



# Occult Crimes Task Force

<A *Savage Worlds* Mini-Campaign by Jeff Rients>

**Concept:** The Occult Crimes Task Force (OCT) is a small group of federal agents charged with the investigation of paranormal crimes. The PC group comprises the field agents available to the OCT on a full-time basis, mostly on loan from the FBI and a few other agencies. The PCs' job is to investigate and apprehend, eliminate, or otherwise neutralize supernatural and other unorthodox threats to America and its citizenry.

**Campaign Tone:** Serious without being grim, humorous without being slapstick. The supernatural threats are real, but you're just a working stiff trying to get a job done. Old cop shows like *Hill Street Blues*, *Hunter*, and *Barney Miller* are probably as good a match as anything, at least in respect to the mood intended.

**Group size:** Four to six players.

**Rules:** *Savage Worlds* first edition but with the usual alteration: One or more raises on an attack roll (of any sort) adds a flat +1d6 to the attack's damage.

**Character Generation:** Starting characters are Seasoned (20xp). Replacement characters start with 20 xp plus one half of that earned by the previous character. E.g. a PC with 30xp bites the dust, the replacement character gets 25xp. Characters may take Arcane Background using magic, psionics, or weird science. Keep in mind that your character is a federal agent. The PC may be a freak, but has to be able to pass as normal when in public or should Tom Ridge pay an announced visit to the office. Wear a tie.

**Starting Equipment:** Guns don't work on ghosts, but lasers do. All OCT field agents are issued a laser pistol and 2 energy clips. Additional equipment must be purchased or obtained through the Director of the Task Force. Getting the agents the support they need is one of the Director's key functions, so don't hesitate to ask if you *really* need a certain piece of equipment. The OCT itself runs a pretty tight ship, with little more than a small office in Washington, DC, a handful of support staff, and a few company cars. The anti-terrorist units get all the fat loot. Sometimes your team has to make do with leftovers and hand-me-downs.

**Campaign Length:** Three to five missions, with no mission lasting more than two sessions. If you do not have a mission concluded by the end of the second session, you exceed your budget for the investigation and are recalled to Washington, scoring no XPs for that session. Don't hesitate. Act now. If you screw it up, don't worry. Remember that you are in the federal government. The taxpayer will cover the cost of the clean-up.