



STEAL 2.0

JUDGE'S SCREEN



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This bundle includes all of the additional resources needed to run Steal 2.0.

You should find various themed templates to play either Criminals, Police and Private Investigators. Also included is the generic second side of the theSpookEngine character sheet to help keep track of equipment and other issues. I've also recreated a classic version of Steal 1.0 character sheet for old time lags.

The character sheets have two spaces reserved for photos, one is for the placement of a company or force logo, the other is for the inclusion of a character portrait (criminals groups tend not to have logos, so I haven't included a second space there). You can find both police logos and character passport photos in theSpookEngine Controller's Screen bundle, the Brit-Ops Guide or source your own from the internet.

Also present are the panels needed to construct a Judge's Screen (GM Screen), print out the following sections and apply to a solid sheet of cardboard and fold into a gatefold arrangement. You might also like to apply some plastic film to help strengthen and preserve the screen. The Combat, First Aid and Miscellaneous sections go on the inside.



COMBAT

Combat Rounds: Last approximately 2 seconds

Actions Possible: Use Weapon/Use Weapon + Move
 (½Athleticism in Meters)/Running (Athleticism in Meters*)/
 Grapple/Dodge/Use Device/Tend Wounds
 *Athleticism Roll result added to base + subject to weight

Who Goes First? Is the first to act, followed by each individual in Athleticism rankings (equal ranks acting at the same time) + looping around next round

Grappling: H2H roll to grapple, Athleticism or Martial Arts to evade – multiple individuals (max +2) add their successes, repeat

Dodging: Individual rolls Athleticism versus the attacker's result (can only evade one H2H attack)

HOW THE SYSTEM WORKS

Default Dice: Each individual gets 2x10d regardless of ranks

Rolling Skills: Each individual rolls their skill rank + 2x10d

Target Successes: Determined by Controller (*average 2 successes*)

Successes: Is determined by the following table

Dice Roll	Counts as x successes
1	-1
2-6	0
7-9	1
10	2

Example: Nutter fires a SMG (weapons firearm) 5x10d result equals 2,7,9,1,4,10 = 0,1,1,-1,0,2 (3 successes, 1 more than needed). Damage 3 x 2 = 6 vitality loss + 2 critical wounds (per max multiplier). Soft cover roll performed as necessary for each bullet hitting target (multiplier denotes additional bullet hitting)

Blunt Weapons: Do the same requisite amount of vitality damage

Piercing & Firearms Weapons: Vitality Damage + 1 Critical wound (per each bullet fired)

MISCELLANEOUS MODIFIERS

OPTIONAL RULES

Modifier	Successes +/-
Prone Individual	+2
0 to 10 meters with pistol	-1
Poor Light	+1
Near Darkness	+2
Point Blank	-2
Grappled Individual	-1
Intoxicated/Drugged	+1
Last 10 Vitality points	+1
Restricted Movement	+1

Note: All bonuses/minuses stack, minus rolled successes still indicating a botch

BLUNT WEAPONS

Category	Example	Max Multiplier
No Weapon	Bare Fists, Kneecap, Forehead	x1
Light Weapon	Small Hammer, Knuckle-Dusters, Small Lump of Wood	x2
Medium Weapon	Length of Chain, Jemmy, 4x2, Baseball bat	x3
Heavy Weapon	Large Metal Bar, Concrete Slab, Large Crowbar	x4

PIERCING WEAPONS

Category	Examples	Max Multipliers
Light Weapon	Knife, Flick Knife, Garrote*	
	Razor, Stick, Pool Cue, Shuriken	x2
Medium Weapons	Small Sword, Sai, Katana, Spear	x3
Heavy Weapons	Trident, Large Sword, Heavy Spear Sharp Large Metal Pole	x4

Note on Heavy Weapons: Such large weapons require a Strength skill rank of 3 or better to wield effectively (to do their additional level of damage).

