

# The Californian Job

A quickie by Robbie Cousineau

“Whats the catch?” Asks your friend Jose. “The police will probably respond within minutes so we need to strike fast” As you conceal your pistol and open the door. Jose and you pull down your masks and draw guns; A guard prepares to fire but Jose fires first, nailing the guard in the skull. “THIS IS A FUCKIN ROBBERY!” Screams Jose.

In The Californian Job, you and a few friends pose as Bank Robbers, with the GM controlling NPC's and the police. Your duty is to roleplay one day, the day of your bank robbery. The game is not designed to be used in campaigns; but as a role playing exercise.

## Character Creation

1. Choose a Name
2. Choose a gender
3. Choose an ethnicity (White, Black, or Mexican)
4. Assign Points
5. Finishing Touches

First you need to choose a name for your character, a first and last name. Then you must choose what gender your character is. It doesn't really matter except for roleplaying purposes. After that you may choose an ethnicity. Of course it really does not matter what color you are; but note that in real life, cops are prejudiced and will more likely suspect the black guy with the book instead of the white guy with the gun.

Then you have 50 points to pour into skills and bonuses. 50? sounds like a lot right? Wrong. Here's how it goes, You have 5 stats. Brawl (Used for feats of strength), Reflex (Used for dodging incoming fire and blows, and spotting hard to see things), Agility (Used for outrunning people and for general speed), Body (Represents how much your body can take punishment wise), Mind (Represents your character's ability to focus himself and steady his hand for shooting, and to focus his hand for driving)

You can purchase a +1 to rolls of that type for 20 points. Next you can purchase equipment for points. A Pistol is 10 points while an Automatic Rifle or Shotgun is 20, a car is 10 and a fast one is 20 points, a Safe House for 10 (Building designed for hiding away, your house does not count, and all characters unless they say otherwise have a house). You can also pay 10 points to have a buddy. A Buddy is a NPC that will aid you after the robbery (BUT NOT DURING). Buddies could drive getaway cars, could offer you shelter from police, and help you escape town if it comes to that.

So in the end you are torn between High Stats or resources. Nothing stops you from using other people's stuff. Last are the finishing touches. Like your character's backstory, how he got into the thought of a bank robbery? His plans? What's going on!?

So that's how your character is made. Now let's get onto the big stuff

## **The Preparation**

The Gm should have a map of a bank handy (It doesnt have to be real, he can just draw one up) This map should have all entrances visible, the location of the vault, and the locations of guards. There should also be a extra copy for the robbers without the guards marked. The Robbers should get 10 minutes to discuss the plan.

The plan should go along the lines of a few basic steps

Walk in. Hold bank up. Get money. Run like hell. Of course i hope your all a bit more clever than that. Creativity is hoped for. Not all plans have to include violence. It may be possible to... just walk out safely?

The GM of course may set up some roadblocks for our villains. For instance, lets just say that the guards are on alert today? Thats a whole heap of problems. So is the teller using her dye pack, which is designed to temporarily blind a bank robber.

## **The Robbery**

Things go wrong. They always do. And in the case something does. Use the right stat for the right job. The basics are:

Hand+Reflex against enemies Body+Reflex: Gunshots

Hand+Brawl vrs Body+Reflex: Fighting

Hand+Reflex Vrs Hand+Reflex: Driving

Agility+Reflex Vrs Agility+reflex Outrunning on foot

Body+Brawl Vrs Body+Brawl: Leaning against a door to keep it shut

That in mind. Now its time for the actual robbery. I wish you much luck.

As i said, your roleplaying the DAY not just the robbery. You may have the money in hand, but you still have to escape the robbery, lose the police, and then find a way to be safe and wait for it to blow over.

Note on equipment: Pistols make smaller holes then rifles/shotguns but recoil less. Rifles and shotguns make huge holes but shooting more then once in seconds will cause a -1 to your Hand stat for that shot.

Cars are ok, but a fast car is +1 for your hand stat because it handles easier and goes faster.

The safe house is loaded with ammo and secret hiding places, and is rented under a different name. Police will have to search forever before they find you there.