

STEAL 2,0



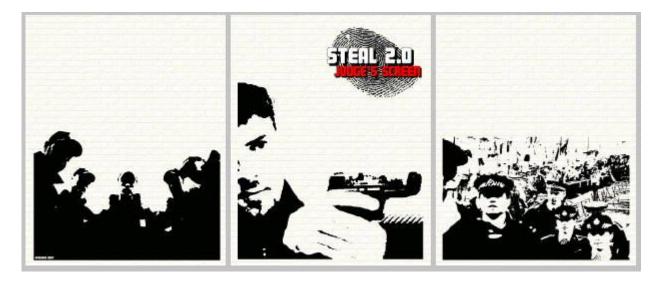
JUDGE'S SCREEN

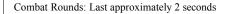
This bundle includes all of the additional resources needed to run Steal 2.0.

You should find various themed templates to play either Criminals, Police and Private Investigators. Also included is the generic second side of the theSpookEngine character sheet to help keep track of equipment and other issues. I've also recreated a classic version of Steal 1.0 character sheet for old time lags.

The character sheets have two spaces reserved for photos, one is for the placement of a company or force logo, the other is for the inclusion of a character portrait (criminals groups tend not to have logos, so I haven't included a second space there). You can find both police logos and character passport photos in theSpookEngine Controller's Screen bundle, the Brit-Ops Guide or source your own from the internet.

Also present are the panels needed to construct a Judge's Screen (GM Screen), print out the following sections and apply to a solid sheet of cardboard and fold into a gatefold arrangement. You might also like to apply some plastic film to help strengthen and preserve the screen. The Combat, First Aid and Miscellaneous sections go on the inside.





Actions Possible: Use Weapon/Use Weapon + Move (1/2Athleticism in Meters)/Running (Athleticism in Meters*)/ Grapple/Dodge/Use Device/Tend Wounds *Athleticism Roll result added to base + subject to weight

Who Goes First? Is the first to act, followed by each individual in Athleticism rankings (equal ranks acting at the same time) + looping around next round

Grappling: H2H roll to grapple, Athleticism or Martial Arts to evade - multiple individuals (max +2) add their successes, repeat

Dodging: Individual rolls Athleticism versus the attacker's result (can only evade one H2H attack)

HOW THE SYSTEM WORKS

Default Dice: Each individual gets 2x10d regardless of ranks

Rolling Skills: Each individual rolls their skill rank + 2x10d

Target Successes: Determined by Controller (average 2 successes)

Successes: Is determined by the following table

Dice Roll	Counts as x successes
1	-1
2-6	0
7-9	1
10	2

Example: Nutter fires a SMG (weapons firearm) 5x10d result equals 2,7,9,1,4,10 = 0,1,1,-1,0,2 (3 successes, 1 more than needed). Damage $3 \times 2 = 6$ vitality loss + 2 critical wounds (per max multiplier). Soft cover roll performed as necessary for each bullet hitting target (multiplier denotes additional bullet hitting)

Blunt Weapons: Do the same requisite amount of vitality damage

Piercing & Firearms Weapons: Vitality Damage + 1 Critical wound (per each bullet fired)

MISCELLANEOUS MODIFIERS

OPTIONAL RULES

Aodifier	Successes +/-
Prone Individual	+2
to 10 meters with pistol	-1
Poor Light	+1
Near Darkness	+2
oint Blank	-2
Frappled Individual	-1
ntoxicated/Drugged	+1
ast 10 Vitality points	+1
Restricted Movement	+1

Note: All bonuses/minuses stack, minus rolled successes still indicating a botch



	BLUNT WEAPONS	
Category	Example	Max Multiplier
No Weapon	Bare Fists, Kneecap, Forehead	x1
Light Weapon	Small Hammer, Knuckle-Dusters, Small Lump of Wood	l x2
Medium Weapon	Length of Chain, Jemmy, 4x2, Baseball bat	x3
Heavy Weapon	Large Metal Bar, Concrete Slab, Large Crowbar	x4
	PIERCING WEAPONS	
Category	Examples	Max Multipliers

Category	Examples	Max Multipliers
Light Weapon	Knife, Flick Knife, Garrote*	
	Razor, Stick, Pool Cue, Shuriken	x2
Medium Weapons	Small Sword, Sai, Katana, Spear	x3
Heavy Weapons	Trident, Large Sword, Heavy Spear Sharp Large Metal P	ole x4

Note on Heavy Weapons: Such large weapons require a Strength skill rank of 3 or better to wield effectively (to do their additional level of damage).