FIREARMS

Category	Examples	MaxMultiplier	Burst
Pistol	Automatic Pistols, Handguns	x2	
Rifle	Sniper Rifles*, Hunting Rifles	x2	
Shotgun	All Gauges	x3	5ft arc
Sub-Machine Guns	SMGs	x4	10ft arc
Machine Guns	Military Grade	x6	20ft arc

Note: SMGs + Machine Guns can fire individual bullets as well, at the normal Max Multiplier of x2. Each success over multiplier on sub-machine guns + machine guns represents an extra bullet

OPTIONAL RULES

Garrotes & Sniper Rifles: After a successful grapple with a garrote, and opposed strength check is done, each additional success represents an additional critical wound. Each additional success on a sniper rifle represents an additional critical wound (*trained sniper only*)

Called Shots: Require the individual to achieve 4 successes over target numbers

Martial Arts: The following levels of success represent a decisive hit

5 to 6 successes – The victim is incapacitated for a short period of time (*d10 minutes*)
 7 or greater successes – The attacker has the choice to incapacitate or kill the opponent outright

Personal Protection: Kevlar vests absorb an attack exactly equal to the target number to hit

FIRING AT DISTANCE

The following table represents the distance modifiers for rifles + machine guns (sub-machine guns and pistols maximum distance equals 50 meters)

Distance	Modifier
01 to 10 meters	-1 modifier
11 to 30 meters	no modifier
31 to 74 meters	+1 modifier
75 to 100 meters	+2 modifier
101+ to range	+3 modifier

FIRST-AID & COVER

VITALITY

Vitality represents an individual's ability to sustain damage, it is calculated by Constitution rank x 10 (plus an additional 10)

Critical Wounds is additional damage done by piercing weapons and firearms. An individual's Luck is calculated before each operation by the Controller, the result is kept secret. It is based upon Constitution (luck changes after hospital stay)

Rank	Number of Critical Wounds/Luck
0	Always 1
1-2	1-5=1 6-10=2
3-4	1-3=1 4-6=2 7-9=3 10=5
5-6	1-3=1 4-6=3 7-9=5 10=6
7-9	1-2=1 3-4=3 5-6=5 7-8=6 9-10=7

After sustaining this number, the next critical wound represents a potentially fatal wound, the following table shows time periods

Trauma Level	Time Remaining Before Death
Zero Luck	Constitution + d10 hours
Zero Vitality	Constitution + d10 hours
-1 or -2 Luck	Constitution + d10/2 hours
-3 or -4 Luck	Constitution + 2xd10 minutes
-5 Luck	Instant Death From Trauma

FIRST AID

First Aid is calculated in the usual skill roll manner, the result represents the amount of healing sustained for that particular wound (vitality recovered up to the maximum sustained). If 5 successes are achieved any critical wound sustained is patched up (restoring luck). Each wound can only be tended once. It takes roughly 10 seconds to tend to a wound (5 combat rounds).

VITAL POINTS

HEAD

Point of Jaw, slightly to side – Unconsciousness
 Fontanelle or Bregma (fracture the fuse points at top of head) – Unconsciousness
 Eyes, eye orbits and cheekbones – Loss of Vision + Balance
 Between Eyes – Death
 Below Nose – Fracture + Loss of Consciousness
 Mastoid Process (raised bone behind ears) – Death
 Carotid Arteries (artery down neck) – Loss Of Consciousness
 Larynx – Loss Of Consciousness
 Seventh Cervical Vertebrae – Loss of Consciousness

BODY

Front
 Testicles – Loss Of Consciousness (+ Death)
 Navel – Loss of Consciousness
 Solar Plexus – Loss of Breathing Capacity
 Base of Sternum – Cardiac Trauma
 Between 4th & 5th (5th & 6th) Ribs – Loss of Breathing Capacity
 Floating Ribs – Nervous System & Respiratory Paralysis
 Back
 Base of Shoulder Blades – Loss of Breathing Capacity
 Between Shoulder Blades – Loss of Consciousness
 Kidneys – Nervous Shock
 Coccyx – Lesion of the spinal cord + Paralysis
 Below the hip/thigh – Sciatic Nerve Damage

HARD COVER

Hard cover is defined as any surface of sufficient hardness (*or flexibility; as in bullet-proof glass, or thick rubber matting*) to absorb the particular type of bullet fired.

Although the surface may wear out over time for game purposes it is seen as an impenetrable barrier (*things such as reinforced walls, metal shielding or thick concrete are unlikely to be penetrated by handgun fire*).

