

Sugar & Spice

and a roll of the dice.



THIS IS NO ORDINARY LADIES CLUB, and you are no ordinary lady. Maybe you were once a renowned detective who settled down to have kids, or an aged international woman of mystery who never had time for a family. The exciting days of your prime are over, but your retirement isn't all cats and crocheting. The kids have moved out, the husband is fishing, and the life of adventure has come calling once again.

You are a member of the **MAYWOOD STREET LADIES CLUB**. Is it a book club? Is it a gardening club? Or is it something else entirely? You decide, but it is all a false front because these elite, capable, middle-aged women have actually come together for two reasons: secretly solve crimes, and sip tea, and they're all out of tea.

PLAYERS: CREATE CHARACTER

1. Choose one positive (strength) and one negative (flaw) adjective to describe your lady: **Stubborn, Dangerous, Impulsive, Sexy for her age, Trusting, Observant, Dynamic, Flaky, etc.**
2. Choose your lady's past profession: **FBI Agent, Spy, Private Detective, Investigative Reporter, Forensic Medical Examiner, Bounty Hunter, etc.**
3. Choose your **number**, from **2 to 5**: A higher number means you are better at **SUGAR** (charm; diplomacy; intuition; wild, passionate action). A lower number means you are better at **SPICE** (technology; science; cold rationality; calm, precise action)
4. Give your lady an **utterly proper and snappy name**, like Mrs. Sophie Standish or something.

YOU HAVE: a **smart phone** (complete with pictures of your grandkids and/or cats), a **signature tool** of your past profession (small weapon, lock pick set, medical kit, little black book of names, etc), and a **prop to sell the club's cover** (see next section. Binoculars, book, gardening gloves/tools, deck of cards, corkscrew, cheese knife, etc.)

PLAYER GOAL: Get your character involved in mystery-solving adventure and try to make the best of it.

CHARACTER GOAL: Choose one or create your own: **Prove you've still got it, keep peace among the club members, land yourself a trophy man** (you cougar), **all about the money** (Mamma needs a cruise), or **just enjoy the twilight years** (you have nothing to prove).

PLAYERS: CREATE THE LADIES CLUB

As a group, you decide what cover you are giving the Maywood Street Ladies Club: **book, gardening, cooking/baking, bird watching, wine tasting, poker/games, etc.** When there is nothing to solve, your ladies will actually be participating in this activity.

Then you decide on two assets the club has: **armored minivan, secret weapon lockers throughout the city, a club meeting hall** (otherwise, take turns hosting at your homes), **contacts within the police or mayor's office, etc.**

Also, one problem the club has: **meddlesome husbands, vigilante reputation with police, disgruntled ex-member, the old hips just ain't what they used to be, etc.**

ROLLING THE DICE

When you do something risky, roll **1d6** to find how it goes. Roll **+1d** if you have **prepared**, **+1d** if your **past profession** applies (convince the GM), **+1d** if your **signature tool** and/or **prop** would help (GM approval). **Roll your dice and compare each die result to your number.**



If the action requires **SUGAR** (rapport, passion) you need to roll **under** your number.



If the action requires **SPICE** (science, reason) you need to roll **over** your number.

- 0 **If none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.
 - 1 **If one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.
 - 2 **If two dice succeed**, you do it well. Good job!
 - 3 **If three or more dice succeed**, you get a critical success! The GM tells you some extra effect you get.
- ! **If you roll your number exactly**, you get **EVERYTHING NICE**. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What are they really feeling? Who's behind this? How could I get them to _____? What should I be on the lookout for? What's the best way to _____? What's really going on here?

You can then change your action if you want to and roll again.

HELPING: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.



GM: CREATE A CRIME MYSTERY

How to make a fun night of mystery in 4 easy steps. Remember, this is the end game. The clues should lead the players up to this final statement: *"A threat wants to _____ the _____ which will _____."*

1. **A THREAT...**
Every story needs an antagonist. Create an entity typical to crime dramas, that will ultimately turn out to be the string puller.
For example: **The Orchard Lane Killer, The Esposito Crime Family, The Crescent Avenue Cat Burglar, Dave the con artist, Big Business Magnolia Enterprises, or Corrupt local authorities, etc.** Remember, sometime it's the ones you least expect.
2. **WANTS TO...**
What is it your antagonist seeks to do?
For example: **Destroy/corrupt/kill, steal/capture, join forces with, protect/hide, or build/illegally purchase, etc.**
3. **THE...**
Who or what do will be the victim or focus of this dastardly crime?
For example: **Mayor's Wife, The Grandall Diamond at the museum, someone in prison, or a weapon of mass destruction, etc.**
4. **WHICH WILL...**
What will the dire consequences be? Some crimes, like murder, have inherent consequence, like someone being dead, but do what you can to hire the stakes.
For example: **Destroy city hall, start a gang war, derail the 5:00 express, end a good police commissioner's career, or even blow up the city, etc.**

GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of it's recent badness. Try to make clues for the player to solve. Before a threat does something to the character, show signs that it's about to happen, then ask them what they do. "Dave the Con Artist pours you a glass of scotch and pushes it toward you. What do you do?" "Guido Esposito makes a move toward the knife. What do you do?"

Call for a roll when the situation is uncertain. Don't pre-plan outcomes - let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. "Have any of your ladies had previous dealings with Magnolia Enterprises before? Where? What happened?"

SUGAR & SPICE is only a second-rate hack of the much more brilliant LASERS & FEELINGS: THE DOUBLECLICKS TRIBUTE RPG (v1.2) by the equally brilliant John Harper. That and this game are licensed under a CC BY-NC-SA 3.0 license.

