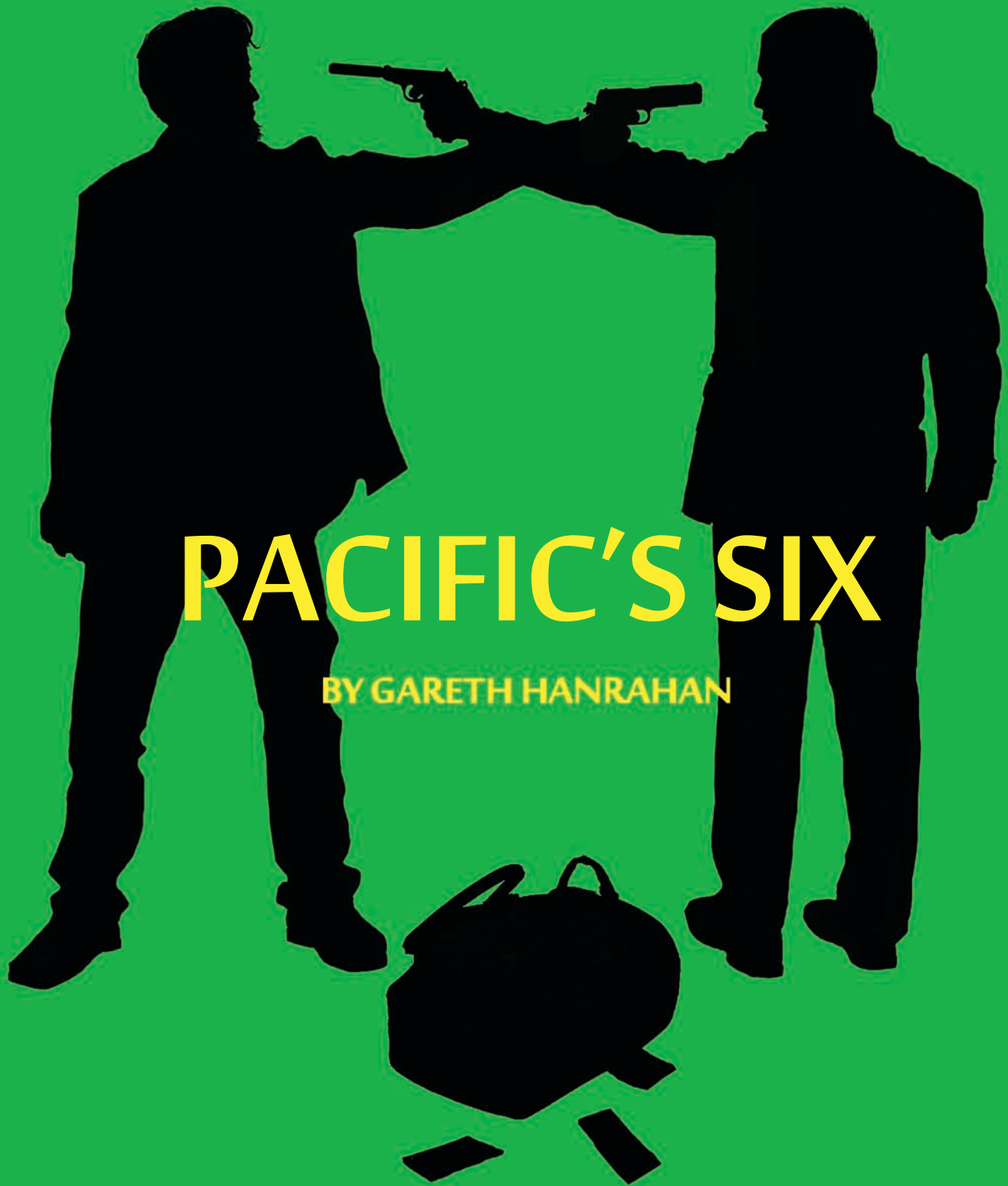


THE HEIST OF A LIFETIME, BUT WHO GETS THE LOOT?



# PACIFIC'S SIX

BY GARETH HANRAHAN

A setting for the **SKULDUGGERY** roleplaying game

# PACIFIC'S SIX

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## THE SETTING

The characters are expert thieves, working together on the heist of the century. The target is International Minerals, a rapacious mining and energy corporation. The characters need to break into the corporation's top-security vault and liberate the contents on behalf of their mysterious backer.

The game is divided into three phases – The Set-Up, The Heist and The Twist. This game is slightly more serious than the average Skulduggery game. Depending on your players and personal taste, it's easy to push it towards a light-hearted heist movie of charming criminals and clever schemes, or in the direction of a black comedy where everyone ends up pointing guns at each other.

## COLLECTIVE GOAL

Break into the secure vault of International Minerals and steal the contents, using the TRUESTONE file as blackmail to get out intact.

Greed is good! Note that three of the Resistance cards have Avarice as key temptation.

## RELATIONSHIPS

### Teller Zbriewski

*Muckraking Journalist*

**Personality:** Zbriewski is a bitter, angry man, combining the crusading spirit of a young journalist with the crabby, bile-fueled cynicism of an old editor. His exposes have brought down the great and powerful – if you can stick 'gate' onto something, he's covered it. He's not above working with criminals to get a scoop, and always protects his sources.

**Goals:** 1) Get a career-defining story 2) Get enough cash to fund his retirement

**Rebuff Trumps/Trumped By:** Charming/Eloquent

**Sample Favors:** 1) Get an invite to the IM fundraiser 2) Run a story in the newspaper 3) Pass on information about IM senior staff 4) Put the characters in touch with Natara Buyoya

**Abilities:** Appraisal 4, Attack (ferocity) 1, Craftsmanship (writing) 5, Defend (Vexation) 2, Driving 2, Eavesdropping 4, Etiquette 2, Gambling 3, Gossip 5, Knowledge (politics) 4, Management 2, Mischief (Distraction) 2, Mischief (Sleight of Hand) 1, Moxy 3, Perception 2, Persuade (glib) 4, Rebuff (contrary) 3, Stealth 3, Wealth 1.

