

### Heist Jump:

Welcome, Jumper, to the Heist. There's no single world here, just a theme; theft. This world is very much like our own, but there happen to be a lot more thieves, and they're much better. Feel free to join in; Danny Ocean's gathering a crew for some big job over in the corner, and Simon Templar's rumored to be working again. Nate Ford of IYS has supposedly switched hats, and that crazy Parker dude might be looking for a partner. There's no superpowers here, just skills, but you might just pick up something useful anyway. After all, with your own powers and talents, if you don't leave with \$100,000,000 in a Swiss bank account and a private island, you're barely trying.

Consider this an advance. You'll need something to get you started here... +1000 CP

### Backgrounds:

What has your life been like? You have a particular set of skills, and those skills will be determined by your past. If you have one...

### Drop-In: Free!

You wake up in an alley in Vegas. Nobody knows you here, but you don't have any memories of this world to guide you.

### Muscle: 100 CP

Though high-tech and high-class theft will sometimes work wonders, you've always done better using your hands for a more...obvious kind of crime. You're a mugger writ large, a threatening criminal who gets what he wants through violence, audacity, and sheer intimidation. Smash-and-grab robberies may not have much finesse, but they work.

### Hacker: 100 CP

You're the intelligentsia of crime, the lord of the age of the geek. You never have to show your face for a heist, committing your crimes by computer. When you do feel the need to show up in person, it's for unique purposes; there are walls that no virus can crack, and for those you need big bombs. You're a master of digital theft.

### Con-Man: 100 CP

The criminal world's nobility, you're a grafter and confidence man. A skilled liar and master of disguise, your crimes often aren't even recognized as such until years after the fact. Not for you the gauche safecracking and explosions of other criminals; when you do your job right, the target turns off all the alarms and invites you in (or sells you your booty for pennies on the dollar).

Thief: 100 CP

All those others may think they're the princes of crime, but you know the truth; when the day ends, you're all just thieves. At least you're honest! You are a master of the true arts of theft; pickpocketing, lockpicking, breaking and entry, and simple larceny. You can appear in the dead of night, take what you want, and be gone, without relying on anything but your own hands and wits.

Age, Location, and Gender:

Now, it is important to figure out the rest of who and where you are. You wake up in a high class hotel room (or an alleyway, if you're a drop-in) in any city in the world. You keep the same gender, unless you want to pay 100 CP to change it, and you've been running from the law for most of your 1d8+27 years (though you can pay 100 CP to change that too).

Skills:

If you want to get by on your wits, there are some skills you might need. These'll help you get what you want, especially if "what you want" is a lot of money.

Human Metronome: 100 CP, Free Drop-In

One of your many gifts is a perfect sense of time. You always know exactly what time it is, and can easily keep track of schedules for a dozen different things. Guard routes, detonations, time until the electricity resets, or anything else, you don't have any problems keeping track. You have 29 stopwatches in your head, and even if you play with time, they're more accurate than the atomic clock.

Hitter: 100 CP, Free Muscle:

Sometimes all the sneaking around and technical stuff doesn't go right, and someone needs to be able to take a punch. That's when you're at your best; you can beat up a room full of guards before one gets a call off to the cops, and have experience making sure even when you're engaged in pitched battle nobody notices. Also, you've been known to fake a fight or two (or you would be, if anyone could tell).

Electrical Boy: 100 CP, Free Hacker

You're a master of the digital world. You can get into any system, and can type so fast your keyboards catch fire. Editing people out of security camera feeds in realtime, faking election results so well that the AP is fooled, and downloading huge files while simultaneously erasing even off-server, off-line, off-location backups are just your more notable feats.

Always on the Grift: 100 CP, Free Con-Man:

The most important part of any con is making sure the mark can't find you afterward. And that's your gift. You have a mastery of disguises, and can take on any role with just a few moment's preparation. With an added limp, a fake mustache, and slightly different body language, nobody will recognize you even on security camera tapes. You've also got a hundred accents you can use to make sure even interviews come out the way you want.

Padfoot: 100 CP, Thief Free:

You're well trained in the basic arts of theft. You're a master of lifts, able to steal even relatively large objects from people without them noticing, and you can do so with no more than a touch. Most locks are also quick to give up their secrets to you; with a lockpick you can jimmy pretty much anything in just a few seconds.

Sneak-Thief: 100 CP

You have a talent a surprising number of thieves lack; you're actually good at being sneaky. You can control your breathing so that people don't hear you, and you know just how to position yourself so that the eye sweeps right by (further, you can actually hold yourself still long enough to make use of this knowledge). Though you're in no way invisible, the right clothing and a little preparation will make you really hard to find.

