

BASIC MOVES

There are five basic Moves. Everyone in a mystery story has access to these. They will describe what fictional action triggers it, and what results you get depending on what you roll. What's different in is that during character creation you will decide which Moves trigger with which specific Trait. Each Trait can only be assigned to a single Move, which means your character is going to be doing a few moves regardless of what you decide their starting traits are.

As a reminder, Moves all break down into the best result (achieved on rolling a 10+), a good result with a cost (achieved on rolling a 7-9), and a cost (achieved on rolling a 6 or less). As a cooperative game, it's up to the group to decide on the bad thing that happens to your character. This is one of the ways you can have fun, putting your character in dangerous predicaments and seeing how they manage to get out of it.

The following moves will have some examples of how they will work if you tie them to a particular trait. That will give you some idea of how the two work together.

Gumshoe

Whenever **you're looking for information**, Roll+Trait.

On a 10+ you bank 2 Clues and ask 1 Question of the situation.

On a 7-9, you choose one: bank 1 Clue, ask 1 Question, or bank 1 Clue and ask 1 Question but get a cliffhanger.

On a 6- you still bank 1 Clue but you're going to get a cliffhanger.

You may ask one of the following questions. You may spend more banked clues to ask more questions if you want. The rest of the group can answer these questions.

- Who should I talk to next?
- What am I missing here?
- When is something bad going to happen?
- Where does this lead me?
- Why should I care about this?

HOW GUMSHOE WORKS WITH TRAITS

EYES: You're good at noticing the little details. It's the small things that you'll notice in a room, or in how people are reacting. Small bits like the way a collar is turned, to a hint of lipstick on a letter, or the way someone's eyes keep shifting. You're going to notice the tiny details.

RASH: You'll pick things up quickly, things that are forced out of people or access to places that you shouldn't be. You push, and push, and push, and prod, and find out what you need.

HARD: You'll do unpleasant things to get clues. The kind of stuff that would make people's stomach turn. You'll dig in places like sewers and storm drains. Reach into whatever garbage is there to find out what you need. Say mean things that you know will get a reaction, all for the greater good.

SOFT: You get things from people by understanding the emotions behind things. You're good at getting people to hand stuff over, even things that they know that they probably shouldn't ... but you've got just such a trusting face.

BODY: This is when you get physical. Reaching in hard-to-get places, hiding out in small, tight, cramped locations to get what you need. Finding things where other people can't look is how you get your BODY involved.

Putting It All Together

Whenever you want to **use a clue to help solve a mystery**, Roll+Trait.

On a 10+, you may place 2 Clues on a single Suspect or split 2 Clues between 2 Suspects. If you have fewer than 2 Clues, you may place a Clue and bank a Clue.

On a 7-9 you get to place a Clue, and everyone collaborates to either place a Clue on a different Suspect or move a clue from one Suspect to another.

On a 6- the other players collaborate to place a Clue on a different Suspect, and you get a cliffhanger.

HOW PUTTING IT ALL TOGETHER WORKS WITH TRAITS

EYES: You see connections where the clues link up. You understand the little things are the ties that bind, and you can suss out all sorts of connections that other people miss. That's your strength and how you're going to solve the mystery.

RASH: You get 'a-ha' moments. You're too busy running around to put things together, so they're all percolating in the back of your mind. Then, **BANG**, you've got the understanding. Others might view these connections as leaps of logic, but you just got a gut feeling about this.

HARD: You make the connections that no one else wants to make. You know how to put together clues that point at loved ones, grieving widows, and sad children. No one likes it, but that means that you're needed, because the people who seem the most innocent often have the most to hide.

SOFT: There are connections and clues between people. You're more likely to understand what those connections are, and what drives people to commit crimes. Motive and opportunities are what you tend to see first. Personal secrets are things that you're particularly good at ferreting out.

BODY: You need to make it physical. You're all about the maps, and the charts. You put things out there, and then the start to make sense. You understand that things need a tangible and physical connection for them to make sense.

Open Up

When you **connect with someone by revealing something personal**, Roll+Trait.

On a 10+ choose 2 from the first list and 1 from the second list. You can choose the same thing twice.

On a 7-9, choose 1 from the first list, and 2 from the second list. You can't choose the same thing twice.

