

Problem Sleuth

Problem Sleuth is based on the **Lasers & Feelings** rules by John Harper

You are some of the top **Problem Sleuths** in the city. Solicitations for your service are numerous in quantity. Compensation, adequate. It is a balmy summer evening. You are feeling particularly hard boiled tonight. What will you do?

PLAYERS: CREATE CHARACTERS

- 1 Choose a style for your sleuth: **Imaginative, Pulchritudinous, Vimious, Hysterical, Dapper, Nervous, Fiesta or Godhead**
- 2 Choose a weapon for your sleuth: **Key, Magnifying Glass, Lipstick, Ace, Teddy Bear or Toy Wand**
- 3 Choose your **number**, from 2 to 5. A high number means you're better at **PROBLEM** (Causing havoc; being a public nuisance; making problems; rash, chaotic action). A low number means you're better at **SLEUTH** (Finding clues; solving problems; calm, reasonable action).
- 4 Give your character a **highly descriptive name**. Like Problem Sleuth or something.

You have: a hat that hides a small treat for special occasions.

Player goal: Get your character involved in crazy noir adventures and try to make the best of them.

Character goal: Choose one or create your own: **Become Death, Meet New Aliens, Shoot Bad Guys, Solve Crimes, Prove Yourself, or Keep Being Hard Boiled** (you have nothing to prove)

ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're prepared, **+1d** if you're an expert, and **+1d** if someone else succeeds a roll to help. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each die result to your number.**

↓ If you're using **PROBLEM**(chaos, ridiculousness), you want to roll **under** your number.

↑ If you're using **SLEUTH**(reason, normalcy), you want to roll **over** your number.

0 If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.

1 If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

2 If two dice succeed, you do it well. Good job!

3 If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

! If you roll your number exactly, you unlock a **COMB RAVE**. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions: What are they really feeling? Who's behind this? How could I get them to ___? What's the best way to ___? What's really going on here?

A THREAT...

- | | |
|--------------------|--------------------|
| 1. Mobster Kingpin | 4. Gamzee, somehow |
| 2. Andrew Hussie | 5. Death |
| 3. Madame Murel | 6. Charles Barkley |

WANTS TO...

- | | |
|--------------------|---------------------|
| 1. Destroy/Corrupt | 4. Protect/Empower |
| 2. Steal/Capture | 5. Build/Synthesize |
| 3. Bond With | 6. Pacify/Occupy |

THE...

- | | |
|-----------------------|-----------------------------|
| 1. Mayor | 4. Legitimate Establishment |
| 2. Steven Seagal Bust | 5. Clock Tower |
| 3. P.S. Offices | 6. Universe |

WHICH WILL

- | | |
|---------------------|---------------------------|
| 1. Be A Real Bummer | 4. Legalize Crime |
| 2. Reverse Time | 5. Release Hiveswap Act 2 |
| 3. Kill Death | 6. Fix Everything |

GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of it's recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. "The **STREETWISE FOOTPAD** flicks open his pocketknife and growls intimidatingly. What do you do?" "The **ENIGMATIC KNOCKOUT** sits on your desk and lights your cigarette. What do you do?"

Call for a roll when the situation is uncertain. Don't pre-plan outcomes, let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. "Have any of you encountered a clown before? Where? What happened?"

This is definitely not official anything.