

Call of Cthulhu – Making a Private Investigator Character

P.I.s cannot present themselves as private investigators without a license. The license is protection from invasion of privacy charges and some police harassment. The PI must have an office, a telephone, and some business cards. A PI must cooperate with police. He or she cannot withhold evidence in a police investigation. A PI encountering a crime is obligated to report it to the Police. A PI should not get involved in every crime they see; police would discourage that. But if the crime is a felony the PI may make a citizen's arrest. A PI must file taxes every year. A PI has lowered insanity penalties for viewing crime victims of accident injuries. Earnings: upper lower class to lower middle class.

Business Expenses

Office - \$50/month

Investigator – upper lower class \$25.00/week

Apprentice – middle lower class \$10.00/week

Secretary – upper lower class \$20.00/week

Researcher – lower middle class \$1.00/hour; \$40/week (usually not on permanent staff)

Cutter – sends newspaper cuttings by mail on selected topics \$3.00/week

Utilities

Water/sewer/power/telephone - \$15.00/month

Telephone - \$12.00 (purchase)

Typewriter - \$40.00

Office Supplies - \$10.00/month

Photo Development Kit - \$4.95

Auto – various

Weapons – various

Watch – Wristwatch \$5.95

Kit Bag – leather \$5.00; heavy canvas \$1.75

Box Camera - \$2.29, film (24) \$.38

Folding Pocket Camera - \$16.15, film (6) \$.50

Jackknife – \$1.50

Notepad – \$2.00

Handcuffs – \$2.00

Lock Pick – \$15-\$45

Fingerprinting kit - \$5.00

Magnifying Glass – \$1.80

Telescope x10 mag; 5" closed; 30yd field \$3.45

Telescope x20 mag; 8" closed; 22yd field \$5.95

Imported prism field glasses x8 mag; 115yd field at 1000yards \$28.50

Electric Torch (flashlight) 1-cell, \$1.35 2 hours; batteries \$.30/ea, bulbs \$.21/ea

Electric Torch (flashlight) 2-cell, \$2.25 4 hours; batteries \$.30/ea, bulbs \$.21/ea

Ultraviolet Light (hand held with extension cord) \$3.25

First Aid Kit - \$2.50

Flares - \$.27/each

Other tools

Shovel – \$.79

Pickaxe – \$2.00

Bolt cutters – \$1.75

Crowbar – \$2.25

Hacksaw – \$2.80

First Aid kit –

Rope – \$8.60

Obtaining a P.I. License

A prospective PI must complete all of these qualifications before hanging up his shingle.

Proof of Investigative Experience – 3 years minimum; can be in law enforcement, insurance investigation, or apprenticed PI. Add three+ years to applicant's age.

Background Check – \$5.00. Credit Rating Skill. Try once per month.

Written Exam – Law Skill; fee \$10.00. Any number of tries may be performed (1/week) but the fee must be paid each time.

Oral Exam – Fast Talk Skill \$5.00; same conditions as above.

Post a Bond – \$500.00.

Concealed Weapon Permit – \$25.00; six months (a second background check).

Weapon Proficiency Test – Make a weapon skill roll to show proficiency with the weapon. Try once per week \$2.00.

Office and a Telephone – Roll Luck Skill once/week (see above for costs)

Investigative Skills

Interviewing – Fast Talk Skill for casual fact gathering.

Questioning – (a more involved interview) Persuade Skill.

Bargaining for Information – Bargain Skill used for trading something for information; if Bargain fails try a small bribe (another Bargain roll).

Convincing Witness (to give public testimony) – 1. Bargain Skill. 2. Persuade Skill.

Stake-out – 1. Hide or Disguise Skill. 2. Spot Hidden Skill.

Researching – Library Use Skill.

Driving – Drive Auto Skill.

Weapon – Choose Firearms Skills.

Fighting – Choose Melee Skills.

Photography – Photography Skill.

Fingerprinting – Spot Hidden; either taking a person's prints or lifting them from a crime scene.

Ultraviolet Light – Spot Hidden; using an ultraviolet light to find remains of blood.

Forensic Laboratory (after 1923); P.I.'s must pay for services \$2.00/hour; usually 1D3+3 hours for each activity listed below.

Autopsies – identification and tagging, measuring and weighing, noting all wounds or marks, cause of death, time of death, toxicology testing, stomach contents.

Fingerprint Identification – roll Luck Skill to have a match on file.

Blood Typing – testing of crime scene blood, A, B, AB, and O (no Rh factor)

Criminal Photograph Records – books of all known criminals.

Ballistics – testing for identification of type of gun, distance fired from target

Soil Samples – testing soil conditions found at crime scene or other locations

Hair Matching – identification of matching hair samples.