

# LITTLE TOWN

## Fast Play

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**Little Town** is a solo investigation RPG influenced by **Carved from Brindlewood** and **Powered by the Apocalypse** games.

This *fast play* presents a simplified and/or alternative version of the original core rules and random tables.

To play it, you will need some six-sided dice and a copy of the [Investigation Sheet](#).

### *The Scenario*

The story takes place in a quiet, but quirky, country town that seems to have stopped in time simultaneously in the 1950s and 1990s.

### *The Case*

Life in the **Town** is calm and slow, but the peaceful routine of its inhabitants was disturbed by the finding of a body on the riverbanks, wrapped in plastic.

### *The Investigator*

Pick a **Name** and an **Occupation** for the **Investigator** who will try to solve the **Case**; if you wish, define also one or more of their belongings.

### **Attributes**

Each **Attribute** below describes one aspect of the **Investigator**:

- **Agility**: shows whether the **Investigator** has good reflexes, dexterity, etc.
- **Strength**: shows whether the **Investigator** has great strength, physical resistance, etc.
- **Mind**: shows whether the **Investigator** is perceptive, intelligent, etc.
- **Presence**: shows whether the **Investigator** is very persuasive, charismatic, etc.

Assign the following modifiers to the **Attributes** above in any order of your choice: **+2**, **+1**, **0** (zero) and **-1**.

## Conditions

**Conditions** describe specific statuses of the **Investigator**. Their starting and maximum values are defined as follows:

- **Instability**: this condition defines how stable (or not) the **Investigator** is. It starts at 0 (zero) and can go up to 6, when they become completely incapacitated, ending the game.
- **Wounds**: this condition shows how injured the **Investigator** is. It starts at 0 (zero) and can go up to a maximum of 3, when they fall unconscious and get closer to death.

## Rules

### Time Limit

The **Time Limit** marks how close the **Investigator** is to seeing the **Investigation** fail.

The starting value for the **Time Limit** is 8, and it increases or decreases under certain conditions, though it can never go below 6.

When the **Time Limit** gets to 12, the **Investigation** will fail and a new body will appear by the riverbanks, wrapped in plastic.

## Moves

**Moves** are the core game mechanic to handle situations.

Each **Move** has a description that shows when it's triggered, and what results you can expect from a **2d6 + Attribute** roll.

If the **Investigator** has an **Advantage**, roll **3d6** and discard the *lowest* die; if the **Investigator** is at a **Disadvantage**, roll **3d6** and discard the *highest* die. In the case of having both an **Advantage** and being at a **Disadvantage**, they cancel each other out and you roll like the usual way: **2d6 + Attribute**.

### Interrogate

When you try to extract information from someone, roll **2d6 + Presence**:

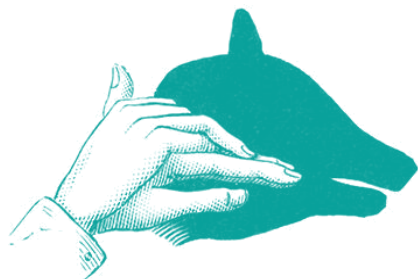
- 10+ The person gives you the name of an **NPC** to treat as a suspect or a witness.
- 7 - 9 The person gives you a **Location** in which to investigate.
- 6 Choose a complication below:
  - The person changes the subject.
  - The person refuses to talk.
  - The person says they know nothing.

## Investigate

When you search for a **Clue**, roll **2d6 + Mind**:

- 10+ You find one **Clue**. Roll on the **Clues** table.
- 7 - 9 You find one **Clue**, but there's a problem. Roll a **Clue** and choose a complication below:
  - Someone at the **Location** prevents you from collecting the **Clue**. Discard the rolled **Clue**.
  - You expose yourself to a **Danger**. Roll a **Danger** to face at the beginning of the next **Scene**.
  - You lose something. Choose one of your belongings to discard.
- 6 You can't find a **Clue** and there's a complication. Choose one of the above.

**Note:** Since this is the primary way to gather **Clues**, you can do this *once* per **Scene**.



## On Someone's Tail

When you try to follow someone, roll **2d6 + Agility**:

- 10+ You manage to track them up to a **Location**.
- 7 - 9 You manage to track them for a while, but they realize they are being followed and manage to escape.
- 6 They realize they are being followed and start up a fight with you.

