

H E I S T

Get Rich Or Die Trying

*A Forged in the Dark Game
made for single sessions
by Allie Bustion.*

Playtest Document

v1.2

[Playtest Feedback Form](#)

[Patreon](#) | [itch.io](#) | [Twitter](#)

TABLE OF CONTENTS

About the Game

Table of Contents	3
Changelog	4
Premise	5
Touchstones	5
Necessary Materials	5
Base Expectations	6

How to Play

About Playtesting	6
Structure of Play	7
The Mechanics	9
How to Roll	9
Antagonist Clock	10
Cinematic Deaths	11

The Missions

Gold Missions	12
Guts Missions	13
Glory Missions	14
Playing the Fixer	15
The Mission Details	16
The Contacts	17

The Cast

Making a Character	18
Playing a Mastermind	19
The Tactician	20
The Talker	21
The Improv	22
Playing a Tech	23
The Machinist	24
The Nerd	25
The Engineer	26
Playing a Wet Work	27
The Assassin	28
The Spy	29
The Sleeper	30
Playing a Face	31
The Puppeteer	32
The Broker	33
The Widower	34
Playing Others	35
The Insider	36
The Tourist	37

CHANGELOG

v1.2: 2 Fast 2 Playtest

A few things in this needed some sprucing to help make the document overall more accessible to everyone

» Rearranged text boxes.

This is so things flow better for screen readers. There's no visual change.

» Added a Table of Contents.

I mean, it needed one tho... This will eventually link to titles throughout the document to make digital perusal and reference easier.

» Made separate character and missions sheets.

I realized these weren't separated out into their own doc for easier printing and reference so they are now. I needed to do it for myself for PAX Unplugged so it's also here. They're still half-sheet-sized.

» Made a general quick ref sheet.

I felt like this really needed a quick ref sheet so mechanics and what does what when is a faster find (especially for cons and online games). So here we are. With a quick ref sheet.

» Made a section explaining the Cinematic Death mechanic.

So I guess I never actually wrote this down in a coherent way and had just been explaining it to people as needed instead of, you know, making sure it would stay consistent. Uhhh... my bad.

» General word shuffle.

Some words worked better in some places than the other words I had there so I changed them because I can do that? I can do that. Yeah...

This is likely going to be one of the last updates until I can get things like finalized text after more playtesting, art, and the like. We'll see if anything big needs some massaging.



This work is based on [Blades in the Dark](#), product of One Seven Design, developed and authored by John Harper, and licensed for our use under the [Creative Commons Attribution 3.0 Unported license](#). [BLADES IN THE DARK™](#) is a trademark of ONE SEVEN DESIGN. The [FORGED IN THE DARK](#) LOGO is © ONE SEVEN DESIGN, and is used with permission.

PREMISE

You're one of a team cobbled together to steal something big. You'll all get something you want out of it in the end if you can make it out alive. Maybe even something you need. Here's hoping you live long enough to enjoy it.

TOUCHSTONES

This game calls on the aesthetics and tropes inherent to heist and spy media, particularly movies. Each playbook has a touchstone character to help inform a player of the tropes it's pulling from for play. This longer list can also be helpful.

Movie Franchises: *Ocean's*, *The Fast and the Furious*, *Mission: Impossible*, *Kingsman*, *The Matrix*, *R.E.D.*, *Charlie's Angels*

Individual Movies: *Gone in 60 Seconds*, *Baby Driver*, *The Shape of Water*, *Swordfish*, *The Losers*, *Atomic Blonde*, *Set It Off*, *Inception*

Anime: *Lupin the 3rd*, *Cowboy Bebop*

[Spotify Playlist](#)

NECESSARY MATERIALS

HEIST is a game made to be played in a single session and will need the following for play:

- » the Game Rules (what you're currently reading)
- » the Cast Catalog, which has in-depth overviews of each character playbook (in progress)
- » the Character Cards, which serve as a quick reference guide during play (in progress)
- » something to write on and write with
- » a pair of d6 dice for each player, though more may be helpful
- » 3-6 people total
- » a space to play, either physical or virtual
- » approximately 2-3 hours

BASE EXPECTATIONS

While *H E I S T* should have a conversation that occurs before a session begins that goes through what a game will and will not contain, here is a list of what could come up during a session:

- » Violence, graphic and otherwise, towards adults
- » Personal traumas which may have auditory, visual, or olfactory triggers
- » Vehicular accidents and "accidents"
- » Violence along lines of marginalization
- » Situations based on recent events, which may have unforeseen effects on those at the table
- » Prejudices which characters may act upon
- » [more may go here]

This list is far from exhaustive and may grow between versions as testing and new players show what could be a concern for those at the table. Remember to always discuss what may be problematic at your individual table and not to grill players about these potential triggers: if they don't wish to disclose a full personal history, they are not obligated to.

