 cm tall and weigh 42 kg. You don't have to have perfect eyesight: you can wear glasses, but you'll still have to pass an eyesight test.

ACADEMIC ENTRY REQUIREMENTS

You must have the following academic qualifications to be considered for the post of Inspector/Constable:

INSPECTOR**ENTRY REQUIREMENTS**

If you have the following qualifications, you stand a good chance of being accepted.

- A Hong Kong degree, or Higher Diploma, or equivalent.
- Qualifications in the Chinese and English Languages or equivalent.
- Be able to read and write Chinese and speak fluent Cantonese.

POLICE CONSTABLE**ENTRY REQUIREMENTS**

- "HKCEE" passes in five subjects, including Chinese Language and English Language or their equivalent.
- Be able to read and write Chinese and speak fluent Cantonese.

TRAINING

If you are successfully recruited into the HKSAR Police Force, you are sent to the Police Training School at Wong Chuk Hang. Here you'll find just under 600 full-time staff teaching more than thirty different training courses to around 2,000 residential recruits. Your first impression might be that it's a cross between a tough military training camp and a university.

INSPECTOR

To be an inspector you have to undergo 36 weeks of basic training, which covers police procedures, laws, foot-drill, physical training, weapon handling, etc. You must also pass the Standard One Professional Examination before they you can pass out from the Police Training School. You'll learn how to take command of a situation, with the judgment to look beyond the obvious.

POLICE CONSTABLE

As a constable, you are invariably the first to arrive at a crime scene or emergency. You have to learn how to quickly take stock of the situation and make sure you act not only to preserve the peace, but also to protect those around you.

To be a constable you have to train for 27 weeks, studying police procedures, laws, foot-drill, physical training, weapon handling, and first aid, etc. The school will instill strict discipline and a strong sense of camaraderie into you. You'll also be pushed to your physical limits to prove that you have what it takes to join the force. At the end of the course, you'll have to pass the Final Examination before you can pass out from the Police Training School.

At the school, make-believe street incidents are staged to prepare you for life on the beat. Incidents are then followed up in a mock report room, then a courtroom, as you learn not only how to deal with crime, but how to handle what happens after.

CONTINUOUS PROFESSIONAL DEVELOPMENT

Experienced officers also take refresher classes at the school are to upgrade their skills and keep them abreast of the latest developments. In other training rooms detectives undergo specialized investigative training at the Detective Training School. Here, they study a wide variety of advanced courses for management, controlling crime scenes, and crisis situations.

THE OATH OF OFFICE

Upon the completion of training all recruits must swear an oath to uphold the law and to serve the people of Hong Kong.

I, (insert name) (swear by Almighty God/ do solemnly and sincerely declare) that I will well and faithfully serve the Government of Hong Kong Special Administrative Region according to law as a police officer, that I will obey uphold and maintain the laws of the Hong Kong Special Administrative Region, that I will execute the powers and duties of my office honestly, faithfully and diligently, without fear of or favor to any person and with malice or ill-will toward none, and that I will obey without question all lawful orders of those set in authority over me.

THE DUTIES OF A POLICE OFFICER

As a member of the HKSAR your duties are:

- To preserve the public peace.
- To prevent and detect crimes and offences.
- To prevent injury to life and property.
- To apprehend anyone where sufficient grounds for apprehension exist.
- To regulate processions and assemblies in public places.
- To control traffic and remove obstructions.
- To preserve order in public places and at public meetings.
- To assist coroners to discharge their duties and exercise their powers.
- To assist in carrying out any revenue, excise, sanitary, conservancy, quarantine, immigration, and alien registration laws.
- To assist in preserving order in the waters of Hong Kong, and in enforcing port and maritime regulations.
- To execute summonses, subpoenas, warrants, commitments, and other processes issued by the courts.
- To exhibit information and conduct prosecutions.
- To protect unclaimed and lost property and find the owners.
- To take charge of and impound stray animals.
- To assist in the protection of life and property from fires.
- To protect public property from loss or injury.
- To attend the criminal courts and, if specially ordered, the civil courts and keep order there.
- To escort and guard prisoners.
- Any other duties that may by law be imposed on a police officer.

DISCIPLINARY OFFENCES

There are strict guidelines in place for dealing with disciplinary offences. If you're accused of something, you'll have to answer to the appropriate tribunal.

There are different types of punishments: notes of censure on your record; suspension; loss of pay or a fine; being relieved of duty; being fired; or having to face criminal charges. If you pervert the course of justice, you run the risk of ending up in jail. Offences might include falsifying evidence, using force to gain confessions, or planting evidence.

You can be disciplined for any of the following:

- Being absent from duty without leave or good cause.
- Sleeping on duty.
- Lack of good order and discipline.
- Cowardice in the performance of duty.
- Contravention of police regulations, or any police orders, whether written or verbal.
- Insubordination.
- Being unfit for duty through intoxication.
- Neglect of duty or orders.
- Malingering.
- Making a false statement.
- Unlawful or unnecessary exercise of authority, resulting in loss or injury to another person or to the Government.
- Willful destruction or negligent loss of or injury to Government property.
- Conduct calculated to bring the police into disrepute.

PAY SCALES

INSPECTOR/SENIOR INSPECTOR

Depending on your academic qualifications, your salary will begin at around HK\$26,500.

POLICE CONSTABLE

Depending on your academic qualifications, your salary will begin at around HK\$15,200.

BENEFITS

You'll also receive a number of additional benefits and work entitlements:

- Housing benefits
- Free medical and dental care
- Paid leave
- Education assistance for children/dependents
- Recreation and sports facilities

PROMOTION

Just as there are two distinct entry levels into the Hong Kong police, there are two paths of promotion. The first covers the rise of a Constable to Sergeant and then to Inspector; the second deals with those at Inspector's rank into senior police management.

PROMOTION FROM THE RANK OF CONSTABLE

PROMOTION TO SERGEANT

As Constable, you must have four years' service, pass the qualification exam, and be approved by a selection board.

PROMOTION TO STATION SERGEANT

As Sergeant, you must have three years' service at that rank and a recommendation by a review board.

PROMOTION TO INSPECTOR

As Station Sergeant, you must have two years' service at that rank, plus a recommendation by the Final Selection Board.

PROMOTION FROM THE RANK OF INSPECTOR

PROMOTION TO INSPECTOR, GRADE II

As Inspector, you must have three years' service at that rank, and pass the Standard II examination.

PROMOTION TO SENIOR INSPECTOR

As Inspector (Grade II), you must have five years' service at that rank, and pass the Standard III examination.

PROMOTION TO CHIEF INSPECTOR

As Inspector (Grade II), you must have five years' service at that rank, and pass the Standard III examination.

PROMOTION TO SUPERINTENDENT

As Chief Inspector, you must have two years' service at that rank, and a recommendation by the Final Selection Board.



DETENTION, STOP AND SEARCH

The powers of the Hong Kong Police differ from those of the American police forces; individuals suspected of committing an offence are not protected by the "Miranda Rights" as they are in the US, so there is no single statement to read to them.

STOPPING & QUESTIONING

As a police officer, you have the power to question anyone about a crime. You can stop and question anyone behaving suspiciously, and you might demand proof of identity. You can also conduct computerized enquiries (checking car registrations, etc.), and a physical search for weapons or drugs.

CAUTION

If you suspect someone of having committed an offence, you will caution the suspect that what they say will be written down and might be used in evidence.

SEARCHING

If you have grounds to believe that a person has committed an offence, or is about to commit an offence, you can conduct a thorough search for items relevant to that offence.

ARREST

The term "arrest" means to deprive a person of their liberty; that person must be released from arrest in order to be free. You can arrest someone for one or more of the following:

- To further inquiries if suspected of a crime or offence.
- If the offence is serious.
- If the person is likely to abscond.
- Where the person is likely to impede the investigation or interfere with witnesses.
- If the person refuses to give their name, address, or the particulars they give are reasonably believed to be false.
- Where it is in the person's own interest that they are taken into custody.
- Where arrest action may preserve evidence, or reveal additional evidence concerning the charge.
- If the person is required by law to be finger printed.

You should always tell someone that they are under arrest and the reason for the arrest. Once arrested, you should charge them as soon as possible, and certainly within 48 hours. In Hong Kong, certain immigration offences are exempt from this 48-hour rule.

You'll then take the arrested person to the Duty Officer of the nearest police station. Your detainee will be answerable to a court of law at the next available court session.



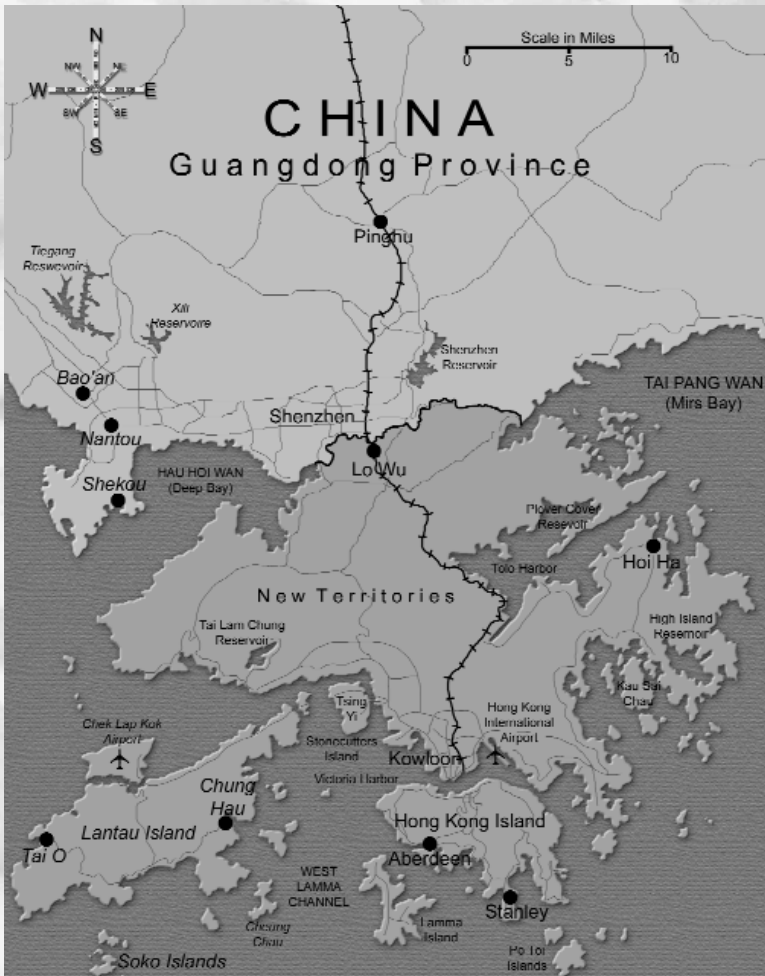
CHAPTER 4

HKSAR POLICE ORGANIZATION

POLICE REGIONAL DIVISIONS

The force is divided into six regions:

- Hong Kong Island
- Kowloon West
- Kowloon East
- New Territories North
- New Territories South
- Marine



The regions are divided into 23 districts and divisions and in a few cases, sub-divisions. Regional police provide front-line policing 24 hours a day. They are responsible for preserving life and property; preventing and detecting crime; keeping the peace; and responding in times of emergency.

LAND REGIONS

Each of the five land regions has a headquarters, which is responsible for dealing with operational problems and procedures at Regional level:

1

Regional Command and Control Center (RCCC):

This controls resources both at regional and district levels. It also acts as an information center between Headquarters CCC and other agencies. The RCCC receives 911 calls from the public and provides a fast and efficient service to operational officers.

2

Emergency Unit (EU): This unit responds to emergencies and sends police officers where they are needed as quickly as possible.

3

Police Tactical Unit (PTU): This unit provides reserves to deal with threats to internal security and natural disasters. When these are not taking place, the PTU walks the beat and tackles day-to-day crime.

4

Administration Formation: Has responsibility for general administration. Its responsibilities include community relations and staff relations.

5

Crime Formation: Investigates serious and inter-district crimes. In addition, it collects, collates and evaluates intelligence on criminals and criminal activity within the Region.

6

Traffic Formation: Responsible for:

- ☉ Enforcing traffic legislation and regulations
- ☉ Implementing Force and Regional traffic policies
- ☉ Investigating traffic accidents
- ☉ Promoting road safety
- ☉ Traffic control

MARINE REGION

The Marine Division was established in 1846 to stop pirates and island-hopping criminals. Today, the police target smugglers moving electronic goods and narcotics. This Division is also the main source of contact between tiny villages scattered across the region's islands; with police launches being the only way to reach them.

The Marine Region has a Regional Headquarters and two sea Districts. Its resources include a fleet of 145

STRUCTURE

The structure of the Hong Kong Police Force is as follows:



There is also a Department of Finance Administration and Planning ('E' Department), run by a civilian officer with equal rank to the Directors of the above four departments.

craft, which are used to patrol 850 square kilometers (sq km) of Hong Kong waters and 240 outlying islands.

The Marine Police are responsible for:

- Evacuating casualties
- Enforcing the law in regional waters
- Preventing illegal immigration by sea
- Search and rescue in HKSAR and adjacent waters

There are also the usual the regular departments that you would expect from a police force e.g., Regional Command and Control Center, and the Range, Weapons and Tactics Unit. The only differences are specific to the water, such as their Small Boat Division.

There is also a Support Formation, responsible for training and assessment of Marine police in navigation, seamanship, engineering and safety, acquiring specialist equipment, etc.

'A' DEPARTMENT (OPERATIONS)

This consists of three sections:

OPERATIONS BUREAU

One division worthy of note is the Counter-Terrorism and Internal Security Division. This section includes the Police Negotiation Cadre (PNC), which handles hostage and terrorist negotiations in police stand-offs. The PNC has been in existence since 1975 and is an integral part of the Hong Kong Police Force's Counter-Terrorism (CT) response organization. Since 1985, the role of the PNC has expanded to include criminal cases such as hostage incidents, domestic barricade situations, and talking down would-be suicides.

When responding to incidents, members of the PNC can call on the Hong Kong police force to resolve the situation. This includes full communications back up (such as landlines), as well as use of the Force Mobile Command Unit (FMCU) if required. For incidents taking place at the Chek Lap Kok International Airport, a purpose-built negotiation suit has been prepared to facilitate negotiations.

Whenever members of the PNC are deployed, they expect to work unhindered. Negotiations may be protracted, and Incident Commanders are encouraged to heed the advice of the negotiator, although the ultimate responsibility for any action at the scene rests with the Incident Commander. Members of the PNC

will not usually make arrests or undertake any follow-up action at the scene other than providing statements if required. They are expected to negotiate, rather than attempt any resolution themselves.

POLICE TACTICAL UNIT

The city's Police Tactical Unit grew from the need to have dedicated anti-riot squads, following riots in 1956 that left 59 people dead. The Emergency Units of PTU officers include Training, Administration and the Special Duties Unit. The Special Duties Unit is Hong Kong's version of a SWAT unit, with specially trained officers using the latest equipment to confront terrorists or armed criminals.

The PTU was first put to the test in 1966, when the Star Ferry riots erupted. The PTU units rapidly restored order and stopped any further looting. In 1967, the PTU was called out again when political unrest brought people out onto the streets. Since then, the PTU has been utilized when needed. The most recent notable occasion followed the protests over Tiananmen Square in 1989. Here, looters pretended they were patriots, and rioting broke out. Already on the scene, the PTU quickly moved in a restored order.

EXPLOSIVE ORDNANCE DISPOSAL BUREAU

Responsible for all bomb disposal work both on land and underwater, it also trains officers on explosives-related matters, and inspects storage of ammunition and explosives.

'B' DEPARTMENT (CRIME & SECURITY)

CRIME WING

Comprises a Headquarters and a Support Group plus:

Commercial Crime Bureau

This investigates anything from commercial fraud to computer crime, from counterfeiting or forging money and credit cards to fake travel and identity documents.

Narcotics Bureau

This department collects intelligence about the import, manufacture and distribution of drugs within the HKSAR and abroad. It works closely with the Chinese Mainland and overseas agencies to stop Hong Kong-connected organized crime gangs. The Bureau also tracks down, freezes, and confiscates drug money.

Criminal Records Bureau

This contains records on all convicted criminals, wanted persons, suspected offenders, missing persons, stolen property, outstanding warrants, and missing vehicles.

Organized Crime and Triad Bureau (OCTB)

The OCTB investigates organized crime and triad gangs, whose activities include money laundering, extortion, and protection rackets. The OCTB also seizes criminal assets.

Criminal Intelligence Bureau

The Bureau gathers information through the research and the surveillance of suspected criminals, societies, and organized and serious crime. It launches intelligence-based operations, and produces strategic and tactical intelligence information for the OCTB to act on. The Bureau also deals with kidnapping and terrorist incidents.

Forensic Firearms Examination Bureau

This Bureau specializes in arms and ammunition. If a gun is missing from a crime scene, the bullets are deposited here. The Bureau then checks these against all recovered arms and crime-related fired ammunition for possible links.

