

DUCK DETECTIVE

A clutch of priceless Faberge eggs has gone missing from beautiful Moorehead Manor! The suspects and the eggs themselves are still on the scene! You and your crack team of investigators must identify the culprit, solve the crime, and see justice done.

Also, you are a goddamned duck.

Character Creation

Roll 3 d6, then name your duck.

- | | | |
|---------------------|---|----------------------------------|
| 1 RANK | 2 DUCK TYPE (AND SPECIAL DUCK SKILL) | 3 INVESTIGATION SPECIALTY |
| 1: Mrs. (highest) | 1: Mallard (Aerialist) | 1: Interrogation |
| 2: Lieutenant | 2: Wood Duck (Cute) | 2: Forensics |
| 3: Inspector | 3: Canvasback (Diving) | 3: Etiquette |
| 4: Flatfoot | 4: Mottled (Stealth) | 4: Code Breaking |
| 5: Private Duck | 5: King Elder (Electronics) | 5: Fisticuffs |
| 6: Gumshoe (lowest) | 6: Goose (Unbridled Savagery) | 6: Linguistics |

Stats

You have two stats. Each starts at 3.

Duck: Duck is used to fly around, steal food, waddle adorably, flap, peck menacingly at people, and do ducky stuff.

Sleuth: Literally everything else.

Changing Stats

Distraction: When your investigation hits a snag or someone throws food at you, move one point from Sleuth into Duck.

Epiphany: When you discover a clue related to the crime, move a point from Duck into Sleuth.

You can also voluntarily move one point from Duck to Sleuth by putting together a murderboard, or from Sleuth to Duck by stealing and eating a slice of bread.

Actions

When you act, and the outcome is in doubt, roll a D6. If it's equal to or under the relevant stat, you succeed. If it's over the stat, you fail. If you're using your Special Duck Skill or Investigation Specialty, roll twice and take the lowest.

The End

If your Duck ever reaches 6, you immediately heed the call of the wild and take to the sky to migrate south for the winter.

If your Sleuth ever reaches 6, you are promoted to a desk job and spend the rest of your life shuffling papers, thinking about what things were like when you were out on the streets, making a difference.

FOR THE GM

Pick or use a d6

1

The Eggs are hidden in:



		Hiding place clue
1	The Pantry	Handprint in flour
2	The Attic	Faded sundress
3	The Duck Pond	Duckweed
4	The Stables	Horsey smell
5	The Kitchen	Cruller
6	The Basement	Bones

2

The real treasure hidden in the eggs:

1	Microfiche with a secret Soviet omelette recipe
2	DNA code for the UBERDUCK
3	The First Feather
4	The key to the hidden vault of Ducksy Malone
5	A chemical formula for turning ducks back into dinosaurs
6	An irresistible duck call

3

Generate three suspects: the third is the criminal.

1 - Fancy 2 - Deranged 3 - Dissolute
4 - Nosy 5 - Elderly 6 - Murderous

		Criminal Clue
1	Maid/Butler	Feather Duster
2	Count/Countess	Jeweled Brooch
3	Black Sheep	Torrid Journal
4	Scion	Pressed Flower
5	Reporter	Notebook
6	Spy	Secret Codes

4

What the investigators don't know:

1	The culprit is secretly twins
2	Everyone did it (use all possible Suspect Clues)
3	The eggs have already been sold to the Weasel Spies (catch them)
4	The culprit used a key made of ice
5	The hedge maze was rearranged after the crime
6	The culprit got in and out of the Egg Room using a secret passage