

Description

The purpose of this game system is to be able to be used to play both at the table and remotely, using messaging services (WhatsApp, Telegram, Discord...). Therefore, there are **two game modes**, in one (the **normal mode**) only the players carrying the **investigator characters** (IC) roll dices and, in the other, (the **remote mode**) only the **Game Master (GM)** rolls dices (in this mode, the players who carry the IC, have to **bet** on a number and trust the GM's roll).

To play *Sherlock's Heirs* (SH) you need 4-sided dice (d4), 6-sided dice (d6), 8-sided dice (d8), 10-sided dice (d10), 12-sided dice (d12) and 20-sided dice (d20) (two of each type in normal mode or only one of each in remote mode).

Skills

Each IC has a set of specific Victorian investigator skills. These skills, as well, are grouped into **Street, Training, or Combat** skills:

- **Street** skills:
 - **See**: Searching for clues, useful objects, or hidden people, detecting hazards.
 - **Steal**: Picking locks, breaking into places, emptying pockets, move stealthily.
 - **Infiltrate**: Disguising, impersonating, hiding, concealing an object.
- **Training** skills:
 - **Analyze**: Chemical or forensic analysis, searching for information in libraries, archives, newspapers.
 - **Negotiate**: Getting information from witnesses, criminals, or public officials, knowing someone who has information.
 - **Run**: Chasing, fleeing, getting around the city, horseback riding or driving...
- **Combat** skills:
 - **Combat**: fight against one or more opponents.

Health

An IC generally has a normal level of health, but facing crime is dangerous and may end up in any of the following health levels, accumulating the consequences of that level and those that precede it:

- **Normal (N)**:
- **Wounded (W)**: -1 Combat and 1- Run.
- **Badly wounded (BW)**: -1 to all the skills.
- **Dead (D)**: Surely, your bloated body will appear floating in the Thames.

Investigator generation

To generate your investigator, you only need to follow these steps:

1. Choose **class**: If you are an **Irregular** or a **Rookie Policeman**.
 - Irregular**: adds +1 to all **Street** skills.
 - Policeman**: adds +1 to all **Training** skills.
2. Distribute 4 points in the **Street or Training** skills (maximum 2 per skill).
3. Distribute 2 points among the skills (including Combat).
4. Equipment:
 - Choose an **object**, it gives you a +1 in a specific action of one skill (explain what it is, how it is used and why it grants the +1).
 - One close combat weapon**: If you are an Irregular, a knife, if you are a Policeman, a police truncheon.
5. Mark 2 points of **Sherlock's Memory**.

At the end, and without the equipment, the character should have a maximum of 5 (only with 0 in combat) and a minimum of 0 in the skills, except combat, where he/she will have 2 at the most.

Weapons & equipment:

Close combat weapons (CC weapons) give +1 to Combat, firearms grant +2.

Objects or tools can give a maximum of +1 to one **specific action** of one skill. *Example: A picklock gives a +1 to Steal for picking locks, but not for emptying pockets.*

How to play?

Any simple action a character wants to do without any stress, he/she does it **automatically**, without a test.

For all other actions, the player must pass a **skill test**.

Every action is handled in this way, including **combat** and **chases** (always with Run, even in vehicles).

Skill test

Difficulty Levels:

(d4 **Normal** / d6 **Complicated** / d8 for **Difficult** / d10 for **Tricky** / d12 for **Very Difficult** / d20 for **Impossible**).

Normal mode:

The **player** controlling the IC rolls 2 equal dices of the type indicated by the difficulty of the test, and the difference between each dice value is calculated, which is **the Result**.

Remote mode

The IC **chooses a number** (the **bet**) within the range of the difficulty (the values that can be rolled by the GM: *d4 from 1 to 4, d6 from 1 to 6, d8 from 1 to 8, d10 from 1 to 10...*).

The **GM** rolls one dice according to the **difficulty level**.

The Result is the difference between the value obtained by the GM's die and the player's bet.

Outcome:

If **the Result** is **less than or equal to** the investigator's score in the **Skill**, the IC **succeeds**, otherwise it fails.

Sherlock's Memory

If, after attempting a test (including combat or chase) and failing, an IC **spends** one **Sherlock's Memory**, he/she automatically passes the test, but must relate an anecdote in which he/she witnessed Sherlock solve a similar action.

Combat:

A combat is a **test of the Combat skill**, and the difficulty depends on the number of opponents and how they are armed.

- The player carrying the IC tells what his character is trying to do to win the fight and, depending on the outcome, the GM explains what actually happened.

If there are **several ICs and rivals**, each IC takes his/her test against his/her chosen rival using his/her **Rival Difficulty**.

Rival Difficulty:

- One **unarmed opponent** (except a thug) is a **Normal difficulty level** (d4), with a **CC weapon** (or a thug), **Complicated** (d6), a **thug with a CC weapon**, **Difficult** (d8), with a **firearm**, **Tricky** (d10) and a **thug with a firearm**, **Very Difficult** (d12).

- For each time the rivals **double the number** of the ICs, the test **increases by one level of difficulty**. If the ICs double the number of opponents, the difficulty drops one level.

Combat Outcome:

- **Failing** in a combat reduces the IC's health by one level and he/she is **knocked out** (in the hands of the rivals).
- **Succeeding** in a combat, results in **an opponent knocked out** (at the mercy of the IC).

Fatigue.

1 or 2 days without sleep leave a IC **Wounded**, 3 or 4 days leave him **Badly Wounded** and 5 days leave him **Dead**. A drug can temporarily negate consequences, but not the state or death.

Recovery Health/Memories:

A **Dead** IC cannot recover, a **Badly wounded** one needs 2 **days in bed** (or hospital) to become **Wounded**, a **Wounded** IC needs 1 **day in bed** to become **Normal**.

A **Knocked-out** character recovers after **1d6 hours**.

Sherlock's Memories are recovered at the **beginning of a new game session**.

