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## INTRODUCTION

The *Faceman/Snoop Class Guide* is divided into four chapters, each offering a selection of all-new agent options or mechanics.

**Chapter 1: Prestige Classes** introduces twelve new classes for agents to pursue, cleanly dividing the book's focus between interpersonal manipulation and hard-core investigation – the hallmarks of the archetypical faceman and snoop. Here we present the seductive casanova and his influential cousins, the high-stakes, high-pressure negotiator, the man-about-the-world networker, the bureaucratic front-manning politico, and perhaps the pinnacle of the faceman's advancement, the doppelganger, who can literally steal every aspect of a target's life! We also include the dogged bounty hunter, the streetwise detective, the savvy journalist, the surveillance sentry, the criminalist profiler, the forensic examiner, and the cyber-shredding information junkie known as the oracle!

**Chapter 2: New Rules** offers many new game mechanics specifically useful to facemen and snoops but generally useful to agents of any class, including two new backgrounds and bundles, discussions of faceman and snoop agent creation, many new skill uses, and nearly 50 new feats, greatly expanding the covert, gear, advanced skill, and style trees. We also present several departments from the private sector, including corporate raiders, dot-commies, and field researchers, as well as new macro-departments for the polar anchors of the spy world, intelligence and counter-intelligence agencies. New rules for electronic warfare and advanced communication gear are found here, as well as exhaustive coverage of modern surveillance equipment, including many options for the all-important bug.

**Chapter 3: Investigation** explores many facets of the legwork behind any espionage mission. Forensic explorations of event sites, witnesses, and suspects are detailed, as are interrogations, interviews, stakeouts, tails, manhunts, profiling sessions, bugging locations (and searching for bugs), and delving into endless stacks of seemingly unrelated records for one critical clue. All of these topics are covered in painstaking detail, with critical questions asked every step of the way – not as the basis for the material, but as a launching pad for your own games!

This chapter's Deduction System introduces a new self-encapsulated rules set for piecing clues together and using the findings to your advantage. Agents benefit from the Deduction System with new abilities and tools to track down their enemies and bring them to justice, while the GC gains a systematic method for generating clue chains and using them to challenge the

agents during any style of spy drama. The Deduction System highlights the agents' progress every step of the way, and gives the GC ways to speed up or slow down the investigation as he needs to bring the mission to a satisfying and timely conclusion.

## THE SPYCRAFT MISSION GUIDE

This book's final chapter contains the official *Spycraft Intelligence Guide*, which vastly expands the agents' available options during play. Here we explore core espionage concepts from every angle, detailing not only the intelligence cycle (the accepted intelligence process in use by nations around the world for decades), but also the many varied resources called upon by spies since the dawn of their trade, and invented last week. Now an agent team can request aerial reconnaissance runs (or ask for a bomber), send data back to the home office for analysis on a cryptologic supercomputer, and arrange for fallback gear caches!

The remainder of this chapter includes many new rules sections supporting an entirely different kind of *Spycraft* campaign, in which you can save the world and never fire a single shot, let alone spill any blood. Detailed mechanics are provided for advanced cryptography, handoffs (both the face-to-face method and dead drops), persuasion, cover identities, and identity theft, making this the ultimate spy compendium!

Other all-new mechanics systems include...

- Area pursuits – large-scale manhunts set in a huge metropolis, which can be run from either side! Your agents can become the hunters or the quarry in this variation on the *Spycraft* chase rules that pits an army of investigators against one or more targets in a game of wits and daring just out of the public's eye (at least at first).
- Streamlined face-to-face infiltration, which complements the streamlined assault and physical infiltration rules presented in the *Fixer/Pointman Class Guide*. This simulates one agent or an entire team waltzing into an enemy headquarters – right in front of the security cameras! The agents can become either the mole or the security team in this bold espionage offering.

Finally, the *Spycraft Intelligence Guide* brings you the lesser seen and much maligned side of espionage – isolation. How does the Agency deal with “fragile” operatives, those who are too close to the edge to continue their work? And what happens when they know enough about the Agency's operation that they can't just be cut loose? These questions and many others are answered in this section, with supporting rules for the mechanically minded and gameplay guidelines for everyone else.

Welcome to a whole new Great Game...

# FACEMAN/SNOOP CLASS GUIDE

At 9th level, this bonus increases by an additional +4 (to a total bonus of +8).

