



# • **BEGIN** // incoming message



Welcome ACE\_OPERATIVE.

We have another high stakes job available.

Standard procedure: gather your team, research and plan the heist's details, get in and get out.

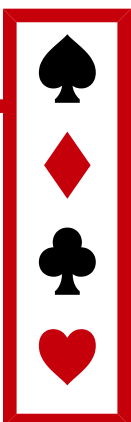
//For this assignment you will need:

- [deck of playing cards]
- [index cards/post-it notes]
- [writing supplies]

//Your GM\_OPERATOR will brief you with the necessary details about the assignment.

Good Luck.

•keeton//

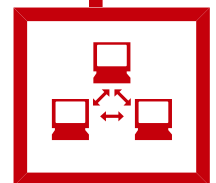


## HEI T\_ACES

a narrative heist-crawl RPG

by Fred Bednarski

for: 1KM1KT.24h\_RPG2013 & NaGaDeMon2013



## • TEAM // char . creation

Each team member is required to keep their current alter-ego on the record **[sheet]**.

Write down your Alias and a matching aspect **[skill, profession, piece of equipment, etc.]** for every of the Approaches/Suits **[table below]**.

You have some time to prepare for the job **[draw a card]**, use it wisely **[create another Aspect for the Approach matching the card's Suit, add it to your list]**. **[shuffle back the card]**.

## • APPROACHES // SUITS :

**.[♠] Ghost .**

//Subtle approach  
[.stealthy .sly .deceptive]

**.[♦] Mastermind .**

//Calculated approach  
[.perceptive .clever .careful]

**.[♣] Fixer .**

//Skillful approach  
[.resourceful .hi-tech .complex]

**.[♥] Enforcer .**

//Aggressive approach  
[.strong .forceful .dangerous]

## • **PLAN // scenario creation**

GM\_OPERATOR provides only the goal of the assignment **[places a random card from the deck, with a post it description on the table]**.

Team is required to do research and legwork to discover more detail about their job:

**.[layout].[security].[personnel].[threats].[risks]**

Team members take turns to do legwork **[draw a card]**, and share **[describe]** the findings **[based on the card's suit]** with the rest of the Team.

Log the findings **[write it down on a post-it]** and keep it safe **[place post-it and card together on the table]**. This intel makes the Team aware of heist's major obstacles, use it to your advantage and plan your approach accordingly.

Don't linger. The more time you spend on research, the more suspicious your plan becomes **[GM draws an obstacle card every quarter hour of real-time planning]**.

## • **RUN // game.mechanics - a**

GM\_OPERATOR oversees **[narrates]** the job's progress and informs **[hinders]** about surprises.

To pull off the heist, Team needs to deal with both, planned and surprise obstacles **[narrate action and draw a card to your hand for each of the Aspects used in the narration]**.

## • **RESOLVING . OBSTACLES //**

- Using the correct approach: **[discard a card of the obstacle's suit]** guarantees a success of the task **[player narrates]**

- Using relevant approach: **[discard a card of the obstacle's color: black or red]** results in a success at a cost **[GM narrates "yes, but" and GM draws a card to his hand]**

- Not being able to do any of the above fails the task **[GM narrates "no"]**

## • **RUN // game.mechanics-b**

You'll encounter unforeseen difficulties during your task **[GM discards a card from his hand and narrates]**. You have to deal with it on the spot **[discard another card from your hand to beat the new obstacle]** or fail the whole task.

Succeeding at a task eliminates the obstacle **[remove the obstacle card from the table]**. This can either aid you in the future **[keep the card for Scoring]**, or aid the team by lowering the suspicion **[shuffle the card back into the deck]**.

Resolving a task **[discard all remaining cards from you hand]** raises suspicion and will soon create new issues **[if the deck is empty, shuffle the discard-pile, use it as a new deck. GM gets a card per player to use against the team]**, if you are quick, you can avoid those consequences:

**.[alarm].[mishap].[police].[civilian.hero].[SWAT]**

## • **SCORE // char.improvement**

After successful heist you will be paid based on your performance during the run **[cards kept for scoring]**. We would like you to invest it in training and equipment **[spend a matching card, per existing aspect in a suit to create a new aspect]**, but of course you are free to spend it as you wish **[discard all the cards and live a lavish life... until the you run out, and decide to run another heist]**.

## • **RANDOM // £QБ~GawFsJb^n.info**

• **TOUGH\_JOB**: [GM can play one or more cards from his hand, at any time, to hinder you].

• **RISK\_IT**: [To slow down the GM getting more cards, you can draw less cards then the amount of aspects that apply].

• **THATS\_A\_JOKE**: [Jokers have no suits, they always result with a “success at a cost” outcome and can't be scored].

# HEI&T\_ACES//OPERATIVE.RECORD\_SHEET

## Alias:

.[♠] **Ghost.** //Subtle approach  
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