

Caught in the Rain

Playtest v0.3

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Changelog

- Characters begin with 1 obligation instead of 3.
- Clarified false lead ranks being discarded in the future.
- Clarified which obligations are marked after an obligation scene.
- Provided an example of an obligation.
- Amended the random tables at the end to indicate rolling 2d6 instead of 1d4 and 1d6.
- Clarified that a condition mark can be removed at the end of an obligation scene instead of discarding cards to unmark an obligation.
- Implemented optional rules to adjust the difficulty/length of a mystery.
- Implemented the framework for campaign-style play which includes progression for the character and reoccurring threats.

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Introduction

Caught in the Rain is a solo card-based roleplaying game about discovering the truth of a mystery.

In this game, you will manage a balance between the time to solve the mystery and your obligations while you attempt to accurately guess a set of three randomly determined face cards to discover the truth.

Components

To play a game of Caught in the Rain you will require the following materials:

Playing Cards

A standard deck of playing cards including 2 jokers. This will be used to create the clue and truth decks.

Clue Deck

A 42-card deck composed of 2 jokers and the A to 10 number cards of each suit. This is used to represent the time left for the mystery and the potential clues you can discover in it.

Truth Deck

A 12-card deck composed of all face cards (Jack, Queen, and King) of each suit. This deck is

drawn from during play to help you solve the mystery.

2 Six-Sided Dice

2 dice with six sides each (now referred to as 2d6). These dice will be used to determine the outcome of narrative actions your character takes and to make progress in scenes.

Character Sheet

A piece of paper or a printout of the provided template. This will be used to track your progress in the mystery and the various elements of your character.

Game Setup

Follow the steps below to start a game of Caught in the Rain:

1. Create a character.
2. Separate the deck of playing cards into 2 decks: Clue and Truth deck.
3. Shuffle both decks separately and place them face-down in your play area.
4. Draw 3 cards from the truth deck without looking at them and set them aside.
5. Create a mystery question.
6. Begin play in an investigate scene.

Create your Character

You will roleplay a character who is trying to uncover the truth of something. They could be anything from a grizzled detective from the noir genre to a child in an interstellar world, and anything in between.

Follow the steps below to create your character:

1. Create a name.
2. Assign one of the follow numbers to each attribute: 3 to your character's most proficient, 2 to their second most, and 1 to their least.
3. Create an obligation.
4. Create a signature item.
5. Set the danger level to 0.

Attributes

The 3 attributes represent different competencies of your character.

Each is described by a number from 1 to 3, with 3 describing an expert and 1 describing the average skill of a populace.

During the game, you will make attribute tests using 1 attribute,

depending on how you describe your character acting, and dice to help uncover clues.

The 3 attributes are:

- **Power** which represents strength, speed, and physical resistance.
- **Insight** which represents logic, perception, and relating to others.
- **Gadget** which represents tools, weapons, and other equipment.

Obligations

Your character is defined by 3 obligations - a commitment or duty they must uphold which may or may not be tied to the investigation, e.g. show my family my love for them.

If your character neglects these obligations, they may suffer consequences.

Describe each obligation with a short sentence. Use the following table to inspire the creation of each obligation by rolling 1d6 on each column.

d6	Action	Object
1	Uphold	Justice
2	Love	Sorrow
3	Forget	Family
4	Buffer	Art
5	Fight	Myself
6	Redeem	Wealth

Equipment

During the game, your character has access to any resources or equipment required by the logic of your narrative.

A signature item is a way around this narrative logic. No matter where you are in the narrative, your character always has access to your signature items.

How to Play

A game of Caught in the Rain is played through a series of turns.

On a turn, you will choose to play an investigate or obligation scene.

After a scene, you may choose to solve the mystery and end the game or establish a truth, otherwise you will take another turn.

Before you take another turn, mark a box on each obligation track, except the obligation selected in an obligation scene.

Investigate Scene

An investigate scene is used for when your character goes somewhere in the narrative to uncover clues which help solve the mystery.

These scenes are dangerous, risky, and revealing.

Follow the steps below to complete an investigate scene:

1. Describe the setting of the scene by answering the following: Where does the scene take place and what do you expect to find?
2. Label a 20-box track with a name.
3. Perform attribute tests as you narrate your character's actions and reactions to mark progress on the track.
4. End the scene when you choose to abandon the scene or the track is filled, otherwise repeat step 3.