Identification Bureau

The Bureau handles all matters relating to fingerprint matching and identification through descriptions, sketches, and photographs.

SECURITY WING

This is responsible for a range of security-related matters, including VIP protection and counter-terrorism.

'C' DEPARTMENT (PERSONNEL & TRAINING)

PERSONNEL WING

Branches include:

Personnel Management Branch

This branch is divided into two sections: the Recruitment Group, which handles all aspects of recruitment; and the Career Management Group, which deals with all other personnel matters, including discipline, performance management, career development, etc.

Personnel Services Branch

This consists of the Administration and Support Group, which deals with general administration, resources allocation, and welfare projects. The Psychological Services Group handles professional counseling and educational services for police officers and their families.

TRAINING WING

This is responsible for all matters relating to training within the Force except internal security and Marine Police training. It comprises three groups:

In-Service Training Bureau: Helps developmental and vocational training, as well as support services for officers. The Bureau is responsible for training officers in: command and management, firearms and tactics, police driving, criminal investigation, and information technology.

Police Training School (PTS): This trains all new recruits, and provides developmental training for junior police officers.

Training Development Bureau: This department writes the training programs, and helps train officers to become instructors.

'D' DEPARTMENT (MANAGEMENT SERVICES)

INFORMATION SYSTEMS WING

This Wing has a small team that coordinates all matters concerning administration, finance, planning, personnel and training:

Communications Branch

This Branch is responsible for the assessment of the current and future communications needs of the force.

Information Technology Branch

This branch is responsible for managing the force's information technology needs and requirements.

SERVICE QUALITY WING

The Service Quality Wing implements strategy on service quality.

'E' DEPARTMENT (FINANCE, ADMINISTRATION & PLANNING)

ADMINISTRATION WING

This section has two divisions:

Personnel and General Division: This unit looks after the administration of the force's civilian personnel. It distributes Headquarters Orders, and manages the Police Museum and the Force Library.

Establishment and Civilian Staff Relations Division: The unit works with civilian and police personnel who are seconded to different departments, or brought in as specialist consultants.

FINANCE WING

This deals with the management and control of financial matters and transactions within the force.

PLANNING AND DEVELOPMENT BRANCH

This develops long-term plans to meet future policing demands. It is also responsible for the planning of all new police building projects and the maintenance of existing buildings.



CHAPTER 5

CHARACTER CREATION

In **Crime Scene: Hong Kong** you can play a keen young rookie, newly graduated from Wong Chuk Hang Police Training School, or you can play a tough, seasoned veteran close to retirement. All characters must have minimum Ability Scores of 9+ to reflect the screening and selection process, as well as training and experience. Each PC starts with some bonus feats to reflect this initial police training.

Each character class has a list of available bonus feats. You can only get additional feats outside of those listed if the GM agrees, or by multiclassing (see below). PCs get a bonus feat at every odd-numbered level (1, 3, 5 and so on), which they must choose from that class' list of bonus feats. They also receive a specified feat as a class ability at even-numbered level (2, 4, 6, 8, 10), which is determined by character class. (See Chapter 6: Skills and Feats, page 31, for descriptions of individual feats listed). PCs have no choice in the specified feats they receive at even levels. Unless stated, a character cannot take the same feat twice.

They also get bonuses to skills relating to the police departments or divisions they worked in prior to the start of the game. Characters must therefore pick a Starting Department to which they are initially assigned (see Starting Backgrounds, page 29).

The character classes for Crime Scene: Hong Kong are:

- Constable
- Crime Scene Investigator
- Inspector
- Negotiator
- Tactical Unit Officer
- Triad Expert

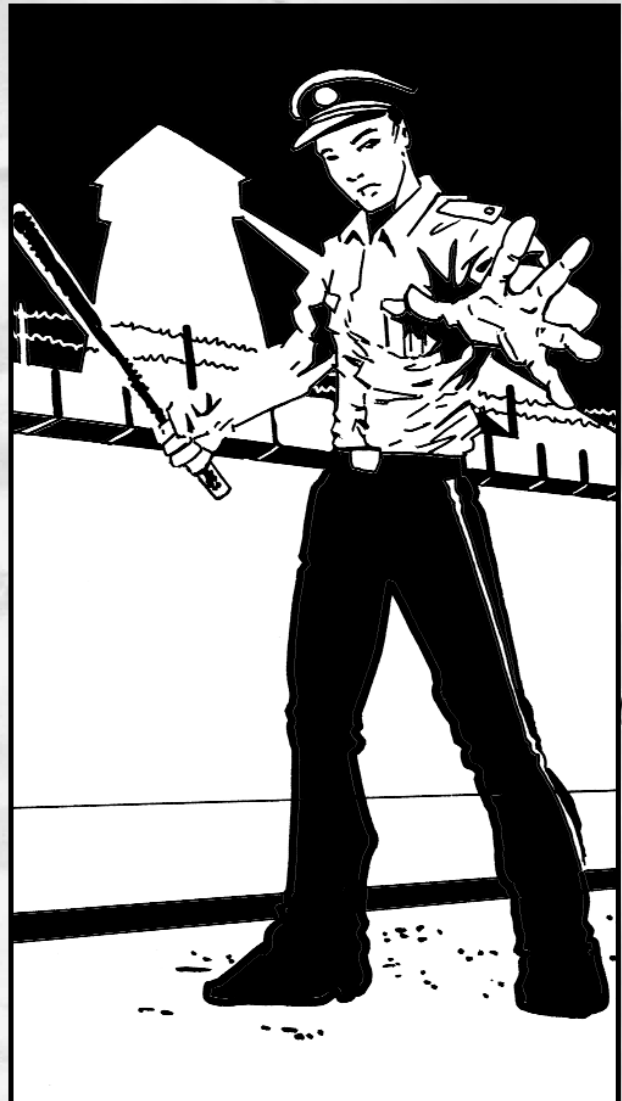
MULTICLASS

There is only one multiclass restriction—players wishing their characters to multiclass to the Inspector character class must possess the Promotion: Station Sergeant feat first.

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

CONSTABLE

Description: As a Constable, you are the backbone of the Hong Kong Police Force. You are the uniformed officer that patrols the streets. You are usually the first on the scene if a 999 call comes in, and the force's first line of response in an emergency. When called in to a crime scene, your role is to assess the situation: it is your responsibility to secure the area; locate witnesses; and make sure that the public is safe from further harm. In these vital early minutes of an investigation, it is you who prevents evidence from becoming contaminated. If the crime scene isn't properly secured, people may move objects, or smear fingerprints by picking up clues. This makes any forensic evidence worthless.
Hit Die: d8



Level	Feats	BAB	AC Bonus	Fort Save	Ref Save	Will Save
1	Starting Feats	+0	+0	+1	+1	+0
2	Alertness	+1	+1	+2	+2	+0
3	Bonus Feat	+2	+1	+2	+2	+1
4	Archive Knowledge	+3	+2	+2	+2	+1
5	Bonus Feat	+3	+2	+3	+3	+1
6	Walking The Area	+4	+3	+3	+3	+2
7	Bonus Feat	+5	+3	+4	+4	+2
8	Strong Stomach	+6/+1	+4	+4	+4	+2
9	Bonus Feat	+6/+1	+4	+4	+4	+3
10	Crime Scene Hazard	+7/+2	+5	+5	+5	+3

Class Skills: Dog Handling (Cha), Drive: Chase (Dex), Gather Evidence (Wis), Gather information (Cha), Interview (Int), Intimidate (Cha), Knowledge: Law (Int), Knowledge: Region (Int), Knowledge: Triads (Int), Listen (Wis), Navigate (Int), Pilot: Ship (Wis), Pilot: Speedboat (Dex), Police Bureaucracy (Wis), Sense Motive (Cha), Speak Language (N/A), Spot (Wis), Swim (Str).

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

Skill points per level: 5 + Int modifier

Starting Feats: At first level, Constables receive the following feats: Driving License, Sidearm Weapon Proficiency, and Simple Weapon Proficiency

Bonus Feats: Each time a Constable receives a Bonus Feat they may choose a feat from the following list:

Acrobatic, Appraise Suspect, Ballistic Armor Proficiency, Combat Expertise, Connecting Evidence, Crack Driver, Dodge, Dragon Fisted, Driving License, Emergency Medic, Endurance, Fingerprint Taking, Great Fortitude, Imposing, Improved Initiative, Informant Handling, Investigator, Iron Will, Lightning Reflexes, Local Respect, Longarm Weapon Proficiency, Martial Artist, Persuasive, Point Blank Shot, Precise Aim, Promotion: Inspector, Promotion: Station Sergeant, PTU Training, Ready Weapon, Ship Rated Pilot, Skill Focus, Stealthy, Triad Buster, Toughness, Weapon Finesse.

CRIME SCENE INVESTIGATOR

Crime Scene Investigator is a specialized police role; their primary function is in dealing with crime scenes. They are also fully sworn in police officers, with the powers and responsibilities inherent in that title. A Crime Scene Investigator may have a background as a Constable who is then given additional special training, or may be a civilian expert who has joined the Hong Kong police force as a Crime Scene Investigator and take the oath of office.

As a Crime Scene Investigator, your main role is to protect and process a crime scene, so that information can be collected and documented before the crime scene is damaged or corrupted. Your task is to assess and gather evidence for later analysis. You may be an evidence collector, a sketch artist, a photographer, or a combination of all three. You will also have training in a number of forensic fields, though your focus is on collecting evidence, rather than interpreting it.

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

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

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

Hit Dice: d6

Class Skills: Analyze: Narcotics (Int), 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), Research (Int), Search (Int), Spot (Wis).

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

Skill points per level: 7 + Int modifier

At first level, the Crime Scene Investigator character class starts off with the following feats: Sidearm Weapon Proficiency, Driving License, and either Fingerprint Taking or Evidence Analysis (player's choice as to which).

Bonus Feats: Each time a Crime Scene Investigator receives a Bonus Feat they may choose a feat from the following list: Alertness, Connecting Evidence, Counter-Surveillance, Dodge, Emergency Medic, Endurance, Evidence Analysis, Fingerprint Taking, Great Fortitude, Imposing, Improved Initiative, Iron Will, Lightning Reflexes, Media Handling, Point Blank Shot, Promotion: Inspector, Promotion: Station Sergeant, Ready Weapon, Respected in the Field, Skill Focus, Toughness.



Level	Feats	BAB	AC Bonus	Fort Save	Ref Save	Will Save
1	Starting Feats	+0	+0	+0	+1	+1
2	Informant Handling	+1	+1	+0	+2	+2
3	Bonus Feat	+2	+1	+1	+2	+2
4	Appraise Suspect	+2	+2	+1	+2	+2
5	Bonus Feat	+3	+2	+1	+3	+3
6	Walking The Area	+3	+3	+2	+3	+3
7	Bonus Feat	+4	+3	+2	+4	+4
8	Take Charge	+4	+4	+2	+4	+4
9	Bonus Feat	+5	+4	+3	+4	+4
10	Local Respect	+5	+5	+3	+5	+5

INSPECTOR

Description: In Hong Kong, you can join the police force at the more senior rank of Inspector if you have high academic achievements-the force wants dynamic, intelligent people at your rank. Your job is to find suspects, evaluate evidence, and determine who is guilty. Most crimes are spontaneous acts of anger and greed, but some are premeditated acts, or the perpetrator has attempted to cover up their actions. You sort through the evidence to uncover the truth.

As an Inspector, you are assigned to work a specific type of case. This could be fraud, robbery, homicide, vice, or serious assaults. Each requires specialized skills and training, as well as the ability to talk to witnesses and suspects to find out who is telling the truth, and who is lying.

Sometimes, just knowing who is guilty won't be enough: you have to be able to prove it in court. You may need to conduct surveillance operations, or just keep on digging until you have a case. Only then can you arrest the suspect and get a conviction.

Hit Die: d6

Class Skills: Analyze: Narcotics (Wis), Bluff (Cha), Computer Operations (Int), Drive: Tailing (Wis), Gather Evidence (Wis), Gather Information (Cha), Hide (Dex), Interview (Int), Interrogate (Cha), Knowledge: Autopsy (Int), Knowledge: Law (Int), Knowledge: Street Sense (Int), Listen (Wis), Navigate (Int), Pilot: Ship (Wis), Pilot: Speedboat (Dex), Police Bureaucracy (Wis), Interrogate (Cha), Research (Int), Search (Int), Sense



Level	Feats	BAB	AC Bonus	Fort Save	Ref Save	Will Save
1	Starting Feats	+0	+0	+1	+0	+1
2	Appraise Suspect	+1	+1	+2	+0	+2
3	Bonus Feat	+1	+1	+2	+1	+2
4	Take Charge	+2	+2	+2	+1	+2
5	Bonus Feat	+2	+2	+3	+1	+3
6	Psychological Profiling	+3	+3	+3	+2	+3
7	Bonus Feat	+3	+3	+4	+2	+4
8	Hostage Negotiation	+4	+4	+4	+2	+4
9	Bonus Feat	+4	+4	+4	+3	+4
10	Media Handling	+5	+5	+5	+3	+5

Motive (Wis), Speak Language (N/A), Spot (Wis), Surveillance (Wis), Swim (Str), Tailing On Foot (Wis).

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

Skill points per level: 7 + Int modifier

Starting Feats: At first level, Inspectors receive the following feats: Sidearm Weapon Proficiency, Promotion: Station Sergeant and Driving License

Bonus Feats: Each time an Inspector receives a Bonus Feat they may choose a feat from the following list:

Acrobatic, Alertness, Ballistic Armor Proficiency, Combat Expertise, Connecting Evidence, Crack Driver, Crime Scene Hazard, Criminal Psychologist, Dodge, Dragon Fisted, Emergency Medic, Endurance, Fingerprint Taking, Great Fortitude, Hostage Negotiation, Imposing, Improved Initiative, Infiltrator, Investigator, Iron Will, Lightning Reflexes, Martial Artist, Media Handling, Persuasive, Point Blank Shot, Precise Aim, Promotion: Inspector, Ready Weapon, Simple Weapon Proficiency, Ship Rated Pilot, Skill Focus, Stealthy, Strong Stomach, Triad Buster, Weapon Finesse.

NEGOTIATOR

Description: As an officer of the Police Negotiation Cadre, you are an expert in criminal psychology and siege tactics. You are used to working with the Police Tactical Unit (PTU) with siege scenarios. You did a two-week training and screening course to join the PNC. This qualified you to help in breaking long, drawn-out confrontations and hostage situations.

You have normal police duties, but are called upon by regional divisions to help when needed. You might also be brought in to assist with some cases, using your training and experience to offer an insight into, or an explanation for, a criminal's actions.

Hit Die: d6

Class Skills: Bluff (Cha), Computer Operation (Int), Concentration (Con), Counseling (Cha), Diplomacy (Cha), Disable Device (Int), Intimidate (Cha), Interview (Int), Knowledge: Law (Int), Knowledge: Street Sense (Int), Listen (Wis), Medical Assistance (Int), Move Silently (Dex), Police Bureaucracy (Wis), Sense Motive (Cha), Speak Language (N/A), Spot (Wis), Surveillance (Wis), Tactical Deployment (Wis).

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

Skill points per level: 7 + Int modifier

Starting Feats: At first level, Negotiators receive the following feats: Driving License, Sidearm Weapon Proficiency, and Criminal Psychologist

Bonus Feats: Each time a Negotiator receives a Bonus Feat they may choose a feat from the following list:

Level	Feats	BAB	AC Bonus	Fort Save	Ref Save	Will Save
1	Starting Feats	+0	+0	+1	+1	+0
2	Ballistic Armor Proficiency	+1	+1	+2	+2	+0
3	Bonus Feat	+2	+1	+2	+2	+1
4	Longarm Wpn Proficiency	+3	+2	+2	+2	+1
5	Bonus Feat	+3	+2	+3	+3	+1
6	PTU Training	+4	+3	+3	+3	+2
7	Bonus Feat	+5	+3	+4	+4	+2
8	Ready Weapon	+6/+1	+4	+4	+4	+2
9	Bonus Feat	+6/+1	+4	+4	+4	+3
10	Precise Aim	+7/+2	+5	+5	+5	+3

Acrobatic, Alertness, Archive Knowledge, Ballistic Armor Proficiency, Combat Expertise, Crack Driver, Crime Scene Hazard, Dodge, Dragon Fisted, Emergency Medic, Endurance, Great Fortitude, Imposing, Improved Initiative, Infiltrator, Informant Handling, Investigator, Iron Will, Lightning Reflexes, Local Respect, Longarm Weapon Proficiency, Marksman, Martial Artist, Negotiator, Persuasive, Point Blank Shot, Precise Aim, Promotion: Inspector, Promotion: Station Sergeant, PTU Training, Ready Weapon, Ship Rated Pilot, Simple Weapon Proficiency, Skill Focus, Stealthy, Strong Stomach, Triad Buster, Toughness, Walking the Area, Weapon Finesse, Sidearm Proficiency.