List One:

- They comfort you and you remove a Condition
- They listen to you and a NPC will do what you want short of confessing to a crime.
- They listen to you and you can ask a PC to do what you want, if they choose to, they get 1 XP
- They understand you and they become a Better Friend
- They work something out with you; bank 1 Clue

List Two:

- You reveal something too personal, and you get a cliffhanger
- You say something offensive, and hurt their feelings
- They tell you what they want from you
- You say something that makes a problem worse
- They don't like what they hear, and they become a Worse Friend

HOW OPEN UP WORKS WITH TRAITS

EYES: You'll talk about things that tend to be piercing. You won't cover a wide range of topics, but you'll go in deep and be able to make a connection on a specific issue. Of course, you may give up more information than you wanted, but sometimes you've got to do that to let things off your chest.

RASH: You blurt things out, things that you might have been holding inside for a long time. You connect with people through your energy, and your fearlessness when it comes to telling people how you feel. There may be blocks, you may not be the first one to say anything, but what you do say is incredibly meaningful.

SOFT: You connect with people. You understand emotions and are willing to talk about them with people. Not just your own, you know that other people need to speak. You're genuine, you're honest. Even if you aren't, that's how you come across.

HARD: When you talk with people, the things you talk about leave them breathless. There's a lot of hard topics, and you don't shy away from any

of them. People know that if they talk to you, they're going to get the truth no matter how painful it ends up being.

BODY: You connect through touch. A hand on the shoulder, a hug here. Physical contact is what allows you to feel connected. It doesn't have to be sexual, though it often is, using your **BODY** to make a connection just seems right to you.

And Action

Whenever you **act where there's any immediate danger**, Roll+Trait.

On a 10+ you get to act with and pick 3 of the following options. On a 7-9, you pick 2:

- You deal with the danger in a way that gives you an advantage
- You don't have to end the scene with a cliffhanger
- You don't take a Condition.

HOW AND ACTION WORKS WITH TRAITS

EYES: You notice how to avoid the danger. You see it coming from a mile away and can prepare and deflect it intelligently. You've got a plan, and you will implement it in the best way possible.

RASH: You take the road less travelled. You act in ways that are unexpected. They left that door unguarded because there's a chance you'd break your neck crossing that beam. You get the first move in, because they were busy talking. Whatever you do, you do it with the least regard to your personal safety.

HARD: You take the difficult road. You'll do dark and dirty deeds to deal with the situation, and make sure that it's dealt with fast. You don't take risks, but you don't shy away from making hard decisions when it comes to getting out of the way. You'll throw other people to the wolves if it means you'll get out.

SOFT: You deal with dangerous situations, by dealing with the people in those situations. You'll know what they're looking for and either make sure they get what they want, or that they get what they *think* they want. It all depends on what outcome you want.

BODY: Sometimes it's all about endurance. Knowing that you're capable of taking a shot or two to make your escape opens up worlds of opportunities that those who don't want to deal with a boo-boo ignore. Or you can be particularly tiny and fit into places that aid in your escape. What matters is that you can physically do it.

Fight! Fight! Fight! Fight!

When you want to **hurt someone physically, emotionally, or socially**, Roll+Trait.

On a 10+ choose one: you give them 2 Conditions of one type, you give them 1 Condition on two different types, get 1 Clue from them.

On a 7-9 you give them 1 Condition of one type, but they choose 1: they make someone a Worse Friend; they get 1 Clue from you; they give you 1 Condition of one type; they give you a cliffhanger.

HOW FIGHT! FIGHT! FIGHT! WORKS WITH TRAITS:

EYES: You see where people's weaknesses are. Others may throw haymakers, or a volume of blows, but you are the master of precision. Either with sniping words, or the perfect blow that will end things in a single punch. That's how you fight.

RASH: All or nothing. You go into fights, verbal or physical, with reckless abandon like a berserker of old. You don't think, you just do and if people are hurt in the blast then they probably shouldn't stand so close to ground zero.

HARD: You don't want to end the fight today, you want to end the fight tomorrow. You're brutal when it comes to hurting others because you know it's the only way to make sure that you won't have to deal with this in the future. The best defense isn't a good offense, the best defense is to lay your opponent to waste.

SOFT: It might not sound like something you would use to **Fight! Fight! Fight!** but when you fight with **SOFT**, you're the quiet one. The one who whispers something devastating into someone's ear, something personal that would kill them to get out. You know everyone's weakness, even if it means going after the ones that they love.

BODY: You've got the physical skills to get what you need done. If it's a personal attack, then you have the evidence on hand in case someone demands proof. If you're punching someone in the face, then you're strong enough, or quick enough, or whatever is physically the right thing to get the job done.