The following table shows the additional successes needed to hit someone behind it

Level	Surface Area Coverage	Additional Success Modifier
Level 1	01-30% coverage	1 success
Level 2	31-60% coverage	2 successes
Level 3	61-90% coverage	3 successes
Level 4	91-99% coverage	4 successes
Level 5	100% coverage	Cannot Be Hit

SOFT COVER

In most cases, finding secure cover can be extremely difficult. Very few surfaces in reality can be said to truly provide the strength to stop bullets. The Controller will secretly assign a percentage barrier rating to any such surface (i.e leather chair, wooden cabana bar, plywood door).

Kevlar vests represent 40% soft cover protection

Gradually, the armor rating of objects will decrease as they are put under stress (it is generally on a pro rata basis of 1 point of damage absorbed for 1% reduction in soft cover rating, generally kept track of by the Games Master).

The maximum protection afforded an individual firing a gun is 85% - representing the level of danger of exposing oneself to return fire (protection rarely afforded head-shots)

After a successful shot the player rolls a percentage for each bullet fired

If the shot is absorbed it is apportioned between each protection source

PROJECTILE HARD COVER TABLE

Each vehicle has a protection rating that represents the ability to absorb different firearms

	PROTECTION OFFERED	TYPES
Level 1	Absorb smoothbore sub-sonic gunfire (pistols and SMGs)	Basic Kevlar Vests
Level 2	Absorb other forms of smoothbore bullets (aka hollow-point, explosive, cookie-cutter)	Assault Suits + Basic Lightly Protected Vehicles
Level 3	Offers basic protection from normal rockets, rifles and grenades	Medium Armored Vehicles like ATVs and troop carriers
Level 4	Offers protection of explosive grenades and all types of small arms fire – usually a fully enclosed vehicle housing + basic protection against APFSDS missiles (1/2 damage)	Basic Tank Heavy Armor with reactive armor and Heavy Bunkers
Level 5	Offers basic protection from HEAT missiles (1/2 damage)	Chobman Armored Heavy Tanks

VEHICLES STATISTICS

Each Vehicle has a hard-cover rating (the rating determines the type of firearms it can absorb automatically). Vehicles also have a Protection Armor Rating that designates the amount of damage it can sustain. This is also apportioned between (F) Front, (B) Back and (S) side sections - plus flying/diving vehicles have (U) Undercarriage and the (T) Top rating. Example being an Assault Terrain Vehicle *Hard Cover 2 Protection Armor Rating 60 (F40 B10 S10)*

MISCELLANEOUS

PROBABILITY TABLES

The following table gives the percentage chance of success for rolls in *Steal 2.0*. Numbers have been rounded and <1% represents less than one percent, whilst <<1% represents much, much less than one percent – a dash represent the result is impossible. Remember that the 2xd10 are the basic default dice.

Successes	0 Ranks (2 dice)	1 Rank (3 dice)	2 Ranks (4 dice)	3 Ranks (5 dice)	4 Ranks (6 dice)	5 Ranks (7 dice)	6 Ranks (8 dice)	7 Ranks (9 dice)	8 Ranks (10 dice)
botch	11%	10%	9%	7%	6%	5%	5%	4%	3%
0	31%	22%	16%	13%	10%	8%	7%	6%	5%
1+	58%	68%	75%	80%	83%	86%	89%	91%	92%
2+	26%	40%	51%	60%	67%	73%	77%	81%	84%
3+	7%	17%	28%	38%	47%	55%	61%	67%	72%
4+	1%	5%	12%	20%	28%	36%	44%	51%	57%
5+	-	1%	4%	8%	14%	21%	28%	35%	41%
6+	-	<1%	1%	3%	6%	10%	15%	21%	27%
7+	-	-	<1%	<1%	2%	4%	7%	11%	16%
8+	-	-	<1%	<1%	1%	2%	3%	5%	8%
9+	-	-	-	<1%	<1%	<1%	1%	2%	4%
10+	-	-	-	<<1%	<1%	<1%	<1%	1%	2%
11+	-	-	-	-	<<1%	<1%	<1%	<1%	1%
12+	-	-	-	-	<<1%	<<1%	<1%	<1%	<1%
13+	-	-	-	-	-	<<1%	<<1%	<1%	<1%
14+	-	-	-	-	-	<<1%	<<1%	<<1%	<1%
15+	-	-	-	-	-	-	<<1%	<<1%	<<1%
16+	-	-	-	-	-	-	<<1%	<<1%	<<1%
17+	-	-	-	-	-	-	-	<<1%	<<1%
18+	-	-	-	-	-	-	-	<<1%	<<1%
19+	-	-	-	-	-	-	-	-	<<1%
20+	-	-	-	-	-	-	-	-	<<1%