**Dressed to Impress:** Image is just as important to a politico as substance. Beginning at 6th level, the politico gains a competence bonus of +1 per style feat he possesses when making any disposition, persuasion, presence, or reputation check.

**Behind Closed Doors:** The politico's negotiating tactics are a thing apart from his public presence. Away from the cameras he is a shrewd and ruthless power broker. Beginning at 8th level, the politico gains a synergy bonus with his Diplomacy checks equal to  $\frac{1}{2}$  his ranks in the Intimidate skill (rounded down). The politico also receives a synergy bonus with intimidate checks equal to  $\frac{1}{2}$  his ranks with the Diplomacy skill (round down).

**Executive Decision:** At 10th level, the politico gains enough clout within his own government that he can requisition the use of governmental assets for his own purposes without acquiring unwanted attention. The politico's favor checks require only  $\frac{1}{2}$  the normal time (rounded up).

Further, once per serial, the politico may make an "executive decision", allowing him to make any one favor check which can be carried out by his Agency, his government, or any allied government at no cost. To do so, the politico must be able to contact his government, either in person or by phone. An executive decision may draw upon nearly any action or resource the politico's government has available to them (per the GC's discretion).

## PROFILER

The profiler is a student of the criminal mind, blending psychological theory, forensic evidence, and a diverse collection of information into a comprehensive picture of his quarry. During the course of an investigation, profilers become almost obsessive as they journey deeper and deeper into their subject's psyche in search of obscure clues and information. A profiler's value to the Agency is his understanding of human nature, which makes him both a wily opponent and a savagely effective investigator when standard procedures fail.

**Abilities:** Wisdom is the key to the profiler, as it sharpens his understanding of others and increases his awareness of opponents who often rely on duplicity and stealth. Wisdom is followed closely by Intelligence and Charisma.

**Vitality:** 1d10 + Con modifier per level.



## REQUIREMENTS

**Agent Level:** 5+.

**Innuendo:** 4 ranks.

**Knowledge (Psychology):** 8 ranks.

**Sense Motive:** 8 ranks.

**Feats:** Field Operative, Undermine.

## CLASS SKILLS

The profiler's class skills and key abilities are:

Class Skill	Key Ability
Appraise	Int
Bluff	Cha
Concentration	Wis
Craft	Int
Cryptography	Int
Cultures	Wis
Diplomacy	Cha
First Aid	Wis
Gather Information	Cha
Hobby	Wis
Innuendo	Wis
Intimidate	Str or Cha
Knowledge	Int
Languages	Wis
Listen	Wis
Profession	Wis
Read Lips	Int
Search	Int
Sense Motive	Wis
Spot	Wis

**Skill Points at Each Additional Level:** 6 + Int modifier.



## **D-3: COMPUTER ESPIONAGE**

**Facemen:** The remote nature of most Computer Espionage operations precludes a faceman-heavy department. The few facemen employed by D-3 tend to be hackers with “social engineering” backgrounds who specialize in gaining access to secure data systems by spoofing the human side of the security rather than trying to neutralize electronic guardians.

**Snoops:** D-3 easily employs more snoops than any other Agency division. Almost all Computer Espionage snoops have some expertise with hacking, though it’s not the foremost specialty of all of this department’s personnel – a D-3 snoop is just as likely to be skilled in tweaking surveillance satellite data feeds as he is to be fluent in a half-dozen programming languages. High technology is the one common skill set in all D-3 snoops’ personnel files.

## **D-4: URBAN ASSAULT**

**Facemen:** Urban Assault facemen are predators of the street-level operational environment. Recruited equally from both sides of the law, D-4 facemen include silver-tongued con men and hardened undercover vice cops alike. Whether they’re pitting two gangs against each other as a city-wide diversion or tracing illegal drug distribution networks, Urban Assault facemen are at the top of their game when working the streets.

**Snoops:** D-4 favors ELINT- and HUMINT-inclined snoops equally, valuing both skill sets and often cross-training and fielding them together. Many D-4 snoops come from law enforcement or private investigation backgrounds, and most are experienced with stakeout and surveillance protocols (or the finer points of “sneaking and peeking”).