Jailbird: 100 CP

While they can't hold you, the cops must have caught you once. Of course, jail is just another learning experience. In addition to having a lot of insight into criminal behavior and prison psychology, you've trained any boredom out of you; staring at a wall in solitary for a week taught you how to live inside your head. Also, when you broke out you learned quite a bit about escaping from other high-security facilities.

Mastermind: 200 CP, Discount Drop-In:

The perfect mastermind for any job, you're blessed with a perfect memory. Memorize maps, escape plans, and combinations without any effort, or just glance at files and be able to blackmail people. You'll never forget a cover, or any details about it, and are skilled at coming up with inventive solutions for getting things...out of a box.

Smash and Grab: 200 CP, Discount Muscle:

You're really good at carrying and concealing things. You know how to wrap up and carry 16 paintings and a sculpture and smuggle them out under your jacket, and ever since you were in that place with that thing you can't talk about anymore you've been really good about hiding even improbable weapons on your body where nobody will find them. You'll never be disarmed again, since you've started carrying around a sawn-off down your pants leg.

Counterfeiter: 200 CP, Discount Hacker:

You're a master forger. You have the steady hand and experienced eye to replicate art or signatures with just a few minutes to study a sample and the right inks. Of course, just faking checks and forging paintings would be boring; you've got more skill than that. You can mimic others' styles of pretty much anything. Trick someone into thinking your worm was the work of another hacker, or plan your heist in the style of other masterminds; nobody'll even know you were there.

The Art of the Lie: 200 CP, Discount Con-Man:

If you're going to call yourself a con-man (though you wouldn't, that was never proven) you have to be able to convince people to have confidence in you. You are an excellent liar and actor, able to convince even the most paranoid marks that you're their friend and ally, and that you have the PERFECT investment opportunity. With a little research and the proper props, you can bluff your way into anything.

Grease-Man: 200 CP, Discount Thief

You can get in anywhere. You are a skilled contortionist, able to fit your body into tiny vents and other passageways, and are also a truly incredible acrobat; your strength and flexibility are amazing. You can climb buildings with just your fingers, backflip your way through laser grids, and hold yourself flush to a ceiling with naught but your toes.

Cardshark: 200 CP

No real thief would be ignorant of card games. It's just a thing. You're a genius at poker and any other card game you could mention, but your experience at the tables has some other benefits too. You're wonderful at reading body language and tiny tics to see when people are bluffing, and can divine a mark's real desire with just a few minutes of table talk (how else do you know what to steal?)

Wheelman: 200 CP

No matter your other talents, you're a genius behind the wheel. You have a special talent for evading the cops, even when you've got helicopters on your tail. You also have a talent for getting a new set of wheels; even the most advanced vehicular security systems take just a second with a pry bar, or maybe a few bangs in the right place. Then connect some wires, and...you're doing 140 mph with a bag of gold in the trunk.

Preparation Montage: 200 CP

Something really odd happens to you when you're planning a heist. All the days of slow, tedious prep work, memorizing plans and constructing gadgets, just kind of fades away. While you still have the practice, you can just turn your brain off and relax or think about other things while you prepare, as though you were on some kind of fast-forward. You probably won't react too well to any surprises while you're planning, though.

Artist's Eye: 400 CP, Discount Drop-In

You have the heart and soul of an artist. While you don't have any actual skill AT art, you can identify the artwork of others with just a glance, and spot forgeries by the masters without even trying. You also have an extraordinary understanding of black-market prices, and can judge the worth of an object to within the cent. Any other valuables, such as gems, secret weapons plans, or blackmail photos are similarly laid bare to your experienced eye. This eye for deception also makes you quite good at spotting traps.

Precision Operative: 400 CP, Discount Hacker:

You're a master of all the little gadgets a heist needs. You know how to place cameras everywhere you need them, can build remote controls for all kinds of vehicles to pull complicated shuffles, and are a virtuoso with explosives. Your precisely aimed demolitions will always blow just the right hole in the safe for your hand, without ever damaging the contents. And if you ever need a distraction, well... You've had some big ideas.

Intimidator: 400 CP, Discount Muscle:

You're extremely imposing. Just glower darkly in a corner and people will need a new pair of pants. If you actually pull a weapon on them...well. You can terrify your average security guard into total silence with naught but a glare. Even if you're not exactly quiet, they'll be too scared to pull the alarm.

