PROS ♥♠ CONS

v. 1.3

PLAYER SHEET

CREATE YOUR CHARACTER

1. Choose your **role**: Driver, Hacker, Hitter, Grifter, Mastermind, Thief.
2. Choose your **energy**: Off-kilter, No-nonsense, High-energy, Down-to-earth, Go-getter, Posh, Versatile.
3. Choose your **card** from 2 to 9 and any of the four suits:

   A high number means you're better at being a **pro** (being practical, conservative, efficient).

   A low number means you're better at running a **con** (being creative, extravagant, fun).

   The suit determines your **strength**:
   • Hearts mean you're likeable.
   • Diamonds mean you're quick.
   • Spades mean you're rough.
   • Clubs mean you're savvy.
4. Choose **a name** you go by.

CREATE YOUR CREW

Choose, as a group, the **two aces** your crew has up their sleeve:

You're very wealthy, **you have high-tech equipment at your disposal**, **you have inside information on the mark**, **you have pull with the law enforcement**, or **you have worked together a long time**.

Next, choose the **big problem** you have with this heist:

You're duping the same mark a second time, **you have to be at two places at once to pull this off**, **there is someone hunting you**, **you are being played**, or **the scene of the heist changed last minute**.

YOU'RE ON A HEIST

You are a group of criminals working to pull off a **heist** that was supposed to be impossible.

When the game starts, the ball is rolling, and you're executing one of the first phases of the robbery, and ran into some **trouble**...

MAKING A CHECK

When you attempt something significant and risky: Draw a card to find out how it goes. Draw another card if the task fits your **role**. And another if the action is **aimed directly** at the mark or the prize.

If you can, choose a number card you drew. Compare the chosen card to your card:

If you're being a **pro** (restrained, logical, efficient), you succeed if the card's number is equal or lower to your card.

If you're pulling a **con** (being flashy, spontaneous or fun), you succeed if the card's number is equal or higher to your card.

How well you succeed or fail depends on the suit:

♥ = ♥   If it is the **same suit** as your card, it's a critical success or a marginal failure. The GM tells what's the positive extra thing you get.

♥ = ♦   If it's the **same color** as your card, you succeed and get what you wanted, or fail and simply don't.

♥ = ♣/♠   If it's the **opposite color** from your card, in addition to the marginal success or total failure, there is a complication. The GM tells what that is.

If one of the cards drawn is a face card, it is not counted as a success, and there is a **twist**.

A joker is always a critical success.

TWISTS

When you draw a face card, there is a twist depending on the card drawn:

J = about the mark, **Q** = about the prize, **K** = about our crew.

Ask the question from everyone around the table (including yourself), and choose the most dramatic answer as the truth. The GM narrates what the twist means.

The first time a face card of a certain value is drawn ask the table the question: **"What makes this personal to me?"**

The second time a **J** is drawn, ask the table one of the questions: **"What does the mark hold over me?"** or **"What frightens me most about the mark?"**

The second time a **Q** is drawn, ask the table one of the questions: **"Who else is ahead of us in a race to get the prize?"** or **"Why do I need the prize for myself?"**

The second time a **K** is drawn, ask the table one of the questions: **"What reason does another crew member have to suspect my loyalty?"** or **"Who am I working with outside the crew?"**

The third time a **J** is drawn, ask the table the question: **"How does the mark know about our plan and why is it my fault?"**

The third time a **Q** is drawn, ask the table the question: **"What's the actual goal of ours and why is it harder to accomplish than just snatching the prize?"**

The third time a **K** is drawn, ask the table the question: **"What is the big rift between me and another crew member and why is it coming up right now?"**

The fourth time a face card of a certain value is drawn, ask the table the question: **"What must I sacrifice for the job to continue?"** and answer this yourself: **"...will I do it?"**

FLASHBACKS

After any check, where there hasn't been a twist, you can choose to have a flashback to show how you have actually prepared for this in the past and what we've seen is just the setup for something different.

If you do so, you can attempt the check again using the opposite approach (pro if you used con, or vice versa). Any face cards drawn with the flashback are successes. They still trigger twists.

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GM SHEET

PREPARING AND STACKING THE DECK

In order for the game not to end immediately, when starting, it's a good practice to stack the deck. Take out one random king, one random queen and one random jack, and set them aside. Then shuffle the deck, divide it roughly in half, put the three cards to one of the halves, shuffle that part, and stack the decks so that the half with guaranteed face cards goes on the bottom. That way the game will not end immediately, no matter what happens.

GENERATE THE PRIZE

Choose, randomise with a card pull, or come up with more interesting ones yourself:

The prize is...

[A] an antique item	[2] a whole lot of money	[3] diamonds or other gems
[4] property	[5] high-tech gizmo	[6] a weapon
[7] sensitive information	[8] an art object	[9] an animal
[10] a vehicle	[J] their reputation	[Q] a hostage
[K] safety of the crew	[Joker] something to be delivered instead of taken	

.. and our reason for wanting to steal it is...

♠ payback	♦ the money	♣ the prestige
♥ ideological	[Joker] something petty	

CHOOSE A STARTING POINT

Ask the players the following questions, let each of them answer them, and then select the answers that spark your creativity the most as your basis:

"When we start, where are we?"
"What are we here to steal to help us get to our main prize?"
"How are we disguised to protect our identities?"
"What is the unexpected obstacle we just ran into?"

GENERATE THE MARK

Choose, randomise with card pulls, or come up with more interesting mark for your game:

The mark is...

[A] a former member of the crew	[2] a street criminal	[3] a member of law-enforcement
[4] a religious leader	[5] a venture-capitalist	[6] an entertainment mogul
[7] an attorney or a judge	[8] a real-estate king	[9] a foreign diplomat
[10] a mafia king-pin	[J] a political figurehead	[Q] a family-member of one of you
[K] a casino-owner	[Joker] in the witness protection program	

.. whose whole justification for them being such a bastard is that they're...

♠ self-righteous	♦ greedy	♣ amoral
♥ entitled	[Joker] just evil	

.. and their main source of strength is...

♠ how feared they are	♦ their wealth	♣ their intelligence
♥ the people they control	[Joker] sociopathy	

.. while their weakness stems from...

♠ their obsession	♦ their loyalty	♣ their arrogance
♥ their vanity	[Joker] a guilty conscience	

DIRECT THE GAME

Don't pre-plan things. Ask a lot of questions and build the game on the answers. Start the scenes as late as possible and end them as soon as it feels right. Let the dice change things. Let the characters look damn cool. Balance the game between suave moments of professionality and nail-biting high stakes bursts of action.

The original Lasers & Feelings this is based on (by John Harper):
http://onesevendesign.com/lasers_and_feelings_rpg.pdf