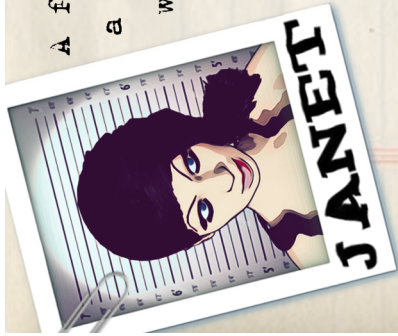




A femme fatal, from a respectable family, with a soft spot for alarm systems diamonds and inspectors.

1. Roll 3 dice.

2. Everybody uses the dice results.

unused =

3. Score out time.

4. Run away?



Raised as an orphan, he has become a skillful crook, who has already acquired a certain reputation.

1. Roll 3 dice.

2. Everybody uses the dice results.

unused =

3. Score out time.

4. Run away?

Strength

Dexterity

Cunning

Lockpicking

Electronics

Sneaky

Safecracking

Abilities

Escape

Tools

Strength

Dexterity

Cunning

Lockpicking

Electronics

Sneaky

Safecracking

Abilities

Escape

Tools

Lockpicking

Electronics

Sneaky

Safecracking

Tools

Electro tool

Gloves

Lockpicking

Electronics

Sneaky

Safecracking

Tools

Lockpicks

Wire cutters

Stethoscope

Number +/- x

Extra die

#/X

any number/circle

Specials

You've got the power

Girls best friends

Number +/- x

Extra die

#/X

any number/circle

Specials

nimble-fingered

Crook





A savvy, gifted mechanic at day, she has won quite a lot of illegal street races at night.

1. Roll 3 dice.

2. Everybody uses the dice results.

unused =

3. Score out time.

4. Run away?



Former heavyweight boxer with a short fuse, who won't hesitate to do the dirty part of the job.

1. Roll 3 dice.

2. Everybody uses the dice results.

unused =

3. Score out time.

4. Run away?

Strength

Dexterity

Cunning

Lockpicking

Electronics

Sneaky

Safecracking

Number +/- x

Abilities

Tools

Cutting torch

Battery

Mask & Lamp

Escape

Specials

Abilities

Tools

Crowbar

Drilling machine

Dynamite

Escape

Specials

Extra die

#/X

any number/circle

Specials

Tinker

Petrol driven

Extra die

a single three

e.g.

Any straight

Specials

Pure force

Convicted

any two of a kind

e.g.

any straight