

NOIRE: ELLE EST, ELLES SONT

This Town is rotten, and you've always known it. Hell, the whole town knows it, deep down. No matter where you start pullin' you're bound to unravel some mess or other. Some of it goes higher than most folks dare to follow, some of it takes you down some pretty dark rabbit holes - and believe me, Alice ain't comin' out of these ones alive.

Hartigan's a good guy. A deadbeat and a scumbag, but one of the good ones. There's not many in this town you can say that about. Something's happened, though. His office has been turned and he's nowhere to be seen. It ain't like usual, when Hartigan's had one too many and smashed up the place. This looks serious. Hartigan must've gotten himself into something real bad this time.

Whatever's been going on, it's up to the FEMMES FATALES to sort out this mess.

HOW TO PLAY

You are a group of FEMMES FATALES, trying to solve the disappearance of an alcoholic Private Investigator. Using any means necessary, navigate the twisting underworld of the city and find out what happened.

Whenever you take a MOVE, roll a d10. On a 6+, your MOVE is a success. On a failure, things get harder. Whenever you fail, you gain a permanent -1 in that MOVE, which stacks to a maximum of -3.

MOVE

ACTION

When the pressure is on

BRUTAL CYNICISM

When enacting physical or psychological harm

PULL THE THREAD

When investigating a scene

SNAPPY ONE LINER

When interviewing a suspect

WILES

When someone underestimates you

SUCCESS

Act successfully under pressure

Deal HARM to an opponent

A small, but important detail jumps out at you

They let slip an important piece of information

You take advantage of the situation.

FAILURE

You lose your cool
If appropriate, take HARM

TAKE HARM

You find nothing.

They clam up.

They ain't buying it.

HARM

When you take harm, mark a point. Points stack until you die.

HURT INJURED BROKEN DYING DEAD

GRITTY MONOLOGUE

You can heal back one HARM by taking an aside for a gritty monologue.

LAST DITCH

Once per game, if you are DYING, you can use your LAST DITCH to ignore the effects of your HARM when rolling.

CHOOSE YOUR FEMME FATALE

Pick one from each of the lists below to describe your Femme Fatale:

YOU ARE

*A Wild Card
Followed Around By Saxophone Music
Hell On High Heels
Made Up To The Nines
The Vamp
Trouble The Moment You Walk In*

YOU HAVE

*A Gun
A Red Dress
A String Of Lovers Across Town
Friends In High Places
No Remorse
Your Own Way Of Getting Around*

YOU NEED

*A Break
A Good Stiff Drink
A Little Respect
Fame
Fortune
Revenge*

FOR GMS

For info, clarifications, rulesets and campaign settings, check out ursidice.com or @ursidice on Twitter and Instagram

If you need some inspiration for the plot - Whodunit, Leads or Dead Ends, then roll a d10 and refer to this table.

WHODUNIT	LEADS	DEAD ENDS
1 THE MOB	A BOOK OF MATCHES	A WOMAN IN RED
2 THE COPS	A TICKET STUB	A MAN IN BLACK
3 THE MAYOR	A FACE	A JAZZ CLUB
4 AN OLD PARTNER	A NAME	THE 11.15 TRAIN
5 HARTIGAN, HIMSELF	A LEDGER	A DOG BARKING
6 A FORMER RIVAL	A MANILLA ENVELOPE	A GREEN SEDAN
7 A KNOWN ALLY	A PHOTO	A MAN IN AN OVERCOAT
8 AN OLD FLAME	A LETTER	A DRY CLEANING RECEIPT
9 A DISSATISFIED CLIENT	AN ITEM OF CLOTHING	A DOWNTOWN RESTAURANT
10 A BUSINESS CONTACT	A LOCK OF HAIR	A WOMAN IN A GREEN HAT

FEMMES FATALES
Whenever the Femmes Fatales enter a scene, they must be offered cigarettes.
Let the Femmes Fatales use their descriptions to help them out in their investigation. If they have *Friends In High Places*, let them have a connection in City Hall, for instance. Try and put their needs into the story, too, to give them something to throw them off course, or reward them at the end.
LEADS
Noir is all about the small details that lead to big revelations. Remember you are on the side of the Femmes Fatales, you want them to solve the mystery. Let them direct the investigation. If they want to follow an unplanned lead, let it take them somewhere, but don't be afraid to throw in a dead-end here or there. For inspiration, use the table.
ADVERSARIES
Adversaries have a threshold of 2 for any BRUTAL CYNICISM. Adversaries always take 2 HARM to kill.
When a Femme Fatale uses BRUTAL CYNICISM to inflict physical wounds, consider 1 HARM to be injured and 2 HARM to be dead.
When a Femme Fatale uses BRUTAL CYNICISM to inflict psychological wounds, consider 1 HARM to put the victim in a more susceptible place for questioning and 2 HARM to cause them to clam up.

