

TABLES

CORRUPTION

•	TECHNOLOGY
••	EXTRAVAGANCE
•••	DECEPTION
••••	ISOLATION
•••••	PRIDE
••••••	APATHY

IDENTITY

2	URCHIN/VAGABOND
3	ACTOR/PERFORMER
4	WRITER/JOURNALIST
5	SALESPERSON/INDUSTRIALIST
6	MOBSTER/LOCAL BIGWIG
7	OUT-OF-TOWNER
8	COP/DEPUTY
9	ASSASSIN/HIRED GUN
10	GOVERNMENT AGENT/INTELLIGENCE
J	PRIVATE EYE
Q	ARISTOCRAT/HEIR/HEIRESS
K	FORMER DETECTIVE/OFFICER
A	MASTERMIND/SCHEMER

DISTRICT

♥	DOWNTOWN
♣	SKID ROW
♠	THE OUTSKIRTS
♦	THE UPPER CRUST

PRINCIPLE

●	NEVER HARM ANOTHER
■	LIVE ALWAYS WITH DIGNITY
◐	TELL NO LIE
◑	NEVER REVEAL MY TRUE SELF
◒	JUSTICE MUST BE DONE
◓	NEVER BETRAY MY OWN

Every customer was served their drink by a different tentacle, which was a neat trick. I gave one a tickle as it slid by, and got a lapful of honeywine and broken glass for my trouble. Lucky I packed an extra pair of pants.

He was pretty, in a squirrely way—chattering about winter with a mouth full of walnuts.

Incumbent mayor, seeking to quash growing unrest.

Martinek

OUTCOMES

HIT ON...

- 1: **De-escalate.** The city's situation improves—remove one escalation.
- 2: **Heal a condition.** Heal one of your conditions, increasing it by one step.
- 3–5: **Add a random lead or connection.** Add a new lead to the corkboard by drawing a card, or string a connection between any 2 leads.
- 6: **Find an answer, or add and connect a new lead.** Create a lead from scratch and connect it to any other lead. Or, if there is a chain of 3 undestroyed leads connected on the board, you can create an answer.

MISS ON...

- 1: **Death.** Damage your Body, Mind, and Heart conditions. Your character is killed, and all of your future scenes are flashbacks.
- 2: **Pin self and damage Rep.** Pin a new lead to the board: your character, in the district they operate in. Damage your Rep condition, decreasing it by one step. If your lead is destroyed, your character dies, as if you missed on a 1.
- 3–5: **Damage a condition.** Damage your condition governing this investigation roll.
- 6: **Escalate, or destroy a lead.** Draw a card. Look at the district that shares its suit. If it has any undestroyed leads, destroy any one of those. If it has no undestroyed leads, escalate the district.

Break your principle to count all your ties as hits.



LEADS - PLACES:

2	ON THE ROAD
3	OFFICE
4	PARK
5	APARTMENT
6	LIBRARY
7	RESTAURANT
8	SHOP
9	HEADQUARTERS
10	ABANDONED INDUSTRY
J	HIDEAWAY
Q	ENTERTAINMENT
K	LION'S DEN
A	CRIME SCENE

LEADS - THINGS:

2	AN OFFICIAL DOCUMENT
3	A FAMILY HEIRLOOM
4	A MAP
5	A KEY
6	A WEAPON
7	A DISGUISE
8	A VEHICLE
9	A STRANGE TECHNOLOGY
10	A BADGE OR MEDAL
J	A TRAINED ANIMAL
Q	A POTENT CHEMICAL
K	A PRICELESS OBJECT
A	A HANDWRITTEN MESSAGE

LEADS - PEOPLE:



2	URCHIN/VAGABOND
3	ACTOR/PERFORMER
4	WRITER/JOURNALIST
5	SALESPERSON/INDUSTRIALIST
6	MOBSTER/LOCAL BIGWIG
7	OUT-OF-TOWNER
8	COP/DEPUTY
9	ASSASSIN/HIRED GUN
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DRAMATIC HITS:

2	A GUNSHOT RINGS OUT
3	PEOPLE AROUND BEGIN TO PANIC
4	SOMETHING HAS BEEN STOLEN
5	A WITNESS MAKES A RUN FOR IT
6	A BETRAYAL
7	A "NATURAL" DISASTER
8	THE TECH GOES HAYWIRE
9	THERE WAS SOMETHING IN THE DRINK
10	A CONCEALED WEAPON IS REVEALED
J	SEDUCED
Q	TARGETED BY A DANGEROUS PROFESSIONAL
K	SUMMONED BY A POWERFUL PLAYER
A	ANOTHER CRIME IS COMMITTED



INVESTIGATION ROLL FLOWCHART

You will always start with:

<p>Protagonist: 2 dice</p> 	<p>Opposition: 3 dice</p> 
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You might also add dice for:

<p>Protagonist: +positive condition</p> 	<p>Opposition: +negative condition +each escalation +a failed challenge</p> 
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In addition, a supporter might roll bargain dice for:

<p>+a successful challenge</p>	<p>+each answer your group has found</p> 
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