ABOUT PLAYTESTING

Because this is a playtest, I would really appreciate feedback on how your play sessions go. You can ask players to use the link from the front cover individually or submit the feedback from the full group. The feedback form can be found [here](#).

STRUCTURE OF PLAY

1. Set expectations, talk about the kind of content you do or don't want to see at the table, and generally talk about personal boundaries. Look into the [X-Card](#), [Lines and Veils](#), and the [TTRPG Safety Toolkit](#).
2. Select a Mission type: *GOLD*, *GUTS*, or *GLORY*.
3. Each player chooses an archetype to play at the start of the game. Go through the *CAST CATALOG* or *CAST CARDS* then take the *CAST CARD* you want to play.
4. Decide on a *NAME*, *CORNERSTONE*, *KEY NPC*, and *SPECIAL KIT* for your character. Write this down.
5. One player is *THE FIXER*, the facilitator for the game. Take *THE FIXER* card.
6. Select or roll for a *HAUL*, *LOCATION*, and *ANTAGONIST* based on your *MISSION* type. You can also create your own or modify an existing one.
7. Each player decides on a *TAKE* for their member of the *CAST*, something they gain from a successful mission. Write this down.
8. *THE FIXER* will ask a series of questions about what brought the group together. Roleplay through meeting, be it for the first time or just to come together to make this score happen. Highlight the skills and eccentricities of each of the *CAST*.
9. Come up with the first step of the plan to get the *HAUL*. The plan doesn't have to be detailed, simply an idea of where the group starts and the situation they are in. *ROLL 3D6*:
 - » ON A CRITICAL FAILURE (DOUBLE 1S), *absolutely nothing about this job is what you planned for* and you're already on the back foot. Discuss what this looks like, what it means, and what was so drastically different than expected. If you like, roll on any or all of the situation tables again.
 - » ON A 1-3, *the crew starts off in a bad situation* and you're going to have to work to get things moving smoothly. As a table, discuss what this looks like and where things started going wrong.
 - » ON A 4-5, *the crew is in a pretty okay place*. Things might be a little off-kilter but it's going mostly to plan. As a table, discuss what this looks like and what caused you to stumble (but not fall).
 - » ON A 6, *everything is going exactly as planned* and the

crew can move on to their next step as planned.

- » ON A CRITICAL SUCCESS (DOUBLE 6s), *everything is coming up you* and you're in an even better place than you could have possibly imagined! As a table, describe your advantages and how you make use of them.

10. As play continues, navigate the situation and try to attain the *HAUL* while avoiding the *ANTAGONISTS*. Each player can make one roll or *AID* once per scene. For more on roll mechanics, see the next page.

11. Play until the crew takes the *HAUL* and makes it out, the *ANTAGONISTS* catch everyone, or there is no one left to carry on the *MISSION*. This is when the game ends.

12. As the game ends, each player can have an *EPILOGUE*. If the crew managed to take the *HAUL*, narrate them getting their *TAKE* and how it relates back to their *CORNERSTONE*. If not, narrate how they handle this failure with their *CORNERSTONE*.

THE MECHANICS

Unlike most *FORGED IN THE DARK* games, there are only four key stats in *HE I S T: FIX, FOX, FLEECE, and FRAG*.

- » *FIX* is the ability to interact with and understand the sciences and technology to use them to your advantage. It's the primary stat for the *TECH* archetypes.
- » *FOX* is the ability to outwit others and understand what is happening around you. It's the primary stat for the *MASTERMIND* archetypes.
- » *FLEECE* is the ability to talk fast and be charming, using your words and ways to manipulate. It's the primary stat for the *FACE* archetypes.
- » *FRAG* is physical and fighting abilities, how one forcefully and violently interact with the world. It's the primary stat for the *WET WORK* archetypes.

