

CRYPTID SCENE INVESTIGATION

KNIGHTWATCH PROCEDURES



This procedural summary contains a selection of guidelines compiled and edited for Knightwatch operatives. Please recognize that this guide contains only common procedures and is not an exhaustive compilation of Knightwatch policy. Whenever a procedural question arises regarding the application of a statute or the guidelines, operatives are encouraged and reminded to reference their Director's policies and procedures, and seek Directorial assistance and guidance when appropriate.

1. MISSION BRIEF. Receive brief from M.E.R.L.I.N. or support/executive branch. This brief may include: situation summary, background, bonus armory loadout permissions, and jurisdictional info (where dynamic assault is possible and where infiltration is required).

2. ARRIVAL AND ASSESSMENT. Obtain the latest situation summary from the Watch officer in charge (if any).

a. Secure the Scene. If possible, wait until Watch officers secure the scene from unauthorized persons before entering. Otherwise, perform reconnaissance to clear and secure the scene, containing the cryptid (or person, event, etc.) to a single location. Think big; a perimeter can always be made smaller.

b. Witnesses. Where time allows, hold witnesses (separately, to avoid collusion) until Watch officers arrive.

3. ENTER THE SCENE. Approach cautiously. Use a single route least likely to disturb evidence or resources.

a. Notify Command. Log your entry time. Send requests for additional personnel, medical examiners, crime-scene investigators, detectives, or specialists to M.E.R.L.I.N. to be processed on your behalf.

b. Jurisdiction. When you need to operate unexpectedly within a district, neighborhood, or property not under Watch jurisdiction (subscription services), be aware that search and seizure problems exist. Where possible, notify command to obtain a temporary intercorporate contract or warrant before entering the scene. Without this permission, and if confronted by an official representative from another PMSC, notify command of the rep's name and contact information; a Valyant legal rep will follow-up to resolve jurisdiction.

4. LIVING CRYPTID OR OTHER. Attempt to contain, resolving the situation through negotiation where possible. If the individual is active and hostile, combat is authorized. Wound until it cannot retaliate and can be restrained. Flex-cuffs and paracord should be able to restrain most mutated humans. Liquidate individuals only when containment fails.

a. Consider Consequences. Consider Flux cross-contamination, evacuation of nearby civilians, and proximity to schools, day care centers, clinics, hospitals, etc.

b. Tactical App. Even your basic EyePhone includes the Knightwatch tactical app. Use this to extrapolate from prior scenarios and provide a meta-analysis of the situation.*

c. Accomplices. Does the scene or further investigation suggest accomplices?

5. LIVING VICTIM. Perform care or summon medical aid. Attempt to obtain the name of the assailant; otherwise, commence to obtain ID from description (sex, race, height, hair/eye color, clothing, etc.).

a. PMSC Provider. Assign priority to Watch subscribers. If the victim is unconscious, ensure that a Watch officer remains with the victim to note any declarations made during periods of consciousness.

6. REMOVAL OF CRYPTID OR VICTIM FROM SCENE. Watch officers will transfer cryptids to the Keep's observation facilities. Bill ambulance/clinic/hospital services to the Watch.

a. Recording. If your team is in charge of removal, use your HUD to record the positions of individuals and objects, and the removal process. Record the collection of any physical evidence from the individual.

7. SCENE PROCESSING. Before leaving, call trained Watch investigators to process this scene.

a. Present Evidence. When not possible, photograph and record the scene and adjoining/adjacent areas from all angles. Examine the scene for physical evidence, marking and visually recording the location of objects found such as footprints, ectoplasm, fragments of cloth, bloodstains, magical residue, tool marks, etc. Preserve each item in separate correct containers.

b. Missing Evidence. Does anything appear to be missing?

c. Primary or Secondary Scene? If secondary, find and secure the primary.

8. WITNESS PROCESSING. Before leaving, call trained Watch detectives to canvass the area for witnesses and obtain any camera or EyePhoto footage.

a. Gather Information. If you cannot conduct a detailed interview now, obtain name and contact information, plus a brief statement. Be vigilant—witnesses may be involved.

9. EVIDENCE PROCESSING. Watch detectives and investigators will process seized items, reports (initial, follow-up, evidence), statements, and backgrounds (names, residences, relatives, friends, employment, finances, possible criminal activities, possible romantic involvements, possible use of narcotics, gang involvements).

a. Requests. You may contact morgue or lab to request tests (cause of death, presence of Flux, etc.). Results can be accessed via your HUD as they become available.

10. FILE REPORT. Provide HQ with a brief, concise summary of the operative case facts, without verbatim recital of witnesses statements.

a. Journos. Embedded journos may fictionalize accounts of Flux-based incidents, replacing magic with science and mundanity, and submit to media.

11. FURTHER INVESTIGATION. When scene, witness, and evidence processing indicates related incidents, occurrences, or circumstances, M.E.R.L.I.N. or support/executive branch may assign your team to further investigation.

a. Act on Information Provided by Evidence. Re-check the scenes. Determine previous actions of cryptid (days, weeks, or months; depending on circumstances). Establish a profile of the individuals involved. Consider motives such as: sex, theft, narcotics, mental and/or Flux derangement. Question everyone thoroughly. Do not disclose any information to unauthorized persons. Give constant attention to the presence of other PMSCs.

b. Expect the Unexpected. Resolve unexpected tactical scenes as described above. Use your intelligence, guided by your experience and training.

**In Corporea game terms, this app can be used to explain away any unintentional or minor 'metagaming' (using player knowledge rather than character knowledge). For instance, the players may more likely spot something odd that needs to be investigated, or the Director may hint at an enemy's strength, weakness, or current power level, saying that "Your Knightwatch app estimates the sanguivore is at 33% health." The Director determines the extent (and the accuracy or inaccuracy) of the information provided by the app.*