Obligation Scene

An obligation scene is used to explore your character outside of the mystery.

No attribute tests are rolled during these scenes.

Follow the steps below to complete an obligation scene.

1. Select an obligation.
2. Narrate the answer to this questions: "How does your character tend to their obligation?"

- Discard up to 3 clue cards from the clue deck.
- Unmark a number of boxes from the selected obligation's track equal to the number of clue cards that were discarded.
- End the scene.

Alternatively, you may choose to remove a condition mark instead of tending to an obligation.

Tracks

Tracks are used to represent progress in a scene or threat, or how neglected your obligations are.

Each track is represented by a row of boxes which you will mark as you play.

How long each track is and when you mark a box on them depends on whether the track is an investigate scene, a threat, or an obligation.

Additionally, once all boxes on a track are marked, it is considered filled. Depending on the type of track, a different effect will happen.

Attribute Tests

When you describe your character attempting an action

Track Type	Length	Effect
Investigate Scene	20	Draw a clue from the clue deck.
Threat	6	Remove the threat from the scene and reduce the danger level by 1.
Obligation	3	Increase the danger level by 1.

in the narrative that is risky or the outcome is unknown, to mark progress on a track, you will perform an attribute test.

Follow the steps below to perform an attribute test:

- Select the most appropriate attribute to use dependent on your description.
- Select the investigate track or a threat track to make progress on.
- Choose to act slow or fast.
- Roll 1d6 if you act slow or 2d6 if you act fast.
- Mark a number of boxes on the selected track equal to the sum of the numbers on the dice (or only the number shown on one die when acting slow).
- Check for new threats and create them if both dice have the same number.

7. Check if you made any critical hits and resolve them.
8. Check for overfilling a track and resolve consequences.

Critical Hits

When you make an attribute roll and either of the dice rolled a number that is equal to or less than the selected attribute number, then you have made a critical hit (or 2 if both dice are equal to or less than the number).

Resolve each critical hit effects for the attribute that are equal to or less than the number rolled.

Attribute	1	2	3
Power	Reduce danger by 1.	Gain a clue.	Remove all threats.
Insight	Reduce danger by 1.	Gain a clue.	Unmark all boxes on an obligation.
Gadget	Reduce danger by 1.	Gain a clue.	Return 2 discarded cards to the deck.

Danger Level

The danger level is a number on your character sheet that represents how dangerous things are for your character. The higher the number, the more danger your character is in, and the more dire their consequences will be.

Consequences

A consequence is a negative effect for you in the game and should be reflected in the narrative for your character.

You suffer a consequence when you overfill a track - you must mark a box on a selected track but all boxes are already marked.

When you suffer a consequence, follow the steps below:

1. Roll 1d6.
2. Add the current danger level to the roll.
3. Resolve the effect in the

Sum	Effect
1-3	Increase danger level by 1.
4-6	Mark a condition.
7-9	Discard a card from the clue deck.
10	The mystery is over.

consequence table that corresponds with the sum of the roll and danger level.

Conditions

A condition is a direct hindrance to your character. Your character may be wounded, fatigued, or an item may be broken.

When you suffer a condition, make a mark next to the attribute last used. If that attribute already has a mark, make a second mark.

If an attribute has a mark next to it, you may only act slowly with it.

If a second mark is present, you cannot use the attribute in attribute tests.

Threats

A threat represents something dangerous present in an investigate scene. Threats can be anything from someone with a weapon, invasive thoughts, or anything in between.

Threats are introduced when doubles are rolled on an attribute test.

When you introduce a threat to a scene, label a 6-box track with a description of the threat.

The danger level is increased

by 1 for each threat that is present in the investigate scene.

Each threat is removed once the investigate scene has ended.

Clues and Clue Sets

Each card rank from A to 10, excluding jokers, represent a distinct clue in the mystery.

The first time a rank is drawn, you will establish a clue and any further draws of this rank will strengthen the clue.

Establishing and strengthening clues will help you solve the mystery.

Establish a Clue

Follow the steps below to establish a clue:

1. Place the card face-up in your play area. It is now called a clue set.
2. Note what the clue is within your narrative and mystery.