Carry Weight: Is determined by Strength x 10 (plus an additional 10 kilograms). Effects of increasing the carrying weight beyond weight limit include a ½ reduction in current Athleticism rating & loss of vitality every hour/per extra kilogram

C.I Index: All equipment carried has a Conceal Index rating; the total figure of carried items reduces the 2 successes needed for a *visual* inspection of an individual (Awareness roll). Physical searches only need 1 success. Smaller items (less than or equal to a 0.2 C.I rating could be overlooked (separate roll for each small item)

Movement: When walking in combat rounds an individual can move their Athleticism rate normally, ½ movement rate if they are attacking/operating device. Finally, they can attempt to run fast by rolling their Athleticism ranking, all successes add to movement - a botch means they fall over

Charisma: Is a rating of the individual's general sociability

Opposing Skill Checks: Numerous occasions occur where the actions of one individual affects another, these events are resolved by opposing checks like an individual encoding a radio transmission and someone attempting to decode it (cryptography vs cryptology rolls)

Taking Your Time: Some rolls are improved by taking one's time (determined by Controller); instantaneous events like combat, disarming timed-bombs or stanching blood cannot

OTHER CONTESTED SKILLS

Illegal Entry: An Illegal Entry roll determines the players understanding of the combination of security features present at a secured site. The security features are broken up into either mechanical or electronic impediments. Electronic ones (alarms, motion sensors, laser trips, heat detectors, cameras, keycard entry systems, retinal or fingerprint scanners et al) are dismantled using the Electronics Skill, whilst the physical ones (doors, gates, locks, barriers, windows, car doors, safes, locks et al) are defeated using the Mechanics Skill.

Hacking: Hacking is broken down into 3 distinct stages: preparation, initiation and disengagement. Each stage requires a Computer/I.T. Roll, the player may wish to devote more attention to certain stages, and so they can reallocate some of their dice to different stages, but obviously risk failing the others.

The process is complicated by both time available, and the system accessed.

Time Period	Modifier
zero minutes to 6 hours	Add +2
6 hours to 18 hours	Add +1
18 hours to 36 hours	No Change
36 hours and beyond	Minus -1

Typical Computer	Modifier
Military Grade	Add +5
Banking, Corporate or Government	Add +3
Lesser Corporate or Secure Home Server	Add +1
Unprotected Home Computer	No Change



INSERT PHOTO HERE

Name
Rank
Division
Force
Commander

INSERT PHOTO HERE

Vitality

Status

POLICE CHARACTER SHEET SIDE 1

Basic Persona

- ATHLETICISM
- AWARENESS
- CONSTITUTION
- CONVERSATION
- DRIVING
- FAST-TALK
- HAND-2-HAND
- I.Q.
- SENSE MOTIVE
- STREET WISE
- STRENGTH
- WILLPOWER
- CONSTITUTION

Knowledge Skills:

- LOCAL KNOWLEDGE
- LAW KNOWLEDGE
-
-
-
-
-

Expert Skills

- COMPUTER/I.T.
- CONTACTS
- ELECTRONICS
- FIRST-AID
- INTIMIDATION/
INTERROGATION
- MECHANICS
- PSYCHOLOGY
- STEALTH
- STYLE
- WEAPONS FIREARM

Specialist Skills

- CHEMISTRY
- COMMUNICATIONS
- CRYPTOGRAPHY
- DISGUISE/DECEPTION
- BOMB DISPOSAL
- ILLEGAL ENTRY
- MARTIAL ARTS
- WEAPONS MILITARY
-
-
-

Name
Gang
Boss
Date Of Birth

Notoriety

Trust

INSERT PHOTO HERE

Vitality

Status

CRIMINAL CHARACTER SHEET SIDE 1

Basic Persona

- ATHLETICISM
- AWARENESS
- CONSTITUTION
- CONVERSATION
- DRIVING
- FAST-TALK
- HAND-2-HAND
- I.Q.
- SENSE MOTIVE
- STREETWISE
- STRENGTH
- WILLPOWER

Expert Skills

- APPRAISAL
- COMPUTER/I.T.
- CONTACTS
- ELECTRONICS
- FIRST AID
- INTIMIDATION/
INTERROGATION
- MECHANICS
- PSYCHOLOGY
- SLEIGHT-OF-HAND
- STEALTH
- STYLE
- WEAPONS FIREARMS

