



# ICECC

International Center for Ethereal Containment and Control

# THE INTERNATIONAL CENTER FOR ETHEREAL CONTAINMENT AND CONTROL

The International Center for Ethereal Containment and Control (ICECC) has the first and only professional parapsychological investigation team of its kind, worldwide. The ICECC team is comprised of the world's most recognized experts in paranormal field research (including entities, ghosts, hauntings, poltergeist activities, and psychic abilities), combining both scientific, and psionic abilities. Individually and collectively, the ICECC team is the most recognized, televised and respected team of professionals in the field. They are sought after by private clients and media alike, as well as high profile clients like tabloid newspapers, horror writers, and governments who are ashamed to admit that ghosts don't pay taxes.

**Agenda:** To capture and contain ethereal entities before they harm the living.

**Structure:** Series of scattered franchises that report to a centralized headquarters.

**Symbol:** A blue ghost with an expression of horror and one bugged out eye.

**Most Common Allegiance(s):** International Center for Ethereal Containment and Control

**Requisition Limit:** (30) licensed.

## Overview

The Holbrooklyn Research Institute (HRI) International in Holbrooklyn, New Jersey was originally founded to investigate psychic phenomena in 1972. The program's primary focus was on remote viewing research. The original founder eventually left the organization to start up a psi research program in 1979 at Princeton University in the School of Engineering. The Princeton Engineering Anomalies Research (PEAR Laboratory) lab made many advances in the application of advanced technologies to spiritual phenomena, including "precognitive remote perception" experiments and theoretical work attempting to link metaphors of quantum mechanics to psionic functioning.

Three members of PEAR had their research grant taken away and were evicted from their offices at Princeton University. Taking their experimental technology with them, the group started the ICECC in 1984 and expanded the scope of the organization to control and contain ethereal beings, seeing them as a threat to the world as a whole. This view was not popular amongst parapsychologists, who considered them a "lunatic fringe group"...until New Jersey experienced such an upsurge of ethereal activity that the ICECC could not keep up.

The ethereal wave subsided, nearly bankrupting the

ICECC. It wasn't until 1988, when another wave of paranormal activity manifested on the East Coast, that the members wisely incorporated their organization and branched out. Ghost hunting caught on like wildfire and the ICECC became a global phenomenon, with franchise all over the world.

Today, the ICECC operates in over 30 different countries. The ICECC Corporation spends most of its cash flow on technology and then lets the franchises fend for themselves, with varying degrees of success. In turn, these franchises funnel money back to the corporate office, which produces and maintains the electron packs and ghost containers.

## Structure

The ICECC is a large corporation with a corporate office and a series of franchise offices scattered around the globe. The ICECC categorizes psionic phenomena as extrasensory perception (ESP), psychokinesis (PK), and survival of bodily death (SBD). The ESP division is dedicated to developing and utilizing telepathy, clairvoyance, and precognition in containing ethereal entities. The PK division similarly encompasses poltergeists, telekinesis, and even teleportation and their application in containing and controlling rogue ethereal beings. Finally, the SBD division is trained in the use of the electron packs and ghost containers, classification of ethereal beings, and their use in the field.

## Bases of Operation

ICECC Headquarters is currently located in Holbrooklyn, NJ. It has franchises operating in over 30 different countries.

## Resources

The ICECC earns just enough to maintain its nuclear-powered electron packs. There has been little in the way of technology development since the 1980s, a fact that many franchise owners often lament. Franchise owners vary greatly in their success, depending on the location of ethereal phenomena and their marketing savvy, and their relationship with the locals who hire them.

Beyond monetary resources, the ICECC has a cadre of parapsychologists and even fringe physicists of all stripes who join after becoming dissatisfied with the scientific community. The ICECC is also popular with psychics, mediums, and practitioners of arcane arts, who enjoy a steady day income with the organization.



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## Involving the Heroes

Typically, new ICECC franchise costs range from 466,000 to 955,500 USD. The size of the franchise facility, area of the country, pre-opening expenses, inventory, storage equipment, signage, and style of decor and landscaping will affect new franchise costs. These costs are paid to suppliers. In addition, at the time of opening, an initial fee of 45,000 USD is paid to the ICECC Corporation for all new franchises. The initial cash investment is a minimum of \$175,000 for a conventional purchase or \$100,000 for a Business Facilities Lease.

Heroes who start their own franchise receive startup equipment and a recommended location in their area. Unfortunately, the level of ethereal activity can fluctuate drastically; the haunted house of today might be the shopping mall of tomorrow. Thus, some franchises move every few years or expand their scope to encompass entire states, causing the heroes to range far and wide.

