

"Trust me,  
I have a plan."

The brains of the group, or at least the one with the biggest mouth; a mouth with a silver tongue in it. When the Face speaks, people listen. They come to a heist prepared, and will use that prep and their way with words to make sure everything goes as smoothly as possible.



## STATS

START

Cool:

START

Heat:

Prep: 4

**Gear:** Zip ties, the right clothes for the situation, a handgun

**Cool Goal:** Talk your way into a place you definitely don't belong

**Heat Goal:** Pass blame off to some other sucker

## Advances

- Ready:** Can take more than 1 Prep die from the stash when rolling
- Foresight:** Once per heist reduce difficulty of a task to 2. Explain how you prepared for this
- Mimic:** Once per heist choose someone whose voice you have heard. For the rest of the heist you can perfectly mimic their voice
- Dressed For Success:** You can remove Prep dice from the stash at any time to produce uniforms or clothes that are appropriate for your environment
- Team Player:** Instead of taking +1 to Cool, you can take +1 to Prep when you accomplish your Cool goal

## One Last Job

- Backup Plan:** Once during the heist, roll 1d6 and add that many Prep die to the stash



## THE SPECTER

### STATS

START

**Cool:** 0 0 0 0 0

START

**Heat:** 0 0 0 0 0      **Prep:** 2

**Gear:** Communications jammer, silenced pistol, lock picks

**Cool Goal:** Enter and exit a restricted area without being noticed

**Heat Goal:** Evade someone who is pursuing you

### Advances

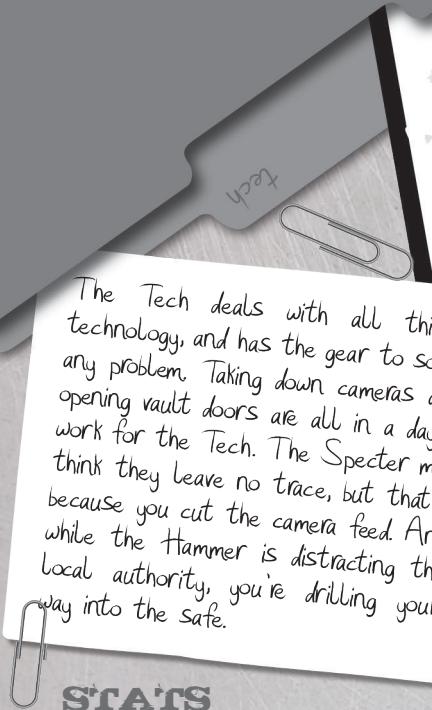
- Ghost Reporting:** If the Threat Meter has two segments or fewer filled in, roll +1 Cool die with all rolls
- Fly Solo:** You ignore any consequences of the first two segments of the Threat Meter
- Escape Artist:** Once per heist you find an immediate and accessible entrance or exit to a room in sight
- Tumbler:** Reduce difficulty of lockpicking actions by 1
- Silent But Deadly:** Difficulty for you to kill someone is equal to the number of Threat Meter segments filled +2

### One Last Job

- Houdini:** Once during the session you can declare exactly where you want to be, and you are there. Explain how you got there.

"Never know  
what hit 'em."

Specters rely on stealth tactics, getting into places they aren't meant to be. They move light, carrying just their infiltration supplies, including lock picks and silenced weapons to "deal" with nosy people. If a Specter does their job correctly, nobody will know they've been robbed until the crew is long gone, counting their cash in the getaway van.



The Tech deals with all things technology, and has the gear to solve any problem. Taking down cameras and opening vault doors are all in a day's work for the Tech. The Specter may think they leave no trace, but that's because you cut the camera feed. And while the Hammer is distracting the local authority, you're drilling your way into the safe.



## THE TECH

"I've got the right tool  
for the job, always."

### STATS

START

**Cool:**

**Heat:**

**Prep:** 3

**Gear:** Drills kept in the van, hacking tablet, taser

**Cool Goal:** Delete any surveillance footage of the crew in action

**Heat Goal:** Shut down an ongoing alarm

### Advances

- Working Hard:** Add 1 Prep die to the stash whenever you accomplish an action of difficulty 5 or higher
- Brute Force:** You may reroll your Cool dice for any hacking roll, but must also add +1 die to your Heat stat
- Dampen:** Once per heist you can reduce the sound of your drills and equipment so that anyone not in the room can't hear them
- Right Tool for the Job:** You may remove 1 Prep die from the stash to immediately produce a tool or piece of equipment
- Overclock:** Once per heist you may treat your Heat as Cool, rolling both stats together and only counting successes

### One Last Job

- False Alarm:** Once per heist, you may immediately cancel the effects of one segment of the Threat Meter



# THE HAMMER

## STATS

START

**Cool:** 00000

START

**Heat:** 00000

**Prep:** 1

**Gear:** A few heavy guns, bullet-proof vest, small set of explosives

**Cool Goal:** Intimidate a potential threat into submission

**Heat Goal:** Eliminate a security unit that is a threat to your group

## Advances

- We Loud Yet?:** If the Heat Meter has 2 or fewer segments filled, increase the difficulty of all of your actions by 1. If the Heat Meter has 3 or more segments filled, reduce the difficulty of all of your actions by 1
- Clear the Room:** You may target everyone in the room when you use violence, only needing to roll once
- Bag 'Em:** Once per heist, you can declare a target that you have the drop on as dead or incapacitated, without needing to roll
- Hard to Kill:** The first time you would be injured in a session, you ignore it
- Lethal:** You count Heat dice rolled above the difficulty as successes when you are attacking someone or something

## One Last Job

- Tactical Kill:** Everytime you kill someone, you can choose to either +1 your Cool or -1 your Heat

"Get behind me,  
I'm getting us  
outta here."

Those little pistols the rest of the crew carry are cute, but you'll need something a bit more "persuasive" to get through the reinforcements. When things go to shit, you better believe the crew is happy to have a Hammer on hand. Big guns, big explosions, that's the M.O. of the Hammer.