



THE PERFECT HEIST

ABOUT

You are the best thief in the world. You go on heists to steal things - for yourself, for hire, or to help those in need.

SETUP

Roll twice on the **location** and **target** tables. Pick one of each.

Roll twice to select a location: "Museum" or "Bank Vault"
Roll twice to select a target: "Art" or "Documents"

Describe what you're stealing and from where.

I'm stealing a classified government document hidden inside a painting at the Metropolitan Museum of Art.

Roll 4 times on the talents table to select 4 random talents.

1. **Stealth** - Move undetected by sight, sound, or sensors
2. **Access** - Bypass locks and physical security systems
3. **Perception** - Powers of observation and surveillance
4. **Disguise** - Transform your appearance

Invent and describe character based on these talents.

Alex Rivers, aka "The Ghost." Former super-spy who went rogue and now works to expose the government corruption.

GAMEPLAY

Play one scene for each talent you have.

To play a scene, select one of your talents and describe how you're using it to advance the heist.

Stealth - I hide in the museum until closing, then move through the service corridors toward the restoration room.

Roll a 20-sided die.

- **10+** - you succeed, describe the success.
- **5-9** - you fail, describe the complication it creates.
- **1-4** - roll to select a random talent. Describe how the antagonists use this talent against you.

3 - Failure. The antagonist uses a talent against me.
Roll for the enemy talent: Demolition. The room is rigged with explosives, set to destroy evidence if disturbed.

For the last scene - use your final talent, make a roll, then:

- **10+** - describe how you succeed and get away.
- **5-9** - describe how your target slips through your fingers.
- **1-4** - describe how you get caught.

Access - Guards closing in, I pick the lock and escape.
19 - Success! I extract the document, leave my calling card, and escape through ventilation as guards burst in.

BUILD YOUR TALENTS AND CREW

After each heist, you can choose to take credit for the heist, increasing your reputation. If you do so, you gain a new talent, but you also gain a nemesis.

Gaining a talent: roll twice on the talents table, and pick the one you like the most. Use it to do one of the following things:

- Add this talent to your list of talents.
- Invent a new character based on this talent, and recruit them to your team.
- Add the talent to one of your team members.

I take credit by leaving my signature white knight chess piece. I roll for two talents and choose one.

Grifter - I recruit Mira Vega, former Broadway performer who is able to impersonate anyone.

GAINING NEMESSES

Roll on the talents table, and invent a nemesis character based on the selected talent.

The nemesis can be one of the people you stole from, law enforcement, a security expert hired by another target, former team member or client who betrayed you, rival thieves seeking to challenge your reputation, and so on.

Nemesis: Katherine Wells, FBI forensic specialist with the "Deduction" talent. She is the only one smart enough to connect my heists and discover my identity.

This nemesis will interfere with your next heist. The next time you play - create a scene where the nemesis uses their talent against you. At the end of the heist, they gain a new talent.

During my next heist at the Casino, Katherine anticipates my tactics through brilliant deduction and plants false blueprints showing a nonexistent security exit, leading me into a trap.

You can do a heist against your nemesis to defeat them, befriend them, or convince them to join your team.

To befriend Katherine, I steal evidence proving her supervisor has been sabotaging her cases out of jealousy, helping her earn a promotion and revealing we share common enemies, convincing her to occasionally look the other way.

GETTING CAPTURED

If you get caught, the antagonists capture one of your team members. If you're the only one on the team, they capture you.

Now, your next heist can be breaking yourself or a team member out of custody!

