



HEIST!

Premise

Congratulations! You've been hired as part of an elite team of Special Operatives for the United States Government. Your goal: to steal, con, coerce, and finagle your way to collecting secrets and weapons from other countries. Modern day spies!

Your new boss (Codename: Mean Dartin) has given you a beeper and said to follow every direction.

That's the last you've heard for the past two months, until now. Your beeper is now giving you the message:

BE AT THE TRADE SPIRE BUILDING
7TH FLOOR OFFICE 319 AT 2PM - MD

Players

- 1 Make up a spy name, like Graves, Charles Graves!
- 2 Choose a Characteristic : **Charming, Sexy, Stoic, Wise, Hot-Headed, Sticky-Fingers** or choose your own
- 3 Choose a Profession : **Soldier, Thief, Con-Artist, IT, Security Guard**, or Choose your own
- 4 Select one of the Special Abilities: **Demolitions, Brawling, Hacking, Acrobatics, Marksmanship** or Choose your own
- 5 Choose a Character Goal : **Become Rich, Save the World, Become a Hero, Steal a priceless treasure**, or make up your own!
- 6 Grab a Sticky Note and set it up as shown right, filling in your information! Be sure to write your Special ability in the *Special box!
- 7 You have **1d6, 1d8, 1d10 and 1d10**. Place one of these dice on one ability. The lower the value the better the ability.

Name Characteristic, Profession Goal	
Stealth	Cheat
Grift	*Special

Rolling

When asked by the GM to roll an ability, you roll the die that is on top of that square. Below are some things each Ability can do!

- Stealth** - Hiding, Sneaking, Moving Silently
Cheat - Concealing, Pickpocketing, Gambling
Grift - Charisma, Charm, Lie, Adopt another persona
Special - Your super special Ability

Your GM can grant you advantage based on your Characteristic, Profession, your current situation or if you have help. Each of these advantages allow you to roll 1 dice size smaller than the Ability's dice size to a minimum of 1d4.

If your action goes against your Characteristic or Profession, or if it is an unfavorable situation, the GM can have you roll with Disadvantage. Each of these disadvantages force you to roll 1 dice size larger than the Ability's dice size to a maximum of 1d12.

Advantages and Disadvantages both cancel each other out. So if you have a 1d8 in Savvy, with two advantages and 1 disadvantage, you would roll 1d6 (Because 1 advantage and 1 disadvantage cancel each other out.)

The lower the number on the Die that you rolled, the better the result:

- 1 Critical Success! The GM also gives you some extra benefit.
- 2 Success! Good Job!
- 3 Marginal Success! You get the job done, but at a cost

Max Rolling the highest number on the dice are considered a Critical Failure! Bad things usually happen.

All other numbers are considered a regular failure, so nothing happens (well, nothing good at least).

Helping If you want to help someone with their roll, announce that you want to help them before they roll. The game master will tell you which Ability to roll. If you succeed on the roll, you grant the other player an Advantage, however if you roll max you grant them Disadvantage. Only one person can help per action.

Game Master

Start playing to create the story. As a game master, you call for a player to roll any time that there is a chance of a player failing. Successes can be just as fun as failures, there's no need to change the numbers on the dice.

If they are initiating an action, have them describe their actions, then roll for the appropriate Ability roll. You determine any Advantages or Disadvantages for any roll.

Players can also react to other characters, or situations. Show signs that something is going to happen, and allow the players to change what is going to happen by taking additional outcomes. Feel free to ask them what they do when something starts happening.

Your Mission should you choose to accept it..

- | | |
|------------------------------|---------------------------|
| 1. Steal an Ancient Artifact | 2. Capture a Dictator |
| 3. Steal Secrets | 4. Guard a US politician |
| 5. Stop a Nuclear Weapon | 6. Go undercover as spies |

... from ...

- | | |
|----------------|-----------------------|
| 1. Moscow | 2. Secret Island base |
| 3. North Korea | 4. South Africa |
| 5. Australia | 6. France |

. That's when they uncover a ...

- | | |
|--------------------|-------------------------------|
| 1. Private Militia | 2. Slave Trade Organization |
| 3. Nuclear Weapon | 4. Plot to Kill the President |
| 5. Lot Of Drugs | 6. Black Market Warehouse |

... Lead By ...

- | | |
|----------------|------------------------|
| 1. An Assassin | 2. A Bounty Hunter |
| 3. Mean Dartin | 4. A Powerful Dictator |
| 5. A Terrorist | 6. A Mercenary |

... and also has...

- | | |
|----------------------|----------------------------|
| 1. Ninjas | 2. A Master Martial Artist |
| 3. Automated Turrets | 4. Robot Guards |
| 5. Pirates | 6. Trained Animals |

Base

Have the players choose **3** of the following Security Features: **Small Air Ducts, Competent Guards, Extra Security Cameras, Biometric Locks, Voice Locks, Key-Card Locks, Motion Cameras, Pressure Sensitive Floors, Laser Alarms**

Have the players choose 1 of the following Security Flaws: **Secret Passageways, Camera Blindspot, Easy ID Forgery**