

## Supernatural Investigator Tool Created by Jeff Duncan Air Ion Counter “Spirit Detection Device” (Sensory Equipment)



The Air Ion Counter (or A.I.C. as its more commonly referred to) is a handheld device that's designed to measure ion density. The counter is used in a number of scientific fields and specifically measures the number of ions (both positive and negative) per cubic centimeter or the average in a given area. In paranormal investigation and research the device is used as a gauge which can measure paranormal activity and sometimes the direct (though unseen) presence of a ghost or entity.

Ghosts and spirits by nature emit an irregularly high count of positive ions which can be measured. In some cases an experienced user of the device can not only measure the positive ions in a specific room or location, but tune the device to register a certain signal; in other words, a specific class/type of spirit or ghost. The device is mostly manufactured in the United States, Japan, and China. Purchasing an Air Ion Counter is just a mouse click away.

**Note:** This item only measures positive and negative ions; it's not capable of measuring or sensing P.P.E.

**Availability:** Good.

**Detection Range:** 20ft (6m)

**Size:** 6.5 x 3.7 x 3.0 inches (165.1 x 93.98 x 76.2 mm)

**Weight:** 14.8oz (420 g)

**Battery:** 9 volt alkaline; 8 hour charge.

**Price:** \$400 to \$700; depends on manufacturer.

**Application:** Without the *Sensory Equipment* or *Parapsychology* skill can use the A.I.C. at 35% proficiency. A character with the *Sensory Equipment* or *Parapsychology* skill can use the device at their current skill percentage (+10% bonus) as well as specifically channel the device to locate the presence of a spirit or ghost within double (40ft/12m) the sensing range of the A.I.C. A successful *Computer Programming* skill roll adds an additional +5% bonus to operating the A.I.C. and triples its normal range (60ft/18m).

A failed skill roll means the character doesn't detect a spirit or ghost within the sensing range, or he misreads the information. Once failed (this is only if ghosts are within range) the character will need to recalibrate the device (which takes 20+1D4x10 minutes) for it to be usable again during an investigation. In other words the ion counter seems to be on the fritz. **Note:** This is to be expected at times as Entitles and Spitfires are notorious for causing problems with electrical equipment.

A device can be tuned to sense the positive ion signature of a specific type of ghost or entity, but the character must have the *Sensory Equipment* or *Parapsychology* skill, as well as the *Computer Operation* skill to do so. In game terms, properly programming the A.I.C. requires the rolling under their skill percentage (no bonuses as indicated above) in 2 out of 3 attempts. If successful the device is set. At this point any character can use the device at their normal skill percentage and applicable bonuses. The A.I.C. is considered set and functioning properly until the user fails a skill roll attempt.