### Clyde Marsden

*Crooked security guard*

**Personality:** Nervous and squeaky, Clyde's a low-ranking night watchman at International Minerals. He's greedy and in dire need of cash, after he fell for a get-rich-quick investment scheme that went wrong. Clyde doesn't not much about the inner workings of IM or the security arrangements in the vault area – he's just a doorman with a taser – but he's got an ear for gossip and can be bribed to look the other way.

**Goals:** 1) Get rich 2) Either keep his job at IM, or get enough money to retire.

**Rebuff Trumps/Trumped By:** Eloquent/Charming

**Sample Favors:** 1) Pass on information about IM senior staff 2) Smuggle equipment into the building 3) Let the characters in the side door.

### Character Tracker

Player	Character	Speciality	Key Temptation	Personal Goal
	Joe/Jan Pacific	<i>The lead</i>		Retire with the money
	Sadun/Seda Basar	<i>The thief</i>		Get Mossad off his back
	Louis/Louise Archer	<i>The safecracker</i>		Make an emotional connection
	Isiah/Ivory Cross	<i>The con man</i>		Share the payout with as few people as possible
	Fumio/Fumi Kasai	<i>The hacker</i>		Bring down Senator Busby
	Morgan/Miranda Winter	<i>The muscle</i>		Get revenge on Vig Groder

**Abilities:** Attack (strength) 2, Athletics 1, Defend (parry) 2, Driving 2, Eavesdropping 1, Management 2, Mechanic 2, Perception 3, Persuade (forthright) 1, Physician 1, Rebuff (wary) 2, Stealth 1

## 'Boris'

*Russian Mobster*

**Personality:** Boris isn't his real name, but it's the one on his fake passport. He's boisterous when drunk, but has a dark core of fatalism underneath his loud demeanor. He's ex-Speznaiz, now running the local branch of the Russian mafia. International Minerals does a lot of business in the former Soviet republics, and has an 'arrangement' with the mob, but Boris can still provide logistical support.

**Goals:** 1) Get paid 2) Keep his mob bosses happy

**Rebuff Trumps/Trumped By:** Obfuscatory/Forthright

## Skills

As Mischief is the heart of the heist, it's split into several specialties.

- **Hacking:** Computer shenanigans
- **Sleight-of-Hand:** Palming items, stealing etc
- **Security Systems:** Disabling security systems, cutting alarms
- **Distraction:** Sowing chaos, sabotage

**Flashbacks:** As an option, let players use flashbacks to set up unexpected resolutions to problems. The player makes the test as normal, and if successful, describes how he set himself up to succeed in advance. Instead of sneaking past a guard, the player reveals that he bribed the guard two days previously; instead of finding a way to unlock a door, the player reveals that his character has the necessary lockpicking tools in his pocket all along. The GM should charge a one-point levy for flashbacks that strain plausibility.

**Sample Favors:** 1) Launder cash or other valuables 2) Supply explosives, heavy weapons, firearms and vehicles 3) Tell the characters about Fred Posner's gambling problem 4) Provide a distraction for the police

**Abilities:** Appraisal 4, Athletics 3, Attack (cunning) 4, Defense (sure-footedness) 4, Driving 3, Eavesdropping 2, Gambling 3, Gossip 1, Management 2, Mechanic 4, Mischief (security systems) 2, Moxy 4, Perception 2, Persuade (intimidating) 3, Physician 3, Rebuff (penetrating) 3, Stealth 4, Wealth 3, Weaponmaster 4

## Danny Mattock

*Thief doing time*

**Personality:** Danny's in prison since 1998, ever since the bank job in Boston. He's still the best forger in the business, and he's somehow managed to keep a network of contacts going on the outside. There's still life in the old dog yet. These days, Danny's nervous about open spaces and is too institutionalized to ever leave prison and stay sane, but if the characters can smuggle in the tools he needs, he can forge any ID for them.

**Goals:** 1) Stay on the good books in prison 2) Participate vicariously in one last heist

**Rebuff Trumps/Trumped By:** Forthright/Obfuscatory

**Sample Favors:** 1) Forge identity cards or keys 2) Put the characters in touch with other specialists

**Abilities:** Appraisal 4, Athletics 1, Attack (finesse) 2, Craftsmanship (forgery) 8, Defense (Dodge) 3, Management 2, Mechanic 4, Mischief (security systems) 5, Mischief (sleight of hand) 4, Moxy 2, Perception 3, Persuade (charming) 2, Rebuff (lawyerly) 3, Stealth 3

## Jasmine Wilder

*Callgirl*

**Personality:** Wilder is a high-class escort. Many of her clients are senior executives in International Minerals, including Miles Black. Senator Busby, who is running on a platform of family values, never fails to insult her when they meet and the two loathe each other. The fact that he's a former client makes it rankle all the more.

**Goals:** 1) Maintain her reputation 2) Discredit Senator Busby

**Rebuff Trumps/Trumped By:** Intimidating/Glib



**Sample Favors:** 1) Pass on information about IM senior staff 2) Obtain an invite for the fundraiser 3) Help seduce or blackmail a target.

**Abilities:** Appraisal 2, Athletics 3, Attack (speed) 2, Defense (dodge) 3, Driving 2, Eavesdropping 3, Etiquette 5, Gossip 4, Management 4, Mischief (distraction) 4, Moxy 3, Perception 2, Persuade (charming) 5, Performance (acting) 4, Rebuff (pure-hearted) 3, Stealth 3, Wealth 4

**Dahrana Lee**

*Environmental Activist*

**Personality:** One of the most outspoken critics of International Minerals, Lee blames the corporation for a massive increase in the incidence of cancers and birth defects in her home village in Indonesia. She's travelled around the world, documenting the company's environmental damage. Now, she's in town to coordinate protests around the fundraiser for Senator Busby.