FIREARMS				
Category	Examples	MaxMultiplier	Burst	
Pistol	Automatic Pistols, Handguns	x2		
Rifle	Sniper Rifles*, Hunting Rifles	x2		
Shotgun	All Gauges	x3	5ft arc	
Sub-Machine Guns	SMGs	x4	10ft arc	
Machine Guns	Military Grade	x6	20ft arc	

Note: SMGs + Machine Guns can fire individual bullets as well, at the normal Max Multiplier of x^2 . Each success over multiplier on sub-machine guns + machine guns represents an extra bullet

OPTIONAL RULES

Garrotes & Sniper Rifles: After a successful grapple with a garrote, and opposed strength check is done, each additional success represents an additional critical wound. Each additional success on a sniper rifle represents an additional critical wound (trained sniper only)

Called Shots: Require the individual to achieve 4 successes over target numbers

Martial Arts: The following levels of success represent a decisive hit

5 to 6 successes – The victim is incapacitated for a short period of time (d10 minutes) 7 or greater successes - The attacker has the choice to incapacitate or kill the opponent outright

Personal Protection: Kevlar vests absorb an attack exactly equal to the target number to hit

FIRING AT DISTANCE

The following table represents the distance modifiers for rifles + machine guns (sub-machine guns and pistols maximum distance equals 50 meters

Distance	Modifier
01 to 10 meters	-1 modifier
11 to 30 meters	no modifier
31 to 74 meters	+1 modifier
75 to 100 meters	+2 modifier
101+ to range	+3 modifier

FIRST-AID & COVER

VITALITY

Vitality represents an individual's ability to sustain damage, it is calculated by Constitution rank x 10 (plus an additional 10)

Critical Wounds is additional damage done by piercing weapons and firearms. An individual's Luck is calculated before each operation by the Controller, the result is kept secret. It is based upon Constitution (luck changes after hospital stay)

Rank Number of Critical Wounds/Luck

0	Always 1
1-2	1-5=1 6-10=2
3-4	1-3=1 4-6=2 7-9=3 10=5
5-6	1-3=1 4-6=3 7-9=5 10=6
7-9	1-2=1 3-4=3 5-6=5 7-8=6 9-10=7

After sustaining this number, the next critical wound represents a potentially fatal wound, the following table shows time periods

Trauma Level	Time Remaining Before Death
Zero Luck	Constitution + d10 hours
Zero Vitality	Constitution + d10 hours
-1 or -2 Luck	Constitution $+ d10/2$ hours
-3 or -4 Luck	Constitution + 2xd10 minutes
-5 Luck	Instant Death From Trauma

FIRST AID

First Aid is calculated in the usual skill roll manner, the result represents the amount of healing sustained for that particular wound (vitality recovered up to the maximum sustained). If 5 successes are achieved any critical wound sustained is patched up (restoring luck). Each wound can only be tended once. It takes roughly 10 seconds to tend to a wound (5 combat rounds).

VITAL POINTS

HEAD

Point of Jaw, slightly to side - Unconsciousness

- Fontanelle or Bregma (fracture the fuse points at top of head) Unconsciousness
- Eyes, eye orbits and cheekbones Loss of Vision + Balance Between Eyes – Death

Below Nose – Fracture + Loss of Consciousness

Mastoid Process (raised bone behind ears) - Death

Carotid Arteries (artery down neck) – Loss Of Consciousness Larvnx – Loss Of Consciousness

Seventh Cervical Vertebrae – Loss of Consciousness

BODY Front

Testicles – Loss Of Consciousness (+ Death) Navel – Loss of Consciousness Solar Plexus – Loss of Breathing Capacity Base of Sternum – Cardiac Trauma Between 4th & 5th (5th & 6th) Ribs – Loss of Breathing Capacity Floating Ribs – Nervous System & Respiratory Paralysis Back Base of Shoulder Blades – Loss of Breathing Capacity Between Shoulder Blades – Loss of Consciousness Kidneys – Nervous Shock Coccyx – Lesion of the spinal cord + Paralysis Below the hip/thigh – Sciatic Nerve Damage

HARD COVER

Hard cover is defined as any surface of sufficient hardness (or flexibility; as in bullet-proof glass, or thick rubber matting) to absorb the particular type of bullet fired.

Although the surface may wear out over time for game purposes it is seen as an impenetrable barrier (*things such as reinforced walls, metal shielding or thick concrete are unlikely to be penetrated by handgun fire*).

The following table shows the additional successes needed to hit someone behind it

Level	Surface Area Coverage	Additional Success Modifier
Level 1	01-30% coverage	1 success
Level 2 Level 3	31-60% coverage 61-90% coverage	2 successes 3 successes
Level 4	91-99% coverage	4 successes
Level 5	100% coverage	Cannot Be Hit

SOFT COVER

In most cases, finding secure cover can be extremely difficult. Very few surfaces in reality can be said to truly provide the strength to stop bullets. The Controller will secretly assign a percentage barrier rating to any such surface (i.e leather chair, wooden cabana bar, plywood door).

