

STREETS OF **BEDLAM** A SAVAGE WORLD OF CRIME & CORRUPTION INVESTIGATION SHEET

THE CRIME HAPPENS...

CARD: _____

SUCCESS: _____

FAILURE: _____

THE CLEAN-UP...

CARD: _____

SUCCESS: _____

FAILURE: _____

THE ESCAPE...

CARD: _____

SUCCESS: _____

FAILURE: _____

CRIME: _____

LOCATION: _____

PERP: _____

PERP'S SKILL: _____

VICTIM: _____

CARD MEANINGS...



2-10: INVESTIGATORS NEED A SUCCESS TO FIGURE THIS OUT.

A, K, Q, J: INVESTIGATORS NEEDS A SUCCESS PLUS A RAISE.



2-10: INVESTIGATOR GETS A +2 TO HIS ROLL.

A, K, Q, J: INVESTIGATORS GETS A +4 TO HIS ROLL.

JOKER

INVESTIGATOR NEEDS A SUCCESS PLUS A RAISE TO SEE THAT SOMEONE IS BEING SET UP. ON A FAILURE OR JUST A SUCCESS, THEY INTERPRET THE CLUE AS FINGERING SOMEONE ELSE. IF A PC COMMITTED THIS CRIME, THE CHARACTER'S PLAYER GETS TO DETERMINE WHO THE EVIDENCE IMPLICATES.