Unwitting Accomplices: 400 CP, Con-Man Discount

Your talents on the grift are far beyond most confidence men. You can pull whole rooms of innocent bystanders into your schemes. They'll honestly believe you're their boss, and happily rave to the new "client" about how good your company is or celebrate their co-worker's birthday for the perfect distraction...at least for a few minutes. You've also always got connections with "local talent" to fill in the more dedicated parts of your facades.

Master Thief: 400 CP, Discount Thief:

Your understanding of security systems is so instinctive it's preternatural. You just have a "feel" for when a tumbler's going to fall, or where there will be hidden lasers that weren't on the plans. You can open the most secure safes in the world by listening to the tumblers with your unaided ear, and that's if you can't just guess the combination based on your extensive experience.

Items:

Here are some pieces of kit that you can pick up to help you find your way. Though since you're a thief, you'll probably steal similar things anyway, it's sometimes worth starting with an edge.

Wardrobe: 50 CP, Free Con-Man

You've got a huge wardrobe filled with disguises. Uniforms from militaries, police forces, courier organizations, and hospitals around the world, clothes to make you look like any occupation you wish, and hundreds of small accessories to make each character unique. You have all the hair dyes and fake scars you could ever want.

Signature Weapon: 50 CP, Free Muscle

While winning fights with your fists is a fun pastime, sometimes you need to be a bit more obviously imposing, or be assured of knocking people out silently. Therefore, you've "acquired" a weapon. It may be a suppressed pistol, a blackjack, or a blackened blade, but it's good for making an impression on anyone you encounter silently. It's a useful tool to threaten people with, and you know what to do if they call your bluff...

Calculator: 50 CP, Free Hacker

This is not just a simple counting device. It's the ideal codebreaking machine, able to try millions of numeric combinations and permutations in a matter of seconds. All you have to do is plug it in in the right place, and encrypted files and electronic locks will give up their secrets. While it's not able to perform many other functions, you can use it as a component to gain terrifying hacking ability.

Lockpicks: 50 CP, Free Thief

You have an excellent set of lockpicks, good enough to break in pretty much anywhere. Though they're not too useful against keycard locks, they'll sometimes help with other means of entry (not many people think to protect doorhinges). Though they have the parts to open any mechanical lock, even specialized kit to help break into safes such as drills and hearing aids, the whole kit will fit easily in a pocket.

Earpiece Comms: 50 CP

This set of 12 earpiece communication devices are almost undetectable. They blend perfectly into the ear of anyone wearing them, and use high-tech bone-conductive technology to pick up even whispers and subvocalizations. They have a range measured in the hundreds of miles, and an effectively infinite battery life. Though they operate on a radio frequency, it's one that's for some reason impossible to jam or intercept.

Explosive Cache: 50 CP

You have a large store of explosives that are especially designed for stealth work. While they have the power of C4, the explosions are for some reason totally silent. Also, your stock of detonators has a quirk; the timers slow to a crawl when one of your crew are in the blast zone, helping keep your people safe even when the plan goes bad.

The Inside Man: 100 CP

This guy is the perfect insider anywhere. He (or she) always has the perfect resumes and interview skills to get hired at even the most tightly-held opportunities. Of course, they'll get fired in a few weeks once those skills don't pan out, but a week with access to the vault codes is far more than you'll need... The Inside Man can become a companion if you wish, or their talents can be gifted to an existing companion.

Trained Animal: 100 CP

Even the best grease monkey can't get in some places. That's why you need a real monkey. You have

a well-trained ally to help you out on your capers. A bird that grabs keys, a pickpocketing dog, or a trunk monkey to keep your getaway car safe, so long as you keep them fed you've got an ally for life.

#### Loot Bags: 100 CP

These sacks, while traditional, are also very useful for carrying away your ill-gotten gains. To start with, they seem to hold a good deal more than they should, and are fairly easy to carry even slung in apparently cumbersome fashions. They also block all incoming and outgoing signals; no dye packs will ever be activated as you carry away your cash, and they're hard to search (though explaining the dollar sign on the side could test your lying skills).

#### Numbered Account: 100 CP

You have a numbered bank account somewhere untraceable with \$1 in it. While you're not rich (yet) it's a place to store your ill-gotten gains that no police force will ever be able to raid, and if they ever get close it's transferred without any input from you to some other bank (perhaps the Caymans?). No matter the police force or the laws wherever you are, you still have access to a numbered account in some form of bank that is just inviolable. While it may not be an extradimensional warehouse, it's a lot easier to make a bank draft from.

