

REBELS & RENEGADES

STEAL THIS GAME!

A LASERS & FEELINGS HACK

GM: CREATE A HEIST
 ROLL, CHOOSE FROM THE TABLES BELOW,
 OR MAKE YOUR OWN!

YOUR TARGET...

- SOME BILLIONARE ASSHOLE
- A CORRUPT POLITICIAN
- A CULT LEADER
- A RIGHT-WING TALKING HEAD
- THE COPS
- A COLONIALIST MUSEUM

HAS A LOT OF...

- MONEY
- BLOOD-SOAKED CREDIBILITY
- UNEARNED POWER
- STOLEN GOODS
- POLITICAL INFLUENCE
- MILITARY TECH

IN THE BLACK

AS A GROUP, CHOOSE TWO STRENGTHS FOR YOUR CREW: ALWAYS PREPARED, PERFECT ESCAPE PLANS, GRAB TWO FOR THE PRICE OF ONE, WALTZES THROUGH SECURITY, DEATHPROOF, KNOWS THE LOCAL SCENE, HIGHLY INFLUENTIAL PATRON, OR ASSISTED BY AI.

IN THE RED

NOW PICK ONE WEAKNESS: A LITTLE TOO FAMOUS (SOMEONE IS GUARANTEED TO RECOGNIZE YOU), PISSED OFF THE MAFIA (THEY'LL SHOW UP TO CAUSE TROUBLE), HAS FAMILY TO PROTECT (YOU'LL HAVE TO SAVE SOMEONE), YOUR HOT EX WANTS YOU BACK (AND THEY'LL HAVE TERRIBLE TIMING), OR UNRELIABLE CONFIDANT (SOMEONE SPILLS CRUCIAL INFO ABOUT YOUR PLANS).

LET'S ROLL SOME DICE!
 YOU'LL LEARN HOW IN THE MIDDLE.

YOU HAVE TWO STATS:

FOR **AESTHETIC** ROLL UNDER

FOR **ATTITUDE** ROLL OVER

WHEN YOU TAKE A RISK-LIKE BREAKING, BENDING, OR SKIRTING THE LAW—ROLL 1D6 TO SEE THE RESULTS. ROLL +1D IF YOU'RE MAKING A POINT OR +1D IF YOU'RE SHOWING OFF YOUR SKILLS.

0 - IF NONE OF YOUR DICE SUCCEED, YOUR PLAY GOES HAYWIRE. THE GM WILL TELL YOU EXACTLY HOW.

1 - IF ONE DICE SUCCEEDS, YOU MAKE IT BY THE SKIN OF YOUR TEETH. THE GM TAKES A TOLL IN A COMPLICATION, HARM, OR COST.

2 - IF TWO DICE SUCCEED, IT'S BUSINESS AS USUAL. YOU DO IT, AND DO IT WELL.

3 - IF THREE DICE SUCCEED, YOU'RE TOTALLY IN YOUR ELEMENT. THE GM PROVIDES AN ADDITIONAL EFFECT ACCORDINGLY.

HELP!

IF YOU WANT TO ASSIST SOMEONE ELSE, SAY HOW AND THEN MAKE A ROLL. ON A SUCCESS, THEY TAKE +1D.

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IF YOU ROLL YOUR NUMBER EXACTLY, YOU BALANCE AESTHETIC WITH ATTITUDE. YOU ASK THE GM A QUESTION AND THEY WILL ANSWER HONESTLY. SOME QUESTIONS -

WHAT ELSE CAN I GET AWAY WITH?
 WHO DOES THIS REALLY BELONG TO?
 WHAT DOES MY CREW NEED RIGHT NOW?
 WHAT'S THE MOST VALUABLE THING HERE?

THAT YOU WANT TO...

- STEAL
- EXPOSE TO THE PUBLIC
- RETURN TO RIGHTFUL OWNERS
- SUBVERT
- DESTROY
- MAKE USELESS

WHICH WILL...