Kevlar vests represent 40% soft cover protection

Gradually, the armor rating of objects will decrease as they are put under stress (it is generally on a pro rata basic of 1 point of damage absorbed for 1% reduction in soft cover rating, generally kept track of by the Games Master).

The maximum protection afforded an individual firing a gun is 85% - representing the level of danger of exposing oneself to return fire (protection rarely afforded head-shots)

After a successful shot the player rolls a percentage for each bullet fired

If the shot is absorbed it is apportioned between each protection source

PROJECTILE HARD COVER TABLE

Each vehicle has a protection rating that represents the ability to absorb different firearms

	PROTECTION OFFERED	TYPES
Level 1	Absorb smoothbore sub-sonic gunfire (pistols and SMGs)	Basic Kevlar Vests
Level 2	Absorb other forms of smoothbore bullets (aka hollow-point, explosive, cookie-cutter)	Assault Suits + Basic Lightly Protected Vehicles
Level 3	Offers basic protection from normal rockets, rifles and grenades	Medium Armored Vehicles like ATVs and troop carriers
Level 4	Offers protection of explosive grenades and all types of small arms fire – usually a fully enclosed vehicle housing + basic protection against APFSDS missiles (1/2 damage)	Basic Tank Heavy Armor with reactive armor and Heavy Bunkers
Level 5	Offers basic protection from HEAT missiles (1/2 damage)	Chobman Armored Heavy Tanks

VEHICLES STATISTICS

Each Vehicle has a hard-cover rating (the rating determines the type of firearms it can absorb automatically). Vehicles also have a Protection Armor Rating that designates the amount of damage it can sustain. This is also apportioned between (F) Front, (B) Back and (S) side sections - plus flying/diving vehicles have (U) Undercarriage and the (T) Top rating. Example being an Assault Terrain Vehicle Hard Cover 2 Protection Armor Rating 60 (F40 B10 S10)

ISCELLANEOUS

PROBABILITY TABLES

The following table gives the percentage chance of success for rolls in Steal 2.0 Numbers have been rounded and <1% represents less than one percent, whilst <<1% represents much, much less than one percent – a dash represent the result is impossible. Remember that the 2xd10 are the basic default dice.

Successes	0 Ranks (2 dice)	1 Rank (3 dice)	2 Ranks (4 dice)	3 Ranks (5 dice)	4 Ranks (6 dice)	5 Ranks (7 dice)	6 Ranks (8 dice)	7 Ranks (9 dice)	8 Ranks (10 dice)
botch	11%	10%	9%	7%	6%	5%	5%	4%	3%
0	31%	22%	16%	13%	10%	8%	7%	6%	5%
1+	58%	68%	75%	80%	83%	86%	89%	91%	92%
2+	26%	40%	51%	60%	67%	73%	77%	81%	84%
3+	7%	17%	28%	38%	47%	55%	61%	67%	72%
4+	1%	5%	12%	20%	28%	36%	44%	51%	57%
5+	-	1%	4%	8%	14%	21%	28%	35%	41%
6+	-	<1%	1%	3%	6%	10%	15%	21%	27%
7+	-	-	<1%	<1%	2%	4%	7%	11%	16%
8+	-	-	<1%	<1%	1%	2%	3%	5%	8%
9+	-	-	-	<1%	<1%	<1%	1%	2%	4%
10+	-	-	-	<<1%	<1%	<1%	<1%	1%	2%
11+	-	-	-	-	<<1%	<1%	<1%	<1%	1%
12+	-	-	-	-	<<1%	<<1%	<1%	<1%	<1%
13+	-	-	-	-	-	<<1%	<<1%	<1%	<1%
14+	-	-	-	-	-	<<1%	<<1%	<<1%	<1%
15+	-	-	-	-	-	-	<<1%	<<1%	<<1%
16+	-	-	-	-	-	-	<<1%	<<1%	<<1%
17+	-	-	-	-	-	-	-	<<1%	<<1%
18+	-	-	-	-	-	-	-	<<1%	<<1%
19+	-	-	-	-	-	-	-	-	<<1%
20+	-	-	-	-	-	-	-	-	<<1%

Carry Weight: Is determined by Strength x 10 (plus an additional 10 kilograms). Effects of increasing the carrying weight beyond weight limit include a 1/2 reduction in current Athleticism rating & loss of vitality every hour/per extra kilogram

C.I Index: All equipment carried has a Conceal Index rating; the total figure of carried items reduces the 2 successes needed for a visual inspection of an individual (Awareness roll). Physical searches only need 1 success. Smaller items (less than or equal to a 0.2 C.I rating could be overlooked (separate roll for each small item)

