



# **THE CONTACTS**

NAME \_\_\_\_\_

CONNECTED TO \_\_\_\_\_

DETAILS \_\_\_\_\_

NOTES \_\_\_\_\_

NAME \_\_\_\_\_

CONNECTED TO \_\_\_\_\_

DETAILS \_\_\_\_\_

NOTES \_\_\_\_\_

NAME \_\_\_\_\_

CONNECTED TO \_\_\_\_\_

DETAILS \_\_\_\_\_

NOTES \_\_\_\_\_

NAME \_\_\_\_\_

CONNECTED TO \_\_\_\_\_

DETAILS \_\_\_\_\_

NOTES \_\_\_\_\_

# ***GOLD MISSIONS***

*GOLD MISSIONS* are against some established authority that is invested in your failure and capture. That can be a policing agency like Interpol, the mob, or even a company's security task force. For whatever reason, at least one of you has landed on their radar and they are committed to chasing you down. They are headed by someone with a personal vendetta. This could be against a member of the group, someone related to the group, or just the idea of such brazen thieves in general. The Fixer can expand on this and make it core to the game, you can play to find out what this connection is, or leave it more nebulous if everyone chooses not to interact with it.

<b>d6</b>	<b>Hauls</b>
1	<i>A priceless collection of pointless baubles</i>
2	<i>A cache of jewelry thought lost in the fall of a royal house</i>
3	<i>A new piece by a reclusive artist who has emerged again after decades</i>
4	<i>An original edit film reel with the last known work of an infamous director</i>
5	<i>A red carpet gala event ensemble for a world famous celebrity</i>
6	<i>A hot new prototype that isn't available anywhere for years</i>

<b>d6</b>	<b>Locations</b>
1	<i>A metropolitan high-rise loft safe</i>
2	<i>A sprawling tech industry complex</i>
3	<i>A bank's safety deposit box room</i>
4	<i>A modern art museum's featured collection</i>
5	<i>A picturesque country villa estate's centerpiece area</i>
6	<i>A government compound's locked down vaults</i>

<b>d6</b>	<b>Antagonists</b>
1	<i>An international agency and its lead investigator</i>
2	<i>A privately run mercenary force and its lieutenant</i>
3	<i>A governmental task force from another region and its second-in-command</i>
4	<i>A globally recognized brand and its new head of marketing</i>
5	<i>An academic research institution and its core group's head researcher</i>
6	<i>A multinational corporation and its public face</i>

# ***GUTS MISSIONS***

*GUTS MISSIONS* are always a race to the finish; a rival group much like yours is determined to get the haul first and get out to prove their worth. They may be someone from the past looking for revenge, brand new upstarts to the game, or a contemporary you've admired from afar. Whatever it is, they will get to this first if they can. If they also happen to get you caught and pin the crime on you, that's usually just a bonus. Though other forces may try to slow you down, they can't ever quite catch you... until they need to for either group's plan, of course.

<b>d6</b>	<b><i>Hauls</i></b>
1	<i>A slew of priceless classic cars up for auction</i>
2	<i>An original piece from an infamous street artist and whatever it's attached to</i>
3	<i>An old trophy you have passed back and forth</i>
4	<i>A toy from a celebrity's childhood</i>
5	<i>A street sign reading "Wrong Way"</i>
6	<i>A musician's signature piece of clothing</i>

<b>d6</b>	<b><i>Locations</i></b>
1	<i>A private family home</i>
2	<i>A casino in the middle of its busiest hour</i>
3	<i>A famous city intersection</i>
4	<i>A raucous final performance</i>
5	<i>A police station's lost and found</i>
6	<i>A suburban attic</i>

<b>d6</b>	<b><i>Antagonists</i></b>
1	<i>A second cousin, twice removed</i>
2	<i>An old flame from years past</i>
3	<i>A former partner after a stint in prison</i>
4	<i>A contemporary from overseas</i>
5	<i>A mentor assumed dead</i>
6	<i>A recently formed thieves' guild</i>

# GLORY MISSIONS

GLORY MISSIONS are about proving yourselves against something that might be impossible to gain the approval of in the long run. It may be someone's expectations of you, your expectations of yourself, or something else pressing on you. What you face in a GLORY MISSION is often the embodiment of the abstracted idea of your potential: you don't face a ruthless enemy, not really, but instead face what within you stands in your own way. These missions aren't really about money or fame, merely the fact that you were able to accomplish it.