TACTICAL UNIT OFFICER

The Police Tactical Unit performs very similar duties to the US-based SWAT teams, and its officers must pass a similarly stringent set of examinations. Tactical Unit Officers are highly trained close-combat specialists. The unit takes volunteer police officers, and if they pass the rigorous selection process, they are allowed to join. They are then given further training in counterterrorism and combat situations.

As a Tactical Unit Officer, your main role is to enter potentially hostile environments and clear them of threats. You are taught to spot booby traps, to approach the enemy silently and unseen, to break sieges, and to release hostages. The Police Tactical Unit also performs work at high-risk public appearances of politicians, business personnel, and celebrities, making sure such events pass without incident.

Tactical Unit Officers 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 police officers safe, acting as bodyguards and security.

Hit Die: d8

Class Skills: Balance (Dex), Climb (Str), Disable Device (Int), Drive: Chase (Dex), Hide (Dex), Intimidate (Cha), Listen (Wis), Medical Assistance (Wis), Move Silently (Dex), Pilot: Speedboat (Dex), Navigate (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tactical Deployment (Wis), Tumble (Dex).

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

Skill points per level: 5 + Int modifier

Level	Feats	BAB	AC Bonus	Fort Save	Ref Save	Will Save
1	Starting Feats	+0	+0	+0	+1	+1
2	Informant Handling	+1	+1	+0	+2	+2
3	Bonus Feat	+1	+1	+1	+2	+2
4	Local Respect	+2	+2	+1	+2	+2
5	Bonus Feat	+2	+2	+1	+3	+3
6	Triad Buster	+3	+3	+2	+3	+3
7	Bonus Feat	+3	+3	+2	+4	+4
8	Connecting Evidence	+4	+4	+2	+4	+4
9	Bonus Feat	+4	+4	+3	+4	+4
10	Appraise Suspect	+5	+5	+3	+5	+5

Starting Feats: At first level the Tactical Unit Officer gains Sidearm Weapons Proficiency, Simple Weapons Proficiency and Driving License as starting feats.

Bonus Feats: Each time a Tactical Unit Officer receives a bonus feat he must select it from the list of possible feats below: Acrobatic, Alertness, Athlete, Combat Reflexes, Counter-Surveillance, Dodge, Dragon Fisted, Emergency Medic, Endurance, Great Fortitude, Imposing, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Marksman, Martial Artist, Point Blank Shot, Promotion: Inspector, Promotion: Station Sergeant, Rapid Shot, Ready Weapon, Run, Simple Weapons Proficiency, Skill Focus, Stealthy, Strong Stomach, Toughness, Weapon Finesse.



TRIAD EXPERT

Description: You are an expert on the dangerous world of Hong Kong's triads and criminal gangs. People are often too frightened to talk to the police, and are afraid of violent reprisals if they testify. In these circumstances, your job is to discover the shadowy figures behind the street thugs, drug dealers, and smugglers.

You are also an expert consultant and witness in related cases, using your inside knowledge to help convict gangsters and triad members.

The Organized Crime and Triad Bureau gave you special training when you volunteered for the job, but you may well be a former triad or gang member yourself -- many Triad Experts are, using their inside knowledge to battle their former criminal colleagues.

Often, Triad Experts are assigned to the Criminal Intelligence Bureau to go undercover, particularly those who were not Triad members themselves (the latter risk too much if identified). When undercover, you know there's no back up to help you: it's only by your wits that you'll get through the assignment alive. Once you've completed an undercover operation, you help train other new volunteers and act as a link to the world of the criminal gangs.

Hit Die: d6

Class Skills: Analyze: Narcotics (Int), Bluff (Cha), Computer Operation (Int), Concentration (Con), Diplomacy (Cha), Drive: Chase (Dex), Gather Evidence (Wis), Gather Information (Cha), Intimidate (Cha), Interview (Int), Knowledge: Law (Int), Knowledge: Region (Int), Knowledge: Street Sense (Int), Knowledge: Triads (Int), Listen (Wis), Move Silently (Dex), Police Bureaucracy (Wis), Research (Int), Search (Int), Sense

Motive (Cha), Speak Language (N/A), Spot (Wis), Surveillance (Wis), Undercover (Cha).

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

Skill points per level: 7 + Int modifier

Starting Feats: At first level, Triad Experts receive the following feats: Driving License, Sidearm Weapon Proficiency, and Simple Weapons Proficiency.

Bonus Feats: Each time a Triad Expert receives a Bonus Feat they may choose a feat from the following list: Alertness, Archive Knowledge, Ballistic Armor Proficiency, Combat Expertise, Crack Driver, Dodge, Dragon Fisted, Emergency Medic, Endurance, Great Fortitude, Imposing, Improved Initiative, Infiltrator, Investigator, Iron Will, Lightning Reflexes, Longarm Weapon Proficiency, Marksman, Martial Artist, Negotiator, Persuasive, Point Blank Shot, Precise Aim, Promotion: Inspector, Promotion: Station Sergeant, PTU Training, Ready Weapon, Ship Rated Pilot, Simple Weapon Proficiency, Skill Focus, Stealthy, Strong Stomach, Toughness, Walking the Area, Weapon Finesse.



STARTING BACKGROUNDS

Each PC selects a starting background, which represents experience gained prior to game start. This previous experience serves as a background origin, where PCs obtained much of the specialized training and expertise required in their chosen fields.

These starting backgrounds are summarized in the table below. Please note that some character classes have a wider choice of starting backgrounds, and that only one starting background may be chosen.

Civilian-Certain specialist roles within the Hong Kong police recruit from among civilian personnel. Whether graduates in Criminal Psychology or individuals with a more shady past, these police have one thing in common: unrivalled expertise in their subject matter.

Benefits: Choose any one class skill. You gain a +3 bonus to all checks with that skill.

Commercial Crime Bureau-The Commercial Crime Bureau's officers must be expert in corporate law.

Benefits: +2 to all Knowledge: Law and Sense Motive checks.

Criminal Intelligence Bureau-CIB officers are experts at acquiring intelligence, by whatever means necessary.

Benefits: +2 to all Surveillance and Research checks.

Marine-Officers from this division are part of the marine patrols that police Hong Kong's waterways, harbors, and islands.

Benefits: +2 to all Pilot: Ship and Navigate checks.

Narcotics Bureau-Detectives with the Narcotics Bureau try to tackle the city's 150-year connection to the opium trade, and try to bring down the smugglers and dealers who profit from other people's addiction.

Benefits: +2 to all Analyze: Narcotics and Search checks.

Organized Crime and Triad Bureau-Members of the OCTB combat the street gangs, gangsters and Triads that still operate the region, or who funnel money through Hong Kong.

Benefits: +2 to all Knowledge: Street Sense and Knowledge: Triads checks.

Patrol-Keeping the streets safe at night is the job of the patrolling officer, acting as visible deterrent and frontline against crime for the regional divisions.

Benefits: +2 to all Knowledge Listen and Sense Motive checks.

Police Negotiations Cadre-PNC staff are all trained in talking to criminals using threats, persuasion, or whatever else works.

ELIGIBLE STARTING BACKGROUNDS, BY CHARACTER CLASS

	Constable	Crime Scene Investigator	Inspector	Negotiator	Tactical Unit Officer	Triad Expert
Civilian		X		X		X
Commercial Crime Bureau			X			
Criminal Intelligence Bureau			X	X		X
Marine Region	X	X	X		X	
Narcotics Bureau		X	X			X
Organized Crime and Triad Bureau			X	X		X
Patrol	X				X	
Police Negotiations Cadre			X	X	X	
Police Tactical Unit					X	
Undercover						X

Benefits: +2 to all Counseling and Intimidate checks.

Police Tactical Unit-Members of the PTU train for long hours to ensure they are superb shots, ignoring the confusion and terror most officers feel when the bullets start flying.

Benefits: Choose one specific model of firearm. You gain +1 to all attack rolls when firing that particular gun.

Undercover-Undercover officers are most commonly associated with the CIB or OCTB, but the skills required to be a successful undercover operative are quite different to those needed by the desk jockey.

Benefits: +2 to all Bluff and Undercover checks.

PUTTING IT ALL TOGETHER

GMs can use various devices to unite teams of seemingly disparate character classes. They may wish to run a crime scene from its discovery by a Constable, Marine Cop, Inspector, or patrolling PNC Negotiator, through its investigation by Detectives aided by Undercover Cops, before calling them all together for a final raid on the criminal's headquarters.

Alternatively, they can make all the players members of a special task force set up to tackle a specific criminal or type of crime. A vital task for players is to decide who has authority, and who performs which functions within the team.

CHAPTER 6

SKILLS AND FEATS

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

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

Notes: The *Dungeons & Dragons Player's Handbook* has been abbreviated to PHB in the references.

New Skills Descriptions

Here are descriptions of the new skills that appear in Crime Scene: Hong Kong.

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

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

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

Narcotics Analysis Table

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

COMPUTER OPERATIONS (INT)

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

Check:

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

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

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

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

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

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

COUNSELING (CHA)

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

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

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

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

CRIME SCENE RECORDING (INT)

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

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

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

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

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

DRIVE: CHASE (DEX)

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

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

DRIVE: TAILING (WIS)

Description: This skill governs the surreptitious pursuit of another vehicle without alerting them to the PC's presence. 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) apply penalties to the PC's check. A distinctive car is more likely to draw the target's attention, especially in a sparsely populated area.

This skill can be used for pursuits involving other types of vehicles, such as snowmobiles or boats, but again it is harder to tail someone the less incidental traffic there is.

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:

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

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

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 is either damaged or destroyed during the collection process. If it is something like a large pool of blood or an object with several clear finger prints, the PC can try again, if the GM determines that 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.

INTERROGATE (CHA)

Description: PCs 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 suspect can refuse to say anything, though this course of action is not enshrined by law in Hong Kong and a subject who attempts it may well find him or herself arrested.

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 know they wore gloves.

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

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

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

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

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

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

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

Try Again? Yes.

KNOWLEDGE: AUTOPSY (INT)

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

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

KNOWLEDGE: LAW (INT)

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

KNOWLEDGE: REGION (INT)

Description: Characters with this skill have a fuller understanding of one of the six police regions of the HKSAR. They are familiar with the fastest routes, hidden shortcuts, places of interest, and criminal hotspots. They also know the region's criminal fraternity, as well as its community leaders.

Players must designate which area the skill refers to, choosing one of the six police regions to specialize in. The six possible regions are:

- Hong Kong Island
- Kowloon West
- Kowloon East
- New Territories North
- New Territories South
- Marine and Outlying Islands

A character can therefore take the skill multiple times, once for each different region. Each Knowledge: Region skill must be purchased separately.

Special: Characters with five or more ranks in Knowledge: Region gain a +2 synergy bonus for other Knowledge: Region checks. Characters with five or more ranks of Knowledge: Region gain a +2 synergy bonus to Knowledge: Triad checks concerning Triad activities within the relevant region..

KNOWLEDGE: STREET SENSE (INT)

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

KNOWLEDGE: TRIADS (INT)

Description: Characters with this skill are aware of how the shadowy world of the triads functions. They will understand how members are initiated, and the ways in which they make their money. The skill also covers knowledge of the structure and personalities of the triad gangs, although just knowing who's involved is not proof in itself.

Special: Characters with five or more ranks in Knowledge: Triad gain a +2 synergy bonus to Knowledge: Region checks concerning areas that have strong Triad influences.

MEDICAL ASSISTANCE (INT)

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

Note: Unless the character has the Emergency Medic feat for patching wounds 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.

NAVIGATE (INT)

Description: The character knows how to use sea charts, maps, sonar, and GPS positioning information to determine their position while at sea. The character has learnt to gauge their location without fixed landmarks for reference. From calculating simple latitude and longitude to setting courses and headings, this skill is vital in marine travel.

Check: To determine and follow a set course the character must make a Navigate check at DC 15:

- 1 If the character has access to GPS information (available on most police boats), the DC is reduced by 5.
- 2 To navigate in enclosed or tight spaces, the difficulty is increased by 5.

Failure: The character has drifted off-course, and is not where they think they are. If there are hazards in the area, the DC for Pilot: Ship skill checks is increased by 5.

PILOT: SHIP (WIS)

Description: This skill covers the control, maneuvering, and steering of ships, large boats and other powered ocean-going surface vessels, such as police launches and command ships. Unlike smaller, more maneuverable craft, these ships have very large turning circles; this makes it very difficult to get the weight and momentum to stop or maneuver with precision.

Check: Regular maneuvers are at DC10 adjusted by the GM if they become more difficult.

Note: Players without the Ship Rated Pilot feat receive a -4 penalty for any Pilot: Ship check they attempt.

PILOT: SPEEDBOAT (DEX)

Description: unlike Pilot: Ship, this skill covers the smaller and more agile craft used by the Marine Division. These boats are both faster and more controllable, with powerful engines to chase down smugglers and traffickers.

Check: For ordinary sea journeys made by the character, a check at DC 10 is required every time, though the character may usually Take 10 on this check if skilled. Players who wish to complete journeys faster, or to travel in adverse weather, or perform more dangerous maneuvers such as chases, should see the Chase Rules in the combat chapter on p. (XX). Note that the Ship Rated Pilot feat is not necessary to gain maximum use out of this skill.

POLICE BUREAUCRACY (WIS)

Description: Paperwork features heavily in police work and there is a lot of "red tape." The most obvious example is the need to get warrants for search and arrest. Furthermore, PCs must make a formal request to get access to vehicles or equipment, and 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, calls in favors, sweet-talks the bosses, etc. In the event of an emergency where an officer has not followed policy and protocol, this also helps cover their tracks and avoid any possible disciplinary action.

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

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

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

Try again? No.

Special: The PC can take 10 using this skill.

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.

SURVEILLANCE (WIS)

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

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

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

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

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

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

TACTICAL DEPLOYMENT (WIS)

Description: This skill is used in the deployment of officers at a siege or when storming a suspect's premises. It allows the officer-in-charge to formulate a plan of action and coordinate the other officers.

The police adopt methods from the army and Special Forces units for room clearance, sniping, and other urban combat situations. This reduces police, civilian, and criminal casualties.

Check: The PC must have enough time to assess the situation fully and to brief other officers. In some situations - such as dangerous raids or arrests - this can be done at the station house. The PC will view surveillance footage, and allocate tasks and positions. For sieges and hostage situations, the PC may have to rely on rapid briefings at the crime scene before clarifying individual roles.

Characters make a Tactical Deployment check at a DC set up the GM. The difficulty will depend on the level of risk the officers are facing, with simple busts requiring a DC of 10, and breaking a siege in a fortified building against multiple desperate terrorists requiring a DC of 35. If the character's check is successful, all officers given a briefing receive a +1 bonus on Saves and attack rolls.

Try Again? Weaknesses in a plan (as indicated by a failed check) will only come to light when the plan is executed. Characters may not attempt to reformulate their actions unless new information comes to light, or their intended plan is tried.

Special: Characters may not Take 10 on a Tactical Deployment check. Characters other than the officer-in-charge can attempt tactical deployment checks, but they must convince the officer-in-charge of the wisdom of their strategy before being given permission to continue.

UNDERCOVER (CHA)

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

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

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

"Deep cover operations" involve infiltrating organized

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

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

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

Check: The undercover skill is rolled is made at each significant scene (or once per day in the case of deep

cover operations, at the GM's discretion). Failure indicates that the character has acted inappropriately for the role she is attempting to portray; she may attempt to cover up or gloss over her gaffe with a successful Bluff check, opposed by the Sense Motive checks of those she is trying to fool. If she loses the opposed check, her cover is completely blown..

Try again? No.

FEATS

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

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

Here are descriptions of the new feats that appear in **Crime Scene: Hong Kong**.

TABLE - FEATS

Feat	Prerequisites	Details
Acrobatic		PC gets a +2 bonus on all Jump checks and Tumble checks.
Alertness		See Feats chapters in PHB .
*Appraise Suspect	Wis 13	Ability to determine the reliability, honesty, and background of witnesses and suspects. Gains +4 to all relevant Sense Motive and Diplomacy rolls.
*Archive Knowledge	Access to police archive	Gains +2 to any Interview, Knowledge: Law, or Research roll.
*Automatic Firearm Proficiency		Allows the PC to use an automatic firearm without a -4 penalty.
*Ballistic Armor Proficiency		Allows the PC to wear modern forms of body armor without incurring the penalties associated with the wearing of such protection.
Combat Expertise	Int 13	When the PC uses the attack action or the full attack action in melee, s/he takes a penalty of as much as -5 on the attack roll and adds the same number (+5 or less) as a dodge bonus to Armor Class. This number may not exceed the base attack bonus. The changes to attack rolls and Armor Class last until the next action.
Combat Reflexes		See Feats chapters in PHB .
*Connecting Evidence	Wis 13	PC can recognize specific evidence that is important at any crime scene. +4 to relevant Search and Spot checks.
*Crack Driver	Dex 13, Driving License	PC receives a +2 bonus to any Driving checks.
*Crime Scene Hazard		PC has the ability to spot dangers in a crime scene. They get a +4 bonus to all relevant Spot and Search rolls when at a crime scene.

