TABLES

CORRUPTION

·	TECHNOLOGY
•.	EXTRAVAGANCE
٠.	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



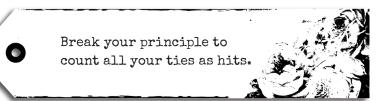
OUTCOMES

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.



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
А	A HANDWRITTEN MESSAGE

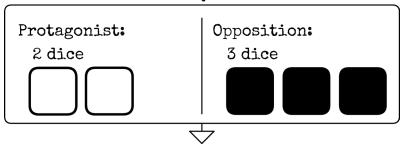
Leads - People:

2	URCHIN/VAGABOND
3	ACTOR/PERFORMER
4	WRITER/JOURNALIST
5	SALESPERSON/INDUSTRIALIST
6	MOBSTER/LOCAL BIGWIG
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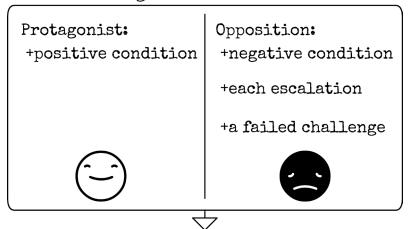
DRAMATIC HITS:

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

You will always start with:



You might also add dice for:



In addition, a supporter might roll bargain dice for:

