

NAME

LOOK

Example Names:

Moriarty, Penny, Darwin Casa, Dupin, Jessica, Columbus, Cordelia, Adrian, Mr. Spade, Professor L., Wright, Lady Temperance, Dextair, Constable Rebus, The Query.

Bright Eyes, Searching Eyes, Friendly Eyes
Well-kept hair, unruly hair, fashionable cap
Fancy Clothes, Official Uniform, Trench coat
Always Calculating Something, Methodical, Machiavellian

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

Character sheet section with stats: STRENGTH (STR), DEXTERITY (DEX), CONSTITUTION (CON), INTELLIGENCE (INT), WISDOM (WIS), CHARISMA (CHA). Includes icons for WEAK, SHAKY, SICK, STUNNED, CONFUSED, SCARRED. Also includes DAMAGE (D4), ARMOR, and HP (CURRENT/MAX) with a heart icon and formula: YOUR MAX HP IS 4+CONSTITUTION.

Drive

- Find the Justice: Foil a villain's plan or right a terrible wrong.
Solve the Puzzle: Uncover the truth or see something for how it truly is.
Be the Best: Embarrass your competition or display your mental superiority.

STARTING MOVES

- Elementary (INT): Perhaps you are loquacious, unassuming, or charismatic. Maybe you are rude and overly analytic. Whatever the reason: When you spend several moments studying another person while in their presence, roll +INT.
Eliminating the Impossible: You are, of course, more attentive than the average person. Whenever you discern realities and miss, you still ask (1) one question.
Vice and Virtue: You are a truly remarkable individual for whom no obstacle is an impediment. You begin each new day with (1) preparation. However, your boundless levels of insight come with a price. Most of the time, you gladly pay it. Choose (1) Vice: DRINKING/DRUGS, PHILANDERING, GAMBLING, JUSTICE.

Background

CHOOSE ANY RACE. CHOOSE (1) BACKGROUND

- SAVANT: If everyone else was smarter, they'd still be too dumb. Once a session you may re-roll an INT-based deft danger. You must keep the result.
Professional: You do this for a living, and you've got some authority. Name your organization. When a criminal knows you work for them, you can use that authority as [leverage].
Shameless Flirt: That's what you are and that's what you do. Instead of (INT) you may roll (CHA) for Elementary.

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When you engage in your vice, some complication occurs, either for you or for someone you know.
If you fail to engage in your vice regularly (once every few days or so), lose access to this move as you lose focus, determination, and insight.

BONDS

Fill in the names of your companions in at least one:

_____ has committed a crime; perhaps I should expose them?

I don't respect _____'s methods. Mine are obviously better.

_____ is intriguing. I need to uncover their secret!

GEAR

Your load is 7+STR. You start with a Bag of Books (5 uses, 2 weight) and your casebook (1 weight if applicable) [See Sidebar]. Choose your defenses:

- Sensible Clothes for the person about town (0 weight)
- A Leather Jerkin (1 armor, worn, 1 weight)

Choose your weapon:

- Pen-knife (Hand, Concealed, 0 weight)
- Tiny hand cannon/crossbow (Reach, Near, Reload, Concealed, 1 weight)

With 3 ammo (1 weight)

- A Sword disguised as a walking cane (Close, Concealed, 1 weight)

Choose one:

- A Spyglass (1 weight) – use it to see far away!
- Halfling Pipeleaf (6 uses, 0 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

A Stalwart Companion

Gain a 5 point hireling. If they die, you may recruit another at no extra cost.

Multidisciplinary Studies

Get a move from another class. Treat your level as one lower for choosing it.

A Master of Disguise (CHA)

When you fade into the background by assuming another identity, roll +CHA. On a hit, you're gone. Thereafter, you may choose to reveal yourself as a minor NPC. However, on a 7-9 your disguise was imperfect in some way. You've aroused suspicion and placed yourself in a spot.

The High Window

It's always time for a celebration. You may carouse at any time, regardless of your triumphs or failures.

The Drop on'em

When you launch a surprise attack on someone with a [concealed] weapon, the first time you damage them, roll 2d4 for damage.