Feat	Prerequisites	Details
*Criminal Psychologist		The character receives a +2 bonus to Sense Motive and Counseling skill checks.
*Doctor	Int 13, Medical Assistance 4 ranks	PC received extensive medical training and can perform surgery without incurring a -4 penalty.
Dodge		See Feats chapters in PHB .
*Dragon Fist	Martial Artist	The PC gains +1 to attack and damage rolls with unarmed attacks.
*Driving License	Age 16+	PC is proficient in driving a class of vehicle and no longer incurs the -4 penalty for use. Each time this feat is chosen, select one of the following: Cars, Motorbikes, Boats, or Helicopter. Can be taken multiple times.
*Emergency Medic	Wis 11	PC has received training in first aid and treating injuries. They gain a +6 bonus to all Medical Assistance checks when attempting to stabilize.
Endurance		See Feats chapters in PHB .
*Fingerprint Taking		PC is proficient in collecting and collating fingerprint samples. +6 to relevant Gather Information checks.
Great Fortitude		See Feats chapters in PHB .
*Hostage Negotiation	Int 13	Ability to pacify and negotiate with hostage-takers. PC receives +4 to relevant Diplomacy, Counseling, and Bluff rolls.
*Imposing	Str 13	PC can use their police status to influence the general public. They receive +4 on all relevant Bluff and Intimidate rolls.
Improved Initiative		See Feats chapters in PHB .
Infiltrator		PC is good at winning peoples confidence through deception and guile, and so gains a +2 bonus to Bluff and Undercover.
*Informant Handling	Cha 13	PC knows how to extract information and services from informants. Gets +4 to Interrogate or Intimidate when dealing with them.
Iron Will		See Feats chapters in PHB .
Investigator		The character gets a +2 bonus on all Gather Information checks and Search checks.
Lightning Reflexes		See Feats chapters in PHB .
*Local Respect		The character is well known and liked within their regional division area. They receive +4 circumstance bonus to Gather Information and Diplomacy checks, whilst in that region.
*Long Arm Firearm Proficiency		Allows the PC to use a long arm firearm without a -4 penalty.
*Marksman	Base attack bonus +1	The range increment for a ranged weapon is increased by 1.5 for any full action attack taken to shoot with it.
*Martial Artist	Str 11, Dex 11	PC is always considered armed and does not provoke an attack of opportunity when attacking an armed opponent.
*Media Handling	Cha 13	Ability to handle the media. Gets +4 on relevant Bluff and Diplomacy rolls.
Persuasive		PC gets a +2 bonus on all Bluff checks and Intimidate checks.
Point Blank Shot		See Feats chapters in PHB .
*Precise Aim		PC can fire any single shot weapon into a melee, ignoring the -4 penalty.
*Promotion: Inspector	Promotion: Station Sergeant	PC gains promotion to the rank of Inspector with the relevant increase in pay and position.
*Promotion: Station Sergeant		PC gains promotion to the rank of Station Sergeant with the relevant increase in pay and position.

Feat	Prerequisites	Details
*PTU Training	Base attack bonus +3	PC has gone through training and service with the PTU. They gain the Shield Proficiency feat, and +1 bonus on attack rolls when using police batons.
*Psychological Profiling	Sense Motive 4 ranks	PC is trained in recognizing psychological traits and behavioral indicators, enabling them to build a profile of the suspect.
*Ready Weapon	Base attack bonus +1	PC can ready a weapon as a free action, and reload or clear a jammed firearm as a half action.
Ship Rated Pilot	Pilot: Ship 1 rank	The PC is proficient at sailing ships and other ocean going vessels, and no longer incurs a -4 untrained penalty when doing so.
*Sidearm Weapon Proficiency		Allows the PC to use a side arm weapon without a -4 penalty
*Simple Weapon Proficiency		Allows the PC to use a melee weapon without a -4 penalty.
Skill Focus		See Feats chapters in PHB
Stealthy		The character gets a +2 bonus on all Hide checks and Move Silently checks.
*Strong Stomach		PC gets a +4 to Saving throws to resist being affected by gory or morbid scenes.
*Take Charge	Cha 13	PC is skilled at using authority to deal with people at a crime scene. When processing a crime scene, PC gains +4 to Diplomacy and Intimidate.
*Triad Buster		PC gains +4 Knowledge: Triads and Intimidate when dealing with suspected triad members
*Walking the Area		PC is adept at walking around large crime scene areas and identifying which parts are significant. Gets +4 to all relevant Spot and Search rolls.
Toughness		See Feats chapters in PHB .
Weapon Finesse		See Feats chapters in PHB .

FULL DESCRIPTIONS OF NEW FEATS

APPRAISE SUSPECT

Description: The character can study the suspect for clues of how to behave when they start the interview. They do this by looking at the following:

- 1 How smart is this person? Smart people give different behavioral signs that one can pick up on.
- 2 How emotionally stable is this person? Unstable, emotional people make decisions much more on emotions rather than logic and will respond accordingly.
- 3 How mature are they? Do they understand right from wrong?
- 4 Are there any cultural differences that are going to affect this conversation or could explain unorthodox views or behaviors?

- 5 Finally, does this person have a medical condition or are they on drugs? If they were drunk, for instance, they may be more lucid with less fear of the consequences.

Prerequisites: Wis 13

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

ARCHIVE KNOWLEDGE

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

Prerequisites: Access to a criminal records archive

Benefits: You gain +4 to any Interview, Knowledge: Law, or Research roll if using the PC's local archive.

CONNECTING EVIDENCE

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

Prerequisites: Wis 11

Benefits: You gain +4 to relevant Search and Spot checks.

CRIME SCENE HAZARD

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

Prerequisites: None

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

CRIMINAL PSYCHOLOGIST

Description: the character has been trained in criminal psychology, either as part of their job, or as part of their own studies. They have come to understand the typical thought patterns, emotions and responses of criminals, so helping them understand and anticipate their actions.

Prerequisites: None

Benefits: You receive a +2 bonus to Sense Motive and Counseling skill checks.

DRIVING LICENSE

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

Prerequisites: Age 16+

Benefits: You no longer suffer the -4 penalty for using that type of vehicle.

EMERGENCY MEDIC

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

gency where there is a "man down."

Prerequisites: Wis 11

Benefits: You gain a +6 bonus to all Medical Assistance checks when attempting to stabilize a patient.

FINGERPRINT TAKING

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

Prerequisites: None

Benefits: You gain a +6 bonus to all relevant Gather Evidence checks.

HOSTAGE NEGOTIATION

Description: The character has been trained in hostage negotiation. This includes elements of psychology, timing process, and so on. The negotiator understands crisis team structure, the dynamics of negotiation, psychology, tactical team deployment, negotiating stress, and dealing with the media. Hostage negotiation requires a lot of psychological training - two thirds of all hostage-takers threaten suicide and one in five take their own life. (See Hostage Situations on p. 59.)

Prerequisites: Int 13

Benefits: You get +4 to any relevant Diplomacy, Counseling, and Bluff rolls.

IMPOSING

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

Prerequisites: Str 13

Benefits: You get +4 on relevant Bluff and Intimidate rolls.

INFORMANT HANDLING

Description: Contacts need sustaining. They are not always unfortunate runts that a detective can rough up a bit for "the word on the street." Informants are human. They won't be very happy if all the PC does is tap them for information without some reward. Contacts have to be maintained and need lots of attention at that time. If it is a bar owner, then PC needs to drink in that bar. If it is a secretary, it is going to cost that PC lunch every now and then, even if they do not want particular information. Good informants include court clerks, a tax or insurance assessors, and

public librarians or archivists. Of course, the best contacts are often dealers, gang members, or other criminals. There is no game system for informants: they are determined and managed by GMs, according to their need.

Prerequisites: Cha 13

Benefits: You get +4 to any Interrogate or Intimidate checks when dealing with informants.

MEDIA HANDLING

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

Prerequisites: Cha 13

Benefits: You get +4 on relevant Bluff and Diplomacy checks.

PROMOTION

Description: There are two types of Promotion feats: Promotion: Inspector, and Promotion: Station Sergeant. Promotions are acquired through getting the right feat. Ordinarily, promotion between grades is over several years, so GMs can block characters taking this feat at their discretion, ruling that such promotions are unwarranted. Similarly, the GM can insist on the relative grades in a game if it is significant to the story.

Prerequisites: Characters must possess the

Promotion: Station Sergeant feat before being allowed to take the Promotion: Inspector feat. PCs who start play with the Inspector character class automatically begin with this feat; so unlike the other character classes, they do not need to possess the Promotion: Station Sergeant feat.

Benefits: You gain the rank - and the authority and pay that comes with it.

PSYCHOLOGICAL PROFILING

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

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

- 1 An urbane intellectual who is a manipulation freak.
- 2 A blue-collar worker of low intelligence and no

remorse.

- 3 A victim of great personal loss or anguish connected with the MO.
- 4 An antisocial personality looking to articulate themselves.

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

Prerequisites: Sense Motive 4 ranks

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. Characters with this feat are better at doing just that.

Prerequisites: Cha 13

Benefits: You gain +4 to all Diplomacy and Intimidate checks when dealing with people at a crime scene.

WALKING THE AREA

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

Prerequisites: None

Benefits: You get +6 to all Spot and Search checks in large or outdoors crime scenes..

CHAPTER 7

COMBAT

a police context. It also offers a suggested adjustment to Armor Class bonus rule. The new firearm rules take into account factors like rate of fire, different kinds of fire, reloading, and strafing. Guns themselves are described in 'Chapter 8: Equipment' on pp. 46-51.

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

ADJUSTED COMBAT RULES

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

AC BONUS

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

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

CHASE RULES

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

SPEED!

If the above ranges are maintained, the participants keep pace with one another. Some characters will wish to catch up or pull away from other participants. To do so, one car must move faster than the other with a resulting increase in difficulty in performing maneuvers. Going faster also makes the vehicles harder to hit with weapons, thus increasing their defense. Running characters do not benefit from this, however. If a character cannot keep pace with a participant, they automatically lose a level of range, falling further behind each round.

VEHICLE SPEEDS

There are five levels of speed for vehicles:

PARKED/ANCHORED

The vehicle is stationary and receives no bonus to its defense.

URBAN

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

FREEWAY

The vehicle is moving at fast speeds (51-99 MPH). The vehicle receives +2 to its defense and all maneuvers are at +2 difficulty.

RACE

The vehicle is moving at extremely fast speeds (100 MPH or more). The vehicle receives +2 to its defense, and all maneuvers are at +4 difficulty. Waterborne vehicles are not usually capable of going this fast.

FLIGHT

This is only for airborne vehicles. Flying vehicles are at +4 to their defense with no maneuver penalties unless flying at low altitudes.

MANEUVERS

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

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

Every round the driver can choose to increase or decrease speed as a free action.

COMPLICATIONS

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

CROWDED STREETS

Empty, nighttime streets are easily navigated, but racing against heavy traffic going the wrong way down a freeway is as difficult as it is foolhardy.

A -1 to -5 penalty should be applied to allow for the level of other traffic on the road. This can also reflect crowded waterways, such as when in or near a large dock.

NARROW STREETS AND ALLEYS

Moving quickly through narrow or confined spaces is extremely dangerous at high speeds and the likelihood of crashing is greatly increased. Also in such areas, drivers may not be able to pass one another, and will have a smaller margin for error when making corners.

A +2 increase to DC is applied to chases in narrow or confined areas. For waterborne chases, this could include harbour entrances, or narrow channels between reefs.

OFF ROAD

This penalty applies when taking vehicles unsuited to such conditions off the main road. Such vehicles may easily become grounded or bogged down in sand or mud.

Drivers of such vehicles are at -2 to their Drive or Pilot checks. This could apply to boats and shipping when sailing over an area which is close to the draft of the boat, such as a shoal, sandbank, or protruding rock.

POOR CONDITIONS

Adverse weather conditions further complicate chases. Heavy rain or snow makes spotting other cars harder and increases the chances of high-speed skids or hydroplaning.

A -1 to -4 penalty should be imposed depending on the severity of the weather. This may be increased to up to -8 at sea, given the potential for both choppy seas and stormy weather,

RANGES

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

Neck and Neck: The participants are side-by-side or

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

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

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

FAILURE

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

CRASHING

If driver fails a Drive: Chase check by more than 10, or if the vehicle sustains enough critical damage to make it uncontrollable, the vehicle will crash. The extent of the damage depends on how fast the vehicle was going.

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

Pedestrians hit by vehicles involved in a chase are dealt with in the same way, but lack the protection of being secured. In the case of two vehicles colliding, their combined speed is used when applying damage. Example: A car traveling at 75 MPH (freeway speed) collides with a stationary (parked speed) car. Both cars and their occupants take 4D6+2. However, if both were traveling in opposite directions at freeway speeds the combined speed inflicts 8D6+4 (4D6* 2 +2) on each.

A boat or ship which crashes immediately begins to sink. This will take 1d6 rounds for a boat, or 5d6 rounds for a larger ship. Any character still onboard after this period will begin to drown.

TRANSPORT

The following table is a list of sample vehicles com-

monly used with the Chase Rules.

Max Speed: The highest speed a vehicle can achieve.

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

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

Hit Points (HP): This represents the structural integrity of the vehicle. When it is reduced by 50 percent, the driver is at a -2 penalty for handling the vehicle, and the vehicle's top speed is reduced by one category. If the vehicle's hps are reduced to zero, it is inoperable and cannot be driven further. Damaged vehicles might

still be drivable, but might not be roadworthy and will attract the attention of the police if driven further.

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

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

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

TRANSPORTATION TABLE

Vehicle	Max Speed	AC	Handling	HP	Damage Reduction	All Terrain	Size
Dirt bike	Freeway	10	+2	20	0	Yes	M
"Hog" bike	Freeway	9	0	20	2	No	L
Sports bike	Racing	10	+2	20	0	No	M
Economy car	Freeway	8	0	30	2	No	L
Police Car/Sedan	Freeway	8	0	30	5	No	H
Sports car	Racing	8	+2	30	0	No	H
Luxury car	Freeway	12	-2	35	5	No	G
Pick-up truck/4X4	Freeway	8	0	35	5	Yes	H
Van	Freeway	8	-2	40	5	No	H
Semi and trailer	Freeway	8	-4	45	5	No	C
Helicopter	Flight	8	+2	35	0	N/A	H
Inflatable Power Boat	Freeway	9	+2	20	0	N/A	L
Seaspray Patrol Boat	Freeway	9	+1	35	2	N/A	H
Damen Patrol Boat	Urban	7	0	60	5	N/A	C
ASL Launch	Urban	5	-4	150	5	N/A	C

EQUIPMENT

COMMUNICATIONS TECHNOLOGY

As a uniformed officer, you'll carry a beat radio, which links you to a regional command and control room. Other methods of communication include beepers, cars and jeep radios, and cellular telephones. The average response time for the HKSAR police is nine minutes. Once a 999 call for help is made, the emergency operator can easily locate the nearest beat constable, who races to the scene while backup is being organized. The control room also has links to other emergency services such as fire and ambulance.

POLICE WEAPONS

It is standard practice for you to carry a firearm:

- 1 Most officers carry .38 special caliber Smith and Wesson Model 10 revolvers.
- 2 The Marine, Airport Security, and Special Duties Unit carry 9 mm Glock 17 pistols; these more hazardous units can also be issued with Heckler and Koch MP5 submachine guns.
- 3 The Marine Division arms its ship-borne officers with Colt M16 assault rifles.
- 4 Constables serving with Emergency Units can be issued with variants of the M-16 assault rifle for exceptional situations.
- 5 The Remington 870 pump action shotgun is issued to Emergency Unit, PTU, and Special Duties Unit Officers.
- 6 All patrolling constables, and members of the Police Tactical Unit (PTU), are also armed with modern batons and sets of handcuffs.
- 7 Non-uniformed officers, such as the force's detectives, are armed with the smaller, more concealable .38 Colt Detective Special revolver.

Only the force's airport security branch carries powerful side arms as part of its normal day-to-day function. Characters wishing to carry long arms or automatic weapons will only be able to do so if the situation warrants it and their inspector agrees.

Listed below is a selection of firearms that either you or the criminals will carry:

COLT DETECTIVE SPECIAL AND THE SMITH AND WESSON MODEL 10 REVOLVERS (.38 SPECIAL)

The detective special and model 10 are both tried and trusted police issue revolvers, the model 10 having seen over 100 years' service with law enforcement agencies

since its launch in 1899. Both revolvers hold six .38 Special rounds, with the Detective Special having a shorter two-inch stub barrel, and the Model 10 having a longer, more accurate four-inch barrel.