**Goals:** Bring down International Minerals.

**Rebuff Trumps/Trumped By:** Obfuscatory/Forthright

**Sample Favors:** 1) Provide background information about the company 2) Create a distraction

**Abilities:** Attack (caution) 1, Defense (intuition) 2, Driving 1, Eavesdropping 3, Gossip 3, Knowledge (international politics) 2, Management 1, Mischief (hacking) 4, Perception 2, Persuade (eloquent) 2, Physician 3, Rebuff (penetrating) 2, Stealth 1, Wealth 2

**OTHER SUPPORTING CHARACTERS**

**Miles Black**

*CEO & President*

**Personality:** Black turned International Minerals from a failing, second-rate oil extraction company into a multinational with its tentacles in everything from uranium to rare earth elements to biofuels. The corporation is his life and his singular obsession; he exists in symbiosis with it. Any attack on the company is an attack on him, personally, which is why the corporation responds so viciously to criticism.

He's sleeping with Holly Rayner and Jasmine Wilder.

**Goals:** 1) Rule International Minerals. 2) Protect Busby's reputation 3) Quietly eliminate Fred Posner. 4) Destroy its critics, like Dahrana Lee

**Downfall:** Arrogance

**Rebuff Trumps/Trumped By:** Eloquent/Charming

**Abilities:** Appraisal 3, Athletics 2, Attack (ferocity) 2, Defense (parry) 2, Eavesdropping 3, Etiquette 3, Gambling 1, Gossip 1, Management 6, Mechanic 2, Moxy 4, Perception 3, Persuade (glib) 4, Rebuff (wary) 4, Wealth 7

**Fred Posner**

*Old Executive*



**Personality:** Fred's a self-confessed dinosaur, out of touch with the modern marketplace. He dodders around the International Minerals offices, but everyone knows that his days are numbered. He's the Vice-President according to his letter-head, but Miles Black stripped away most of Fred's power years ago. He's clung on as a semi-ethical counterweight to Black's obsessive drive. Fred knows that Black's ambition could destroy the company if left completely unchecked.

Fred's got a serious gambling problem down at the Green Palm Casino.

**Goals:** 1) Protect International Minerals 2) Take Miles Black down a notch or three 3) Defend his position against Holly Rayner.

**Downfall:** Avarice

**Rebuff Trumps/Trumped By:** Forthright/Obfuscatory



**Abilities:** Appraisal 3, Attack (caution) 1, Defense (sure-footedness) 1, Driving 1, Etiquette 3, Gossip 2, Management 5, Moxy 3, Perception 2, Persuade (charming) 3, Rebuff (lawyerly) 4, Wealth 6

## Holly Rayner

*Young Executive*

**Personality:** A rising star within the company, Rayner caught Black's eye when she managed to find a loophole in an EPA case against a mine in Montana. Since then, she's quickly climbed the company ranks, helped by her office affair with Miles Black. She intends to replace either Miles Black or Fred Posner at the top within three years; Posner's more vulnerable, but she wants the top job more than anything else.

**Goals:** 1) Get leverage over Miles Black, Fred Posner and Senator Busby 2) Remove Jasmine Wilder from Miles' sphere of interest 3) Protect International Minerals

**Downfall:** Spite

**Rebuff Trumps/Trumped By:** Forthright/Obfuscatory

**Abilities:** Appraisal 4, Attack (speed) 2, Defense (vexation) 3, Eavesdropping 3, Etiquette 3, Gossip 4, Knowledge (mining industry) 3, Knowledge (law) 6, Management 5, Mischief (distraction) 3, Moxy 2, Perception 4, Persuade (charming) 4, Stealth 2, Rebuff (lawyerly) 3, Wealth 6

## Gary Henshaw

*Dying Executive*

**Personality:** Henshaw was diagnosed with an aggressive and rare form of cancer two years ago, and has only a few months left to live. He's in his mid-thirties, but looks much older. Before his illness, he was Black's right hand man and the mastermind behind TRUESTONE; since then, he's been marginalized in favor of Holly Rayner. Henshaw feels betrayed by his former friend, but his illness means he's in no position to take revenge. He's turned to religion since the diagnosis, thanks to the influence of Adriana Busby.

**Goals:** 1) Make sure he gets proper credit for TRUESTONE 2) Support Senator Busby

**Rebuff Trumps/Trumped By:** Charming/Eloquent

**Abilities:** Appraisal 3, Attack (caution) 1, Defense (parry) 1, Eavesdropping 2, Etiquette 3, Gossip 2, Knowledge (mining industry) 4, Management 5, Mischief (hacking)

4, Moxy 1, Perception 3, Persuade (forthright) 2, Rebuff (contrary) 3, Wealth 6

## Vig Groder

*Security Chief*

**Personality:** He looks like a shaved gorilla in an expensive suit. He's an ex-mercenary, who started off defending the company's oil fields in Africa. Black keeps Groder in reserve most of the time, and uses him for projects that may call for people being horribly maimed or acid-burned unidentifiable bodies ending up in dumpsters.

**Goals:** 1) Protect International Minerals 2) Eliminate anyone stupid enough to try stealing from the company

**Downfall:** Lust

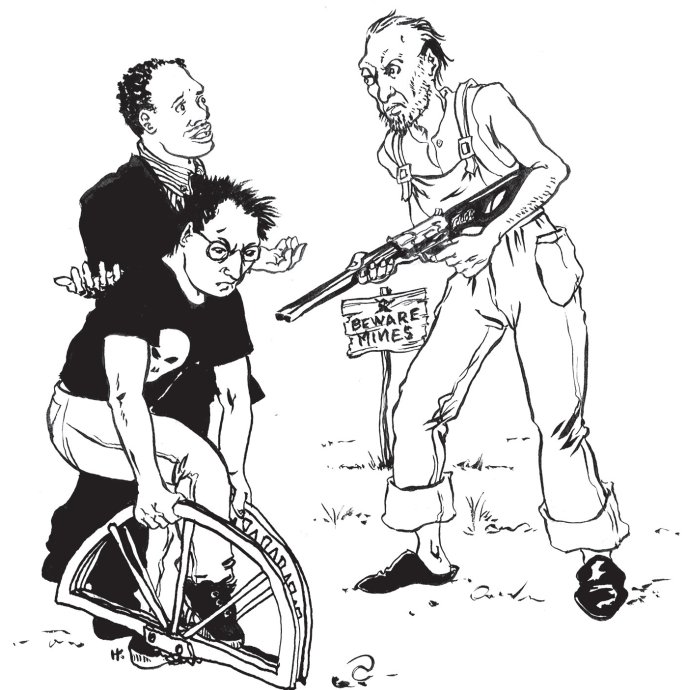
**Rebuff Trumps/Trumped By:** Eloquent/Charming

