



CASE SOLVED: A FORENSIC GAME.

ABOUT THIS ADVENTURE

Case Solved is a game where players solve a crime scene scenario based on real forensic methods.

There are multiple possible scenarios all designed to be played as a one-shot.

Current scenarios are designed for 3-6 players but can be easily adapted for different player numbers.

Key NPCs will have their names displayed in *Italics* and skill rolls will be displayed in **bold**.

ADVENTURE OVERVIEW

Players may select one of four scenarios. These scenarios will contain different scenes, evidence and environments.

Players will be given short information sheets on the main evidence types they will find within the selected scenario. Using their stats and expertise players must collect evidence to solve the scenario.

Once sufficient evidence is collected players may discover new scenes, evidence and suspects.



SKILLS



COMPOSURE: Emotional strength and how affected by events someone is.

CHARISMA: How good someone is socially, will mainly affect how one talks to the public or gains information from a suspect.

PRECISION: How detail-orientated a character is. Will help with noticing small pieces of evidence and gaining more information about the surrounding environment.

INTELLECT: Someone's level of training and their ability to discern information from evidence.

PSYCHOLOGY: How well you can put yourself in someone else's shoes to gain information about their habits.

TRUST

Instead of health players will have a stat called Trust. The game starts with this at 100. They will lose this if they act unprofessionally or get questions wrong and gain it for the opposite. If their trust hits 0 they will be "fired". This is instead of death.

If this happens before the end phase of the game the GM will provide them a character to play.

JOB TITLES



Mostly for roleplay purposes. A player's job title with discern their role within scenarios. Although this will not allow them or deny them from player's doing anything, NPCs may react differently to different roles.

First attending: The first officer to find or be called to a scene, can be any level of officer but usually a police constable.

Detective: A police detective specialises in slightly more serious crimes. Manage investigations from start to finish.

Crime scene manager: Oversees the crime scene, often acting as a liaison between the scene, the police, and the forensic labs.

SOCO (Scene of crime officer.): Forensic investigators attend scenes to photograph and collect evidence, sometimes performing analysis at the scene.

CHARACTER



Stats are rolled on 5 D20 and then each number assigned to a stat by the player.

Players may select one area of expertise which will give them more information on successful checks of applicable evidence types.

Advantages can be applied to two stats of the player's choice upon the creation of the character. These will add +2 to these stats.

The higher the number, the better their ability. Each of these values is a percentage, so when asked to make a roll to determine how well your character is doing something, you roll percentile dice. If you roll lower than or equal to your value, then you usually pass the test. If you look at your skills, the ones with the highest numbers are the things your character is best at doing.

DICE ROLLS



Case-solved uses a roll-under system.

This means a successful roll is when players roll under their chosen skill. A critical success occurs on a 1 and a critical failure occurs on a 20.

Advantages will also be given for correct collection and analysis methods within game play and disadvantages given for incorrect collection and analysis methods.

If a roll is failed, the player has a choice:

- They can push the roll (perhaps taking more time to undertake the task—justifying another attempt); although if they fail a pushed roll the outcome will be worse (e.g. they could end up getting covered in blood, and so on).
- They can use trust to adjust the die roll to make it a success.

DICE ROLLS -



COMPOSURE AND TRUST.

When seeing something that may be considered disturbing or traumatic such as gore or something frightening players must roll composure.

Upon failing a composure roll players must roll a dice determined by the severity of what was witnessed to decide how many points of trust are lost.

Minor events - D4

Mid-level events - D6

Major events - D10

Players will then subtract the number on the dice from their trust stat.

SCENARIO 1 -

THE MURDER IN ROOM 6

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This scenario is based at 4 Beech street, within room 1 of the hound hotel.

There is a kitchen, dining room, large living area, and storage on the ground floor. A basement has a place for doing laundry. The second floor has five guest rooms and a shared bathroom, while on the third floor rooms, the owners room, *James Micheal's* room (The victim), and two "luxury rooms".

The first attending will enter the scene after they are collared by the hotel owner *Laura White* in hysterics after she saw them walking past through the front window. Inside the cleaner *Patricia Bell* is calling the police which will be the call the other players receive, other players will enter approximately one turn after the first attending, the length of this turn determined by the GM.

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THE MURDER IN ROOM 6



Players can ask *Laura White* for the guest book at which point the GM will present them with the current guests names, with a successful **precision roll** players can also see that the victim *James Michael* had been staying at this hotel for a couple of months.

Other guests include: *Jenny smith* room 9,
Violet and James holden room 8,
Ben Plum room 2, *Blake Jones* room 5,
and *James micheal* room 6

If asked if anything unusual has happened she will be reluctant to tell the players but will inform them that one of the guests *Jenny* has been arguing with a gentleman at night, upon a successful **psychology roll** she also tells players that she has never seen a man enter or leave her room and that *Jennys* room is room 9 the one on the front of the building opposite *Lauras*.

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Upon entering the room nothing seems obviously disturbed.

Inside the room, going clockwise from the doorway, are: a wardrobe, bed, nightstand with lamp, an ornate bookcase that divides the room into two living areas, a window, a small table set in the corner (with two chairs and another lamp), a fancy upholstered chair, overhead cabinets built into one of the walls, and another table along the wall to the left of the door. The room is large enough for six people to move around, even as they step over the body; having more than two people in the sectioned-off bed area would make it crowded, since the bookcase is positioned to make this more of a sleeping alcove.