GLOCK 17 (9MM)

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

NORINCO TYPE M-77 (7.62 MM)

This pistol is the common sidearm for the Chinese mainland police and PLA officers. Quite old fashioned when compared to newer pistols, it only holds seven rounds and has weak stopping and penetration power. The pistol is, however, a tried and tested design and is unlikely to jam.

DESERT EAGLE (.50 ACTION EXPRESS)

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

HECKLER AND KOCH MP5 (9MM)

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

KALASHNIKOV AK-47 (7.62)

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

The Chinese People's Liberation Army (PLA) used to carry a copy of the AK-47 called the Type 81. Hundreds of thousands of Type 81 rifles were then sold on to third world countries, or found their way into criminal hands.

NORINCO TYPE 95 (5.58 MM)

Brought in to replace the aging assault rifles of the Chinese People's Liberation Army, the type 95 is a modern bullpup assault rifle. The weapon has yet to show up on the streets, with its unusual caliber making it difficult to get ammunition on the black market. Only deserting soldiers or triad gangs with connections to China's warlord generals are likely to carry one.

COLT M16 A2 (5.56 NATO)

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

FRANCHI SPAS 12 (12 GAUGE)

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

REMINGTON 870 (12 GAUGE)

This shotgun is the standard issue for Emergency Units and for officers with Hong Kong's SWAT team-The Special Duties Unit. It operates a pump-action reload with a five shell internal magazine.

POLICE WEAPONS

Weapon	Damage	Crit	Type	Range	Ammo	Weight
Colt Detective Special	2d4	20	Ballistic	20 ft	6 round cylinder	1.5 lb
S & W Model 10	2d4	20	Ballistic	30 ft	6 round cylinder	2 lb
Glock 17 (9mm pistol)	2d6	20	Ballistic	30 ft	17 round box	2 lb
Type M-77	2d6	20	Ballistic	25 ft	7 round box	2 lb
Desert Eagle (.50 AE)	2d8	20	Ballistic	200 ft	9 round box	4.5 lb
H & K MP5	2d6	20	Ballistic	20 ft	15 or 30 round box	7 lb
Kalashnikov AK 47 (7.62)	2d8	20	Ballistic	70 ft	30 round box	10 lb
Type 95 (5.58 mm)	2d8	20	Ballistic	80 ft	30 round box	8 lb
Colt M16 A2 (5.56)	2d8	20	Ballistic	80 ft	30 round box	6 lb
Franchi Spas 12 (12 gauge)	2d8	20	Ballistic	20 ft	8 shell internal	10 lb
Remington 870 (12 gauge)	2d8	20	Ballistic	20 ft	5 shell internal	7 lb

48 COMMON MELEE WEAPONS

Weapon	Damage	Critical	Type	Size	Weight
Baseball Bat	d6	x3	Bludgeoning	Two-handed	3 lb
Butterfly Sword	d6	19-20	Slashing	Light	2 lb
Chinese Broadsword	d6	18-20/x2	Slashing	One-handed	3 lbs
Chinese Longsword	d8	19-20/x2	Piercing	One-handed	4 lb
Meat Cleaver	d6	20/x3	Slashing	One-handed	1 lb
Night Stick	d6	20	Bludgeoning	One-handed	1 lb
Nunchaka	d6	20	Bludgeoning	One-handed	1 lb.
Spring Coil Baton	d4	20	Bludgeoning	Light/One-handed	1 lb
Tonfa	d4	20	Bludgeoning	One-handed	1 lb

BASEBALL BAT

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

BUTTERFLY SWORD

Usually used in pairs, this martial art weapon consists of a broad bladed short sword, with a simple hand guard. The guard can be used to trap other blades or weapons giving the proficient user a +2 bonus on disarm attempts.

CHINESE BROADSWORD

This ancient scimitar-like sword is used either singularly or in pairs in the martial arts. The sword often has a long bright scarf attached to the pommel to draw the eye away from the blade.

CHINESE LONGSWORD

More commonly used by the softer styles of Kung Fu, this long straight-edged sword has a flexible twin-edged blade, and a short one-handed grip. It usually has a tassel attached to the pommel.

NIGHTSTICK

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

MEAT CLEAVER

Devastatingly sharp, meat cleavers will intimidate any opponent and are synonymous with the triad enforcers. Cleavers are also short, making them easy to conceal.

NUNCHAKA

Made famous by martial art film legend Bruce Lee, this simple weapon consists of two short batons linked by a chain or rope. When wielded properly, the nunchaka is a potent, lightning-fast weapon, but it can be very hard to control in the hands of an untrained character.

SPRING COIL BATON

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

TONFA

Originating as handles from rice mills in Asia, these batons have a short grip extending from the shaft, about a third of the way down their length. This gives the baton an off set 'T' configuration. Police and security forces use this style of baton for its improved tripping and hold capabilities (may be used to make a Trip attack, and may be dropped if the trip attack fails, instead of the wielder falling prone; +2 to all Trip and Grapple attacks made when wielding it).

POLICE ISSUE BODY ARMOR

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

The Hong Kong police use several different types of armor to respond to their officer's needs:

CONCEALABLE VESTS

This first type is a light, concealable vest that can be worn under regular clothing without being too conspicuous. Undercover cops, and detectives on dangerous stakeouts, often use it to give them an edge. A Spot check at DC 20 must be made to notice its presence. The vests, made of Kevlar or other such substances, prevent a bullet from penetrating and spread the penetrating force of bullets. Police wearing these can still be knocked out by the force of a bullet and could have a nasty bruise and even broken ribs, but will survive being shot. Such vests are however offer little protection against cutting or stabbing weapons.

POLICE VESTS

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 incorporate layers of metal weave to help prevent injury from stabbing weapons.

RIOT GEAR

In civil disturbances or riots, the police additionally equip their officers with riot helmets; these have clear, bullet-resistant visors to protect the face, and are designed to protection the officer from blows and blunt

POLICE ARMOUR

Armor Type	AC Bonus	Max Dex Bonus	Penalty
Police Motorcycle Jacket	+2	+3	-1
Police Motorcycle Helmet	+1	+4	0
Light Concealable Vest	+1	+4	-1
Police Vest	+3	+3	-2
Police Riot Helmet	+1	+3	0
Police Riot Shield	+2	+2	-1
Special Duties Armor	+4	+3	-2
Bomb Disposal Armor	+6	+0	-6

trauma.

Officers are usually issued with riot shields in addition to the body armor and helmet. The shields are made from the same bullet-resistant clear material as the visors for their helmets and are circular in shape.

"SPECIAL DUTIES" ARMOR

The force's Special Duties Unit wears the next type of body armor. It consists of hooded overalls and heavy vests along with plates for 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 impaired too much.

BOMB DISPOSAL ARMOR

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

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

RESTRAINT EQUIPMENT

It is of course up to the individual police officer to

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

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

CHEMICAL INCAPACITANTS

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

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

MECHANICAL INCAPACITANTS

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

MECHANICAL RESTRAINTS

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

A handcuffed character takes a -2 penalty on attack rolls in addition to a -4 penalty to Dex. If the handcuffs are anchored to an immobile object, the restrained

character can't move. Otherwise, PC can move at half speed. Handcuffs require a Disable Device check DC 30 to open; metal cuffs have 20 hit points at AC 13. Plastic strip-binder cuffs only require a Disable Device check of 20 to remove and have 5 hps with AC 10.

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

MOBILE CRIME SCENE UNIT

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

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

LOW-GRADE

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

MEDIUM-GRADE

This is a converted van or ambulance that has all the above but with specialized cameras, blood kits, and forensic lights. It has machinery for processing and interpreting blood, and digitally capturing and identifying latent fingerprints. It also has a GPS (global posi-

tioning system). Some of the better ones also have drug chemistry facilities to identify illegal substances and toxicology facilities to measure the amount of alcohol in the blood. They may also have microscopy facilities to enlarge images and the ability to match bullets to guns if necessary. These need a specialized crime scene investigator to operate. Police launches have the equivalent to a Medium grade Crime scene set-up installed as standard.

HIGH-GRADE

The Hong Kong police use converted coaches as mobile command centers for major crime scenes, or emergency situations. It has all the equipment mentioned above. It also has a fax machine and microwave. On the roof is an observation deck and lighting to light up the immediate area. Larger ones may have a small conference room. Sometimes, these vehicles have direct video links and their primary use is to arrange search warrants "live." The Marine division's two command launches contain everything a mobile high-grade command center has.

Access to such vehicles will depend a lot on the situation, but as a general rule of thumb, only PCs that are 5th Level and above can access a medium-grade vehicle, and those of 7th Level and above should be able to get access to a high-grade one, if one is available.

VISION ENHANCEMENT DEVICES

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

Those typically available in to HKSAR police officers are:

- 1 10 x 50, which cannot be concealed within clothing as they are large and heavy
- 2 8 x 40, which are good but less chunky
- 3 7 x 35, light and good for general purposes
- 4 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:

- 1 Goggles
- 2 Sights (for guns)
- 3 Binoculars (at a lower magnification)
- 4 Monoculars

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

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

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

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

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

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

This chapter outlines rules for managing gun combat in

SCENE OF CRIME

Every crime scene is different and should be treated as such. Similarly, there is no one way to solve a crime. The police, however, tend to rely on tried and trusted procedures to guide them once a crime scene has been established.

Police generally use the following procedures:

1. Case the crime scene: Get clues from the scene of the crime.
2. Identify sources: Note down who reported the crime and who was around when the police arrived - they could be important sources of information. Identify anyone else not present who could provide information: potential suspects, the victim or other victims, witnesses, informants, and persons acquainted with any suspects or the crime scene.
3. Interview sources: Take statements from all people present. Uniformed cops can take statements from those that seem less relevant, while the PCs talk to the important sources.
4. Victim: Get as much information as possible about the victim (such as last known movements), particularly if this is a potential homicide.
5. Motive: Who had the means and opportunity to commit the crime? Is there a Modus Operandi (MO)? Would psychological profiling help?
6. Find connecting evidence: Does the evidence point to a particular suspect? For example, if someone was killed with a crossbow, the PCs should try to find out who is able to use one, or who owns or bought the crossbow used.
7. Find suspects: Interrogate them.

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

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

SUSPECTS

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

MOTIVE

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

MEANS

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

OPPORTUNITY

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

MO

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

MOs can also be based on how the criminal performs the crime. Does it involve the same type of weapon?

Are they systematic, ceremonial, drug crazed, etc.? Do they have a signature or calling card that makes them different somehow? Even the time of a crime might be relevant. It could indicate the hours a perpetrator works. So note everything, miss nothing.

EVIDENCE

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

There are two basic kinds of legal evidence: direct and circumstantial. Direct evidence is anything a person has either seen or heard - things that can be proven as fact based on direct observation using one's senses. For instance, the testimony of a witness that saw a person beat someone else senseless then leave. It also includes anything a person has seen or done themselves (i.e., "I dropped the suspect off at the house at 6:00 p.m." or "I saw the suspect leaving the scene with a huge bloodstain on her blouse."). Evidence can be testimonial, documentary, photographic, material, forensic, and even taped, as long as the evidence was acquired legally.

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

Example 3: A large amount of cash was stolen out of personal safe in the victim's home. The suspect's fingerprints were found on the outside of the safe and the suspect has recently bought a expensive new sports car paying for it in cash. The evidence implies that the

suspect stole the cash from the safe and used it to buy the car. The suspect could get charged based on that unless other reasons are supplied that are believable enough to throw the assumption into doubt. For instance, the fingerprints could have gotten on the safe when the suspect leaned against it while visiting the victim, a friend. Also the suspect could have bought the car by cashing in a matured bond.

CIRCUMSTANTIAL VARIABILITY

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

- 1 Establish a suspect's presence at the crime scene.
- 2 Establish probable cause.
- 3 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.

SOURCES OF INFORMATION

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

PUBLIC RECORDS AND INFORMATION

There are many simple sources in which to find data. The Identification Bureau houses and collates much of the Hong Kong polices records and case files.

Here are some other public sources of information:

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

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: Triads. Major NPCs prepared in this way gain feats according to their class, rather than according to the progression given above.

Non-Combatant

Hit Die: d4.

Class Skills

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

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

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

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

Combatant

Hit Die: d8.

Class Skills

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

Skill Points at 1st Level: $(3 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $3 + \text{Int modifier}$.

NPC Level	BAB	AC Bonus	FortSave	RefSave	WillSave
1st	+0	+0	+2	+0	+0
2nd	+1	+1	+3	+0	+0
3rd	+2	+2	+3	+1	+1
4th	+3	+3	+4	+1	+1
5th	+3	+3	+4	+1	+1
6th	+4	+4	+5	+2	+2
7th	+5	+5	+5	+2	+2
8th	+6/+1	+6	+6	+2	+2
9th	+6/+1	+6	+6	+3	+3
10th	+7/+2	+7	+7	+3	+3

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

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

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

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

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

INVESTIGATING A CRIME SCENE

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

It is important to remember that as soon as someone enters the crime scene, it changes. What this means from a game standpoint is that the PCs will corrupt the scene by their very presence and potentially trample evidence, depending on the amount of care with which they approach the scene. However, this should not become an occasion for a GM to have vital evidence destroyed, just because the PCs didn't state specifical-

ly that they did not run willy-nilly through the room upon entering it. The players and GM should establish what "standard operating procedure" means to them. There is no need to say that latex gloves are being put on if latex gloves are always put on-certain things can and should be assumed, as long as they are agreed upon ahead of time. This allows for better game flow by avoiding the constant repetition of named actions. Another way a GM can determine the care with which the PCs take upon entering a crime scene (and thus quantifying how much evidence may be lost or changed) is to secretly roll the PCs' crime scene response skill rolls, noting if a failure has corrupted the scene.

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

PROTECTING THE SCENE

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

If the PCs are approaching a crime scene, unless they are known, they will be stopped and questioned. Even then, amongst themselves they may wish to decide who should enter and who should stay outside the restricted area. Crime scenes can expand dramatically and they require plenty of room. For example, one could need an area where those participating can eat, drink, smoke, and go to the toilet. One may need room to set up a communications post, a press area, a command post, and a repository for the trash. To compli-

cate matters further, the incidence of criminals returning to the scene of the crime is very high, so the PCs have to decide if people can safely work alone or not, and must determine the level of security around the area. Crime scenes can also grow if somebody decides to expand a search area or look for clues elsewhere.

EVALUATING THE SCENE

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

DOCUMENTING THE SCENE

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

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

Documenting the crime scene thoroughly is critical, for instance are the lights on or off, are the drapes open or closed, is the air-conditioning on or off. All these factors can influence the interpretation of the crime scene. Notes need to be extensive and as inclusive as possible. The team has to take care to document any evidence they disturb (i.e., if they had to move furniture, etc.). Crime scenes are meticulous affairs and PCs

could have to wait days until all the results are back. Often they are forced to prioritize, deciding which evidence should be processed first if they need to move quickly. Throughout a crime scene there lies a delicate balance between being objective and not making too many assumptions and building a working theory as to what may have happened. If one remains objective, then all the evidence is meticulously examined with little missed. However, without a plausible theory, evidence cannot be prioritized, time is lost, and suspects may be questioned too late.

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

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

COLLECTING EVIDENCE

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

Physical evidence has to be collected and sent to the laboratory for analysis.

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

HOW TO TELL IF PEOPLE ARE LYING: OPTIONAL

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

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

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

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

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

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

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

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

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

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

the victim's hands and feet to preserve any evidence under the fingernails (which will be collected during the autopsy). Using frosted scotch tape they can remove trace evidence from surfaces, such as marks or hairs. Once done, the body itself should be encased in a plastic sheet, rolled carefully to preserve any evidence.

PHYSICAL EVIDENCE

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

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

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

and should be gathered.

The PC should make a note of the serial number (Note: A PC who doesn't have any Weapon Proficiency 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.

COMPUTERS IN A CRIME SCENE

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

THE PHYSICAL EVIDENCE BOARD

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

Here are some tips regarding how to build a board:

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

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

- ☞ Count the number of links to each name

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

PAPERWORK

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

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

SEARCH OPERATIONS

Similar techniques to a crime scene are deployed in search operations. 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. When planning a search, characters need to consider:

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

The process, like a crime scene, has all the same pro-

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

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

The police use various systematic methods to search areas, such as using maps and compass orientations. Search patterns can either work outwards in a circular fashion from a center point, or work across in a long, straight front. Either way the area is gridded off in some manner, so that evidence can be accurately placed and recorded. Once the area has been cordoned and divided, the search can be conducted in one of two stages: a cautious one, where the scene is examined very closely, or a vigorous search, where the area is taken apart, dug up, or destroyed in an attempt to find hidden or concealed areas.