d6	Hauls
1	<i>A packet of unredacted documents</i>
2	<i>A scrap of paper with a set of coordinates</i>
3	<i>A complex mechanism for a security protocol</i>
4	<i>A final entry on a list of impossible heists</i>
5	<i>A person who doesn't want to be easily found</i>
6	<i>A technological discovery the world may not be ready for</i>

d6	Locations
1	<i>A town assumed abandoned by everyone</i>
2	<i>A compound that technically doesn't exist</i>
3	<i>A company headquarters that is acting as a front</i>
4	<i>An experimental laboratory of questionable ethics</i>
5	<i>An underground network of small, interconnected cave systems</i>
6	<i>A dark site hidden in plain view of the public</i>

d6	Antagonists
1	<i>A morally grey group with unexpected power</i>
2	<i>A rogue government agency with no oversight</i>
3	<i>A ghost of a memory of someone thought dead</i>
4	<i>A final will and testament with stipulations</i>
5	<i>A cipher found on a defunct IRC chat's logs</i>
6	<i>An urban legend that may prove to be true</i>

## ***MAKING A CHARACTER***

The characters in *HEIST* are pre-generated archetypes and already have their mechanical pieces in place. However, you choose the following:

- » *CORNERSTONE*: someone or something that has been important to you in the past or is important to you in the present. They can be beloved family, a dear friend, your favorite barista who always remembers your order, or anyone else in your life. It can also be trying to quit smoking, learning how to paint, or one last dance with your paramour.
- » *KEY NPC*: someone who is important to your life now.
- » *SPECIAL KIT*: a special item or set of skills particular to you.
- » *NAME*: what you go by and what the rest of the crew will call you. This doesn't have to be a legal name and can instead be an alias.

These are what make your character an individual and sets them apart from others with their skills.

Eventually, more things will go here.

# THE TACTICIAN

A firm commander in the heat of the moment, someone you can count on to have their wits about them when nothing seems like it can ever go right. The one who always has plans A through Q.

FIX ●○

FOX ●●

FLEECE ○○

FRAG ○○

Touchstone: Clay (*The Losers*)

## CORNERSTONE

You lost someone who was following your orders, in spite of all your planning.

*WHO WERE THEY AND WHAT HAPPENED?*

## KEY NPC

Someone deeply affected by the orders you once gave.

## TAKE

Something you once promised to a person you lost and miss.

## SPECIAL KIT

Several tracking bugs and a weapon that can precisely place them from a distance.

## SPECIAL MOVE

### *Clockwork*

Your plans are on strict time tables that, as long as they're met promptly, can allow room for a little extra wiggle room.

As long as the character in the scene before you achieved a partial success or better on their roll, you can *AID* someone and also take an action in the current scene.

## CINEMATIC DEATH

### *Final Commands*

Even in your final moments, you know your crew depends on and looks to you for guidance. But you can be wrong; you aren't infallible.

When you sacrifice yourself to save someone following your orders, you can grant them a *PERMANENT +1D WHEN THEY CARRY OUT YOUR PLANS*. Narrate notes and hints of what to do in key moments moving forward.

# THE TALKER

- FIX**    ○○ You use your words and actions to help position yourself and your crew where you need them to go in order to pull
- FOX**    ●● everything into place. If it doesn't work
- FLEECE** ●○ out? Just talk more and maybe faster.
- FRAG**    ○○

*Touchstone: Danny Ocean [Ocean's franchise]*

## **CORNERSTONE**

You're (in)famous for your many and varied exploits as a globe-trotting thief.

*WHAT IS THE THING YOU'RE TRYING TO STOP DOING?*

## **KEY NPC**

Someone you can have a normal life with, outside of crime.

## **TAKE**

A single trophy from the haul, something that looks innocuous to anyone not in the know.

## **SPECIAL KIT**

A little black notebooks full of contacts who owe you a favor.

## **SPECIAL MOVE**

*Talk Fast, Walk Faster*

You have a talent for keeping things fluid, working your way through your plans on the go.

If someone partially fails on a roll, you can step in to talk through the plan you have for making this work in your favor.

*ON A SUCCESS, YOU CAN REMOVE ONE TICK FROM THE ANTAGONISTS' CLOCK.*

## **CINEMATIC DEATH**

*Knew 'Em Back When*

You've made friends right alongside the enemies and your friends will have your back, or anyone you trusted.