## **D-5: BLACK OPS**

**Facemen:** Black Ops facemen are the deadliest of their breed, used to working in high-threat environments where one slip means instant death. Few D-5 facemen like to work under long-term cover – they usually prefer assignments where they can change cover identities like shirts. This department’s facemen tend to be eminently forgettable, cultivating complete anonymity.

**Snoops:** If you need an agent who can break a next-generation military security system, in pitch darkness and monsoon rain, during the two to five minutes between guard patrols, ask for a Black Ops snoop. D-5’s digital wizards are ghosts in the military machine, slipping through electronic and physical security to find critical pieces of information whose absence would otherwise destroy most missions.

## **D-6: WETWORKS**

**Facemen:** Wetworks facemen are cold and methodical deep-cover infiltrators, exemplifying this department’s core tasking as few other agents can. The best D-6 facemen are so good at assuming deep cover identities that the Agency itself can lose track of them when the agent’s superiors aren’t paying close attention. Whether they’re assassins or moles, Wetworks facemen never break cover until their jobs are done.

**Snoops:** The ultimate stalkers, D-6 snoops track targets for months without revealing themselves. They specialize in compiling dossiers on every aspect of a target’s life, starting with comprehensive research into his personal history and ending with daily reports concerning his movements, social contacts, and even his meals. This department’s snoops are usually highly empathic

## **GENERAL DIRECTORATE FOR EXTERNAL SECURITY (DGSE)**

France's *Direction Generale de la Securite Exterieur*e (General Directorate for External Security) handles both civil and military intelligence with equal facility, and has roughly equal numbers of civilian and military staff. The DSGE is France's primary foreign intelligence service and engages in operations from industrial espionage to fomenting rebellions to signals interception.

### **SPECIAL TALENTS**

- Profession (Military) is always a class skill for the agent.
- The agent receives 4 additional skill points at 1st level and 1 additional skill point every level thereafter.
- Bonus Feat: Any basic skill feat. The agent must still meet all prerequisites for this feat.

## **MINISTRY OF STATE SECURITY (GUOANBU)**

The Chinese *Guojia Anquan Bu* (Ministry of State Security) specializes in operations against Western nations, particularly industrial espionage. Many of its agents travel under student or scientific cover identities.

### **SPECIAL TALENTS**

- +1 department bonus with Profession and Search skill checks. This bonus increases by an additional +1 at 4th level and every four levels thereafter.
- Bonus Feat: Any advanced skill feat. The agent must still meet all prerequisites for this feat.

## **MI6 SECRET INTELLIGENCE SERVICE**

Better known simply as "MI6", Britain's Secret Intelligence Service sets the example that similar agencies across the world try to emulate. Thanks in no small part to popular cinema, MI6 agents enjoy a reputation as "go anywhere, do anything" operatives.

### **SPECIAL TALENTS**

- +1 department bonus to the agent's action die results (if any ability lets the agent roll two dice for the price of one, this bonus is applied to each die's result). This bonus increases by an additional +1 at 4th level and every 4 levels thereafter. This bonus is not counted when checking to see if an action die explodes (see *the Spycraft Espionage Handbook, page 99*).
- Bonus feat: Any covert or style feat. The agent must still meet all prerequisites for the feat.

## **MOSSAD**

The euphemistically-named *ha-Mossad le-Modiin ule-Tafkidim Meyuhadim* (Institute for Intelligence and Special Tasks) enjoys a reputation as the most brutally effective intelligence agency on the planet. Some of the foremost individuals responsible for Israel's continued survival, Mossad agents are fanatically loyal and often maintain the attitude, "the ends justify the means."

### **SPECIAL TALENTS**

- +1 department bonus with attack rolls made during a surprise round. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Hard Core.

## **NATIONAL SECURITY AGENCY (NSA)**

America's National Security Agency is a prime example of an agency based solely in one operational theatre – ELINT (electronic intelligence). This organization is responsible for U.S. communication intercepts, cryptography, and translation work.

### **SPECIAL TALENTS**

- +1 department bonus with Cryptography and Languages, which are always class skills for the agent. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Cryptology Basics. All prerequisites for this feat – including minimum skill ranks – are waived.

## **COUNTER- INTELLIGENCE AGENCY TRAINING**

The flip side of the intelligence arena, counter-intelligence is dedicated to protecting its national assets from covert threats both foreign and domestic, and has the advantage of (usually) circumventing the backing nations' laws. The Agency recruits many personnel from counter-intelligence organizations, believing that a strong defense is the cornerstone of any good offense.

