

Bubblegumshoe: Selected Proofreading Comments

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ATHLETICS: Jock stuff, run away from thugs, climb over fences.

COMPUTERS: Hack into the DMV, put up a convincing phony website, send an anonymous email. You will almost always be able to do the exploit: the roll is usually for your ability not to get caught.

This is a prime ability to use Investigatively as well.

COOL: This is "cool," as in "keeping a cool head" or "keeping your cool" not as in "cool kids' table." You can be a calm, serene nerd or a twitchy, hair-trigger cheerleader. That said, high school being what it is, a high Cool rating often goes along with higher teen "rank."

This ability can be considered "social hit points"—it's covered in more detail further on. See "COOL", page 49.

Your Sleuth begins with 4 free points in Cool. If you have a rating of 10 or more in Cool, then you can be "school royalty" if you wish: star athlete, head cheerleader, socially protected class clown, etc.

Cool ability points function similarly to both Health and Stability in normal GUMSHOE. They are the currency that allows you to act freely in dangerous social (or occasionally physical) situations. The longer you can keep Cool, the more you can do in a scene.

DRIVING: Just driving to school takes no skill. This ability covers driving a car unusually fast or unusually well, or special activities like drift racing or tailing someone by car.

FIGHTING: Any form of physical combat.

Fighting is against school policy, and against the law. See page 58 for rules.

FILCH: Steal small things unobtrusively. This ability also covers planting stuff on someone, or hiding something small somewhere unobtrusive.

FIRST AID: Use this ability to move people back up the Injury Track. See "GETTING INJURED", page 80.

This ability also covers Investigatively noticing that someone is sick, hiding an injury, or the like.

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suggest changing colon to m-dash:
exploit—the

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cool,"

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move comma inside quotations:
"Cool,"

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Suggest removing "highlighting" from these words

Author: ktwelves
Any reason why these are on two separate lines?

Author: ktwelves
move comma inside quotation:
Injured,"

Meanwhile Elizabeth tries to take Gabriel out of the fight. His loyalties are torn, since he's Kaitlyn's jock boyfriend but also Elizabeth's brother. She decides to Negotiate with him about the threat that drugs pose to his future in sports.

Out come the six-sided dice.

NPC Records

For the Sleuths' abilities, see pages 250-253.

Kaitlyn Price

THUMBNAIL: Queen Bee of the Acres (Queen of Mean)

TROUBLE: Keeping up appearances while family is in dire financial straits.

ABILITIES: Athletics 6, Cool 9, Gossip 3, Intimidation 3, Throwdown 9

NOTES: Stays Queen Bee of the Acres by being the Queen of Mean. Has dated Gabriel Soriano longer than any other guy. Family troubles: her father has been out of work for a while (he has been diagnosed with Parkinson's Disease, but the family is keeping that quiet).

RELATIONSHIP: Hate 3 (Elizabeth), Hate 3 (Jessica)

Gabriel Soriano

THUMBNAIL: Truman High's Quarterback, dating Kaitlyn Price

TROUBLE: Getting behind in classes

ABILITIES: Intimidation 3, Performance 3, Gossip 2, Bullshit Detector 1, Cool 8, Throwdown 3

NOTES: Gabe is an upperclassman at Truman High. He's popular, a talented quarterback for the Truman Lions football team. He's enjoying life—heading up the team and dating Kaitlyn, one of the most popular girls in school—but his social life is distracting him from his schoolwork. He loves his sister, but he thinks she's a spoiled brat. He thinks that Kaitlyn, his girlfriend, has been a bit more wild lately, but he figures everybody has to let loose when you're about to graduate.

RELATIONSHIP: Love 3 (Elizabeth - brother)

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Mean).

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other NPC bios have Like/Hate names in brackets (see p. 107 for an example)

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The n-dash with spaces should be fixed to an m-dash without spaces, but I'm not sure what's being said here. Can it not just say [Elizabeth]?

Other NPC bios have Like/Hate names in brackets (see p. 107 for an example)

Bobbi

BUILDING RELATIONSHIPS: THE GM

A Relationship gives the GM another character to play with in the world of *Bubblegumshoe*. Rather than use them for their skills or access, the GM uses Relationships to create new mysteries and problems for the Sleuths to solve.

The Sleuth built her Relationship's Name, Nature and Tag, Ability, and Points. (see page 24)

To represent the story hooks they offer, the GM can add a Thumbnail and a Trouble, and usually adds a Location if the player hasn't already suggested one.

Relationships who are likely to actually appear in a scene as GM-controlled allies or enemies may have Interpersonal abilities (for throwdowns) and General abilities (for other contests) assigned as need be by the GM. (See "*FIENDS, FOOLS, AND FOILS*," page 113; and "*The People in Your Neighborhood*," page 112)

Thumbnail

Sum up the character in a phrase or sentence. The Thumbnail should tell you something about who the NPC is (or appears to be), what she does (and how), or what's important to her self-image: Dean of Discipline, Reluctant Coach Doing Community Service, Store Owner Eager to get out of this Hick Town, and so on. A good Thumbnail is succinct without being bland; informative without being wordy. Thumbnails are a good shorthand for Sleuths and the GM to remember who this NPC is, particularly as the Town (and the list of NPCs) grows over the course of a campaign.

Ideally, begin with a Thumbnail for at least the one or two Relationships with the highest points for each Sleuth. Thumbnails can be archetypes: Affable Smart-Ass Jock, Ambitious Yet Lazy Corrupt Cop, Den-Mother to Troubled Youths, Self-Destructive Rebel, Up-and-Coming Gangbanger, and so on.

Thumbnails can, of course, change over time—either as play reveals new aspects of the NPC, or as the GM inserts her into ongoing mysteries.

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Points (see page 24).
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AROUND TOWN/FREE ZONE LOCATIONS IN TRUMAN

MEMORIAL ROCK

Set Dressing: Large granite boulder on the outskirts of town, painted by townie high school students (and recent graduates) with memorials to peers killed in accidents, or military service.

Face: None

HANNOVER GARAGE

Set Dressing: Hannover Garage: Greg Hannover's sound-insulated garage. Tyler Lincoln and the Vice Presidents are a hip hop band modeled after Stetsasonic and the Roots, featuring Tyler on keys and bass, Jessica Park on saxophone, Greg on turntables, and a rotating cast of emcees, guitarists, etc. from the local student body.

Face: Greg Hannover, Tyler's best friend and Jessica's ex.

STARSMASH THEATER 8

Set Dressing: Flashing lights with green and purple theme. Jester mascot.

Face: Starsmash Clown. Mascot played by various staff people.

McBURGER HUT

Set Dressing: Scottish themed burger joint. All waiters wear kilts.

Face: Grace Ortega, manager. Studying business at night.

OATGRASS CAFÉ

Set Dressing: Pots with various grasses everywhere. Patrons put in orders via tablets at tables.

Face: Bernice Jackson, proprietor. Wants her fiancé to set a date.

KOREAN CULTURAL COMMUNITY CENTER OF TRUMAN

Set Dressing: Built by community volunteers. Friday Korean film nights. Offer concerts, classes, and translation services. Jessica's father used to volunteer here.

Face: So-yi Chung, Director. She is working hard to set up a capital endowment for the center.

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Author: ktwelves
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surname necessary?

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Offers