LOCATION

1 Bank Vault

2 Mansion

3 Museum

4 Lavish Gala

5 Secret Lair

6 Laboratory

7 Prison

8 Military Base

9 Remote Island

10 Hospital

11 Train

12 Ship

13 Library

14 Underground Bunker

15 Government Facility

16 Factory

17 Market

18 Vehicle

19 Cathedral

20 Theater

TARGET

1 Money

2 Documents

3 Technology

4 Battle Plans

5 Secret Codes

6 Medicine

7 Animals

8 Art

9 Weapon

10 Map

11 Blueprints

12 Ancient Relic

13 Secrets

14 Vehicle

15 Witness

16 Hostages

17 Celebrity

18 Drugs

19 Captive

20 Blackmail

TALENTS

1 **Disguise** - Transform your appearance

2 **Grifter** - Master of deception, persuasion, manipulation

3 **Gear** - Acquire specialized gadgets and equipment

4 **Tech** - Manipulate, repair, or sabotage technology

5 **Driving** - Master any vehicle from horses to helicopters

6 **Contacts** - Know just the right people in the right places

7 **Expert** - Access obscure facts or specialized knowledge

8 **Perception** - Powers of observation and surveillance

9 **Deduction** - See patterns and connect clues

10 **Stealth** - Move undetected by sight, sound, or sensors

11 **Acrobatics** - Perform incredible feats of agility

12 **Access** - Bypass locks and physical security systems

13 **Sleight of Hand** - Covertly manipulate objects

14 **Muscle** - Use brute strength and intimidation

15 **Martial Arts** - Hand-to-hand fighting techniques

16 **Sharpshooting** - Expert handling of ranged weapons

17 **Explosives** - Blow things up, open, or off

18 **Deep Cover** - Establish and maintain false identities

19 **Crafting** - Create solutions with whatever's at hand

20 **Forgery** - Fake documents, items, or credentials

EXPANSIONS

FANTASY: THE MAGIC HEIST!

LOCATION	TARGET	TALENTS
1 Wizard's Tower	1 Treasure	1 Illusions - Create magical illusions
2 Elven Treasury	2 Magic Scroll	2 Invisibility - Become completely unseen
3 Magical Academy	3 Legendary Weapon	3 Telekinesis - Float objects or yourself through the air
4 Haunted Manor	4 Dragon's Hoard	4 Beastmaster - Command or befriend creatures
5 Arcane Library	5 Royal Crown	5 Charm Person - Magically influence a persons
6 Fortress	6 Cursed Artifact	6 Teleportation - Teleport short distances
7 Ancient Ruins	7 Magic Components	7 Scrying - Magically observe distant locations
8 Sacred Temple	8 Ancient Tome	8 Alchemy - Create potions with specific magical effects
9 Palace	9 Religious Item	9 Elemental Control - Manipulate fire, water, air, or earth
10 Nest	10 Witch's Familiar	10 Mind Reading - Discern intentions and detect lies
11 Evil Lair	11 Magic Mirror	11 Shapeshifting - Magically change your form
12 Lighthouse	12 Potion	12 Spider Climb - Scale walls and ceilings like an insect
13 Witch's Cottage	13 Phylactery	13 Enlarge/Reduce - Change the size of objects or yourself
14 Alchemist's Workshop	14 Egg	14 Conjuration - Summon creatures or objects
15 Magical Marketplace	15 Portal Key	15 Necromancy - Communicate with or control the dead
16 Pyramid	16 Ring of Power	16 Plant Magic - Control and communicate with the plants
17 Junkyard	17 Royal	17 Warding - Create protective barriers and shields
18 Cemetery	18 Wizard	18 Time Slow - Briefly slow down time in a limited area
19 Caravan	19 Beast	19 Darkness - Create areas of magical darkness
20 Dwarven Vault	20 Demon	20 Shadow Walking - Move through shadows undetected

SCI-FI: THE SPACE HEIST!

LOCATION	TARGET	TALENTS
1 Headquarters	1 Classified Research	1 Knowledge - Extensive expertise in specialized subjects
2 Skyscraper	2 Clones	2 Deduction - Make brilliant deductions
3 Space Station	3 Robot	3 Speed - Move with exceptional quickness when needed
4 Lunar Colony	4 Biohazard	4 Hacking - Breach and control electronic systems
5 Private Jet	5 Exotic Matter	5 Signals - Phones, radios, TVs, media, projection screens
6 Five-Star Hotel	6 Rebel Leader	6 Digital Forgery - Create fake digital records
7 Alien Embassy	7 Neural Implant	7 Neural Hacking - Interface directly with minds
8 Asteroid Mine	8 Alien Ambassador	8 Xenolinguistics - Communicate with alien species
9 Airport Terminal	9 Hivemind	9 Drone Control - Remotely operate multiple robotic units
10 Nuclear Plant	10 Star Coordinates	10 Genetic Manipulation - Alter DNA
11 Data Center	11 First Contact Records	11 Quantum Computing - Process complex calculations
12 Stock Exchange	12 Planetary Defense Codes	12 Energy Weapons - Expertise with advanced weaponry
13 Offshore Oil Rig	13 Disease Cure	13 Nanite Programming - Control microscopic machines
14 Night Club	14 Doomsday Device	14 Cyberware - Use technological implants
15 Subway System	15 Alien Technology	15 Piloting - Control various types of space vehicles
16 Tech Convention	16 Warp Drive	16 Alien Psychology - Understand non-human behavior
17 Underwater Habitat	17 Mind Control Device	17 Triangulation - Track locations through phone signals
18 Cryonics Lab	18 Terraforming Device	18 Satellite Hacking - Access orbital surveillance systems
19 Battleship	19 Genetic Sample	19 Memory Extraction - Retrieve information from minds
20 Cyborg Factory	20 Energy Crystal	20 Holograms - Generate convincing visual illusions