Movement: When walking in combat rounds an individual can move their Athleticism rate normally, ¹/₂ movement rate if they are attacking/operating device. Finally, they can attempt to run fast by rolling their Athleticism ranking, all successes add to movement - a botch means they fall over

Charisma: Is a rating of the individual's general sociability

Opposing Skill Checks: Numerous occasions occur where the actions of one individual affects another, these events are resolved by opposing checks like an individual encoding a radio transmission and someone attempting to decode it (cryptography vs cryptography rolls)

Taking Your Time: Some rolls are improved by taking one's time (determined by Controller); instantaneous events like combat, disarming timed-bombs or stanching blood cannot

OTHER CONTESTED SKILLS

Illegal Entry: An Illegal Entry roll determines the players understanding of the combination of security features present at a secured site. The security features are broken up into either mechanical or electronic impediments. Electronic ones (alarms, motion sensors, laser trips, heat detectors, cameras, keycard entry systems, retinal or fingerprint scanners et al) are dismantled using the Electronics Skill, whilst the physical ones (doors, gates, locks, barriers, windows, car doors, safes, locks et al) are defeated using the Mechanics Skill.

Hacking: Hacking is broken down into 3 distinct stages: preparation, initiation and disengagement. Each stage requires a Computer/I.T. Roll, the player may wish to devote more attention to certain stages, and so they can reallocate some of their dice to different stages, but obviously risk failing the others.

The process is complicated by both time available, and the system accessed.

Time Period	Modifier
zero minutes to 6 hours	Add +2
6 hours to 18 hours	Add +1
18 hours to 36 hours	No Change
36 hours and beyond	Minus -1
Typical Computer	Modifier
Military Grade	Add +5
Banking, Corporate or Government	Add +3

Banking, Corporate or Government	Add +3
Lesser Corporate or Secure Home Server	Add +1
Unprotected Home Computer	No Change







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Knowledge Specializations

Local Knowledge Law Knowledge Gaming Knowledge

Expert Skills APPRAISAL COMPUTERVILT. COMPUTERVILT. CONTACTS ELECTRONICS FIRST AND INTERROCATION INTERROCATION INTERROCATION INTERROCATION STERLIN STERLIN STERLIN STERLIN STALE WERPOIS FIREARMS

CHEMISTRY COMMUNICATIONS CRYPTOGRAPHY DISCUSE/DECEPTION EXPLOSIVES FORCERY ILLEGAL ENTRY MARTIAL ARTS WEAPONS MILITARY

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Specialist Skills

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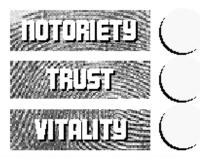
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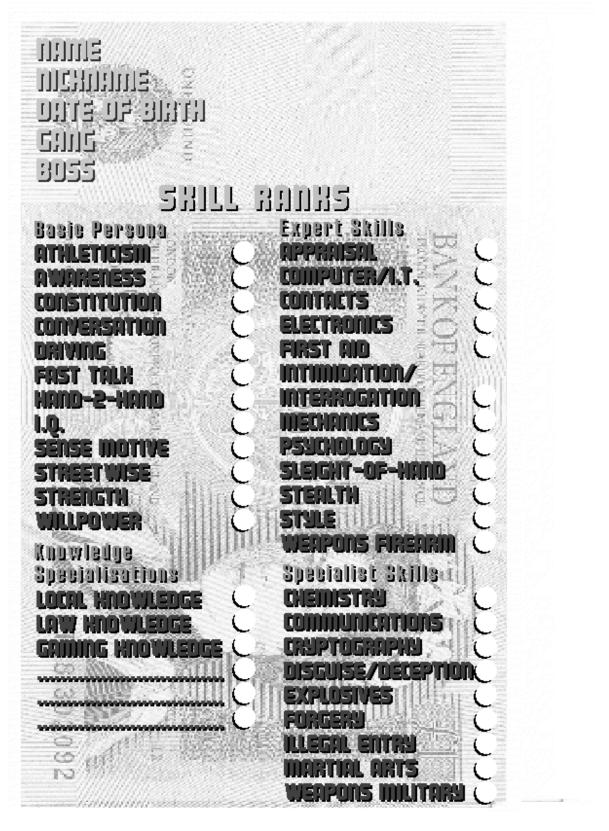
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PLAYER NAME: Current abode: Charisma:	CONTACT #1
PHYSICAL DESC: Bank Balance:	CONTACT#2
SAFEHOUSE: CONTACT METHODS:	

Firearm	EQUIPME Caliber	Ammo C.I Weight	LEGENDS #1 Name: Birthdate Backstop: Contacts:
tem 	Description	C.I Weight	Other Details: #2 Name: Birthdate/ Backstop: Contacts: Other Details: #3 Name: Birthdate/ Birthdate/ Birthdate/ Birthdate/ Birthdate/
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