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

HOSTAGE SITUATIONS

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

NEGOTIATION STEPS

Once a hostage or emergency situation has been established, the police first need to isolate the area. Bystanders can get hurt or in the way. The police's pri-

primary function is to protect the public. Next the police should nominate a negotiator—either the highest-ranking officer on the scene or one specially trained in negotiation. 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:

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

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

The negotiator needs to know the following:

- Does the hostage-taker want to live through the experience?
- What are the demands of the hostage-taker?
- The negotiator must be seen by the hostage-taker as a person who can hurt the hostage-taker, but who is trying to help them.
- Is there any time pressure on the negotiation? Has the hostage-taker given an ultimatum with a time limit?
- Is there a reliable channel of communication between the hostage-taker and the negotia-

tor?

● Has the area been contained?



When negotiating, the PC should do the following things:

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

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

STRATEGIES FOR THE CRIMINAL HOSTAGE-TAKER:

- Clearly state the range of cooperation.
- Be calm and businesslike.
- Use logic.
- Avoid setting or accepting time limits.
- Help the criminal save face.

STRATEGIES FOR DEALING WITH EMOTIONALLY DIS- TURBED PEOPLE:

- Encourage the person to vent frustration.
- Use reflective techniques.
- Never argue - logic will not help.
- Give the person plenty of time. Rushing them can frustrate them and cause them to perform rash acts.



CHAPTER 10

**SAMPLE ADVENTURE:
CATCHING THE DRAGON**

The rain thundered onto the street. It pounded on the thin plastic of the poncho he wore to keep his uniform dry. But while his chest was dry, the sleeves were horribly drenched; and as the rain struck the road, it splashed up his legs, soaking his trousers and shoes. Shen didn't mind, though. After the bustle of the shift, he was happy to be alone in the torrential down-pour, feeling the tension of the day ebb away with each breath of the cool, moist night air.

Ahead on the deserted street, a car made a sharp turn into the road. Its tires screeched on the slippery tarmac. Fishtailing away from him, the driver tried to straighten before skidding sideways into a streetlight. From where he was standing, Shen felt the impact and winced in sympathy as the doors and panels buckled and bent. As the car jerked to a halt, its horn blared monotonously. The passenger door opened and a figure staggered into the deluge. Shen reached under his poncho for his badge and began to run towards the accident. Although he was some distance away, the passenger's manner spoke of guilt and panic: reaching back into the car he appeared to be shaking the driver. He only succeeded in silencing the droning horn. He gave up on the driver and began to run down the street. Seeing him run, Shen pulled his gun and ordered him to stop and began to sprint, the flapping poncho now more of a hindrance than a help.

As he drew level with the car, the driver's door cracked open and a young man groped his way out, his face concealed behind a mask of blood oozing from a gash in his forehead. He was dressed in a simple white shirt, its front already soaked red, and he barely registered the police officer. Torn between following the escaping man and taking care of this wounded driver, Shen looked up the road. The running man was well ahead of him and Shen doubted he could close that gap. The driver slumped against the car; face turned up to the sky, letting the rain wash the blood out of his eyes. Finally, he noticed Shen and almost comically tried to limp and scramble away. Shen easily caught him by the collar, swung him off-balance, and slammed him onto the ground. Getting his cuffs out, he pinned the driver's hands behind his back, and left him wriggling like a fish in the overflowing gutter.

Turning his attention to the car, he stooped to look inside. The interior stank of stale cigarette smoke. No one else was there. He noted the blood on the steering wheel and dashboard; obviously the driver hadn't been wearing his seatbelt.

Something caught his attention. On the other side of the car, the glove box hung open. Protruding out of it, fat, white and round, was a plastic-wrapped lump. Like a scene from a movie, a kilo of narcotics was right here in front of him. For a moment the temptation was there to pick it up, to heft the weight of a bag worth more than he'd make in ten years. Just to handle something worth so much, something that had been the elusive focus of his life for his years as a police officer...shaking his head sadly, he holstered his gun and took out his radio. He then called in the biggest bust of his life.

INTRODUCTION

This adventure is written for three to six players with low-level characters, and can be set in any of Hong Kong's coastal districts. The action takes place after a car crash delivers into the police's hands a kilo of heroin, a gun used in a gangland murder, and an unwilling suspect. The players are a task force assigned to this case and they have just 24 hours to catch the crooks and prevent an important deal from going ahead.

- First, the players interview key people and sift through the evidence to find a concrete lead.
- They then enter the criminal underworld and make an important discovery.
- This leads to a final showdown.



PLOT SYNOPSIS

Not only does the police officer find a package of what he believes is uncut heroin, he also discovers a Norinco M-77 in the glove box, a commonly issued Chinese handgun. The Constable calls for backup, and sets off after the other passenger. Unfortunately, by this time the suspect had fled.

The package is later confirmed as heroin with a street value of over HK\$300,000. Forensic specialists from

the Firearm Identification Bureau determine the gun was recently fired; they tentatively tie it to a homicide victim discovered in the harbor last night.

The players are called in to help solve this crime. Their task is to find out who the driver is; why he was in possession of the pistol and the heroin; and who else was in the car. Each player can bring specialist knowledge to the task force:

Constable/Marine Cop-This officer comes from the crime scene area, and is there to provide knowledge of the environs.

Detective-This investigator have been brought in to cover the homicide, serious crime, and narcotic links.

Undercover Police-This specialist investigator is here to follow up the narcotic and possible triad connections.

PNC Negotiator-When not attending terrorist or hostage situations, the PNC Negotiator performs the work of a regular officer-in this case, to help liaise with the local regional force.

Inspector-This officer is in charge of the investigation.

WHAT THE PLAYERS DON'T KNOW

The passenger who escaped is Liu Shen Quon, a leader of the small Chuang Jiao triad. The night before, he shot his fellow rival Deng Chen Li in a power struggle for the top position. He then stole the gang's money. It was his idea to buy a large amount of heroin and use the takings to get out of town before the rest of the triad discovered they'd been robbed. Having just completed negotiations and picked up a sample to test, his henchman Sammy Han crashed their car. Liu hopes to hide from the cops and the triad until he can finish business tonight: he'll complete the deal and pick up the rest of the heroin. Unless the PCs can put the pieces together quickly, Liu will flood the region with cheap heroin and disappear with the cash.

PART ONE: HIDDEN DRAGON

CLUES

The players have several possible leads to follow up and investigate: some are dead-ends; some have more significance; others may get lost in the investigation. GMs can use the Witness Appeal section to put wayward investigations back on track and re-focus the players.

The task force has the following available leads:

A Summary of Forensic Evidence-The officers investigating the scene at the time have compiled forensic reports. The team can examine these, or they can perform their own forensic search.

The Arresting Officer's Statement-Constable Robert Chen performed the arrest while going home after a long shift.

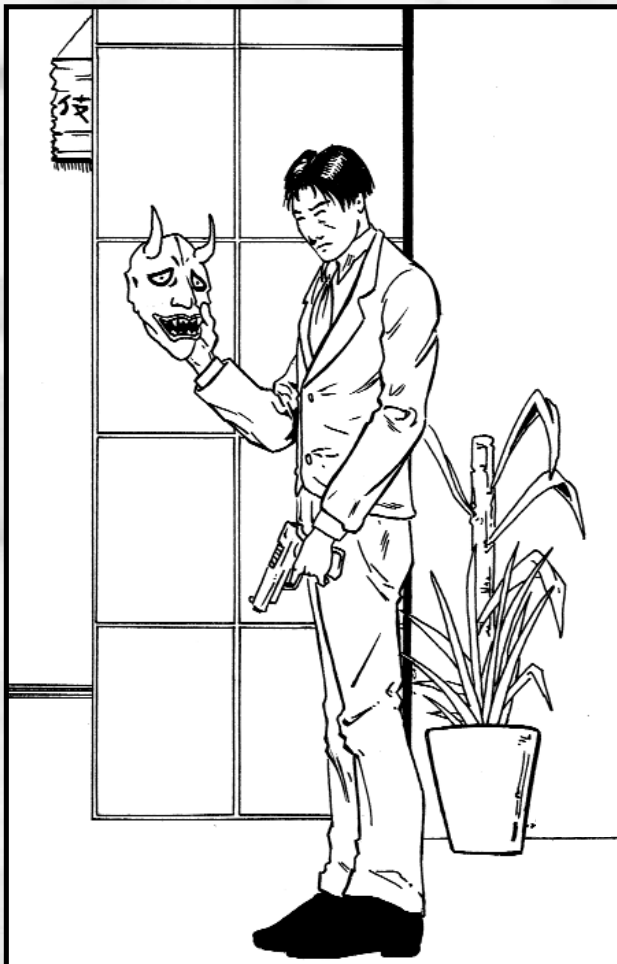
The Body In The Harbor-Discovered the day before, floating in the water. The unidentified body had been shot in the chest twice.

The Car-A mid-range elderly saloon, currently in the police station's impound yard.

The Heroin-Uncut China White.

The Pistol-A black market automatic.

The Suspect-Aged 26, Sammy Han is locked in the police station's cells.



A DETAILED LOOK AT THE CLUES

A SUMMARY OF THE FORENSIC EXAMINATIONS

So far, the case has yielded various pieces of forensic evidence. Much of this is purely circumstantial: although it proves knowledge and possession of evidence, it does not imply criminal conspiracy:

- The pistol can be linked to the suspect Sammy Han, and to the passenger.
- There's a possible link through the ballistics between it and the unidentified body in the harbor.
- The fingerprints in the car also point to a link between Sammy's car and the body.
- The heroin has a set of fingerprints from Sammy, and more belonging to the elusive passenger.

THE ARRESTING OFFICER'S STATEMENT

Neat and concise, Constable Shen's statement contains all the pertinent details. The arrest and pursuit of the passenger, the arrest and preliminary questioning of Sammy Han, all are well documented. Currently, he is off duty, finally allowed to go home for a break. If the team wishes to interview him, he will be as helpful as possible. The only hole in his report is the identity of the passenger. Too far away to get a clear look at him, all he can do is provide this rough description: "The suspect is Asian, around 5' 7" to 5' 9" in height, medium build, but with a slightly rounded belly. His age could be anywhere from mid-thirties to mid-forties. He was wearing a tan suit, red tie, and mustard/dark yellow shirt."

THE BODY IN THE HARBOR

The body of an Asian man was pulled out of the water yesterday. The following observations were recorded:

- He was about 35 years old, 5 ft. 6 in. high, and had short, neatly cut hair.
- The condition of his teeth, hands, fingernails, and skin indicate a high level of wealth.
- The clothing, consisting of a dark suit, waist coat, pale blue shirt, and silk tie, also indicates a high level of wealth.
- The pockets were empty and pulled out, indicating a removal of personal effects by a third party.
- Cause of death was two gunshot wounds,

inflicted at close range and within seconds of each other.

- Two nine-millimeter rounds were extracted from the body.
- Time of death is estimated at around 3:00 or 4:00 a.m., yesterday morning.
- The only distinguishing feature is the tattoo of a stylized oriental dragon in blue on the inside of the victim's right wrist. A Knowledge: Triad check at DC 20 reveals this to be the mark of the Chuang Jiao triad.

THE CAR

Registered to the suspect Sammy Han, the car is in the station's impound yard. The following observations were recorded:

- The driver's side is badly dented, with the point of initial impact on the front panel, followed by scrapes down the side of the vehicle.
- Bloodstains on the driver's seat, steering wheel, and dashboard all confirm that the driver hit his head upon impact.
- The butts of several freshly smoked Chinese-made cigarettes were found in the ashtray, suggesting that the occupants spent some time in the car that night.
- On the passenger side, the ashtray is similarly full, but contains a different brand of Chinese cigarettes. (These brands are constantly smuggled into the territory and sold cheaply on the streets.)
- Fingerprints on the outside of the car were hard to recover, because of the adverse weather conditions.
- Fingerprints inside the car were lifted: most belong to Sammy Han; those on the passenger side are not on record.
- On the back door of the passenger's side a set of fingerprints was discovered. These match the body pulled out of the harbor.

THE HEROIN

The heroin recovered from the car is locked in the station's evidence locker in a cardboard box, and is only accessible under supervision. The bundle weighs just under a kilo, and is neatly wrapped in a simple sandwich bag that has been taped closed. A small cut was made in the bag in order to take a sample. This confirmed it as uncut China White heroin. Further forensic testing may indicate a likely source.

THE PISTOL

A Chinese-made Norinco M-77 was found with the drugs in the glove box of the suspect's crashed car. The gun is a simple, mass-produced automatic that appears on the streets of Hong Kong with hideous regularity. Issued to mainland police and military units, it often finds its way into criminal hands. The weapon is loaded with five 9mm rounds. Another round is in the chamber and the pistol is ready to fire. Possession of such a weapon is a very serious offence. This, along with the fact that forensic officers from the Firearms Identification Bureau believe it to have been recently fired, has turned this case into a possible murder inquiry. The gun is due to undergo ballistic testing to see if it matches bullets removed from a body recovered from the harbor. The results should come in around mid-morning. Two sets of prints were lifted from the gun; one belongs to the suspect Sammy Han, and the other set is yet to be identified, but is identical to those found on the passenger side of the car.

THE SUSPECT

Sitting in the cells is Sammy Han. The police doctor has bandaged his forehead, and examined his sprained knee, which he declares will heal and needs no further treatment.

So far, Sammy Han has only been through a preliminary interview. He confirmed his name and the fact that he owned the car. He refused to reveal any more information. Pulling his file reveals a lot about him: he has a history of arrests for petty crime. He also once spent four years in prison on charges of extortion. At the time, he was regarded as a minor member of the Chuang Jiao triad. Since coming out of prison he's been supposedly clean, The triad gang has been having leadership squabbles, and is in a state of turmoil.

He is aware that he faces a possible murder charge for his connection to the gun and the body in the harbor, but he still won't talk. Sammy Han is currently under arrest, but has not been formally charged. The police certainly have enough evidence to charge and probably convict him of Possession and Conspiracy To Supply. The task force's priorities are to find out who the passenger is; who shot the man found in the harbor; and where the drugs come from.

The team can ask to re-interview Sammy at any time, but they arrive on the case with only 18 hours to formally charge him with an offence. See Getting A Confession for more information on getting Sammy to talk

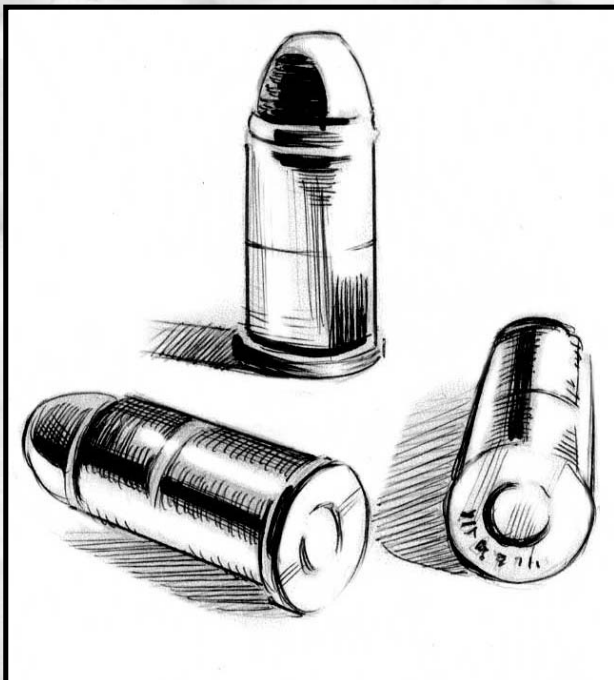
SAMMY'S APARTMENT

Another simple option is to search Sammy Han's home. For this the team will need a search warrant, and in the circumstances, any judge will happily sign one. Sammy lives alone in a small, cramped apartment in a block not far from the crime scene. His neighbors are only too happy to talk to the police. They will describe the unsociable hours he keeps; and the looks of anger he gives them whenever they try to complain about the noise—he goes out in the evening and then reappears very loudly in the early hours of the morning. They reveal that Sammy frequents bars, nightclubs, and other triad hangouts. On the night in question, they heard him go out at about 8:00 p.m. They heard nothing more about him until the players arrived.

Searching the apartment will reveal the following:

- A search check at DC 10 will uncover nunchuku and a cheap knife hidden in a wardrobe.
- A sweep for fingerprints will only reveal Sammy's own.
- A Search check at DC 15 will reveal Sammy Han's phone bill. This has an itemized list of the calls from the previous month. The last number dialed has a local code. The bill reveals that many calls were made to this number.

Back at the station, a Research Check at DC 15 will give the owner. The phone belongs to a small office in a warehouse owned by a businessman called Liu Shen Quon.

**PART TWO: CONFRONTING THE DRAGON**

The first priority is to follow up all lines of inquiry. The team should now know that they have three obvious questions to answer:

- 1 Who was the passenger in the car?
- 2 Why was the man—who was pulled out of the harbor—killed?
- 3 What is the connection between the dead body and the heroin?

To answer these questions the PCs need to find out what's happening in the Chuang Jiao triad. Identifying the blue dragon mark will be the first clue that connects Sammy Han with the body. Asking around the streets (Gather Information DC 20) or using triad contacts (Knowledge: Triad DC 15) are two simple ways to discover this information and entice the PCs to arrange a furtive meeting.