When you find yourself in a jam you can't get out of and choose to be genuine, you can pass on your little black book to another with the instruction "tell them [your name] sent you".

That character can then use your book to *GAIN +1D TO A STAT OF YOUR CHOOSING.*



# THE IMPROV

Text.

FIX ○○

FOX ●●

FLEECE ○○

FRAG ●○

Touchstone: Gabriel (Swordfish)

## **CORNERSTONE**

You have something you believe in so deeply and honestly that you have made a crusade of it.

*WHAT IS THIS CAUSE AND HOW FAR HAVE YOU GONE FOR IT?*

## **KEY NPC**

Someone you think believes in your cause as much as you do.

## **TAKE**

An item that will push you forward to the next step of your crusade.

## **SPECIAL KIT**

Guns custom made for you that you are never without.

## **SPECIAL MOVE**

### *Where There's A Will*

Sometimes, your plans aren't quite enough and you have to turn to more... straightforward methods.

Once per session, you can use carefully manipulated chaos to *GAIN AN AUTOMATIC SUCCESS WHEN WORKING WITH A CROWD.*

## **CINEMATIC DEATH**

### *A Lonely Road*

If you have been disillusioned from your crusade, you can admit this to a character in the method of your choosing.

You give them the key to your final plans. Describe what that key is and its deeper meanings.

If that character believes in your cause, they gain the move

*WHERE THERE'S A WILL.*

# THE MACHINIST

Text.

FIX ●●

FOX ○○

FLEECE ○○

FRAG ●○

Touchstone: Mouse [The Matrix series]

## CORNERSTONE

Someone has been helping you temper your most extreme ideas and theories.

*WHO ARE THEY AND HOW DO THEY DISTRACT YOU?*

## KEY NPC

Someone or something you've created that has helped you realize a truth about yourself or your reality.

## TAKE

Something near impossible to obtain and key to your next design.

## SPECIAL KIT

A large bag of assorted specialized tools and ephemera

## SPECIAL MOVE

### *With A Bang*

You may not have a subtle method in but you always have something. It just generally happens to be very loud.

When using *FRAG* in a situation where it doesn't seem to be the best course of action, *TAKE +1D WHEN ROLLING*.

Describe how the noise made attracts attention.

## CINEMATIC DEATH

### *Save Yourself, I'll Hold Them Back*

This crew... no, your friends have put up with your wild ideas, potentially dangerous devices, and overpowered weapons. Time to give them something back.

At the time of your choosing, you can hand over something you've made to help protect them as they run. They are allowed to reroll any *FRAG* roll and take the best result for the duration of the scene.

Meanwhile, you *HOLD BACK ANY THREAT ON YOUR OWN AND GAIN A +2 TO THAT FRAG ROLL*.

# THE NERD

FIX ●● Text.

FOX ○○

FLEECE ●○

FRAG ○○

Touchstone: Jensen [The Losers]

## **CORNERSTONE**

Someone knows the serious reasons behind your often ridiculous actions without you explicitly revealing it to them.

*HOW DID THEY FIGURE THINGS OUT AND DO YOU TRUST THEM?*

## **KEY NPC**

Your gaming duo partner who works with an opposing group.

## **TAKE**

Something exceptionally embarrassing completely expunged.

## **SPECIAL KIT**

A small, powerful, and easy to transport laptop custom built to your specifications

## **SPECIAL MOVE**

### *Don't Stop Believing*

You have a talent for being distracting as a cover for your work, sometimes even applying it to other situations and for other people.

When you do something as a distraction, describe it and *GAIN +1D ON YOUR ROLL AND GRANT SOMEONE ELSE +1D TO THEIR ROLL.*

## **CINEMATIC DEATH**

### *The Last Laugh*

Jokes can only cover your mistakes and insecurities for so long and your time is up. You can crack one final joke before taking things seriously and telling someone how you honestly appreciate them and everything they've done for you in your time together.

You *GRANT THEM +1D TO FIX ROLLS* when they try to do anything they've seen you do.

# THE ENGINEER

Text.

FIX ●●

FOX ●○

FLEECE ○○

FRAG ○○

Touchstone: Nine Ball (Ocean's 8)

## CORNERSTONE

There's someone you need to keep safe and relatively out of trouble, despite all the trouble you tend to get yourself into.

WHAT IS THEIR RELATIONSHIP TO YOU AND WHO DO THEY EMULATE?