These five Moves cover the basic ground that is needed in a mystery story. Finding out clues, getting in and out of danger, talking with witnesses, taking people down, and solving mysteries. Beyond these five basic moves, each Profile will have their own moves. These are outlined in their profile and help define what make that character special.

FRIENDSHIP IS MAGIC

Friendships and relationships are a major part of the game. Player Characters, as well as NPCs will come and go into the character's lives, and their relationships will change. Sometimes the fiction will drive this change, other times it's going to be an option in a Move that someone makes.

Each Profile has sections for various types of friendships, and a number that lists the maximum amount of characters who can fit with those friendships. Some will have more good friends, and rivals, while others make enemies left and right. Each friendship has its own associated Move that you may choose to bring into play, with various numbers available at each level. This is the total amount of friendship spaces available.

The spaces used are important because the fewer spaces used, the more intense the relationship is and the higher bonus you roll when you make a move. To determine what the bonus is it's +3—the number of friend spaces used, to a minimum of 0.

If a space is all full, and you want to bring in a new character in that type of friendship, the new name replaces an old name in that friendship. If you can only have 2 good friends, and both of those spaces are full, you must replace one of the current good friends with the new good friend you want to have.

Best Friend

Every Profile has a Best Friend move that is unique to the Profile. You can only use this with or on your best friend, depending on what the text says, and there's usually some XP involved in using it.

Who you consider your Best Friend is different. You write it in at the beginning of the game, and at the end of each episode you can look at who you consider your Best Friend and change it. Best Friends aren't always reciprocal either. Just because you consider someone to be your Best Friend, doesn't mean that they think that of you.

Enemies

There are people you just can't stand, and the feeling is mutual. You hate them, and you don't mind going out of your way a little bit if it will ruin them.

Enemy Move

Whenever you **interact with your enemy**, Roll+Enemy.

On a 10+, choose 2 bonuses, and 1 situation.

On a 7-9, choose 1 bonus, and 2 situations

Bonus

- Take +1 forward if you confront them about something they've done
- Take +1 forward if you attack them
- Take +1 forward if you interrupt their immediate plans

Situation

- They start a fight
- They get you in trouble
- They invalidate a clue on the suspect with the most clues
- They embarrass you in public
- You have an emotional moment and change your relationship

Rivals

These are the in-between people. You may have some personal animosity, but you can put that aside for the greater good to achieve a goal. Once that goal is out of the way, you can go back to wondering how you're going to beat them because you know that they're feeling the same thing.

Rival Move

When you interact with your Rival, Roll+Rival.

On a 10+, you choose either 1 bonus, or 2 bonuses and 1 situation.

On a 7-9, you choose 1 bonus and 1 situation.

Bonus

- Take +1 forward if you challenge them
- Take +1 forward if you boast about defeating them at something in the past
- Take +1 forward if you defend someone else in their presence

Situation

- They challenge you at something new
- They do something to get back at you for a previous loss
- They talk about how they defeated you at something in the past
- You find a new enemy to unite against and change your status

Acquaintances

These are the people you know, but not really. You recognize them, you know their names, but you won't have deep meaningful conversations with them.

Acquaintance Move

When you interact with your Acquaintance, Roll+Acquaintance.

On a 10+, you choose either 1 bonus, or 2 bonuses and 1 situation.

On a 7-9, you choose 1 bonus and 1 situation.

Bonus

- Get +1 forward if you help them with a problem
- Get +1 forward if you defend them from an attack
- Get +1 forward if you ask them for a favor
- Have a moment and make them a Good Friend

Situation

- Make a problem they had worse
- Get dragged into a problem that they had
- Remind the characters of a favor owed
- Do something that makes your relationship worse

Good Friends

You might only have one Best Friend, but it doesn't mean that you can't have a lot of good friends. Good Friends are the people you want to hang out with, your circle of friends that you can call if you need help, and in return you'll drop what you can to help them. They're like your chosen family, with all the wonderful messiness that entails.

Good Friend Move

When you interact with your Good Friend, Roll+Good Friend.

On a 10+, you choose 2 bonuses and 1 situation.

On a 7-9, you choose 1 bonus and 2 situations.

Bonus

- Get +1 forward if you notice they are having a problem
- Get +1 forward if you defend them from someone more powerful
- Get +1 forward if you stop doing something to go help them
- Get +1 forward if they defend you from an attack

Situation

- Take on their problem as your own
- Hurt their feelings
- Create a new problem for the both of you
- Make a problem they had worse