Friends in Low Places

When you enter a new city, name a contact you've previously made there. They will never be an 'upstanding citizen' but always owe you a favor.

Sticky Fingaz (DEX)

When you relieve someone's person of an item, roll +DEX. ON a 10+ you get what you wanted, and no one is the wiser. On a 7-9, choose (1):

- You got SOMETHING, it's just something else.
- Whoever you stole it from knows you took it.

Voight-Kampff (INT)

It is very difficult to hide things from you. Whenever you make camp, set your [Query] to your Intelligence modifier (INT). You may spend query, 1-for-1 to ask: "Who here is lying to me?" The GM must answer honestly, but need not tell you what the specific lie was.

Supernatural Likability (CHA)

People find it very hard to avoid doing what you want them to. When you speak persuasively with a non-enemy NPC and then give them an order roll +CHA. On a 10+ they do it and don't hold it against you. On a 7-9 they still do it, but they'll probably be upset

THE INVESTIGATOR'S CASEBOOK:

Whether in a meticulously kept journal, a haphazard collection of poorly scrawled notes, or a series of miscellanea on a board connected by intersecting bits of twine, you have compiled a collection of mysteries, unsolved crimes, and half-cold leads.

At the end of each session, When you spend several hours poring through your casebook, tell everyone the name of the mystery you've uncovered ["The case of the invisible Highwayman" is a fine and worthy example]. The following session, the GM will fill you in on the nature of the case, and then the game is afoot!

If you solve a case from the Investigator's Casebook, everyone who participated marks XP. You may not use the Casebook again until you've solved this case.

about it after the fact. On a miss, your charm backfires – they may just do the opposite of what you want.

Analytical

When you discern realities, roll +INT instead of +WIS.

Multidisciplinary Aptitudes

Get a move from another class. Treat your level as one lower for choosing the move, unless the move uses (INT) or (CHA).

When you gain a level from 6-10, choose from these or the 2-5 moves.

My Right Hand (requires: Stalwart Companion)

Gain an additional 3 points to distribute to your hireling. Apply this whenever you gain a new hireling through 'Stalwart Companion.'

It's Pronounced 'Learned.'

You know things. Choose (2) of the following subjects or write in your own, with the DM's permission. When you Spout Lore about these subjects, you may treat a miss as a 7-9. You may take this move twice.

ANATOMY
 TECHNOLOGY

HERBOLOGY
 MAGIC

CRIMINOLOGY

HISTORY

DIE HARD

The first time during an adventure, mission, or quest you are reduced to 0HP, your enemies assume 'that's the end of you' and act accordingly. Maybe the arrow hit the locket around your neck instead of your heart. Maybe they need to do a better job of making sure you're dead. Either way, you're alive, if not well. Regain 2d6HP.

Virtuoso of Vice

Once per session, When you really go overboard and let your vice run rampant, gain 2 preparation for the day. However, the complication will be correspondingly disastrous.

The Shadow and The Tail(DEX)

When you surreptitiously tail another, you may automatically follow them unseen as long as you can keep up and have some reasonable place to stay hidden. Additionally, if you press your luck and follow even more closely, roll +DEX. On a 7-9 choose (1) and on 10+ choose (2):

- You may eavesdrop on their conversations.
- You see some opportunity to pickpocket or surprise them – take +1 forward if you act on that opportunity.
- You remain undiscovered.

Synchronicity Wave Traveling

You're really lucky. Or a cheat. **When you engage in gambling or games of chance and make a roll**, you may spend XP, 1 for 1, to add +1. You may spend this XP after you roll.

☐ **The Truth Remains** (requires: eliminating the impossible)

Your powers of observation are staggering. **When you discern realities**, one (1) of your questions may be any question relevant to the circumstances.

☐ **"The" Master of Disguise** (requires: a master of disguise)

You may now reveal yourself to have been a major NPC. Explain when you made the switch, and where that NPC actually is.

☐ **Multidisciplinary Masteries**

Get a move from another class. Treat your level as one lower for choosing the move, unless the move uses (INT) or (CHA)