**Abilities:** Athletics 6, Attack (strength) 6, Defense (dodge) 4, Driving 4, Eavesdropping 2, Knowledge (mercenary business) 3, Management 2, Mechanic 3, Mischief (security systems) 4, Moxy 4, Perception 5, Persuade (intimidating) 3, Physician 3, Rebuff (wary) 4, Stealth 6, Weaponmaster 5

## August Krizanic

*Vault Designer*

**Personality:** Paranoid and eccentric, Krizanic lives in a trap-filled shack in the middle of nowhere, surrounded by landmines and security cameras. A former safecracker



and associate of Danny Mattock, he helped design the secure vault for International Minerals, although he does not know all of its security systems. He's psychologically unstable at the best of times, and can turn violent under pressure.

**Goals:** Prove himself better than any thief.

**Downfall:** Paranoia

**Rebuff Trumps/Trumped By:** Charming/Eloquent

**Abilities:** Appraisal 2, Attack (ferocity) 1, Craftsmanship (security systems) 8, Defense (caution) 1, Driving 1, Eavesdropping 2, Gambling 1, Knowledge (security systems) 6, Living Rough 3, Mechanic 5, Mischief (hacking), Mischief (security systems) 5, Perception 2, Persuade (obfuscatory) 1, Rebuff (contrary) 3 Stealth 1.

### Senator Busby

*Bought Politician*

**Personality:** Busby's a three-term senator and tipped to be the next chair of the Energy Committee. International Minerals is his major campaign sponsor and has poured millions of dollars into his career. He's got one eye on a presidential run, so he's on the look-out for ways to raise his profile and prove that he's not a corporate lapdog.

**Goals:** 1) Burnish his reputation 2) Fund his campaign

**Rebuff Trumps/Trumped By:** Glib/Intimidating

**Abilities:** Appraisal 2, Attack (strength) 1, Defense (intuition) 2, Eavesdropping 1, Etiquette 3, Gambling 2, Gossip 4, Knowledge (politics) 3, Knowledge (mining industry) 2, Management 4, Moxy 2, Perception 2, Performance (oratory) 3, Persuade (eloquent) 4, Rebuff (obtuse) 4, Wealth 5

### Adriana Busby

*Senator's Wife*

**Personality:** Adriana rubs her superior morality in the face of anyone around her. She pushed Busby into politics to begin with, and has provided most of his actual policies. She's highly religious and dislikes Black's amoral pursuit of profit at all costs, although that didn't stop her from taking the company's money. If she knew of the worst excesses of International Minerals, though, she would try to stop them.

**Goals:** 1) Get Busby elected 2) Secure election funding from International Minerals

**Rebuff Trumps/Trumped By:** Intimidating/Glib

**Abilities:** Appraisal 2, Attack (cunning) 2, Defense (misdirection) 1, Etiquette 4, Gossip 3, Knowledge (religion) 5, Management 3, Moxy 3, Perception 2, Persuade (forthright) 2, Rebuff (pure-hearted) 3, Wealth 3

### Wood and Stone

*FBI Agents*

**Personality:** These two G-Men come as a double-act; one's short and the other's tall, but otherwise they speak and act identically. They can be introduced into the game either as the Senator's bodyguards, or as a surveillance team watching Krizanic, or as a team investigating a crime committed by the PCs. Use them to build tension as they pursue the PCs.

**Goals:** Uphold the law.

**Rebuff Trumps/Trumped By:** Glib/Intimidating

**Abilities:** Athletics 4, Attack (caution) 3, Defense (parry) 2, Driving 3, Eavesdropping 4, Knowledge (law) 3, Management 3, Mechanic 4, Mischief (security systems) 2, Moxy 4, Perception 4, Persuade (obfuscatory) 2, Rebuff (obtuse) 2, Stealth 3

### Natare Buyoya

*African diplomat*

**Personality:** Earnest and forthright, Buyoya is a diplomat and lawyer from Burundi, here to negotiate with International Minerals for exploitation rights of his country's mineral reserves. He is aware of the company's questionable reputation, but no-one else has the expertise or the resources to make the extraction a viable operation. He's attending Senator Busby's fundraiser as a guest of the company.

**Goals:** Get a fair deal from the company.

**Rebuff Trumps/Trumped By:** Obfuscatory/Forthright

**Abilities:** Athletics 2, Attack (strength) 2, Defense (intuition) 2, Etiquette 2, Gossip 2, Knowledge (law) 3, Knowledge (mining industry) 3, Management 2, Perception 2, Performance (oratory) 1, Persuade (forthright) 2, Rebuff (penetrating) 2.

## Common Security Guard/Cop

Use these statistics for most of the guards in International Minerals, or for generic beat cops.

**Rebuff Trumps/Trumped By:** Glib/Intimidating

**Abilities:** Athletics 2, Attack (strength) 2, Defense (caution) 2, Driving 2, Knowledge (law) 1, Mechanic 2, Perception 1, Persuade (obfuscatory) 2, Rebuff (obtuse) 2, Stealth 1

## Elite Security Guard/SWAT

These guys are a lot more dangerous than their low-ranking counterparts – they show up when the alarm has been raised and it's clear that the secrets of International Minerals are in peril.

**Rebuff Trumps/Trumped By:** Forthright/Obfuscatory

**Abilities:** Athletics 3, Attack (finesse) 3, Defense (dodge) 3, Driving 3, Knowledge (law) 1, Mechanic 2, Perception 3, Persuade (intimidating) 2, Rebuff (lawyerly) 2, Stealth 4

## Names

### Male:

Mike Walberry  
David Toesham  
Herman Chretien  
Roberto Setser  
Lester Conwell  
Brent Mateo

### Female:

Suzanne Sherell  
Goldie Grunwald  
Isabella Santelini  
Elise Hunt  
Ursula Ackman  
Ola Adamczyk

## OPENER: THE CLIENT

The characters have all been hired by a mysterious client, referred to as 'The Backer'. They have not met this client – he or she communicates exclusively by phone and email.