## KEY NPC

Someone you're unofficially mentoring.

## TAKE

Enough to keep you and yours well off for a while.

## SPECIAL KIT

An apparently novelty piece of hardware that you are incredibly proficient with

## SPECIAL MOVE

### *I Know Someone*

Even when you don't have the tech skills needed to handle something on your own, you always know who someone who does and can get you what you need.

Once per session, you can MAKE AN NPC. Describe them, their specialties, and how they help you and the crew.

TAKE +1D ON FIX ROLLS when they do.

## CINEMATIC DEATH

### *Still Telling Tales*

Everyone should have a contingency plan, yours is just more thorough than most.

When you can no longer be there to aid your partners from afar, you can set a dead man's switch. At a cinematically appropriate moment of yours and the table's choosing, reveal what it is and what it does to help with the heist.

It allows EITHER A CUMULATIVE +3D TO ROLLS OR TWO REROLLS.

# THE ASSASSIN

Text.

FIX ○○

FOX ●○

FLEECE ○○

FRAG ●●

Touchstone: Victoria Winslow (R.E.D.)

## CORNERSTONE

You have one great, irrational love in your life that you will never forget.

*WHO ARE OR WERE THEY, WHAT HAPPENED, AND WHERE ARE THEY NOW?*

## KEY NPC

Someone who knows what you do but has never judged you for it.

## TAKE

A window of peace and quiet in your favorite place.

## SPECIAL KIT

A body harness that can covertly secure any weapon within reason.

## SPECIAL MOVE

### *The Other Oldest Profession*

You excel in the art of killing in ways most people could never even dream of. You are like a master painter with your chosen implements.

When you use a signature weapon or unique strategy to take down a target, *GAIN +1D*.

## CINEMATIC DEATH

### *The Only Remaining Option*

You unfortunately can't solve everything with force or violence, despite your best efforts.

When you either run out of weapons or they prove to not be enough, you can sacrifice yourself to do what needs to be done.

Ask a character to fulfill a final wish in your honor. If they agree, you can *GIVE THEM YOUR SIGNATURE WEAPON* which will *GRANT THEM +1D TO FRAG ROLLS*.

# THE SPY

FIX ○○ *Text.*

FOX ○○

FLEECE ●○

FRAG ●●

*Touchstone: Lorraine Broughton (Atomic Blonde)*

## **CORNERSTONE**

Someone can see beyond your deceptions and manipulations to what you truly mean.

*WHEN WAS THE FIRST TIME THEY DID THIS AND HOW DID THEY SHOW YOU?*

## **KEY NPC**

Someone you've come to trust wholly, despite all evidence that you shouldn't.

## **TAKE**

A truth not even your skills has been able to uncover.

## **SPECIAL KIT**

A set of lethal tools that can be easily concealed and carried.

## **SPECIAL MOVE**

### *Looks That Kill*

You know that your words, looks, and general demeanor can be the perfect way to set up any kind of tactical move and give your associates a decided advantage.

You can choose to assist by rolling *FLEECE* to *GRANT +1D TO ANY 3 FRAG ROLLS* made after and in the same scene.

## **CINEMATIC DEATH**

### *Best Kept Secrets*

A death can reveal as much and more than someone alive and you know that better than most.

When you sacrifice yourself, you can have a cache of information delivered to a person of your choosing. The cache will reveal who you truly are and *GRANT +1D TO ANY FLEECE ROLLS*.

Describe the information, how you gained it, and how it compromises who it affects.

# THE SLEEPER

Text.

FIX ●○

FOX ○○

FLEECE ○○

FRAG ●●

Touchstone: Bucky Barnes (Captain America: The Winter Soldier)

## CORNERSTONE

Someone knew you before you became what you are now and carries that truth.

*HAVE THEY TOLD YOU THE TRUTH YET AND DO THEY PLAN TO?*

## KEY NPC

Someone who has grown to pity or empathize with you.

## TAKE

The truth about what you've done.

## SPECIAL KIT

The ability to suppress your emotions and use anything as a tool of destruction.

## SPECIAL MOVE

### *Heartless*

You have been changed, through either programming, choice, or some other insidious method, into a perfect killer.

When you allow yourself to tap into this horrific near-machine state, declare a simple goal.

*TAKE +1D TO EITHER FRAG OR FIX ROLLS* until someone pulls you out of that state. Until that happens, you move with a single-minded focus to you declared goal.

