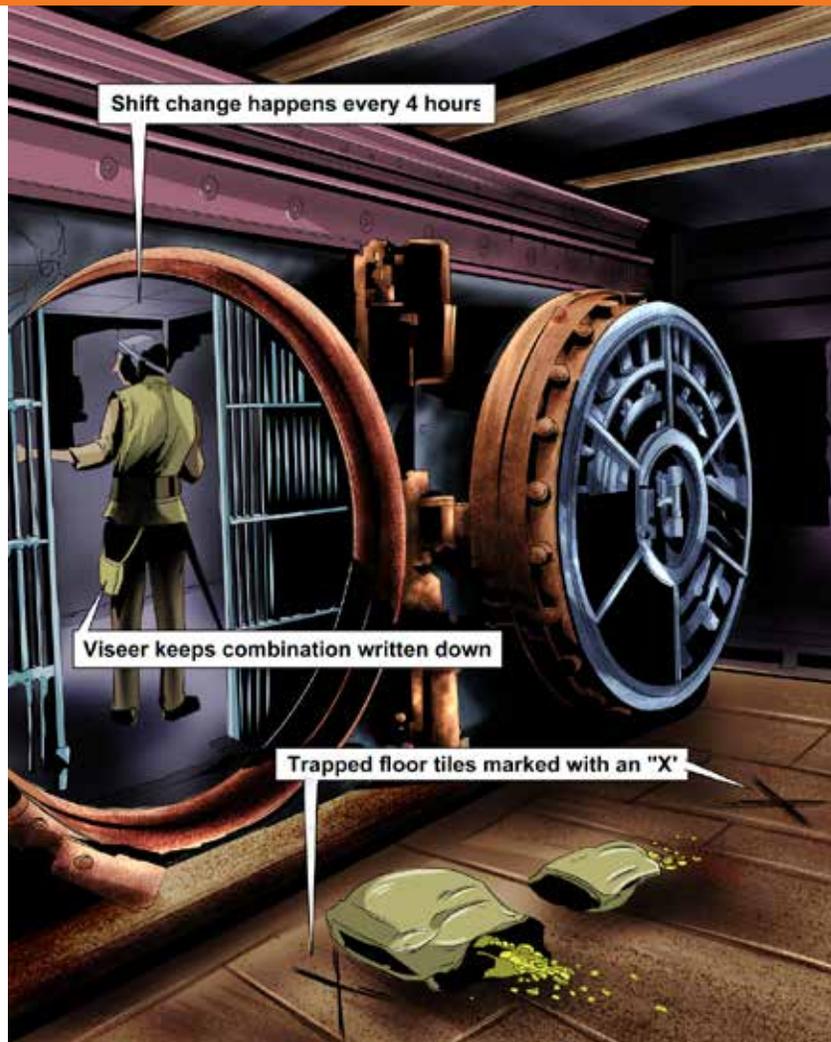


ANATOMY OF A

# Heist



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**H**eists can be heart-pumping, explosive affairs which leave the streets in bloody chaos. They can be dances of intrigue and deception in which every contingency is foreseen. Or they can be stings of stealth and subterfuge where no one's the wiser.

Use the following tables to generate an exciting and intriguing heist for your crew.

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## OBJECT TARGET

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Usually, the target of the heist is *something*. Small objects of value make for ideal targets, as they are easy to smuggle and don't fight back. Of course, there is far more to steal in this world than simple coin.

Roll on or choose from the following table to identify an object target.

1. A box of rare sheet music
2. A cache of gemstones
3. A chest of cursed pirate treasure
4. A faction or family relic, of great value to some but worthless to most
5. A priceless portrait
6. A single flawless diamond
7. A small case of gold and silver bars
8. A tome of arcane secrets
9. A treasure map to (roll again)
10. Antique weapons of great historical significance
11. Blueprints and prototypes of a devious new invention
12. Blueprints of faction's hideout
13. Dragon eggs, or other monstrous young
14. Expensive and high-quality drugs
15. Faction or government secrets
16. Fancy jewelry of expert craftsmanship
17. Hides and horns of magical or endangered creatures
18. Original manuscripts of an ancient tome
19. Several cases of fine whiskey
20. The deed to a ruined manor or castle

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## HUMAN TARGET

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Human targets make heists a bit trickier. Unless the heist is a rescue mission, most human targets are difficult to find. And they often fight back.

Roll on or choose from the following table to identify a human target.

1. A banker with a history of fraud
2. A bureaucrat who foils other heists
3. A clergyman who has betrayed his faith
4. A crime boss who has gone too far
5. A cultist who is a danger to us all
6. A demon posing as (roll again)
7. A detective who knows too much
8. A doctor who treats the wrong sort of people
9. A drug dealer on the wrong turf
10. A ghost of (roll again)
11. A gladiator without the proper respect
12. A librarian on the cusp of a grand discovery
13. A noble with aspirations beyond his station
14. A revolutionary with nothing left to live for
15. A ship's captain with an unusual catch
16. A vampire or lich of (roll again)
17. An alchemist with a secret formula
18. An angel posing as (roll again)
19. An assassin with a long list of enemies
20. An engineer with secret knowledge

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## GOAL

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Not all heists are the same. Thieves take valuables, assassins kill people, and spies uncover hidden secrets. What is your goal with this particular target?