If the heroes are not running an ICECC franchise themselves, they are very likely to encounter a local franchise interested in any paranormal phenomena that might hint at an ethereal breach. ICECC franchises compete with each other (and other agencies) to “stake out” ethereal hot spots. This competition sometimes escalates into pitched battles over haunted places, especially if one ICECC franchise claims ownership over it first.

## Using the ICECC

The ICECC is the largest organization likely to take a ghost sighting seriously. Heroes who have paranormal experiences that become public will inevitably be contacted by a local franchise. If a major display of psychic phenomena takes place, an ICECC franchise might show up with electron packs blazing.

The ICECC has zero tolerance for spiritual entities of any sort and is wholly dedicated to their capture. Any heroes who traffic with such beings will be considered competitors at best and opponents at worst. The ICECC has a competent legal staff to deal with such clashes, but for the most part franchises are on their own if they get into trouble. Although most ICECC members will not attack rival heroes outright, they will certainly use their abilities and technology to hinder the competition if they think they can “bag the ghost” first.

## Learning about the ICECC

The heroes can gather information about the ICECC through the use of the Gather Information, Knowledge (popular culture) or Research skills. The charts below represent the amount of detail a hero can collect by using each skill.

## Gather Information

The ICECC is fairly visible, having produced several documentaries about ghosts and parodied in a variety of popular 80s films. Most people have heard of the organization and a few know of a franchise in their area.

**DC 1:** The ICECC is some sort of ghost hunting franchise.

**DC 5:** The ICECC is held in disdain by “serious” parapsychologists who believe that they should be channeling their funds towards understanding ghosts instead of trying to capture them.

**DC 10:** Ethereal activity in the tri-state area skyrocketed after the attacks of September 11.

**DC 15:** The ICECC is currently paying several fines in a variety of countries involving the usage of its nuclear-powered electron packs.

**DC 20:** With the release of a new reality TV series based on their exploits, the ICECC has become so popular that it has increased the startup costs of its franchises.

**DC 25:** The ICECC is developing a massive database of spiritual entities that it uses to further its research in containing ethereal beings.

**DC 30:** The ICECC developed “pocket dimensions” of border ethereal it uses to contain ghosts and spirits in its ghost containers and Ether-Containment Units (ECUs).

## Knowledge (Popular Culture)

Through movie spoofs, reality television, and heavy advertising, the ICECC is more popular than other, smaller groups that also hunt ghosts.

**DC 1:** The ICECC has a reality show titled “Hunting Ghosts.”

**DC 5:** The ICECC offers online certification programs for those interested in becoming a Paranormal Investigator and Paranormal Researcher.

**DC 10:** The hero knows the location and cost to hire a local ICECC franchise.

**DC 15:** The hero knows in which cities the ICECC has major franchises and roughly how many people operate each franchise.

**DC 20:** The hero knows the URL of the ICECC Web site: <http://michael.tresca.net/icecc>.

**DC 25:** The ICECC’s budget increased considerably as the New Age movement became popular.

**DC 30:** The GM can provide information about the rumored locations of hauntings around the world.



## Research

Research checks represent a hero's ability to collect data about an organization through fact-finding efforts like trips to the library and browsing the Internet. The ICECC has its own website at <http://michael.tresca.net/icecc>.

**DC 1:** The ICECC's website provides helpful tips on how to deal with a haunting.

**DC 5:** The hero knows the attributes of ghosts and can identify one at a glance.

**DC 10:** The ICECC is unofficially supported by a group of online citizens at <http://www.zombiehunters.org>.

**DC 15:** The ICECC provides advice and assistance to local law enforcement authorities on paranormal investigations.

**DC 20:** The ICECC has contained thousands of ghosts over the years and several spiritualist groups are lobbying to have them freed.

**DC 25:** The ICECC is operating in the black for the first time in a decade; several of its founding members are now millionaires, even though the franchises themselves are barely profitable.

**DC 30:** The ICECC has a network of webcams linked to the most haunted areas all across America.

## Members

When a haunting is suspected, the local ICECC franchise will be mobilized to investigate, but not without negotiating a fee first. Most ICECC teams consist of at least one Parapsychologist (Smart/Dedicated), Fringe Scientist (Smart/Dedicated), and possibly a Clergy member (Dedicated/Charismatic) from a pagan group. The ICECC Corporation encourages franchises to have at least four members, but there are often more in franchises located in highly populated areas.

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