## CINEMATIC DEATH

### *A Good Day To Die*

You are a broken thing and you realize that but you have felt what you think humanity is for the first time you can remember. This final sacrifice is a way to hold onto that.

When you put yourself between someone and a potential danger to them, describe a simple moment you shared as a flashback.

When they remember and describe a moment like it, they are *GRANTED +1D TO FIX ROLLS*.

# **THE PUPPETEER**

Text.

FIX ○○

FOX ●○

FLEECE ●●

FRAG ○○

Touchstone: Debbie Ocean (Ocean's 8)

## **CORNERSTONE**

You learned to run a con early in life and honed it to perfection.

*WHO TAUGHT YOU, WAS IT INTENTIONAL, AND WHAT DO THEY THINK ABOUT WHERE YOU HAVE ENDED UP?*

## **KEY NPC**

Someone who works against you but is almost as close as family.

## **TAKE**

Something selfish that you roll into the heist.

## **SPECIAL KIT**

Odds and ends capable of cobbling together a disguise.

## **SPECIAL MOVE**

### *Right On Cue*

Your plans often have deeper plans hidden within them, keeping the true final score, the path there, and all the players involved obfuscated from everyone else.

Three times per session, you can decide an action or roll is essential to the wider plan. This includes creating a new scene and introducing a new element. When you do this, *YOU CAN AID IN THE ACTION AS WELL AS MAKE ONE OF YOUR OWN.*

## **CINEMATIC DEATH**

### *Fallen Spider*

Spiders shouldn't get caught up in their own traps but here you are.

When you recognize that you've been caught in your own web, you can admit defeat. When you do, *PASS A PIECE OF SALIENT ADVICE* to another player.

When they use or act on it, *THE FIXER CAN GIVE THEM ADDITIONAL INFORMATION*, you can help them with a roll, or anything else appropriate.



# THE BROKER

Fix ●○ *Text.*

Fox ○○

FLEECE ●●

FRAG ○○

*Touchstone: Buddy (Baby Driver)*

## **CORNERSTONE**

Someone who wants to keep you tethered to the more mundane world, rather than immersed in crime.

*WHAT IS THEIR RELATIONSHIP TO YOU AND WHEN DID THEY DECIDE THIS?*

## **KEY NPC**

Someone who provides you something you shouldn't have.

## **TAKE**

Time to weigh your options in life.

## **SPECIAL KIT**

An outfit capable of fitting in any situation.

## **SPECIAL MOVE**

*Say Pretty Please*

You have a little bit of know-how you can apply almost anytime, given the right incentive. Talk to the table about what buttons and pet peeves you press for each character before starting the game, with the full consent of the players involved. At any time during the game, you can push that pet peeve and *GRANT AN ADDITIONAL +1D WHEN HELPING*. Explain how.

## **CINEMATIC DEATH**

*Carry That Weight*

You haven't left behind a lot of value, mostly a lot of debts and more than a few enemies. However, you have a bug-out cache that you can give the location of to one person with your dying breath. In it are passports, credentials, clothes, and information for a single trusted contact who owes you several favors. Anyone who uses this can be *GRANTED A CUMULATIVE +3 ON ANY FLEECE OR FIX ROLLS*.

# **THE WIDOWER**

Text.

FIX ○○

FOX ○○

FLEECE ●●

FRAG ●○

Touchstone: Harry Hart (*Kingsman series*)

## **CORNERSTONE**

Someone who helps you decompress from the stressors of your field or work.

*WHO ARE THEY AND HOW DID THIS RELATIONSHIP START?*

## **KEY NPC**

Someone who willingly provides information for your vendettas.

## **TAKE**

Something to allow you a temporary reprieve.

## **SPECIAL KIT**

A mundane item that conceals a lethal weapon or a suite of gadgetry.

## **SPECIAL MOVE**

### *Service with a Smile*

You have somehow found a way to use your charm and lethality almost interchangeably. You can substitute *FLEECE* for *FRAG* when rolling if you kill with style.

Describe the scene and also *GAIN +1D WHEN USING EITHER FLEECE OR FRAG* against someone who saw the scene.

## **CINEMATIC DEATH**

### *In My Stead*

You will always have things left unfinished, no matter how long you attempt to tie them up.

Pick one character and, on your death bed, ask them to conclude a vendetta for you.