HOW TO ROLL

HE I S T is a *FORGED IN THE DARK* game and, as such, uses similar rolling mechanics to [BLADES IN THE DARK](#).

Whenever an action could have an important but unpredictable outcome, make a roll. Roll $Xd6$, where X is a stat of the player's choosing. Anyone at the table can help guide which stat to roll by judging what the aim is based on the situation and a description of what they hope to achieve.

When you try to roll with a stat you have 0 in, roll $2d6$ and take lowest number as your result.

Any player within a scene can *AID* in a roll by giving a player a die. If you *AID* in someone else's roll, you cannot take another action unless a *SPECIAL MOVE* allows you to do otherwise.

To figure out what a roll means, use the following as a guide.

- » **CRITICAL FAILURE (DOUBLE 1s):** *Something went very wrong.* Narrate what this looks like, what it means, and who noticed. *THE ANTAGONIST'S CLOCK ADVANCES 6 TICKS.* Critical Failures override any successes in the same roll.
- » **PARTIAL FAILURE (1-3):** *You didn't accomplish your goal and may have attracted attention.* Narrate what this looks like and where things started going wrong. You can do something to recover from this. *THE ANTAGONIST'S CLOCK ADVANCES 4 TICKS.*
- » **PARTIAL SUCCESS (4-5):** *You achieve your goal with some*

work. Things might be a little off-kilter but it's going mostly to plan. Narrate what this looks like and what caused you to stumble. *THE ANTAGONIST'S CLOCK ADVANCES 2 TICKS.*

- » **SUCCESS (6):** *You do exactly what you planned to and nothing unexpected comes to pass from it. THE ANTAGONIST'S CLOCK NEITHER ADVANCES OR RETREATS.*
- » **CRITICAL SUCCESS (DOUBLE 6S):** *You did even better than expected and you gain the advantage. Narrate what helped you in the moment and what it gives you. THE ANTAGONIST'S CLOCK RETREATS 2 TICKS.*

ANTAGONIST CLOCK

It's not a good movie if you aren't racing against the clock; in this game, it's literal. The *ANTAGONISTS* for your Mission have a 12-tick clock that measures how close they are to you. The clock can gain ticks by:

- » Getting a *CRITICAL FAILURE*, *PARTIAL FAILURE*, or *PARTIAL SUCCESS* on a roll.
- » It's dictated by a *SPECIAL MOVE* or *CINEMATIC DEATH*.
- » Deciding as a table that the clock should advance due to the story you're creating together.

Your actions can also push back the *ANTAGONIST CLOCK* with the following:

- » Getting a *CRITICAL SUCCESS* on a roll.
- » It's dictated by a *SPECIAL MOVE* or *CINEMATIC DEATH*.
- » Deciding as a table that the clock should retreat due to the story you're creating together.

THE FIXER can keep the clock secret if they wish but, as this is a collaborative storytelling effort, it's suggested that the *ANTAGONIST CLOCK* is in the open at the table.

When the *ANTAGONIST CLOCK* fills, the crew has a few options to choose from:

- » *GO OFF SCRIPT* and throw them off your trail. This can be a face to face meeting where you frustratingly slip their grasp, a fake heist setup with just enough breadcrumbs to confound them, or anything else you can imagine. Narrate this scene together as a group, having everyone make a roll for their action. A *SUCCESS* removes 1 tick while a *CRITICAL SUCCESS* removes 2. This roll can have consequences for a failure if the table agrees it does but does not have to escalate the situation.

- » *HAVE SOMEONE TAKE THE FALL*. Work together of character but allow room for potential dissent in character. Does the *MASTERMIND* leave the *WET WORK* out to dry and tell them that's just how this business is? Is the *TECH* upset about that? Does the *INSIDER* agree to go down for everything the group has done, only to be hopefully rescued in a sequel? Has the *FACE* already decided they're on their own now? If the character taking the fall agrees to, they can use their *CINEMATIC DEATH* action. Otherwise, they can choose to help the *ANTAGONISTS*, which will *ADD 1 TICK* their clock. That player then picks a new character to play from the remainder of the *CAST CATALOG* and introduces that character in the next scene.
- » A *SPECIAL MOVE* may also give you options for avoiding the *ANTAGONISTS*.

