CRIME: ____________________________________________

LOCATION: ________________________________________

PERP: ____________________________________________

PERP'S SKILL: ______________________________________

VICTIM: ____________________________________________

THE CRIME HAPPENS...

CARD: ________________________________________________

SUCCESS: _____________________________________________

FAILURE: _____________________________________________

THE CLEAN-UP...

CARD: ________________________________________________

SUCCESS: _____________________________________________

FAILURE: _____________________________________________

THE ESCAPE...

CARD: ________________________________________________

SUCCESS: _____________________________________________

FAILURE: _____________________________________________

CARD MEANINGS...

2-10: Investigators need a success to figure this out.

A, K, Q, J: Investigators need 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.