This "macro-department" introduces agents trained by the world's counter-intelligence agencies. When an agent chooses "Counter-Intelligence Agency" as his department, he gains all the special talents and benefits listed immediately hereafter, as well as a number of benefits from the specific agency of his choice.

## STYLE FEATS

The following feats are considered part of the style feat tree (see the *Spycraft Espionage Handbook*, pages 91–94).

### ACADEMIC CONTACTS

You have many credentials and friends in the academic world.

**Prerequisites:** Intelligence 13+, Scholarly.

**Benefit:** Once per session, you may re-roll one failed Knowledge or education check. Further, you gain a +4 circumstance bonus with all information favor checks, as well as specialist favor checks providing specialists with a Knowledge skill.

### BLUE COLLAR CONTACTS

You've worked as a tradesman in the past, and can leverage your experience and contacts to gain access to facilities and services.

**Prerequisites:** Craft (Any) skill 6+, Grease Monkey.

**Benefit:** You receive a +4 circumstance bonus with all clearance and transportation favor checks.

### CREDIBLE

You have a face people instinctively trust.

**Prerequisites:** Charisma 13+.

**Benefit:** The error ranges of Sense Motive skill checks made against you are increased by your Charisma modifier. Further, you gain a +1 morale bonus with all disposition checks made in the presence of your target.

### CRIMINAL CONTACTS

You have extensive contacts in the criminal underworld.

**Prerequisites:** Knowledge (Underworld) skill 6+, Master Fence.

**Benefit:** You gain a +4 circumstance bonus with all asset favor checks and street-level assistance checks involving the criminal underworld (for more information on street level assistance, see the *Fixer/Pointman Class Guide*, page 71).

### GOVERNMENT CONTACTS

You have allies amongst those who sway nations.

**Prerequisites:** Profession (Any) skill 6+, Persuasive.

**Benefit:** You gain a +4 circumstance bonus with all assistance favor checks and street level assistance checks involving government sources (for more information on street level assistance, see the *Fixer/Pointman Class Guide*, page 71).

### HUMILIATE

Your sharp wit and ruthless tongue can cow even the most headstrong opponent.

**Prerequisites:** Intimidate skill 6+, Undermine.

**Benefit:** When you use your Undermine feat, you require only one half action. Further, when you use your Undermine feat, your target refuses to directly oppose or attack you for one round, plus a number of rounds equal to your Charisma modifier (minimum 1).

**Normal:** Undermining an opponent requires one full round action.

### INSTANT BACKUP

Your allies respond quickly to your requests for assistance.

**Prerequisites:** Agent level 12+, Charisma 15+, back-up class ability.

**Benefit:** Whenever you use your backup class ability within 100 miles of a town of 50 people or more, the backup arrives within 10–60 (2d6 × 5) minutes.

**Normal:** Backup assistance arrives within 1d6 hours.

### LITTLE BLACK BOOK

You make friends easily – sometimes *too* easily.

**Prerequisites:** Charisma 13+, Silver Tongue.

**Benefit:** You gain a +2 competence bonus with all seduction attempts made in romantic situations. Any Romance, Lost Love, or Forbidden Love background you resolve is treated as being worth two more points than its actual value (to a maximum value of 5) when determining the XP gained. Finally, you pay one less skill point to acquire any contact with whom you have enjoyed romantic interaction, minimum 1.

### LOCAL CONTACTS

You have personal acquaintances scattered all across the globe.

**Prerequisites:** World Traveler, Knowledge (Area) skill 4+.

**Benefit:** Once per serial, you may make one Knowledge (Area) check (DC 15). With success, a contact in the area opens his home to you. This contact's disposition toward you is considered friendly, and he provides you and your team with clean clothes, as well as hot meals and a place to stay for 1d3 days. While staying at your contact's home, the DCs to locate you and your team with a skill check or a manhunt are increased by an amount equal to the twice your ranks with the Cultures skill (for more information about manhunts, see the *Fixer/Pointman Class Guide*, page 70).

