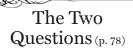# A Brief Overview

Crime Scene (p. 76)

Criminal player frames a scene of crime.

Ask good questions (p. 77).

At scene end, law player asks two questions (see below). Law player gains Tension Points equal to the total score; Criminal player records the higher of the two for Payout (p. 80).

The Two Questions (p. 78)

Asked of the criminal player:

"On a scale of 1 to 10, how much does this matter to you?"

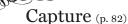Asked of the audience (or oneself, if there are only two players):

"On a scale of 1 to 10, how much does society care?"

How Tests Work (p. 67)

Each turn, law player chooses one:
ø Spending 1 - 5 Tension points
ø Invoking 1 - 3 Guilt
ø Spending a Hold to invoke one of the criminal's Contacts against them
ø Spending a Hold to break advantage

Each turn, criminal player chooses one:
ø Invoking some (or all) of their Resource score
ø Invoking a Contact

Roll one die each. Ties go to the law player (p. 72). The criminal player may spend an Aspect to re-roll (p. 73).

Discovery Scene (p. 82)

Law player frames the scene.

Law player chooses what's at stake: Capture (see below), or Establish a Hold (see below).

Unless Captured, move on to a Reflection Scene.

Capture (p. 82)

There is a regular test, to see if the criminal is captured.

If the law player wins, move on to a Retribution Scene. Else, a Reflection Scene.

Establish a Hold (p. 86)

Both players roll a single die, with no bonuses or modifiers. The law player loses Tension Points equal to sum total.

If law player wins, establish a Major Hold. If law player loses, establish a Minor Hold.

If the law player still has points, they may Keep Searching (p. 87). They re-roll only their die, subtracting their roll in points.

Retribution Scene (p. 90)

Law player frames the scene.

Law player chooses what's at stake: Create Guilt (see below), Threaten a Contact (see below), Conditioning (see below).

If a Major Hold is spent during a Retribution Scene, the law player gets to choose a second stake (p. 90).

Create Guilt (p. 92)

There is a regular test, to see if the criminal's resolve is weakened.

If the law player wins, they gain 2 Guilt on the criminal.

Threaten a Contact (p. 95)

There is a regular test, as the criminal is interrogated.

If the law player wins, the criminal player chooses: lose the Contact, or lose Resources equal to Contact's bonus (but then raise that bonus by +1).

Conditioning (p. 100)

Determine a Conditioning at stake. There is a regular test to see if the Conditioning takes effect.

If the law player wins, the Conditioning is added to the criminal's sheet.

Reflection Scene (p. 104)

Criminal player frames a short scene, reflecting the impact that the crime cycle has had.

Choose a Payout, within the limit generated during the Crime Scene (see below).

Payouts (p. 105)

At least 1 point…
ø Remove 1 Guilt
ø Add an Aspect or Refresh a stricken Aspect
ø Add 1 to an existing Contact

At least 4 points…
ø Create a new Contact with a score of 1

At least 6 points…
ø Add 1 to Resources

At least 7…
ø Add 2 to an existing Contact
ø Remove a Conditioning (cannot choose a Conditioning that you acquired this cycle)
ø Remove all of your law player's remaining Tension Points

At least 8 points…
ø Add 2 to Resources
ø Create a Secret Society with a score of 1
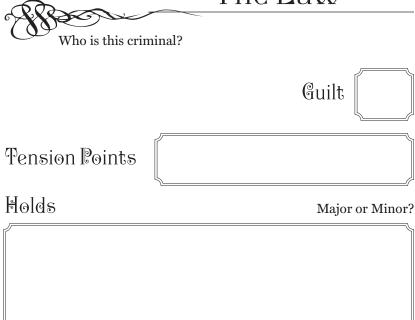ø Add 1 to an existing Secret Society

The Criminal

Name _____

Archetypes _____

Concept _____

Class & Waistcoat _____

Freedoms _____

Certifications _____

Conditionings _____

Resources ☐

Pending Payout ☐

Secret Society ☐

Contacts

Aspects

The Law

Guilt ☐

Tension Points _____

Holds   Major or Minor?

Prominant Inspectors & Other Notes

Their Freedoms & Conditionings