- RESTORE JUSTICE
- MAKE THE WORLD UNDERSTAND
- SABOTAGE THE SURVEILLANCE STATE
- RUIN THE TARGET
- BRING IN NEW ALLIES
- GIVE YOU A CLEAN SLATE

PLAY TO SEE HOW YOUR THIEVES PULL OFF THEIR HEIST. PUT THE THREAT FRONT AND CENTER, GIVING THEM AS MANY RESOURCES AS THEY HAVE WEAKNESSES. EVERYONE WANTS A TIME TO SHINE, SO TELL YOUR PLAYERS WHAT'S ABOUT TO HAPPEN, THEN ASK HOW THEY REACT. ONLY ROLL WHEN THE SITUATION IS OUT OF THE ORDINARY: PICKPOCKETING A RANDOM PASSERBY PROBABLY DOESN'T NEED DICE, BUT BREAKING INTO A CAR COMPANY CEO'S PRIVATE VAULT ALMOST ALWAYS DOES.

EMBRACE FAILURE. TAILOR SITUATIONS TO CHARACTERS. ASK LOTS OF QUESTIONS. MOST IMPORTANTLY: HAVE FUN!

START HERE

WHAT HAPPENS WHEN THE BEST THIEVES IN THE WORLD GET TOGETHER? YOUR CREW. STEAL, HACK, ESCAPE CERTAIN DEATH—AND THAT'S JUST HOW YOU GRAB BREAKFAST EVERY MORNING. IF YOU TOPPLE CAPITALISM AND CORRUPT POLITICIANS ALONG THE WAY, SO MUCH THE BETTER. WHATEVER THE HEIST, NO MATTER THE CON, YOU'VE GOT THIS IN THE BAG.

ROGUE'S GALLERY - MAKE A THIEF

CHOOSE YOUR STYLE

DRESSED TO KILL, ALL IN BLACK, TECHNOPHILE, MANY DISGUISES, REVOLUTIONARY, SKIN TIGHT, SURPRISINGLY CASUAL, CANNOT BE PERCEIVED.

CHOOSE YOUR ROLE

HITTER, MASTERMIND, FACE, HACKER, SABOTEUR, INFILTRATOR, FORGER, DOPPLEGANGER.

CHOOSE YOUR NUMBER

FROM 2 TO 5. A HIGH NUMBER MEANS YOU HAVE MORE ATTITUDE - FLAUNT THE UNCONVENTIONAL, EMBARRASS YOUR RIVALS, GO BEYOND BELIEF, TURN THE TABLES - THE MORE IMPACT THE BETTER. A LOW NUMBER MEANS YOU HAVE MORE AESTHETIC - CHARM THE MASSES, STUN YOUR RIVALS, WALK INTO ANY ROOM AND DRAW EYES, FETCH A HIGH PRICE - THE MORE ATTENTION THE BETTER.

CHOOSE A NAME

THEN CHOOSE A CODE NAME, BECAUSE A LITTLE OPERATIONAL SECURITY GOES A LONG WAY.

YOU HAVE:

A CONVENIENT BAG OF EQUIPMENT, YOUR FAVORITE OUTFIT, A BOX FULL OF CALLING CARDS, AND AN IRONCLAD ALIBI.

PLAYER GOAL

GET YOUR THIEF INVOLVED IN A FUN, WILD HEIST WHERE EVERYONE MAKES OFF LIKE A BANDIT.

CHARACTER GOAL

CHOOSE ONE OR MAKE YOUR OWN. VENGEANCE SERVED COLD, BUY YOUR INDEPENDENCE, REDISTRIBUTE WEALTH, CHANGE THE BALANCE OF POWER, FIND A PATH TO RETIREMENT, OR BE THE BEST IN THE WORLD AT WHAT YOU DO.

NOW PICK YOUR STRENGTHS & WEAKNESSES
 THEY'RE ON THE LEFT.