Roll on or choose from the following table to generate the heist's goal.

- 1 - 2. **Steal or Kidnap:** Take your target for your own. You may then have to sell or trade the target on the black market, a challenging feat in and of itself.

- 3 - 4. Destroy or Murder:** If you can't have it, nobody can. Destroy your target by any means necessary. It's better off at the bottom of the sea or burnt to a crisp.
- 5. Sabotage or Intimidate:** Sometimes a bit of subtlety goes a long way. Careful sabotage or intimidation can succeed where outright larceny can fail.
- 6. Espionage:** Learn more about your target, particularly that which they don't want you to know. This can be a setup for some blackmail, a sting operation, or your next heist.

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## FACTION

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Usually, the target has some close connection to a greater faction. This factor owns or uses the target, and will go to great lengths to see the target protected. If someone traces the heist back to you, expect repercussions.

Roll on or choose from the following table to discover the connected faction.

- Adventurers:** A group of heroes or villains who traipse around the world in search of treasure.
- Angels:** A faction of good metahumans placed here for the benefit of all.
- Arcane:** A school of wizards and mages in pursuit of greater power and knowledge.
- Crime Gang:** A team of criminals pushing drugs, stealing from the rich, or planning their own heists.
- Demons:** A pack of evil outsiders who seek to drain mortals for all they are worth.
- Eldritch Cultist:** A cabal of religious fanatics bent on performing a summoning ritual.
- Government:** A department of the prevailing government faction. It can be the police, secret service, or simple bureaucrats.
- Merchants:** A guild of merchants or artisans seeking to make some money. They can also look to build their influence over local politics.

- Religion:** An established religious sect attempting to grow their followers. They can also be trying to achieve some unusual religious rite.
- Revolutionaries:** A cadre of dissidents with an eye on power. They desire to take down the establishment.
- The Common Folk:** A group of farmers, laborers, or other common folk standing up for their own rights.
- Undead:** A cell of necromancers or undead creatures, including lichs, vampires, or ghosts.

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## METHOD

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Some heists are smooth and silent. Others are dramatic and explosive. Different heists may demand different methods.

Roll on or choose from the following table to determine the most appropriate method.

- 1 - 3. No Witnesses:** No one should know who perpetrated this crime. It's fine if the target dies with a knife in his back—as long as no one can trace the killing back to you.
- 4. Natural Causes:** Make it look like an accident. Someone lost the jewels in a stormy sea. Or the target fell down some stairs and slit his throat on a stray dagger.
- 5. Send a Message:** Perform this heist in the most blatant manner possible. People should fear your gang after this, or learn from the target's mistakes.
- 6. Framing:** All clues should point to somebody else. A dropped sigil or written warning should implicate a rival.

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## OBSTACLES

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A target is never left unprotected (or else it wouldn't be much of a heist). Careful study can reveal most obstacles. Some may come as a surprise, though.

Roll several times on or choose from the following table to develop the target's defenses.

1. **Construct Guardians:** Deadly mobile machines protect the target. They can be golems or clockwork soldiers.
2. **Convincing Liar:** One of the guardians of the target is a convincing or charming liar.
3. **Crucial to Faction's Plans:** This target is far more important to a faction than you might realize. Not only is the target better guarded, but any action against it has severe repercussions.
4. **Dangerous Territory:** A challenging area stores the target, such as a volcano or deep under the sea. The very territory around the target is harmful and requires extra precautions.
5. **Devious Locks:** These are no ordinary locks. A master locksmith's work protects the target, or it's behind an impenetrable safe.
6. **Expeditious Exit:** The target's protectors have a swift retreat in mind. If the alarm goes off, its protectors will remove the target with all haste.
7. **Fake Double:** Did that heist seem too easy? Make sure you didn't grab the fake double!
8. **It's a Front:** The location of the target is a front for a much larger operation. Careless agents may get embroiled in events beyond their pay grade.
9. **It's a Trap!** The target is close within your reach. Too bad they are expecting you.
10. **Labyrinth:** The path to the target is complex and designed to confuse. You'll be lucky to make it out, much less get to your target.
11. **Magical Traps:** Runes and invisible hazards cover the walls. Magical traps guard the target.
12. **Mechanical Traps:** Poisoned arrows, boiling gas, and swinging axes wait behind every door.
13. **Monstrous Guardian:** A dragon, minotaur, or other monstrous creature guards the target. The guardian may be willing or not.
14. **Moving Target:** The target is on the move all the time. Its path is difficult to pin down, but a careful observer may notice a pattern.
15. **Passcodes:** The proper combination can fool the guards. Unfortunately, the passcode changes on a regular basis.
16. **Rival Gang's Operation:** A rival gang is planning the same heist! You'll have to contend with both the target and the rival to see this through.
17. **Secret Doors:** The target lies behind some secret passageway that is invisible.
18. **Skilled Guards:** These guards are better trained and equipped than you might expect.
19. **Trained Animals:** Hounds or other trained animals protect this target. Luckily, you can fool these animals.
20. **Undead Guardians:** These dead guardians come in both the corporeal and incorporeal variety. They are bound to guard the target with their lives—or even unives.