#### Knock-Out Drugs: 100 CP

You have a special concoction of knockout drugs that only you know the recipe for. They're guaranteed to leave even large people unconscious just a few seconds after delivery, and oddly, they work no matter how you deliver them; they can be ingested, injected, or inhaled. You've also got a large supply of darts that deliver a sufficient dose no matter where you hit your victim and a small pistol built to fire them soundlessly.

#### Getaway Car: 200 CP

While it looks like a normal car, this vehicle has been specially modified for a role in your schemes. It might have aftermarket additions like smoke machines and oil slick launchers to help you get away from the cops, or may be altered to let you drive around in places no other car would fit. It is guaranteed, however, to have enough horsepower and shock absorption to get away despite a ton of gold in the trunk.

#### Playbook: 200 CP

This plain book contains a few thousands plans for various heists, grifts, and other schemes. The vast majority of them are generic enough you can make them work in any situation, and they range



from single-person jobs to elaborate plots requiring 30 men and a trained penguin. Further, it contains a handy glossary so you know what people mean when they want to run a “Turnabout in a Bottle” with a “Belgian Twist”.

#### Supercomputer: 200 CP

You have a custom-built supercomputer made for crime. It may be a smart phone with all kinds of illegal apps, or a huge mainframe that would fill a small room; the function follows the form. In any case, though, it'll help a lot with your crimes. You can upload any mysterious information you find, or download the help you need to get out of a situation you didn't prepare for. If you're good, you can use it to hack anything electronic. Just remember: you wouldn't download a car!

#### Masterful Disguise: 200 CP

While the simple tools are great for a quick change, sometimes you need a more finely-crafted disguise to make a role real. You have a machine that can make latex molds of people's faces when given precise measurements to make incredibly lifelike masks, as well as a set of high-tech voice-changers that can make you sound like someone else and a supply of prosthetics useful in changing your apparent height. You can even make fake fingerprints!

#### Drawbacks:

If the life of a thief wasn't hard enough, you can make it a little bit tougher. You can take a maximum of 600 CP in drawbacks, gaining some extra skills to make it fair against your tougher jobs.

#### Showman: +100 CP

You can't resist making a statement with your jobs. You may leave a note afterwards to taunt the police, or tell your targets that you plan to hit them. Or you might just make everything a show; why sneak out of the building when you can blow it up and escape in a helicopter flashing your name in neon lights?

#### Obsessive Compulsive Disorder: +100 CP

You NEED to have a plan. And where one plan is good, ten is better. You can't knock over a liquor store without 16 plans, three backups, and a spare ace nobody know about, and the bigger the target the stronger your compulsion. While you'll have everything meticulously ready, expect to drive away those who might work with you when you need them to time their movements to the second... For a trip to the bathroom.

#### Gentleman Thief: +100 CP

Any boor can beat up hooligans for their lunch money. You belong to a more elegant class of criminal. You have a code that you follow; you don't steal from those who can't afford it, you don't hurt innocents in your robberies, and you always try to be chivalrous. "Steal from the rich, give to the poor (sometimes)" is your motto. While you are still a thief, there's some element of a good man in there...somewhere.

#### Forgetful: +200 CP

There's always that one thing you leave behind, no matter how good your memory is. And unfortunately, it's almost always the keystone of your job. Last time you robbed a bank, you completely forgot to bring the drill, and you once walked into a police station without your fake badge! If you think fast, you may be able to find an alternate solution, but it's not anywhere near as elegant.

#### Kleptomania: +200 CP

You cannot let an opportunity to take ANYTHING slip out of your grasp. The last time you were in a museum to steal one piece, you were there all night until you took literally everything, down to the children's artwork in the daycare. Even if your partners are disturbed by your choices or you know it'll end up getting you in more trouble, theft is what you DO, no matter how large or how petty. The decommissioned missiles in that Air Force base are exactly as safe as the hotel's mint supply; not at all.

#### CSI: +300 CP

Unfortunately for you, while there are master thieves in this world there are also master detectives. You'll have to be careful not to breathe too hard during a heist, or their technology will (somehow) identify you based on lung particulates, and these cops are very, very good at setting a tail. If you DO get caught, they'll just jail you, but it'll be very difficult to escape from these jails.

#### Wrong Man: +300 CP

Someone you stole from (or will take advantage of in the immediate future) has connections. **SERIOUS** connections. You'll be dodging hitmen from the Mob, the Triads, or a number of other gangs, and the world's police forces may have just been tipped off about your face, name, and MO. These guys are playing to kill.