WITNESS APPEAL

The passenger's description has been passed around the region's officers, but so far, nothing has come of this. There is also an appeal for witnesses, but the police are not expecting any to come forward, because the car accident took place in a deserted street, late at night, in the pouring rain.

If the players' investigation stalls or goes off in many different directions, GMs can bring it back on course by using the Witness Appeal to give them a "hot new lead." In investigative adventures, GMs should be aware that what is obvious to them may not be the same with the players, who don't know what is going on and so may misinterpret clues and leads. By inventing a witness you'll give the players more of a sense of accomplishment, because they'll be discovering the answer for themselves. Redirect the players' attention by introducing someone who saw the car crash, or someone who saw the passenger (Liu) boarding a tram when he fled the scene.

TALKING TO THE TRIAD

The triad codes forbid members from talking to the police; however, these are guidelines rather than rules.

The triad is currently in disarray. Confronting one of its members may well give the team the answers it needs. A Knowledge: Triad Check at DC 15 will get lead them to Jackie Wu, a small time drug dealer who could be "encouraged" to talk. Wu hangs out in a small dark bar,

and won't talk in front of uniformed officers, but if approached carefully, he will tell what he knows. An Intimidate check at DC 18 will reveal the following:

- There's a shortage of drugs in the area at the moment, and his suppliers (the Chuang Jiao triad) have failed to keep him operational.
- Sammy Han is a member of the triad, but since coming out of prison, he hasn't been around much. Jackie thinks he's working for some nasty piece of work from the Mainland.
- Wu's not sure what's going on at the moment, but there's a rumor of a power struggle at the top.

One of the bosses has gone missing and has stolen the wealth of the gang. If shown a picture of the body in the harbor, Jackie will claim he doesn't recognize him. A Sense Motive check (opposed to Jackie's Bluff check) will reveal he's lying. Similarly, if asked who Liu Shen Quon is, he'll say nothing about him being the other rival in the power struggle.

Trying to bust Jackie Wu is hard, because he's actually clean at the moment; this is ironic, considering he is angry with his superiors at not supplying him with heroin.

Jackie Wu

2nd Level Combatant

Hit Dice: 2d8 (14 hp)

Initiative: +2

Speed: 30 ft.

AC: 13 (+1 Defence Bonus, +2 Dex Bonus)

Att/Dam: Unarmed strike +3 melee (d3+2)

Abilities: Str: 14 / Dex: 15 / Con: 11 / Int: 12 / Wis: 15 / Cha: 13

Skills: Analyze: Narcotics +6, Bluff +5, Drive: Chase +5, Knowledge: Street Sense +6, Listen +2, Sense Motive +3, Spot +2

Feats: Simple Weapon Proficiency

CR: 1

LIU SHEN QUON'S WAREHOUSE

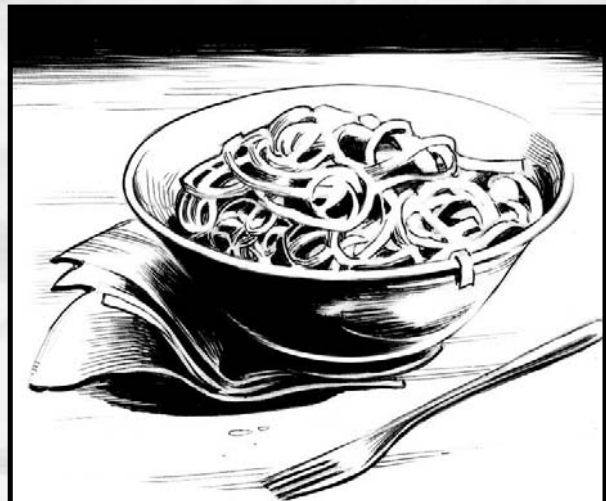
Liu Shen Quon's warehouse is down by the waterfront in a dirty backwater area. The building is a grubby, unassuming, two-story block, dating back to the war. The windows are thick with dust and accumulated dirt, and unless you know what to look for, you'll walk past it. Around it are large yards filled with shipping containers and freighters. The building is empty and no amount of knocking will get anyone to answer the door. Getting a search warrant for the building will be

tougher than for Sammy's apartment: the team only has circumstantial evidence; and few real leads link the building to Sammy. A Police Bureaucracy at DC 15, or Diplomacy check at 20 will convince a Magistrate to sign a warrant.

Inside, the building is almost empty. A few damp boxes of spoiled knick-knacks and tourist trinkets lie scattered around the deserted room. At the far end, a set of stairs leads to a small, partitioned-off office. The office is more attractive than the warehouse. A comfortable-looking leather chair sits behind a modern, spacious desk. Curiously, there is no paperwork on the desk. The drawers are all empty, and the only signs of human presence are a crowded ashtray, and second chair upon which a Chinese racing paper lies folded-it's dated at two days ago. Characters may recognize the same smell of cigarettes as from Sammy's car: they're the same brands. A Search check (with a DC varying by item) reveals the following clues:

- (DC 17) Inside the warehouse is a dried bloodstain; someone attempted to hide it by covering it with a box. The bloodstain is a little over ten-inches in circumference.
- (DC 12) A bullet mark is on one of the walls. A bullet is embedded into the woodwork. The bullet will match those removed from the body and the handgun found in Sammy's car.
- (DC 15) Three 9-millimeter shell cases lie in the dust nearby. The cases have Sammy's fingerprints on them.
- (DC 10) Behind the warehouse on a piece of scrubby ground is a pile of burnt papers and files. A ruined computer and a mobile phone lie smashed and broken.

A Gather Evidence check at DC 10 will reveal that the fingerprints belong to Sammy, the passenger (now believed to be Liu Shen Quon), and the dead body.



PART THREE: CATCHING THE DRAGON

The players now know that Liu Shen Quon is the mysterious passenger and triad boss. The murdered body was the other rival for power in the triad. What the players have to do now is find Liu and work out where the heroin fits into the pattern. Only one person knows the answers to all these questions-Sammy Han, and now they have the evidence, the characters may be able to get him to talk.

GETTING A CONFESSION

The suspect is very cool under questioning. He's spent time in prison before, and unless the characters can find a way to get him to cooperate, then he's not going to help them. A Interrogate check at DC 40 is required to get him to open up. The acquisition of various pieces of evidence will lower this DC and get him to talk:

- Knowing Sammy used to work for Liu Shen Quon (-5)
- Knowing Sammy was there when Deng Chen Li was killed (-5)
- Knowing that the triad is mad about the missing money (-5)
- Knowing that the triad is hunting Liu Shen Quon, and that they will kill Sammy if he's involved (-5)
- Presenting the evidence that he's the murderer: the gun was found in his car; the shell cases with his fingerprints were found at the warehouse near the bloodstain (-10)

This scene should be role-played carefully: the GM should take the role of Sammy and the players should present their reasons for him to talk. Have the players act it out. If successful, Sammy will talk; if unsuccessful, they'll have to gather more evidence.

SAMMY'S STORY

The dead man, Deng Chen Li, wanted to stop the triad dealing drugs and shift into safer areas; Liu Shen Quon wanted to go further into the trade. The two argued and in the end, Liu Shen Quon shot him with Sammy's gun. Together they threw the body into the harbor. The next night, they met with smugglers from the Mainland to set up a big heroin deal, using the money from the triad to buy cheaply so they could flood the market and secure their new position. Liu will be meeting the smugglers tonight, and will complete the deal then. With the money he'll make from the sale he'll be invited to join the cartels on the mainland, leaving the world of small-town gangs behind.

Sammy will tell the team that the deal is to take place at 4:00 a.m. in a quiet wharf, full of moored up junks and small boats. The smugglers will arrive by sea and Liu will wait at the docks with the money. Ideally, the players should bust Liu and then lie in wait to arrest the smugglers. Alternatively, PCs might try to catch both parties in the act. This is more dangerous, but also more dramatic and exciting. The players can call for backup from the local station (Police Bureaucracy check at DC 15). The smugglers will certainly be armed and dangerous.



THE MEET

Not far from Liu's warehouse is a small harbor. It is filled with a maze of wooden jetties and wharfs, along which are tied a multitude of small boats. Most are simple junks and sampans packed so closely that the area almost becomes a single floating raft. The boats are constantly bobbing and moving, filling the air with gentle creaks and bumps as they knock together. Masts, cabins and furled sails make it easy to hide here. Crossing between the boats is a little trickier: the chop from the big freighters and the movement of the boats mean that successful Jump or Balance checks are required.

Below is a simple timeline of events. The actions of the players are not included; the GMs can adapt it accordingly:

3:40 a.m.-Liu arrives at the docks by car. He has some triad members with him (GMs should decide how many, bearing in mind the number and level of the PCs).

3:45 to 3:55 a.m.-The triad members make a rough search of the area (PCs hiding in the docks have to make Hide checks opposed to the triad members' Spot checks to stay hidden).

3:55 a.m.-The smugglers approach the docks by speedboat. There are fewer PCs than smugglers, but the PCs are more professional and better armed.

4:00 to 4:20 a.m.-The smugglers close the deal and exchange the money and heroin. Liu has a bag containing HK\$3,250,000 (\$250,000) in rough bundles of notes. The smugglers exchange it for another ten kilos of heroin. Both sides check what they've been given and then depart.

Liu Shen Quon**5th level Non-Combatant**

Hit Dice: 5 (19 hp)
Initiative: +2
Speed: 30 ft.
AC: 14 (+2 Defence Bonus, +2 Dex Bonus)
Att/Dam: Unarmed strike +4 melee (d3+2)
 .38 Special +4 ranged (2d4)
Abilities: Str: 14 / Dex: 15 / Con: 14 / Int: 17 / Wis: 16 / Cha: 16
Skills: Analyze: Narcotics +11, Bluff +11, Diplomacy +11, Drive: Chase +10, Intimidate +11, Knowledge: Street Sense +11, Listen +11, Search +11, Sense Motive +11, Spot +11
Feats: Sidearm Weapon Proficiency, Driving License
CR: 2

Chuang JiaoTriad Members**1st Level Combatants**

Hit Dice: 1 (10 hp)
Initiative: +1
Speed: 30 ft.
AC: 11 (Def & Dex Bonus)
Att/Dam: Unarmed strike +1 melee (d3+2)
Abilities: Str: 13 / Dex: 12 / Con: 14 / Int: 9 / Wis: 10 / Cha: 10
Skills: Drive: Chase +2, Knowledge: Street Sense +3, Listen +1, Sense Motive +1, Spot +1
Feats: Driving License
CR: 1

The Smugglers

The smugglers from the Mainland have no loyalty to Liu Shen Quon; their only interest is to collect the money and leave. At the first sign of trouble they flee, shooting wildly at anyone who tries to stop them.

3rd Level Combatants

Hit Dice: 3d8 (20 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 13 (+1 Defence Bonus, +2 Dex Bonus)
Att/Dam: Unarmed strike +3 melee (d3+2)
 AK-47 +0 ranged (2d8)
Abilities: Str: 13 / Dex: 14 / Con: 14 / Int: 12 / Wis: 13 / Cha: 11
Skills: Analyze: Narcotics +7, Knowledge: Street Sense +6, Pilot: Speedboat +8, Sense Motive +5, Spot +4
Feats: Ship Rated Pilot, Simple Weapon Proficiency.
CR: 2



FINALE: THE CAGED DRAGON

The aftermath of the adventure will depend largely on the success of the previous encounter. If the smugglers get away, then the Marine Division can try to intercept them at sea, but the power and speed of their boat(s) may make this hard.

The players should at least be able to capture Liu red-handed. With the evidence the team has gathered they should be able to get him indicted for the murder of Deng Chen Li, conspiracy to supply, and so on.

Sammy Han's testimony and confession will shorten

his sentence, but he is still guilty of attempting to import heroin and conspiring to conceal a murder.

If successful, the players will have stopped a dangerous surge of drugs onto the streets. If unsuccessful, the drugs will be distributed to the triads; within days, the inevitable turf wars between dealers will resume; and a tide of overdosing junkies and desperate addicts will rise.

Completing the investigation successfully should earn each player 700 XP, with 100 XP bonuses for good role-playing, investigation, and cunning.



APPENDIX A: NARCOTICS

With so much money in Hong Kong coming from the sale of narcotics, the police need to be familiar with the types and effects of regularly available drugs. This experience comes from both busting dealers and drug users, and from formal police training. It is up to the players and the GM whether they wish to incorporate drug use into their campaign setting and characters.

NOTE: In compiling this information, we are in no way endorsing the use or sale of narcotics. This information is included because organized crime is so entwined with the narcotics trade in Hong Kong that it is impossible to separate the two. Drugs kill, not just through overdose or allergic reactions, but also through the crimes that drug dependency inspires.

Substance	Street Name	Nature	Effect
Cocaine	Charlie, Snow, Coke, Blow, Toot	White powder	Stimulant, analgesic
Crack Cocaine	Crack, Rocks	Small crystalline lumps	Euphoric stimulant
Ecstasy	E, MDMA, Adam, Eve	Off-white pills	Euphoric stimulant
Heroin	H, Horse, Junk, Smack	White or dirty-brown powder	Euphoric analgesic
Ketamine	Sitting ducks, GBH, PCP, Angel dust	Off-white powder or pills; Can be in solution	Sedative
LSD	Acid, Trips, Blotters, Microdots	Liquid, soaked into paper or sugar cube, or pill	Hallucinogenic
Cannabis	Dope, Marijuana, Mary Jane, Hash, Hashish, Grass, Weed, Skunk, Smoke	Resin blocks (varying from shiny black to crumbly pale brown in color) or dried flowering tops	Depressant, analgesic
Meth-Amphetamine	Speed, Crank, Uppers, Diet pills	Off-white powder or yellow pill	Stimulant

THE DRUGS

COCAINE

Cocaine is a non-volatile salt derived from cocoa leaves. Cocaine is both a painkiller (analgesic) and a powerfully euphoric stimulant that directly affects the brain. Users become alert and excitable while gaining a false sense of confidence and well-being. The drug can be smoked in hand-rolled cigarettes, injected, or swallowed, but the majority of users inhale ("snort") it as powder.

Each hit lasts between 2 to 3 hours, after which the user becomes sullen and paranoid. Both physically and psychologically addictive, the impulse to take more is immediate. Prolonged use deadens the user's receptor sites in the brain, meaning larger doses are required to achieve the same high. Heart problems and damage to the nasal passage are common among users - heavy users have near-continuous nosebleeds due to laceration of the tissue by the sharp crystals they inhale.

CRACK COCAINE

Consisting of small crystalline or soap-like rocks the size of raisins, crack cocaine is simply cocaine that has been mixed with either baking soda or ammonia, dissolved in water, then microwaved. This solution when dried strips the cocaine of hydrochloride, creating a volatile salt that is far stronger than the equivalent weight of cocaine. The rocks are then melted and the fumes inhaled. For the user, this produces a far more immediate and intense high than snorting cocaine.

On the downside, the effects wear off quickly. Exhilaration turns to nausea and withdrawal. This drug is far more addictive than cocaine due to the sharp highs and lows it induces.

ECSTASY

Ecstasy is considered a designer drug favored by young clubbers. More common in Europe than in Asia, it is still found in all major cities. The drug was originally developed in Germany at the end of World War I for use by front-line troops as an appetite suppressant. The drug resurfaced as a slimming pill in the 1930s and has been used as a psychological counseling tool, as it breaks down inhibitions.

The drug usually comes in small pills stamped with a manufacturer's mark. These marks sometimes indicate the pill's contents - ecstasy is rarely pure, and is often cut with speed (amphetamine). Symbols such as

doves and smiley faces are common, and often form the basis of nicknames for the drug, whereas such titles as MDMA, ADAM, or EVE refer to the chemical composition of ecstasy.

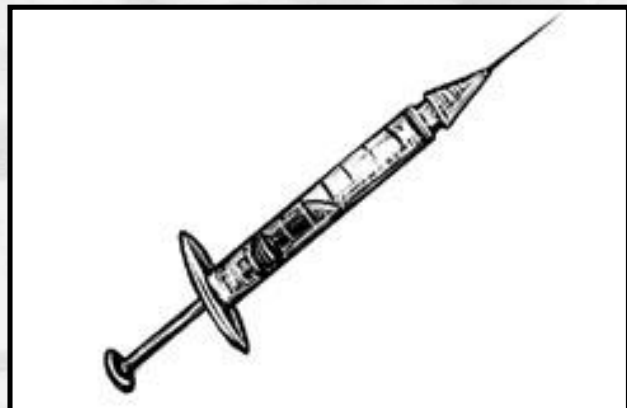
Users experience the same rush as with amphetamines but they also have a euphoric sense of oneness with those around them. This often leads to impaired judgment. This state can last up to 8 hours, after which the user comes down. As the drug leaves their system, the user becomes depressed and tired, often for several days after consuming the pill.

