# THE RAP SHEET: A FANZINE FOR PELGRANE PRESS' GUMSHOE™ ROLEPLAYING SYSTEM

WELCOME to the first issue of *The Rap Sheet* (TRS), a small irregular fanzine published to support Pelgrane Press' *Gumshoe* game system.

The goal of this 'zine is to produce support material for the various Gumshoe games, highlighting in each issue one specific idea, issue or mechanic used in the system and exploring its uses, options and alternatives.

We hope that this 'zine encourages further interest and discussion on the Gumshoe system, and if successful will look to incorporate more specific game material in the future. It's also hoped, that as we grow, other authors will be encouraged to contribute to this broadsheet.

Finally, If you have sometime to say about this issue, we'd love to hear any feedback or comments you might have. Please contact us via email at - attherapsheet@gmail.com

Thanks again for taking the time to stop by!

**The Team at the Rap Sheet**

## What is the Gumshoe System?

The *Gumshoe* system is a new way of looking at investigative roleplaying. The mechanics inherent in *Gumshoe* games offers a simple and intuitive method of writing, running and playing mystery scenarios. It ensures fast-flowing play that always gives you the informational puzzle pieces you need to propel your latest case toward its exciting final revelations.

Currently this system runs many different games, all published by Pelgrane Press. These include: *The Esoterrorists*, *Fear Itself*, *Trail of Cthulhu* and *Mutant City Blues*.

For more information on any of these games, and future releases, see - www.pelgranepress.com

## Default General Abilities

*For our first article, we thought we would discuss the often overlooked issue around assigning Health and Stability as General Abilities. This quick discussion and optional mechanic is also noted in light of future articles which will expanded on damage and Stability loss.*

THE HEALTH AND STABILITY general abilities appear across all of the Gumshoe games, and represent two aspects of a character that, in any other roleplaying game, would be likely come from derived values (or at least use mechanics different from the standard skill distribute method). This form of consistency not only makes character creation quick and uniform, but also allows for players to assign any number of points they deem necessary to their character.

There are, however, also limitations to this approach to generating such core statistics: firstly there are no real guidelines as to how many points a character should possess in either of these abilities – especially as the affects of Health or Stability loss doesn't really kick in until either of these abilities reaches the negatives - and secondly it is difficult to achieve a substantial rating in either ability due to the rule stating that the second highest General Ability must be at least half that of the highest. Additionally issue arise when the characters end up with wildly different abilities, with some high and some low, as players attempt to have spread of decent points in all of their General Abilities.

As a result of these observations, and to also act as a guide to players as to what is a reasonable number of points to assign to these two abilities, the following mechanics have been devised - **Each character must spend at least 6 General Ability points on both their Health and Stability abilities.**