The job is to break into the secure vault owned by International Minerals. The vault contains a computer server, and on that server is a file called TRUESTONE. Over the last ten years, International Minerals agents have crossed the world, searching for oil fields, mineral deposits and other resources. The TRUESTONE file represents the investment of millions of dollars, and charts the future direction of the company. It's the crown jewel.

The vault also contains millions in cash, gold bullion and diamonds, not to mention volumes of secure documents

that International Minerals would prefer to keep under lock and key.

The mysterious Backer's proposal is to bankroll the characters' break-in, and get them out of the vault. All they need to do is get in and email the TRUESTONE file to the Backer, and he or she will use it as blackmail material. They will need to get the file out of the computer and out of the vault – the vault blocks wifi and phone signals. Once the Backer has the file, the characters will be able to walk out of International Minerals carrying bags of swag, and the company won't touch them – the loss of TRUESTONE to their rivals would be the worse blow imaginable.

## International Minerals

The corporation headquarters is a towering skyscraper in the middle of downtown. It was built in the late 70s and renovated recently. Breaking into the headquarters is easy enough; getting into the secure section is harder. There are burglar alarms, and security cameras everywhere, and a pass code is needed to get past the reinforced door leading to the secure section.

In the secure section, there are motion-sensitive thermal cameras that automatically flag any movement after hours. The vault is in the basement of the secure section.

Miles Black, Fred Posner, Holly Rayner, Gary Henshaw, and Vig Groder all have keycards and valid iris patterns.

## The Vault

The vault is a cube of steel and concrete built to withstand an earthquake. There's only one door in, and to open that door you need to have two valid keycards and the right iris pattern. Anyone walking in front of the door triggers the cameras and alerts the guards. It's possible to blow or cut open the vault door, but that will take a lot of time and some hefty equipment.

If a keycard is reported missing, it is locked out of the system and cannot be used. All keycards are valid for ten days, and then they have to be changed. The rota is staggered – Black gets a new keycard on Day 1, Posner on Day 3, Rayner on Day 5, Henshaw on Day 7 and Groder on Day 9.

Inside, the vault contains a number of safes. The largest of these holds the TRUESTONE server with its own power supply. For security reasons, it's not networked. The other safes contain money, documents and treasure.





If an alarm is raised, or if the power fails, then the vault door slams shut and locks mechanically. The key to the vault is kept in a secure safe in Groder's office, and only Miles Black and Posner know the combination to this safe.

## Senator Busby's Fundraiser

In a few day's time, International Minerals is holding a high-profile fundraising cocktail party for Senator Busby. The party is being held inside the headquarter's conference centre. All the invitations have been sold out for months, but if the characters obtain one, they can use the party as cover – all sorts of socialites and strangers will be drifting in and out, and the security guards will be overstretched. It's the ideal time to put the heist into operation.

## The Set-Up

The first step is gathering information about the vault's defenses and the people involved.

**Fundraising Invitations:** Befriend the Busbys, steal one from another guest, forge one, sneak in as catering staff.



**Security Cameras:** Hacking into the International Materials intranet lets the characters obtain a map of the security cameras. They may also be able to erase the recordings or show faked images to the security guards.

**Secure Zone Door:** The characters need to obtain the passcode for this. Options include shadowing a guard, persuading someone to give it up, and using Mischief to bypass it.

**Thermal Sensors:** Case the secure area, or learn how to defeat thermal sensors. The sensors can be blocked by covering them with a room-temperature screen such

as a pane of glass, or by spraying the sensors with an adhesive like hairspray.

**Vault Structure:** Obtain architectural plans of the building, pretend to be a client of International Minerals, use Natara Buyoya as cover, track down and interview Krizanic.

**Keycards:** Five NPCs – Miles Black, Fred Posner, Holly Rayner, Gary Henshaw and Vig Groder – have keycards. The characters need two keycards. They can either steal two cards, or steal one and have Danny Mattock duplicate it.

**Iris Scan:** Only a single iris scan is needed. To obtain a high-quality three-dimensional image of a target's iris, the characters need to use a scanner device of their own. They have to either fool the target into looking into the scanner, or else drug the target and scan them while they are asleep. Alternatively, if the characters check records, they find out that Holly Rayner had laser surgery and that Vig Groder was treated for an eye injury – if they break into the hospital, they can obtain enough information to fool the scanner.

## Set-Up Complications

- The characters are spotted by the authorities, and have throw the police off their trail.
- One of the characters becomes emotionally involved with a NPC.
- The characters have to perform a smaller heist first, such as breaking into Krizanic's compound or smuggling forgery tools into Mattock's prison cell.

## The Heist

Next, the characters have to get into the International Minerals building, make their way past the guards and doors into the secure section, and then break into the vault. Easy, right?

In this section, the heist is best modelled as three separate Pooled Efforts Contests (see page 18). The GM should inflict levies or award boons at the start of each contest depending on the characters' preparations during The Set-Up.

If a character fails, he gets into trouble, as per the Heist Trouble table. The GM should either pick a penalty or substitute a more appropriate one for those listed as the situation dictates.

It's likely that the characters will split up during these scenes, with some hanging around the party, others sneaking through the corridors, and others in the vault.

Let the players communicate even if their characters can't.

**Getting into the International Minerals Building:**

Possibly using Senator Busby's soiree as cover, the characters infiltrate the International Minerals headquarters without being detected. They need to get past the door guards, possibly filch a keycard, and sneak out of the party without being noticed.

**Levies:** Not having an invitation, trying to smuggle bulky tools or weapons through the party.

**Boons:** Having tools or weapons in place already, creating a distraction at the fundraiser

**Getting into the secure section:** The characters need to open the locked doors into the secure section, bypass the security cameras and thermal sensors, sneak past any security guards, and make their way down to the vault entrance.

