

Pennypinch



The Mystery

Someone has had something happen to them somewhere, involving something weird. Roll a six sided dice to find out what.

Someone...

- 1 A librarian...
- 2 A doctor...
- 3 A civil servant...
- 4 A gentleman or lady...
- 5 A magnate of industry...
- 6 An underworld boss...

Something...

- 1 A terrible thievery...
- 2 A heinous murder...
- 3 A ghostly apparition...
- 4 A mystery disappearance...
- 5 A lover's strange jilting...
- 6 A bizarre illness...

Somewhere...

- 1 A library...
- 2 An asylum...
- 3 A government office...
- 4 A noble estate...
- 5 A factory floor...
- 6 A sewer...

Something weird...

- 1 A trace of poison...
- 2 A valuable locket...
- 3 A book of occult lore...
- 4 An unusual perfume...
- 5 A puzzle box...
- 6 A smudged letter...

It's Victorian London, and there's a mystery to solve.

Creating a Character

You are a **Criminal**, **Detective**, or **Occultist**. Choose. You also have *thirteen* pennies to pinch: share them between your **Budgets**.

Grub Pockets Bottles

Helps you do anything that tires you out and makes you hungry.	Helps you do anything that makes you reach into your pockets.	Helps you do anything that turns you to the drink or to the pub.
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You might use Grub to climb, Pockets to collect evidence, or Bottles to ask a favour.

Spending Budgets

Any of the troubles you get into will ask you to spend for some Grub, Pockets, or Bottles.

You can choose up to your number of pennies in a budget to spend in a trouble. When you spend a penny, you lose it.

Flip a penny to spend it, and see whether it lands on heads. To get your way, you need to match the *amount of trouble*.

Amount of trouble?

That's how many heads you need to succeed. *One* trouble is just a bit tricky. *Two* trouble is pretty darn hard!

A trouble?

A trouble is anything that's not a sure thing, or that's risky. The GM gets to choose when you're in trouble, and how much.

Playing the Game

Getting Messed Up

When you lose a fight, get hurt, or see something otherworldly, get **messed up**. When NPCs get messed up, they die, or get so hurt they can't do much. PCs get to just go down the **stress track**.

Stress Track

You start the game OK - off the stress track. Then, get uneasy...

When you move down the stress track, you **earn**, giving you *thirteen more pennies*.

Dead	Hurting	Pained	Uneasy
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Earning

Choose or write your own:

Criminal: *Steal something. Win a bet. Con somebody...*

Detective: *Get an advance. Get a shady loan. Get bribed...*

Occultist: *Get funds from your Club. Conjure money. Day-job's wages...*

Pockets of a...

Criminal	Detective	Occultist
Cutthroat razor.	Binoculars. Cuffs.	Mask. Chalk.
Rope.	Gun.	Hypnotic pendulum.
Lockpick.	Magnifying glass.	Magic spell.
Mirror.	Pliers.	

Gun: *Use Pockets to mess someone up, instead of Grub (... your fists).*

Magic spell: *Summon a demon to do whatever you want. Use Pockets to withstand its otherworldliness!*

Write your budgets, stress track and your pockets' contents on a piece of paper, and let the GM start telling this mystery...