

ORE - Gumshoe conversion

Contributed by Bailywolf
Wednesday, 04 April 2007

The new Gumshoe rules system by Robin Laws present a new way to do investigation games. Gumshoe give the players possibilities in the way they can leverage resources to drive different kinds of play/investigation. This is easily ported to ORE.

With ORE you can easily run the Gumshoe way of getting clues off the relevant skills in either Nemesis or Wild Talents. Like with GUMSHOE, if a character has the right skill he can find the gimmie clues and he can roll to get better clues. For finding the heavy stuff, a player can roll a STAT+skill pool, and look at the sets.

Sets made with...

- Regular Dice - learn possibly useful facts which let you prepare or plan ahead... subject to interpretation, like any other evidence.
- Hard/Expert Dice - learn something shocking and dramatic which shakes things up... access dangerous secrets or knowledge.
- Wiggle/Trump Dice - gain something which can be of direct advantage to you... not just a clue, but also some sense of how it fits into the big picture (the GM tells you how it fits).

Width determines how long it takes you to find the clues (5-Width in rounds, minutes, hours, or days depending on the kind of info you're looking for). Height determines the clarity of the information.