Knowledge Specialisations

- LOCAL KNOWLEDGE
- LAW KNOWLEDGE
- GAMING KNOWLEDGE
-
-
-
-

Specialist Skills

- CHEMISTRY
- COMMUNICATIONS
- CRYPTOGRAPHY
- DISGUISE/DECEPTION
- EXPLOSIVES
- FORGERY
- ILLEGAL ENTRY
- MARTIAL ARTS
- WEAPONS MILITARY

Name
Agency
Supervisor
Date Of Birth



Vitality

Status

PRIVATE INVESTIGATOR CHARACTER SHEET SIDE 1

Basic Persona

- ATHLETICISM
- AWARENESS
- CONSTITUTION
- CONVERSATION
- DRIVING
- FAST-TALK
- HAND-2-HAND
- I.Q.
- SENSE MOTIVE
- STREET WISE
- STRENGTH
- WILLPOWER

Knowledge Specialisations

- LOCAL KNOWLEDGE
- LAW KNOWLEDGE
-
-
-
-

Expert Skills

- APPRAISAL
- COMPUTER/I.T.
- CONTACTS
- ELECTRONICS
- FIRST AID
- INTIMIDATION/
INTERROGATION
- MECHANICS
- PSYCHOLOGY
- SLEIGHT-OF-HAND
- STEALTH
- STYLE
- WEAPONS FIREARMS

Specialist Skills

- CHEMISTRY
- COMMUNICATIONS
- CRYPTOGRAPHY
- DISGUISE/DECEPTION
- FORGERY
- ILLEGAL ENTRY
- MARTIAL ARTS
- WEAPONS MILITARY

PLAYER NAME:
CURRENT ABODE:
CHARISMA:
PHYSICAL DESC:
BANK BALANCE:
SAFEHOUSE:
CONTACT METHODS:

CONTACT #1

CONTACT #2

EQUIPMENT

Firearm	Caliber	Ammo	C.I	Weight
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Item	Description	C.I	Weight
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

STR x 10 Carry Weight ___ + **10 kg TOTALS** ___

LEGENDS

#1 Name: _____
Birthdate: _____
Backstop: _____
Contacts: _____
Other Details: _____

#2 Name: _____
Birthdate: _____
Backstop: _____
Contacts: _____
Other Details: _____

#3 Name: _____
Birthdate: _____
Backstop: _____
Contacts: _____
Other Details: _____

NOTES

ARMOUR TYPE _____
PERCENTAGE RATING _____ %



NAME
 NICKNAME
 DATE OF BIRTH
 GANG
 BOSS

SKILL RANKS

Basic Persona

ATHLETICISM
 AWARENESS
 CONSTITUTION
 CONVERSATION
 DRIVING
 FAST TALK
 HAND-2-HAND
 I.Q.
 SENSE MOTIVE
 STREET WISE
 STRENGTH
 WILLPOWER

Knowledge

Specialisations

LOCAL KNOWLEDGE
 LAW KNOWLEDGE
 GAMING KNOWLEDGE

Expert Skills

APPRAISAL
 COMPUTER/I.T.
 CONTACTS
 ELECTRONICS
 FIRST AID
 INTIMIDATION/
 INTERROGATION
 MECHANICS
 PSYCHOLOGY
 SLEIGHT-OF-HAND
 STEALTH
 STYLE
 WEAPONS FIREARM

Specialist Skills

CHEMISTRY
 COMMUNICATIONS
 CRYPTOGRAPHY
 DISGUISE/DECEPTION
 EXPLOSIVES
 FORGERY
 ILLEGAL ENTRY
 MARTIAL ARTS
 WEAPONS MILITARY

LEANS VEHICLE SHEET
 STEAL 2.0 CHARACTER SHEET

CURRENT ABODE _____
BANK ACCOUNT _____
CHARISMA LVL _____



STEAL 2.0 CHARACTER SHEET

VENDETTAS AND REVENGE LIST



ASSETS

C.I. INDEX TOTAL

WEIGHT MAXIMUM
_____ **KGS**
ARMOR RATING
_____ **%**

CRIMINAL RECORD

CONTACTS

EQUIPMENT





SPYCLASS 2007