CINEMATIC DEATHS

Because *HEIST* is built for single session play, there are no wound or healing mechanics. Instead, a character can take any number of injuries that have as much or as little impact on the situation as seems fictionally appropriate to the table.

Instead, *HEIST* uses *CINEMATIC DEATHS*. Each playbook has its own and describes how it's used. At a time of the player's choosing, they can activate their *CINEMATIC DEATH* to allow the rest of the group to escape a sticky situation, create an opening that couldn't exist otherwise, decrease the *ANTAGONIST CLOCK*, leave the game due to other commitments, just to try it out, or anything else that seems fitting and crops up during a session. You could even have everyone use theirs at the end of the session to really go out with a bang.

If the player wishes to remain a part of the continuing game but has used their *CINEMATIC DEATH*, they can simply make a new character using any of the remaining playbooks. Introduce that character in the next scene after you've finished by having another *CHARACTER* or *THE FIXER* call you in. Think about who possibly knows you and how or how you've learned about the mission underway.

The same methods can also be used for pulling in new players if you decide to have a session that allows players to drop in and out on the fly.

[Further advice about using Cinematic Deaths here?]

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.

d6	Hauls
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>

d6	Haul Locations
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>

d6	Antagonists
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.

d6	Hauls
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>

d6	Haul Locations
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>

d6	Antagonists
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	Haul 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>

PLAYING THE FIXER

THE FIXER is the mediator of the game, helping the group as a whole tell your stories and weave them together. Here's some goals, advice, and things to remember during play.

GOALS

- » Work with the players to build an entertaining world.
Like other Forged in the Dark games, H E I S T is about working collaboratively to build something you wouldn't have been capable of apart and that extends to the world. This world doesn't need to be realistic, overly cartoonish, or stuffed full of tropes. It merely needs to be the thing that most brings all of you joy. That's the primary reason you're playing this: to have some fun.
- » Keep things moving ever forward.
Text.
- » Hold lightly, feel deeply.
Text.
- » More stuff here?
Text.

WHEN PLAYERS DON'T BUY IN

- » Text goes here.

THE CONTACTS

NAME _____

CONNECTED TO _____

DETAILS _____

NOTES _____

NAME _____

CONNECTED TO _____

DETAILS _____

NOTES _____

NAME _____

CONNECTED TO _____

DETAILS _____

NOTES _____

NAME _____

CONNECTED TO _____

DETAILS _____

NOTES _____

MAKING A CHARACTER

The characters in *H E I S T* are pre-generated archetypes and already have their mechanical pieces in place. However, you create 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 more abstract, like 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. Much like a Cornerstone, they are someone important to you in this current moment. They can hold the same sort of emotional importance or they can simply be someone with valuable skills.
- » *SPECIAL KIT*: a special item or set of skills particular to you, a signature item either to your field or, more likely, to you specifically. Anyone who sees it can immediately identify it as yours. Maybe it's from wear and tear, maybe it's a small stamp, or maybe your name is emblazoned across the surface.
- » *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. Everyone in these sorts of media always has a million names.

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

[Eventually, more things will go here.]

PLAYING A MASTERMIND

Stuff goes here about the over-class and what it's like.

Stuff goes here about what each archetype is like.

Stuff goes here with possible names maybe?

Stuff goes here with other important info.

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 everything into place. If it doesn't work out? Just talk more and maybe faster.*
- FOX** ●●
- FLEECE** ●○
- 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.

PLAYING A TECH

Stuff goes here about the over-class and what it's like.

Stuff goes here about what each archetype is like.

Stuff goes here with possible names maybe?

Stuff goes here with other important info.

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.

PLAYING A WET WORK

Stuff goes here about the over-class and what it's like.

Stuff goes here about what each archetype is like.

Stuff goes here with possible names maybe?

Stuff goes here with other important info.

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*.

PLAYING A FACE

Stuff goes here about the over-class and what it's like.

Stuff goes here about what each archetype is like.

Stuff goes here with possible names maybe?

Stuff goes here with other important info.

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 is *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*.

PLAYING OTHERS

Stuff goes here about the over-class and what it's like.

Stuff goes here about what each archetype is like.

Stuff goes here with possible names maybe?

Stuff goes here with other important info.

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.

Allie Bustion/Mad Pierrot Games, 2019.

[Patreon](#) | [itch.io](#) | [Twitter](#)