HEROIN

Heroin is derived from the sap of the opium poppy - it can be processed into morphine, opium, or heroin. Heroin was first synthesized in 1919 and was incorrectly presented to the world as a non-addictive form of morphine. In truth, the effects of the drug are much the same in all forms. The drug usually takes the form of a dirty brown powder that can be either dissolved in water and then injected, or smoked by melting the drug and inhaling the fumes. Low-grade heroin, which is more dangerous, also comes in a dirty brown powder.

Users experience a massive rush of euphoria as the drug affects the pleasure centers of the brain. This high can last for almost an hour, during which the user experiences impaired motor skills and judgment. Once the high ends, the user is left feeling apathetic and depressed. Overdosing is common, as users don't know the strength or purity of the drug they are taking.

Addicts build up a tolerance to heroin very quickly, and so need to increase their dosage and frequency to achieve the same effects. A junky who cleans up loses this acquired tolerance just as quickly. Many former users who return to heroin do so at their old (now dangerously toxic) levels. Hence, overdoses are common among ex-addicts who take up the habit again. Especially dangerous is the fact that by injecting, users are putting the drug into their system without the ben-



efit of the screening process of the lungs or liver. By sharing needles with other users they risk contamination by AIDS or the more common hepatitis viral strains.

KETAMINE

Ketamine is a misused tranquilizer rather than a narcotic. It belongs to the same family as phenocyclidine, from which angel dust is derived. It comes in a variety of forms, but is most commonly taken as either a pill or powder. A liquid variant, set in a saline solution known as GBH, also exists.

The drug has unpredictable effects ranging from hallucinations, rigidity and convulsions, synaesthesia (tasting what you see or hear, smelling what you touch, etc.) disassociation, and feeling like you're moving when you're not.

The effects last for up to seven hours, usually followed by periods of nausea and slurred speech.

LSD (LYSERGIC ACID DIETHYLAMIDE)

LSD was first discovered in 1938 as a derivative of a mold usually found on rye and other grasses called ergot. LSD was a favorite of the hippies of the 1960s, who thought the hallucinations gave them a path to explore the transcendental realm. Essentially a liquid, it is usually soaked into a carrier object such as blotting paper or sugar cubes. It can also be pressed into a pill with speed.

Once swallowed, these users experience an 8-12 hour "trip." During this time they experience the brain misfiring, which is perceived as hallucinations. Stationary objects appear to move, and colors and sensations feel more vivid. LSD, however, is a powerful psychoactive drug and users can experience severe mental reactions including psychosis, schizophrenia, and severe depression, as well as flashbacks.

CANNABIS

Cannabis is formed from the resinous oil from the female buds and leaves of the hemp plant. This resin contains the active ingredient THC. Cannabis can be either smoked or eaten to produce a sedative high similar to alcohol, leaving the user lethargic, or "wasted."

In modern times, the uses of fast-growth strains and hydroponics have created much stronger, more "trippy" varieties of plant. The dried flowering tops and buds of these are often smoked as a drug called

grass, skunk, or weed. The drug has medicinal uses due to its analgesic effects.

Note: Smokers of cannabis are far more likely to develop cancer than regular smokers. This is due to the fact that marijuana "cigarettes" are unfiltered and the way users hold the smoke in their lungs while taking the drug.



METH-AMPHETAMINE

This drug acts on the nervous system of the user, producing a massive surge of adrenaline that tricks the body into a "fight or flight" response. Users become excitable, paranoid, and irritable. The drug was once prescribed for weight loss as it suppresses appetite and the need for sleep. Prolonged use can lead to psychosis and heart problems, as well as dental problems as users grind their teeth. The drug can be injected, but most users either inhale it or swallow it in pill form.

A typical drug purchase gives the user 6-12 hours of effects before the inevitable crash. After the crash, the user becomes lethargic and depressed, but remains paranoid for some time afterwards. The drug is synthetic in nature, and physically addictive.



APPENDIX B: CHINESE NAMES

Many people in Hong Kong have both a western name and a Chinese name; they'll use the western name with foreigners and the Chinese name with their family and immediate friends. Some have western names only; others from more traditional backgrounds have Chinese names only.

Chinese names are structured in the opposite way to western names. We would, for example, say Jane Doe (first name first, family name second). The Chinese way of structuring this is the other way around. Jane Doe, to continue our example, would become Doe Jane. Additionally, there are usually two first names of one syllable and they are hyphenated; for example, Doe Jane-Anne.

A Chinese surname passes down through the father, but unlike in the West, Chinese women always keep their family name after marriage. Today, there are over 3,000 Chinese surnames. The ten listed below account for almost 80% of them:

- Chen (Chan)
- Cai (Tsai)
- Huang (Hwang, Hwong)
- Li (Lee)
- Lin
- Liu
- Wang (Wong)
- Wu (U, O, Oh)
- Zhang (Chang)



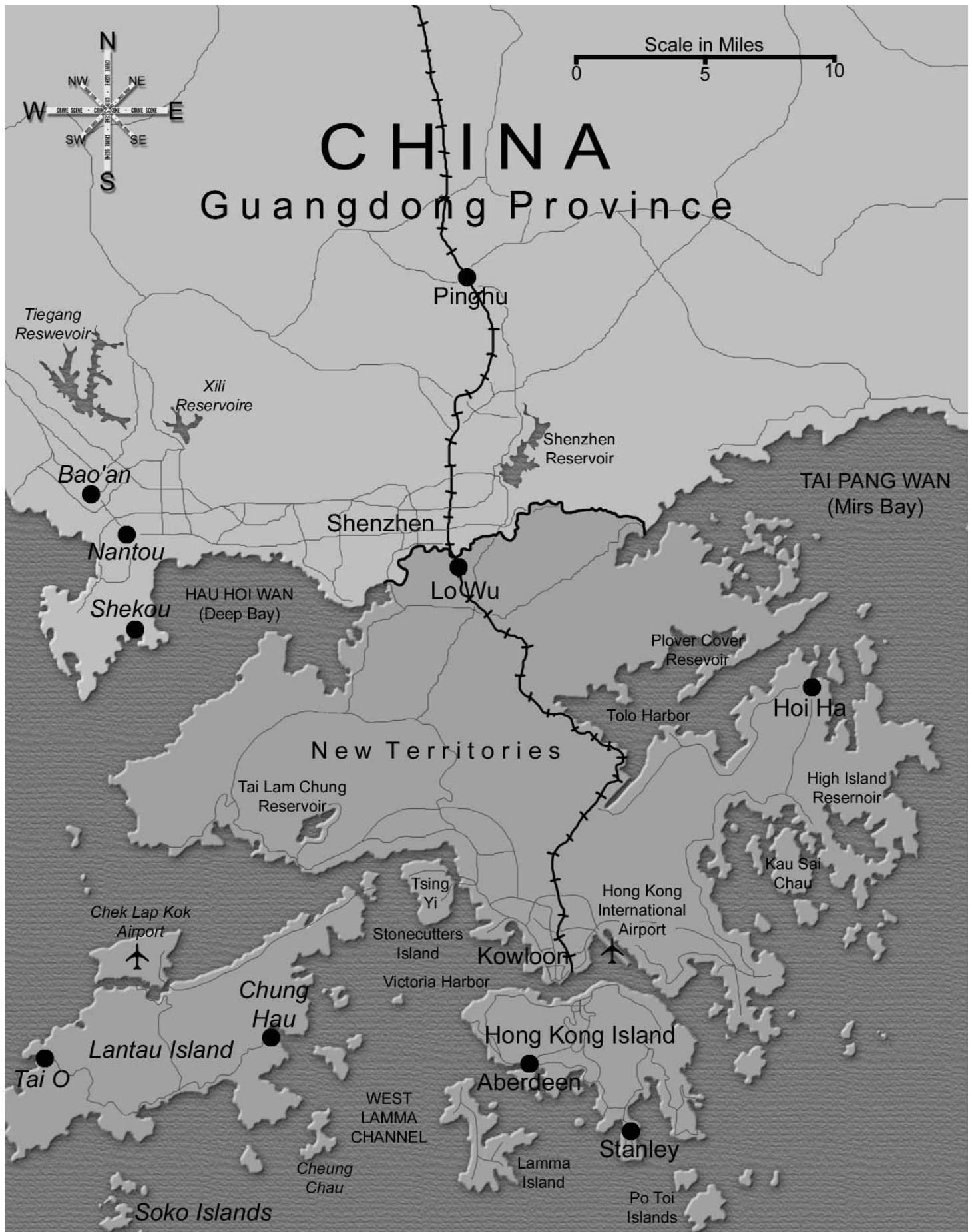
Chinese First Names: Female Meaning

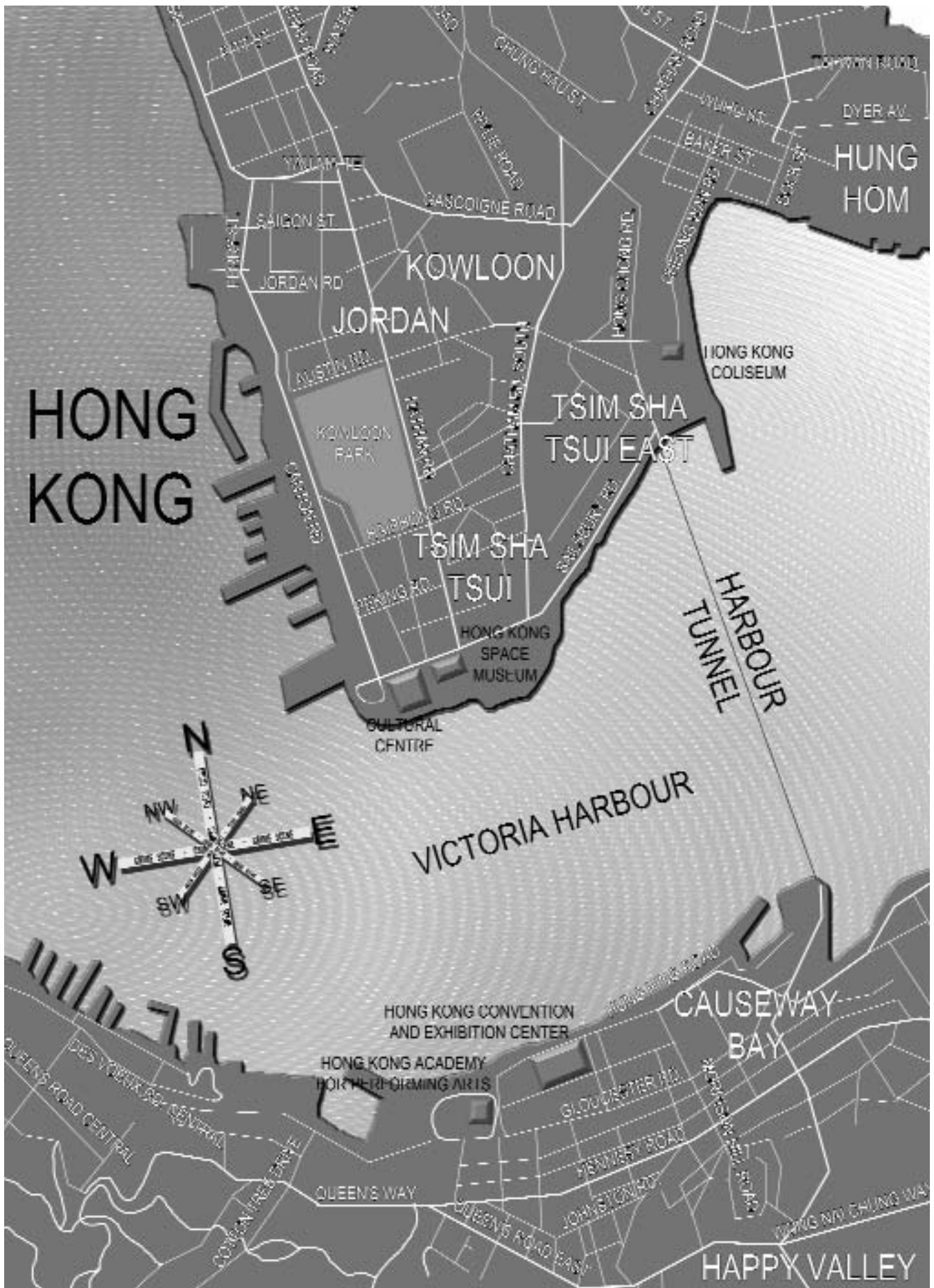
An	Peace
Bo	Precious
Chan	A Chinese clan name
Hua	A flower
Jin	Golden
Jun	The truth
Li	Strength
Lian	A graceful willow
Lien	A lotus
Ming	After a dynasty
Wang	Regal
Xiang	Fragrant
Xin	Beautiful

Chinese First Names: Male Meaning

Chen	Great or vast
Chung	The wise one
Ho	Goodness
Li	Strength
Lian	A graceful willow
Liane	Bond, willow
Shen	A deep thinker
Sun	Bending, or decreasing
Ushi	Ox
Yuan	The original
Zan	Praise

APPENDIX C: PLAYERS MAPS





HONG
KONG

KOWLOON

JORDAN

TSIM SHA
TSUI EAST

TSIM SHA
TSUI

VICTORIA HARBOUR

HARBOUR
TUNNEL

HONG KONG CONVENTION
AND EXHIBITION CENTER

HONG KONG ACADEMY
OF HERITAGE AND ARTS

CAUSEWAY
BAY

HAPPY VALLEY

HUNG
HOM





CRIME SCENE

HONG KONG



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	HP Hit Points
STR STRENGTH					
DEX DEXTERITY					Wounds
CON CONSTITUTION					
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					

HP
Hit Points

INITIAL

Wounds

BASE SPEED

BASE ATTACK

AC
ARMOUR CLASS

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

INITIATIVE

DEX MOD + MISC MOD = TOTAL

SAVING THROWS

FORTITUDE (CONSTITUTION)
REFLEX (DEXTERITY)
WILL (WISDOM)

BASE SAVE + ABILITY MODIFIERS + MISC. MODIFIER = TOTAL

MELEE (ATTACK BONUS)
RANGED (ATTACK BONUS)

BASE ATTACK BONUS + STRENGTH MODIFIER + MISC. MODIFIER = TOTAL

BASE ATTACK BONUS + DEXTERITY MODIFIER + MISC. MODIFIER = TOTAL

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

CLASS	SKILLS		MAX RANKS			
	SKILL NAME	KEY ABILITY	ABILITY MOD	RANKS	MISC MOD	TOTAL
<input type="checkbox"/>	Analyse Narcotics	INT		+		=
<input type="checkbox"/>	Balance	DEX		+		=
<input type="checkbox"/>	Bluff	CHA		+		=
<input type="checkbox"/>	Climb	STR		+		=
<input type="checkbox"/>	Computer Operations	INT		+		=
<input type="checkbox"/>	Concentration	CON		+		=
<input type="checkbox"/>	Counseling	CHA		+		=
<input type="checkbox"/>	Crime Scene Recording	INT		+		=
<input type="checkbox"/>	Disable Device	INT		+		=
<input type="checkbox"/>	Drive: Chase	DEX		+		=
<input type="checkbox"/>	Drive: Tailing	WIS		+		=
<input type="checkbox"/>	Evidence Analysis	INT		+		=
<input type="checkbox"/>	Gather Evidence	WIS		+		=
<input type="checkbox"/>	Gather Information	CHA		+		=
<input type="checkbox"/>	Hide	DEX		+		=
<input type="checkbox"/>	Interrogation	CHA		+		=
<input type="checkbox"/>	Intimidate	CHA		+		=
<input type="checkbox"/>	Jump	STR		+		=
<input type="checkbox"/>	Knowledge: Autopsy	INT		+		=
<input type="checkbox"/>	Knowledge: Law	INT		+		=
<input type="checkbox"/>	Knowledge: Region	INT		+		=
<input type="checkbox"/>	Knowledge: Street Sense	INT		+		=
<input type="checkbox"/>	Knowledge: Triads	INT		+		=
<input type="checkbox"/>	Listen	WIS		+		=
<input type="checkbox"/>	Medical Assistance	WIS		+		=
<input type="checkbox"/>	Move Silently	DEX		+		=
<input type="checkbox"/>	Navigate	INT		+		=
<input type="checkbox"/>	Pilot: Ship	WIS		+		=
<input type="checkbox"/>	Pilot: Speedboat	DEX		+		=
<input type="checkbox"/>	Police Bureaucracy	WIS		+		=
<input type="checkbox"/>	Search	INT		+		=
<input type="checkbox"/>	Sense Motive	WIS		+		=
<input type="checkbox"/>	Speak Language	----		+		=
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<input type="checkbox"/>	Surveillance	WIS		+		=
<input type="checkbox"/>	Survival	WIS		+		=
<input type="checkbox"/>	Swim	STR		+		=
<input type="checkbox"/>	Tactical Deployment	WIS		+		=
<input type="checkbox"/>	Tumble	DEX		+		=
<input type="checkbox"/>	Undercover	CHA		+		=

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