## Sweet Talk

When you try to manipulate someone, roll **2d6 + Presence**:

- 10+ You get what you want.
- 7 - 9 You get what you want, but they ask something in return. Increase **Time Limit** by one.
- 6 They don't do what you ask.

## Intimidate

When you threaten someone, roll **2d6 + Strength**:

- 10+ They end up doing what you want from them.
- 7 - 9 They agree to do what you want, but they threaten to hurt you or a loved one in the future. Mark one **Instability**.
- 6 They refuse to do what you want and start up a fight.

## Brawl

When you get into a physical confrontation, roll **2d6 + Strength**:

- 10+ You hit the opponent and avoid their attack. The opponent marks one **Wound**.
- 7 - 9 You hit the opponent, but expose yourself to their attack. Both mark one **Wound**.
- 6 You miss the opponent and expose yourself to their attack. Mark one **Wound**.

**Note:** If someone involved in the fight is armed, their target must mark *two Wounds* when hit.

## Crossfire

When you get into a crossfire, roll **2d6 + Agility**:

- 10+ You hit the opponent and avoid their shot. The opponent marks two **Wounds**.
- 7 - 9 Choose a complication below:
  - You reduce your ammo to one last shot.
  - You hit the opponent, but expose yourself to their shot. Both mark two **Wounds**.
- 6 You miss the target and expose yourself to their shot. Mark two **Wounds**.

## Take a Break

When you need to recover both mentally or physically, seek medical help or rest for a week.

By doing so, reduce your **Wounds** and **Instability** levels by one and increase the **Time Limit** by two.

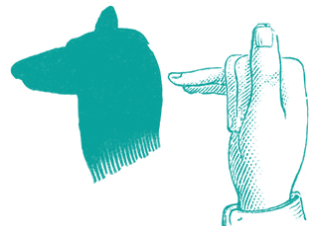
## Fight Death

When you mark three **Wounds**, roll **2d6**:

- 10+ Things are bad, but your body still fights to keep you alive. Say one last thing, do something memorable before your last breath, and then you can rest.
- 9 You're dead.

## Face Doppelgänger

If you find your **Doppelgänger**, roll **1d6 + Agility** for you and another **1d6 + Agility** for them: if you get the highest number, you manage to escape your **Doppelgänger**, if the **Doppelgänger** gets the higher number, the **Investigator** will be trapped on a **Parallel Dimension**, and the game ends.



## Defy Danger

When you try to do something that exposes you to a danger or something you fear, roll **2d6 + Attribute** of your choice:

- 10+ You manage to do what you intended.
- 7 - 9 You manage to do what you intended, but hesitate or stumble. Choose a complication below:
  - You get shaken. Mark one **Instability**.
  - You end up getting hurt. Mark one **Wound**.
  - You end up taking too long. Increase the **Time Limit** by one.
  - You expose yourself and end up getting the attention of an **NPC** who starts up a fight with you immediately.
- 6 You fail to do what you intended. Choose one complication above.

This **Move** is a catch-all for actions not covered by other **Moves**. Therefore, it can be applied when you need to perform any regular action in which there is some risk involved.

## End Scene

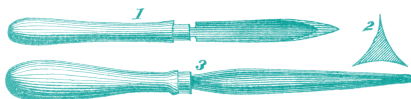
Before moving to the next **Scene**, ask yourself the following question: has the story progressed favorably for the **Investigator**?

If the answer is “Yes”, reduce the **Time Limit** by one; if the answer is “No”, because the scene ended in a bad way for the **Investigator**, increase the **Time Limit** by one.

## Case Closed

When you think you’ve got a solution to your **Investigation**, roll **2d6 + Number of Clues - Time Limit**:

- 10+ The solution is correct. Create an ending for the story describing how you managed to solve the **Case**.
- 7 - 9 The solution is correct, but not everything went as planned. Create an ending for the story describing a sacrifice you had to make to solve the **Case**.
- 6 The solution is incorrect. You may return to your **Investigation** to gather more **Clues**, or create an ending for the story describing how you failed to solve the **Case**.



## Combat

This game doesn't focus on combat, but it can happen. Thus, treat the number of **Wounds** an opponent can receive as 3.

## Playing the Game

The **Investigation** is broken into **Scenes**, like an episode of your favorite TV series.