Hand over a signature or meaningful weapon, which *GRANTS +1 TO FRAG ROLLS*.

# THE INSIDER

Text.

FIX ○○

FOX ●○

FLEECE ●○

FRAG ●○

Touchstone: Frankie Sutton [Set It Off]

## CORNERSTONE

You were wronged in some way by your previous employers, which lead to this heist.

WHAT WAS DONE TO YOU AND WHAT IS THE MOTIVATION BEHIND THIS HEIST?

## KEY NPC

Someone you have been lying to about what happened with your previous employers.

## TAKE

Something you thought you would never have again.

## SPECIAL KIT

a tattered book of all rules of conduct, uniforms, operations guides, safety protocols, clearances, codes, and anything else necessary from your former employer.

## SPECIAL MOVE

### Protocol

There are standard operating procedures with any job and you're still intimately familiar with the ones from yours.

Whenever you are working from knowledge of protocols and operating procedure from your previous employment, GAIN +1D.

## CINEMATIC DEATH

### Sorry To Have Bothered You

You didn't quite know what you were getting into by starting this but you can make it right.

When you realize that your actions have put your crew in an impossible-to-escape situation, you can make an opening for them by placing yourself directly in harm's way.

You PASS ON YOUR SPECIAL KIT to the character who had the least faith in you.

# THE TOURIST

Fix ○○○ *Text.*

Fox ●●●

FLEECE ○○○

FRAG ○○○

*Touchstone: Saito (Inception)*

## **CORNERSTONE**

Despite all warnings not to, you came on this mission due to some deeply vested interest.

*WHAT IS IT AND WHY IS IT SO IMPORTANT TO YOU?*

## **KEY NPC**

Someone who doesn't know how tied they are to you and the mission.

## **TAKE**

A successfully completed mission.

## **SPECIAL KIT**

None.

## **SPECIAL MOVE**

### *A Simple Question*

You aren't as knowledgeable about this world as the professionals surrounding you. You need to ask questions, however elementary they might seem to everyone else, and their explanations need to be in layman's terms.

Whenever you want, you can *BUILD THE MYTHOS OF THE WORLD BY ASKING A SIMPLE QUESTION*. When this happens, ask to stop play, present your idea, and discuss it as a full table.

When you reach an agreement, resume play and roleplay the layman's explanation.

## **CINEMATIC DEATH**

### *What You Give*

You realize that you've hindered more than you've helped, despite your best efforts to the contrary.

When you admit that maybe you shouldn't have come along after all, you can *PASS ON A KEY COMPONENT* to completing the mission. This could be deeply personal information about a target, the coordinates to a secret cache, or a literal key.

# QUICK REFERENCE GUIDE

<b>FIX</b>	<b>FOX</b>	<b>FLEECE</b>	<b>FRAG</b>
know tech, use its advantages	outwit & out-think others	talk fast & be charming	physicality & fighting
PRIMARY STAT	PRIMARY STAT	PRIMARY STAT	PRIMARY STAT
FOR THE TECH	FOR THE MASTERMIND	FOR THE FACE	FOR THE WET WORK

## ROLL Xd6

where X is stat used  
+1d6 if someone used AID

When rolling with 0 in Stat, take lowest result. Aid gives +1d6 to any one roll & uses action for the scene.

## ROLL RESULTS

### Critical Failure

[double 1s]

Antagonist Clock advances 6 ticks.

*OVERRIDES ANY SUCCESSES IN THE ROLL.*

### Partial Failure

[1-3]

Antagonist Clock advances 4 ticks.

### Success

[6]

Antagonist Clock doesn't advance or retreat.

### Partial Success

[4-5]

Antagonist Clock advances 2 ticks.

### Critical Success

[double 6s]

Antagonist Clock retreats 2 ticks.

## ANTAGONIST CLOCK

*Advances with:*

Critical Failure

Partial Failure

Partial Success

Some Special Moves

Some Cinematic Deaths

Table Agreement

*Retreats with:*

Critical Success

Some Special Moves

Some Cinematic Deaths

Go Off Script

Take The Fall

Table Agreement

### Go Off Script

[do something the Antagonist doesn't expect]

Success removes 1 tick; Critical Success removes 2.

Can have consequences for a failure if the table agrees.

### Take the Fall

[player agrees to remove character from play]

Use Cinematic Death immediately as normal.

Advance Antagonist Clock by 1 tick if joining.