Strengthen a Clue

Follow the steps below to strengthen a clue:

1. Add the card face-up next to the clue set with a matching rank in your play area.

2. Note further detail about the clue within your narrative and mystery.

Jokers

When a joker is drawn for any reason, a clue set that has not been established as a truth of your choice becomes a false lead and the joker is removed from the game. Draw a replacement card from the deck after resolving the joker.

If no clue sets can become a false lead, instead increase the danger level by 1.

To make a clue set a false lead, discard all cards in the clue set. Any future cards of that rank are immediately discarded when drawn. When this occurs, you may draw a replacement card from the clue deck.

Establishing Truths

To protect against false leads and to make progress in the mystery, you must establish truths.

You may establish a truth at the end of any scene.

Once a set has been established, no clue cards can be added to it. Instead, these cards are discarded and you draw a replacement card from the deck.

To establish a truth, follow the steps below:

1. Select a clue set in your play area that has not been established as a truth.
2. Draw a number of cards from the truth deck equal to the number of cards in the selected clue set.
3. Place these truth cards face-up in your play area. They provide you with information about which cards were set aside at the start of the game.

Ending the Game

Caught in the Rain can end in two ways:

- At the end of a scene, you choose to solve the mystery.
- There are no more cards in the clue deck at the end of a scene (you may establish truths prior to triggering the end game).

When the game ends, you must attempt to solve the mystery with the information you have.

To solve the mystery, follow the steps below:

1. Write down your guesses for each of the 3 mystery truth cards that were set aside at the start of the game. You

must write a rank (Jack, Queen, King) and a suit (hearts, diamonds, spades, clubs).

2. Reveal the mystery truth cards.
3. Narrate the outcome of the mystery dependent on how many mystery truth cards you guessed correctly. For each truth card that was incorrect, add a twist or complication to the outcome.

Optional Rules

The rules in this section are optional and may be included to adjust the difficulty of the game, or implement progression to support campaign play.

Adjusting Difficulty

Adjusting the difficulty of the game is done so by revealing a number of truth cards at the start of the game or by adding in red herrings using another deck of playing cards.

There are 4 difficulty levels:

- **Hard** represents challenging mysteries that the best investigators would struggle with. Add 2 red herrings to the truth deck.
- **Standard** represents a typical mystery and is the default mode of play. Reveal

0 truth cards at the start of the game.

- **Easy** represents a typical mystery that could be solved by the average person. Reveal 3 truth cards at the start of the game.
- **Trivial** represents very short mysteries that still pose some threat. Reveal 6 truth cards at the start of the game.

Red Herrings

Adding red herrings will require 2 random additional face cards from a second deck of playing cards.

When you undertake a hard mystery, shuffle these 2 face cards into the truth deck without looking at them.

After you reveal the mystery truth cards when you attempt to solve the mystery, check to see if your guesses include a red herring (you will know it is a red herring because the card will be duplicated).

If a guess uses a red herring, that guess is considered incorrect.

Campaign Play

To play an extended game over several sessions of play which involves solving multiple mysteries, use the adjusting difficulty optional rules above alongside the rules in this section.

Selecting a Mystery

Your investigator can only solve 1 mystery at a time. After you create the question for your mystery, select a difficulty based on how long and complicated you believe the mystery will be.

Rivals

Rivals represent holdovers from past events or mysteries. They can be reoccurring threats within a mystery or threats which affect future mysteries.

Rivals affect an investigate scene in the same way a threat does.

A rival is composed of a persistent 6-box track, a label, and a peril score.

Rival List

The rival list is a random 1d6 table with space for a 6-box track next to each entry and a peril score. As you discover rivals, you will add them as entries to this table.

Peril Score

The peril score of a rival represents how dangerous they are to your character. It starts at 2 by default and can increase over the course of a campaign.

The peril score is used in place of the standard danger level increase from a threat during an investigate scene, i.e. instead of increasing the danger level by 1 due to the presence of a threat, you increase the danger level by the peril score of a present rival.

Creating a Rival

Whenever you end an investigate scene with an active threat, follow the steps below:

1. Select one of the active threats from the scene.
2. Write the label of the threat into a free entry in your rival list.
3. Mark the number of boxes in that entry's 6-box track as were marked on the selected threat from the scene.
4. Set the peril score in the entry to 2.