Each **Scene** will take place at one **Location**. As soon as the **Investigator** leaves the **Location**, the **Scene** ends (see “**End Scene**” above).

Whenever you start a new **Scene**, do the following:

1. Roll/choose a **Location**;
2. Roll **1d6 + Time Limit** on the table below:

Result	Scene Event
-8	Roll a <b>Random Event</b>
9 - 12	Roll the <b>Progress</b>
13+	Roll a <b>Danger</b>

3. If needed, roll an **NPC** to be in the **Scene**.

Once the **Scene** is set, the **Investigator** gets into action, performing **Moves** and so on.

## Random Tables

### Progress

2d6	Progress
2	Roll a <b>Danger</b> .
3 - 4	You get in touch with an <b>NPC</b> that may know something. If you wish, roll “ <b>Interrogate</b> ”.
5	You notice someone talking about the <b>Case</b> . Roll “ <b>Defy Danger</b> ” to try to eavesdrop: if you succeed, roll the name of an <b>NPC</b> or <b>Location</b> .
6 - 8	There is nothing to favor the <b>Investigation</b> at this <b>Location</b> .
9	There might be a Clue in this <b>Location</b> . If you wish, roll “ <b>Investigate</b> ”.
10 - 12	You see a suspect at the <b>Location</b> . If you wish to follow them, roll “ <b>On Someone's Tail</b> ”.

### Random Event

1d6	Random Event
1 - 2	A <i>bad</i> thing happens.
3 - 4	A <i>neutral</i> thing happens.
5 - 6	A <i>good</i> thing happens.

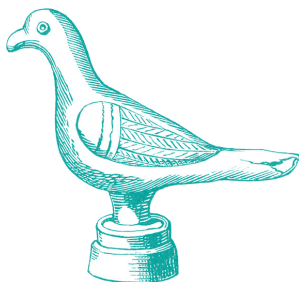
## Dangers

2d6	Danger
2	You get shot at point blank. Mark two <b>Wounds</b> .
3	Someone kidnaps you. Mark two <b>Instabilities</b> and increase the <b>Time Limit</b> by two.
4	A stranger attacks you. Mark one <b>Wound</b> .
5 - 7	You realize you are being followed.
8 - 9	Someone threatens you. Mark one <b>Instability</b> .
10	Someone steals <b>1d6 Clues</b> that you have collected.
11	Someone kidnaps a loved one. Mark two <b>Instabilities</b> .
12	Your <b>Doppelgänger</b> appeared! Roll <b>"Face Doppelgänger"</b> .

## Clues

2d6	Clue
2	A key
3	A note / a letter
4	Traces (footprints, tire tracks, etc.)*
5	A personal item (ring, necklace, etc.)
6	A peculiar odor (burnt engine oil, ozone, etc.)
7	No <b>Clues</b> found
8	Residues (drugs, ashes, chemical agent, etc.)
9	A regular object (a poker chip, a domino, a ball, etc.)
10	Stained clothes (grease, blood, etc.)
11	Cassette tapes / VHS tapes / floppy disks
12	A diary

\* Except fingerprints



## NPC

3d6	NPC
3	The victim's parent
4	The criminal on parole
5	The thug truck driver / drug dealer
6	The foreign bartender
7	The Hotel owner
8	The school bully
9	A department store salesperson
10	A student
11	A police officer
12	A Diner employee
13	A Federal Agent / Air Force military
14	The Sawmill manager
15	The Police Department secretary
16	The victim's psychiatrist
17	An outlaw vigilante
18	The most eccentric person in <b>Town</b>

## Location

Roll two dice: the first one for the column and the second one for the line:

d6	1 - 3	4 - 6
1	Roadhouse pub	Hospital
2	Brothel / Casino	Hotel
3	A witness' house	The victim's house
4	A suspect's house	Department store
5	Sawmill	School
6	<b>Town</b> outskirts	Diner

## Soundtrack

A **Soundtrack** to listen to can be found on the YouTube playlist below:



<https://bit.ly/ltownnytst>



This game is a preview of **Little Town**.

The full game features additional rules and extra random tables, such as **Anomalies**, **Single Events**, **Rumors** and such.

If you liked this fast play version, the full game can be found on the following platforms:

itch.io: <https://gcpcoelho.itch.io/little-town>

DriveThruRPG: <https://www.drivethrurpg.com/product/399092/Little-Town>

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