**Levies:** Not having the passcode, not knowing about the security arrangements.

**Boons:** Diverting the guards, already having a method for dealing with security systems.

**Breaking into the Vault:** The characters either need to have two keycards and an iris pattern, or else enough explosives and cutting tools to open the vault door.

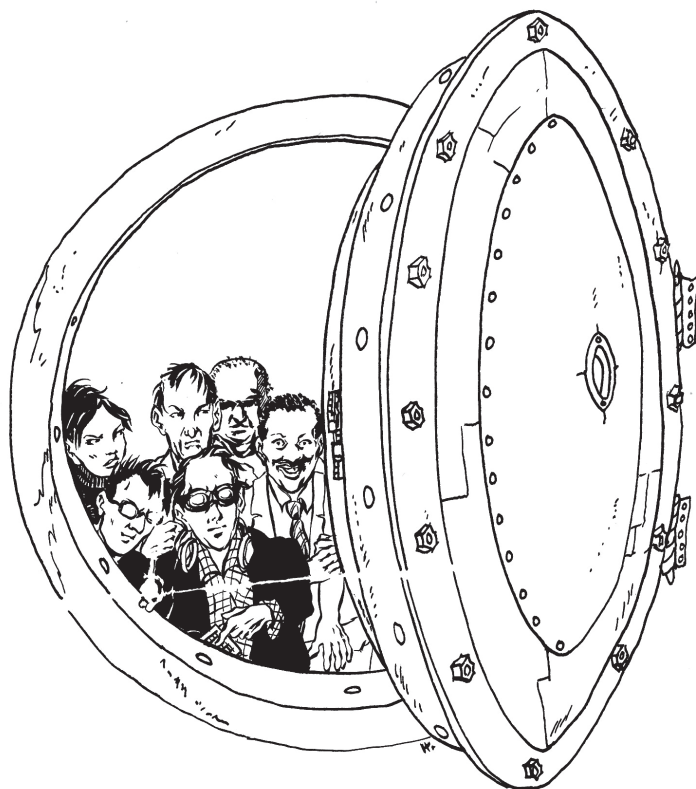
*Heist Trouble Table*

Character's Individual Failure	Group Result: Success	Group Result: Failure
Dismal	<ul style="list-style-type: none"> <li>Security guards realize something's up</li> <li>The character loses a key tool or item</li> <li>The character is trapped and cannot move without setting off an alarm</li> <li>1 Injury</li> </ul>	<ul style="list-style-type: none"> <li>The alarm is raised; the security guards know that someone is trying to break into the vault</li> <li>The character runs into an armed guard and has to fight or flee</li> <li>2 Injuries</li> </ul>
Routine	<ul style="list-style-type: none"> <li>The character leaves physical evidence of his presence behind</li> <li>The security guards become more suspicious</li> </ul>	<ul style="list-style-type: none"> <li>Security guards realize something's up</li> <li>The character loses a key tool or item</li> <li>The character is trapped and cannot move without setting off an alarm</li> <li>1 Injury</li> </ul>
Exasperating		<ul style="list-style-type: none"> <li>The character leaves physical evidence of his presence behind</li> <li>The security guards become more suspicious</li> </ul>



**Levies:** Relying on the brute-force approach, not having information about the vault in advance.

**Boons:** Thorough preparation, having all the keycards and scans necessary.



## The Twist

At this point in the scenario, the characters have broken into the vault. Firstly, all PCs in the vault have to roll to Resist Avarice at the sight of the wealth contained within. Secondly, the characters still need to crack the safe, hack into the server, and get a copy of the TRUESTONE file to the Backer.

It's entirely possible that the players will throw their own twists in at this point, as they pursue personal goals or try to steal the cash or TRUESTONE for themselves. If the players remain resolutely focussed on the collective goal, or if you need added complications, then use one of the twists listed below.

**Identity of the Backer:** Who is the mysterious Backer? Likely candidates are Fred Posner (wants to clear his gambling debts), Dahrana Lee (bring down International Minerals), Holly Rayner (discredit the other executives), Gary Henshaw (a quixotic revenge from beyond the grave), Adriana Busby (she suspects that the company is going to stop funding her husband) or even Danny Mattock (the master thief). It could even be one of the player characters (unless your players are really good

at ad libbing, arrange this twist in advance with the chosen player. The Backer will still need a contact on the outside, to receive the TRUESTONE email and blackmail International Minerals.)

**The Backer Vanishes:** All the backer wanted was TRUESTONE. As soon as the characters send the file, the backer vanishes. The characters need to find some other way to leverage the contents of the file, or else find their own way out of International Minerals.

**The Vault Contents:** Instead of gold, the characters find that the vault contains weapons-grade plutonium. How do the characters transport this treasure out of the vault?

## CLOSER: CONSEQUENCES

It's best to keep the focus on the heist – if the characters get out of International Minerals alive, then cut to an epilogue instead of worrying how they'll get out of the country. If the characters start screwing each other over, use a Multiple-Contestants contest (page 21) to determine who ends up with the loot in the end.

Go through the list of major NPCs and PCs, describing what happens to each of them after the heist. Thirty years hard labor? A life of luxury, paid for with ill-gotten gains? Control of International Minerals? Or backstabbed by their team-mates?

## TAGLINES

"It's been a long time since the Beirut job, but I still remember you."

"It's not crime. It's performance art with explosives."

"I've financialized the problem, and you're more trouble than you're worth!"

"I'm not a liar, I just left out some extraneous details."

"There's a problem with the plan, and it's you."

"If you don't have a paperclip, we're in big trouble."

"How about you distract the guards, and I run like hell."

"Pay attention to the fire exits. I may commit arson, if the mood takes me."

"It's only a few million apiece. That's Canadian rich, not

American rich.”

“Your stock options just became ‘none of the above’.”

“It’s not a gun, it’s a suggestion.”

“I don’t mean to rush you, but if you don’t speed it up, I swear I’m going to shoot you and use your corpse as a goddamn battering ram.”

“That’s not a good noise. That’s a very bad noise.”