If there are no free entries on your rival list, you may replace a rival (with an equal or lesser peril score) or ignore the new

rival. In either case, you must also mark a box on an obligation track of your choice.

Introducing and Using Rivals

Whenever you would introduce a threat to an investigate scene, follow the steps below:

1. Roll 1d6. On a roll of 1-3, introduce the threat as normal, otherwise go to step 2.
2. Select a rival from your rival list randomly or by choice
3. Introduce the rival in place of the threat.
4. Increase the danger level during the scene by the peril score of the rival (this danger level only lasts until the end of the scene).

If you were to remove a rival from an investigate scene by filling its track, you may remove that rival from your rival list.

Ending a Mystery

When you have completed a mystery, successful or otherwise, you can start a new mystery.

All marks next to conditions or on obligation boxes persist, however you reduce the danger level by 1.

Additionally, reset all rival tracks in your rival list and increase their peril scores by 1 each.

Progression

After you narrate the outcome of a mystery, follow the steps below:

1. Count the number of your correct guesses.
2. Add a number based on the difficulty to this count to determine your XP (trivial 0, easy 1, standard 2, and hard 3).
3. Before you start the next mystery, you may spend as much of your XP to gain the benefits detailed in the progression table below.

Benefit Details	Cost
Gain an additional signature gadget.	1
Reduce the danger level by 1.	1
Remove all marks from an attribute.	2
Reset an obligation.	2
Increase the number of an attribute by 1 (max. 3).	4
Remove a rival from your rival list by spending an amount of XP equal to its peril score.	X

Appendix - Oracles

3 random oracle d66 tables are here to support you with generating the who, what, when, why, how, and where of the different elements in your narrative such as clues, locations, and characters.

To use these tables, roll 2d6 to create a 2-digit number on each table and read them left to right: Action, Descriptor, and Focus.

If the results are not working for you, move on, roll again, or select something from each list that stands out to you.

For example, the grizzled detective, Cheryl, is rifling through the desk drawers of John Hanson, the CEO of Burgers 4 Us. What does she find? This is an investigate scene and she just completed the track for it so she is entitled to a clue. The player rolls a 63 for Action, 25 for Descriptor, and 32 for Focus to give the following results: Disguise, Abandoned and Wealth. The player considers these words in relation to it being a clue and the context of the narrative. The player decides that her investigator finds some documents that allude to John Hanson making burger patties out of people!

1d6 1d6	Action
11	Confront
12	Investigate
13	Create
14	Guard
15	Control
16	Evade
21	Eliminate
22	Support
23	Share
24	Explore
25	Impress
26	Steal
31	Protect
32	Improve
33	Manipulate
34	Deliver
35	Locate
36	Arrive
41	Escort
42	Search
43	Leave
44	Attack
45	Acquire
46	Restore
51	Reveal
52	Capture
53	Chase
54	Hide
55	Demand
56	Prevent
61	Trap
62	Trick
63	Disguise
64	Focus
65	Abandon
66	Uncover

1d6 1d6	Descriptor
11	Flourishing
12	Treacherous
13	Active
14	Old
15	Dark
16	Concealed
21	Broken
22	Guarded
23	Empty
24	Forgotten
25	Abandoned
26	Isolated
31	Small
32	Wild
33	Growing
34	Large
35	Fast
36	Expensive
41	Evasive
42	Narrow
43	Foreign
44	Intelligent
45	Practical
46	Paltry
51	Slow
52	Significant
53	Habitual
54	Cautious
55	Cooperative
56	Sacred
61	Aquatic
62	Redundant
63	Elegant
64	Beautiful
65	Unightly
66	Sleepy

1d6 1d6	Focus
11	Truth
12	Risk
13	Clue
14	Mystery
15	Gadget
16	Power
21	Insight
22	Secret
23	History
24	Life
25	Opportunity
26	Route
31	Obligation
32	Wealth
33	Hate
34	Deception
35	Weapon
36	Death
41	Treasure
42	Love
43	Message
44	Trust
45	Skill
46	Plan
51	Refuge
52	Patron
53	Knowledge
54	Followers
55	Bravery
56	Fear
61	Fight
62	Court
63	Doubt
64	Relationship
65	Reputation
66	Burden



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