# NEW RULES

TABLE 2.1: NEW GEAR

Gear	BPs	Weight	Actual Cost	Mechanics
<i>Kits</i>				
Body cavity escape kit	4	—	\$500	Operates like escape artist and lockpicking kit; +10 to Sleight of Hand to conceal the kit
<i>Police Gear</i>				
Ballistics kit	3	3 lbs.	\$600	+2 gear bonus with skill checks made to gather and analyze ballistic evidence
Casting kit	1	5 lbs.	\$50	+2 gear bonus with skill checks made to recover and identify tracks
Fingerprinting kit	1	0.5 lbs.	\$60	+2 gear bonus with skill checks made to recover fingerprints
Narcotics test kit	1	1 lb.	\$150	+4 gear bonus with skill checks made to identify drugs; +2 gear bonus with skill checks made to identify poisons and other chemical compounds
UV flashlight	3	2 lbs.	\$80	+4 gear bonus with Search checks made to locate biological evidence
<i>Surveillance Gear</i>				
Disguised surveillance camera	camera cost +2	—	camera cost + \$250	Agent may disguise use of camera with Bluff check opposed by Sense Motive skill of observers
Document camera	5	—	\$750	Spot check cap of intelligence-grade film used in this camera is 40; accessories may not be attached
Extreme close-up lens	2	1 lb. (still)/4 lbs. (video)	\$700	+10 to Spot check cap of professional- and intelligence-grade film; range increment becomes 2.5 ft.
High-intensity flash	2	2 lbs.	\$200	Negates Spot check cap penalties for darkness within 30 ft.
Infrared film	+1	—	3	Special (see page 56)
Quick-change lens adaptor	2	—	\$400	Allows agent to remove or attach a lens or vision accessory as 1 half action; negates the need to fine-tune a lens after attaching it
Studio-quality tape recorder	5	4 lbs.	\$1,200	None



# FACEMAN/SNOOP CLASS GUIDE



## QUESTIONS, QUESTIONS...

Forensics offers a huge range of potential information – more so than can easily be explored in the context of a cinematic roleplaying game. The countless nuances of these sorts of investigations are simplified here as a series of rolls, allowing investigative agents to perform far beyond the abilities of their players (and often beyond the skills of most real world specialists). It's possible that the players or the GC may bring real world experience with some of these topics to the gaming table. The GC is encouraged to take advantage of such knowledge where available, but not to the detriment of the game. Instead of going into the minutia of the many disciplines that make up modern forensics, we offer the following series of key questions that both players and the GC should be aware of when pursuing (or designing) a forensic investigation sequence.

### FIVE QUESTIONS TO ASK WHEN CONFRONTED WITH A BLOODSTAIN

1. *What is the bloodstain's pattern?* The direction, density, and arc of a bloodstain provide important information about the victim's actions and wounds. A large pool-type stain usually indicates that the victim bled out slowly, while a widely dispersed, thin spatter may indicate arterial spray or the direction a cutting instrument impacted the victim.
2. *What's the strength of the blood type?* Blood slowly loses its type as it ages outside a body, making it more difficult to match blood to a victim, or even the species of victim.
3. *What are the blood's contents?* Investigators can identify possible toxins in a victim's bloodstream, as well as the origin of blood, by examining its composition (e.g.

blood from a liver wound commonly has higher concentrations of copper, while arterial blood commonly has higher levels of oxygenation).

4. *How many different types of blood are present on the scene?* Particularly if the investigation site was the location of a violent crime, there may be more than one type of blood found at an incident scene. These competing blood samples offer one of the most compelling arguments for the truth of a site. Good places to check for alternate blood types include under the fingernails and teeth of survivors, and in places where bloodstains don't support the obvious spatter generated by known victims and witnesses.
5. *What are the bruising patterns on the victims and survivors?* Bruises slowly disperse through body tissue in such a way that may determine several helpful pieces of information. First they can determine the weapon(s) used to inflict the bruises (e.g. long marks around the throat show that cord or a similar item was used to strangle the victim, while individual deep bruises might be caused by a perpetrator's hands when he chokes the victim). Second, they can determine internal injuries (e.g. broken bones bruise in a different way than abrasions). Finally, they can determine the bruise's age (e.g. bruises change color over time, as the blood spreads or pools beneath the skin).

### FIVE QUESTIONS TO ASK DURING A PATHOLOGICAL ANALYSIS

1. *How were the victim's wounds inflicted?* The first question any pathology seeks to address is whether the victim died of a self inflicted wound (i.e. suicide) or from a wound inflicted by someone else (i.e. assault and/or murder).