“Who’s the real thief here? Me, or those corporate bloodsuckers that I’m robbing?”

“Getting paid in goods and services is still prostitution.”

“Five... four... three... two...uh-oh.”

“All right, let’s make this crime pay.”

“Trust isn’t a fungible commodity.”

“Your breathing is distracting me.”

“It’s like a bailout, only in reverse.”

“My lawyer’s on speed-dial, next to my mom and some Mexican gun-runners.”

“Your plan has a multitude of flaws. Some are subtle, others astoundingly moronic.”

“Let’s kick subtlety out a window and work from there.”

“We tried planning. Now let’s improvise and maybe shoot someone.”

“I think I’ll buy my own island. Golden beaches. Glittering surf. Cocktail parties. Sharks.”

“We’re pioneers in the freelance wealth redistribution industry.”

“Now for the part of the plan that we didn’t tell you about.”



## Pacific's Six

### Fumio/Fumi Kasai

The Hacker

There's no computer you can't hack into, no security you can't bypass. You don't do it for the money – you're an anarchist and free-thinker. You take down the structures of society to show people they have other options, to make them think outside the box. Hacking's all about doing the unexpected, whether inside the confines of an operating system or in the human brain.

**Collective Goal:** Break into International Minerals

**Personal Goal:** Senator Busby's the worst sort of politician, dedicated to keeping people trapped in a corrupt system, and he's in bed with International Minerals. Bring him down.

**General Abilities:** Appraisal 3, Athletics 2, Craftsmanship (forgery) 2, Driving 1, Eavesdropping 2, Gambling 4, Gossip 3, Knowledge (politics) 3, Mechanic 2, Mischief (security systems) 3, Mischief (hacking) 8, Moxy 2, Perception 3, Physician 2, Stealth 3



## Pacific's Six

### Morgan/Miranda Winter

The Muscle

On your third tour of duty in Iraq – the one with the merc company, not the two with Delta Force – you were framed by your commanding officer. He claimed you'd attacked civilians, and got you thrown in prison for six years. You know he was busy helping International Minerals grab Iranian oil export contracts, and used your disgrace as cover. Now, you've a chance to strike back at him. You've got the skills and the firepower to get the job done. This isn't about the money – it's about revenge.

**Collective Goal:** Break into International Minerals.

**Personal Goal:** Kill or frame your old boss, Vig Groder

**General Abilities:** Appraisal 2, Athletics 5, Craftsmanship (explosives) 4, Gambling 2, Gossip 2, Living Rough 4, Mechanic 4, Moxy 4, Perception 4, Stealth 3, Weaponmaster 4

+2 to Attack



## Pacific's Six

### Loius/Louise Archer

The Safecracker

You're an expert safecracker. You're at your best when listening to tumblers, picking logs, and forging keys. Anytime you've got to deal with big things, like people, you get nervous and sweaty. Social interaction doesn't come naturally to you, but you've learned to fake it. You treat conversations like locks now, and look for the right word or gesture that'll make the other person's emotions just fall into place.

**Collective Goal:** Break into International Minerals.

**Personal Goal:** Establish a genuine emotional connection with someone, or else prove to yourself that everyone else is just faking it too

**General Abilities:** Appraisal 4, Athletics 2, Craftsmanship (explosives) 4, Eavesdropping 3, Etiquette 1, Mechanic 4, Mischief (hacking) 3, Mischief (security systems) 8, Moxy 2, Perception 2, Stealth 2



## Pacific's Six

### Isiah/Ivory Cross

The Con Artist

You're a born liar. Everything about your identity is up for negotiation – you might have grown up on the streets of some African township, or in the lap of luxury in Hollywood, or anywhere inbetween. You have a knack for making people want to trust you, and you're quick-thinking enough to take best advantage of them. It's all about finding their weaknesses and insecurities and working from there...

**Collective Goal:** Break into International Minerals.

**Personal Goal:** Share the final payout with as few people as possible.

**General Abilities:** Appraisal 2, Athletics 3, Driving 1, Eavesdropping 3, Etiquette 5, Gambling 3, Gossip 4, Mischief (distraction) 3, Mischief (sleight of hand) 2, Perception 3, Performance (acting) 5, Stealth 4



## Pacific's Six

### Joe/Jan Pacific

The Lead

You were a career criminal for years before deciding to finally go straight. After six months of grocery shopping, pottering about in your garage, and light office work, you couldn't bear the boredom any longer. The Backer's call came at just the right time. You need the challenge of the big heist to occupy your brain. Nothing gives you the same thrill as running a job.

**Collective Goal:** Break into International Minerals.

**Personal Goal:** Retire to the Bahamas with enough cash to last you the rest of your life.

**General Abilities:** Appraisal 4, Athletics 3, Craftsmanship (forgery) 3, Driving 2, Eavesdropping 2, Etiquette 2, Gambling 2, Gossip 1, Management 5, Mechanic 3, Mischief (security systems) 3, Mischief (distraction) 4, Mischief (sleight of hand) 2, Moxy 4, Perception 3, Physician 2, Stealth 4



## Pacific's Six

### Sadun/Seda Basar

The Thief

You're a brilliant acrobat and thief. You were originally trained by Turkish intelligence as a spy to steal Israeli nuclear secrets, but went freelance in '99 when your controller was found dead in a hotel room. You've managed to stay one step ahead of Mossad ever since, but you've got to keep moving, or you'll end up like Yusuf.

**Collective Goal:** Break into International Minerals.

**Personal Goal:** Find leverage over Mossad.

**General Abilities:** Appraisal 3, Athletics 8, Craftsmanship (explosives) 3, Driving 3, Eavesdropping 4, Gossip 2, Knowledge (security systems) 4, Mechanic 4, Mischief (security systems) 3, Mischief (sleight of hand) 5, Moxy 2, Perception 4, Stealth 6





\$



**Persuade** (Glib) 9

**Trumps:** Pure-Hearted

**Is Trumped By:** Obtuse

“We’re interior decorating with extreme prejudice.”

“I think we could come to a mutually beneficent arrangement if you take the gun out of my face.”