SCENARIO 1 -

THE MURDER IN ROOM 6



- Upon examining the body the player can discern the following
- The blood is dry, suggesting this all took place some days ago
 - The back of his neck has a deep wound which has seeped blood down his back and the floor. (likely the cause of death this can be determined on a successful **intellect roll**)
 - His chest is covered in bruises.
 - Upon searching the victim his wallet with ID, a small brown key, and a scrap of paper with "Scraggs =£20, Screech = £200 NO MORE UNTIL PAYMENT, Ben someone with a documents specialty can see something has been erased, if one is not present a successful *precision roll* can also determine this, Jenny =£100, Jones=£30"
- The key opens a small lock box in the wardrobe, inside is £500 cash and some plastic bags with strange white powder inside.

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THE MURDER IN ROOM 6



The nightstand contains a saint james bible.

Document specialist can detect that the pages have been glued back in, like they were once removed.

Otherwise players can **roll intellect** or **psychology**.

On a roll above 13 they can also determine this.

If needing to make the characters move on. Roll a D6 if number is even players detect something shiny in a shoe at the bottom of the wardrobe. Looking closer, the shiny thing is a .32 revolver, loaded with six bullets. Upon finding this players must wait for ballistics to take it away.

This can be used to move players from the room if needing to move the game along.

SCENARIO 1 -

THE MURDER IN ROOM 6



Upon leaving the building players will see a young woman having a heated conversation with a man who is covered in bruises and blood having a outside the next-door building.

Upon witnessing this players must make a **composure roll**, upon a fail a D4 is rolled to decide how much trust is lost. On a successful **charisma roll** they can hear the man say "But Jenny, he was spying on me! What else could I do, everything was at risk!". If spoken to or called to either individual the man will take off running into the abandoned garage next door. Jenny will then sigh and rub her forehead as if fed up but not surprised.

SCENARIO 1 -

THE MURDER IN ROOM 6



Players can choose to question *Jenny* or follow the man. When questioning *Jenny* she will be rather abrasive to the player speaking to her, upon a successful **psychology roll** players can determine she is doing so to protect the gentleman she was talking to. Players may also choose to instead make a charisma roll, upon a success *Jenny* will tell the player that the gentleman's name is *James*, known to his friends as "*Screech*" and he is living in the building next door due to homelessness as his father kicked him out because he was "getting into dangerous stuff". Upon a critical success or a successful **pushed roll** she will also tell the player that he has recently procured what she believes is cocaine for him.

SCENARIO 1 -

THE MURDER IN ROOM 6



When players enter the abandoned garage next door they will enter on the ground floor with an abandoned car over a mechanics pit, a door to the side which leads to a reception room which has been blocked off and is inaccessible, and a door towards the rear of the room. On a successful **precision roll** players will notice tool marks on this door near the handle, on a critical success or a further **intellect roll** players can glean that these marks were made by a crowbar as a padlock was forced off the door.

While heading up the stairs sounds of swearing and objects being knocked over can be heard. The upstairs room looks to have previously been a staff room area with a small hallway leading to a bathroom and an office.

SCENARIO 1 -

THE MURDER IN ROOM 6



There is a torn piece of fabric hung as a makeshift window shade in the corner above a bare mattress next to the seating area with a small note on it. On a successful **intellect roll** players can tell that the note was rushed and likely was written in this room by the dirt and brick dust that has built up on the edges of the paper. When looking for objects that were knocked over as players came up the stairs it will be hard to find where in the room this occurred due to the general mess of the room.

However, on a successful **precision roll** or even a **psychology roll** if players want to determine which way someone may have ran, they can see that some rubble and part of the blockade partially covering the hall have been disturbed leading towards the office.

SCENARIO 1 -

THE MURDER IN ROOM 6



The office door is closed but unlocked, upon entering player see one of the filing cabinets has been knocked over and is laying on the floor next to the left-hand side of a long double desk obscuring the view of the underneath of the desk. Nothing else abnormal can be seen or heard in this room. Players may try to move the cabinet but due to its weight this will require two people who will then be occupied for that turn. Upon moving the cabinet *Screech* will be behind the desk and try to run again, players must succeed a **composure roll** to catch him, if no players are near the door at this time this roll will be given disadvantage (where players roll two dice and take the highest) On a failure of the composure roll screech will run into the bathroom opposite and players must **roll a D6** to determine how much trust is lost.

SCENARIO 1 -

THE MURDER IN ROOM 6



Alternatively, players can use a successful **charisma or psychology roll** to convince *Screech* to come out from under the desk on his own, this is also what happens if *Screech* has run into the bathroom.

On being faced with the players *Screech* begins to cry and just says "I did it for Jenny" a degree of roleplay between players and DM can occur here, ending with *Screech* being arrested.

The Session is then over and the DM can reveal that *Screech* was the killer, wanting to end his drug use but being in debt with the victim they got into an altercation, ending when *Screech* drove a nearby pen into the back of the victims neck, this led the victim to bleed out but the blood was soaked up by the carpet below the body.