Pacifi’s Six

\$



**Persuade** (Forthright) 8

**Trumps:** Penetrating

**Is Trumped By:** Lawyerly

“At the end of the day, we can’t trust anyone of us, right? So you can’t believe me, and you certainly can’t believe him!”

“It’s all about the money.”

Pacifi’s Six

\$



**Persuade** (Obfuscatory) 7

**Trumps:** Lawyerly

**Is Trumped By:** Penetrating

“Under Chapter 2, Section 4, Paragraph 17 of the city bylaws on this topic, you will find that I am completely and utterly within my rights to do whatever the hell I want to you.”

“It involves a navy-surplus limpet mine and several hairpins. Don’t ask.”

Pacifi’s Six

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**Persuade** (Eloquent) 7

**Trumps:** Contrary

**Is Trumped By:** Wary

“It’s going to be the greatest thing since we stuffed that snow-blower full of cocaine.”

“If you think of nothing else, think of having enough cash to sail your brand-new yacht on a lake filled entirely with money.”

Pacifi’s Six

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**Persuade** (Charming) 8

**Trumps:** Wary

**Is Trumped By:** Contrary

“I think this could be the beginning of a beautiful but surprisingly short-lived friendship.”

“Would I lie to you? Yes. Am I lying to you? Yes. But what you’ve got to ask yourself is, why?”

Pacifi’s Six

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**Persuade** (Intimidating) 9

**Trumps:** Obtuse

**Is Trumped By:** Pure-Hearted

“One of us holding a big gun, and – spoiler alert – it isn’t you.”

“We can do this the easy way, or the fun way.”

Pacifi’s Six



**Rebuff** (Lawyerly) 6

**Trumps:** Fortright

**Is Trumped By:** Obfuscatory

"I refuse to answer the question, on the grounds it may screw me over."



**Rebuff** (Obtuse) 6

**Trumps:** Glib

**Is Trumped By:** Intimidating

"Are you done yammering on?"



**Rebuff** (Contrary) 6

**Trumps:** Charming

**Is Trumped By:** Eloquent

"Say that without that big smile on your face and I might believe you."



**Rebuff** (Wary) 6

**Trumps:** Eloquent

**Is Trumped By:** Charming

"After the day I've had, it's not paranoia."



**Rebuff** (Pure-Hearted) 6

**Trumps:** Intimidating

**Is Trumped By:** Glib

"I'm as innocent as anybody else in the room!"



**Rebuff** (Penetrating) 6

**Trumps:** Obfuscatory

**Is Trumped By:** Fortright

"That would be much more convincing if you weren't pointing a gun at me."



**Relationships:**

Teller Zbriewski 2

Clyde Marsden 4

Boris 3

Pacific's Six



**Relationships:**

Teller Zbriewski 2

Boris 4

Danny Mattock 3

Pacific's Six



**Relationships:**

Boris 3

Jasmine Wilder 3

Dahrana Lee 4

Pacific's Six



**Relationships:**

Jasmine Wilder 4

Clyde Marsden 3

Dahrana Lee 3

Pacific's Six



**Relationships:**

Teller Zbriewski 2

Danny Mattock 2

Jasmine Wilder 4

Pacific's Six



**Relationships:**

Clyde Marsden 3

Dahrana Lee 2

Danny Mattock 3

Pacific's Six

Pacific's Six

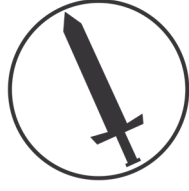


**Attack 8 (Strength)**

**Trumps:** Parry

**Is Trumped By:** Vexation

Pacific's Six



**Attack 8 (Caution)**

**Trumps:** Vexation

**Is Trumped By:** Parry

Pacific's Six



**Attack 7 (Speed)**

**Trumps:** Dodge

**Is Trumped By:** Misdirection

Pacific's Six



**Attack 6 (Ferocity)**

**Trumps:** Misdirection

**Is Trumped By:** Dodge

Pacific's Six



**Attack 7 (Finesse)**

**Trumps:** Sure-Footedness

**Is Trumped By:** Cunning

Pacific's Six



**Attack 6 (Cunning)**

**Trumps:** Intuition

**Is Trumped By:** Sure-Footedness

\$



**Defense 6 (Parry)**

**Trumps:** Caution

**Is Trumped By:** Strength

Pacific's Six

\$



**Defense 6 (Dodge)**

**Trumps:** Ferocity

**Is Trumped By:** Speed

Pacific's Six

\$



**Defense 6 (Sure-Footedness)**

**Trumps:** Cunning

**Is Trumped By:** Finesse

Pacific's Six

\$



**Defense 6 (Intuition)**

**Trumps:** Finesse

**Is Trumped By:** Cunning

Pacific's Six

\$



**Defense 6 (Misdirection)**

**Trumps:** Speed

**Is Trumped By:** Ferocity

Pacific's Six

\$



**Defense 6 (Vexation)**

**Trumps:** Strength

**Is Trumped By:** Caution

Pacific's Six



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**Key Trait:** Power-Hungry

**Resistances:** Avarice 1, Lust 4, Indolence Ω, Paranoia 4, Spite 4, Showboating 6

Pacifc's Six

\$



**Key Trait:** Greedy

**Resistances:** Avarice 1, Lust 2, Indolence 6, Paranoia 4, Spite 4, Showboating Ω

Pacifc's Six

\$



**Key Trait:** Selfish

**Resistances:** Avarice 1, Lust Ω, Indolence 2, Paranoia 4, Spite 6, Showboating 6

Pacifc's Six

\$



**Key Trait:** Spiteful

**Resistances:** Avarice 4, Lust 4, Indolence Ω, Paranoia 2, Spite 1, Showboating 6

Pacifc's Six

\$



**Key Trait:** Paranoid

**Resistances:** Avarice 4, Lust 4, Indolence 6, Paranoia 1, Spite 2, Showboating Ω

Pacifc's Six

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**Key Trait:** Dissolute

**Resistances:** Arrogant 4, Dissolute 1, Gluttonous 6, Greedy 4, Indolent 5, Spiteful 3

Pacifc's Six