

STEP ONE. STARTING BACKGROUND.				<h1 style="text-align: center;">HEIST</h1> <p style="text-align: center;">- Rap Sheet Generator -</p> <p>Follow the steps in order, starting at Age 14. After Step Four you may choose to end character creation and roll for your starting equipment and special ability. If you choose to continue character creation, add 1d6+1 years onto your life and take another turn (starting at Step Two).</p>	STEP FOUR. GETTING TOO OLD FOR THIS SHIT.		
1D6	1-3	4-5	6		AGE	2D6	EFFECTS
<b>BACKGROUND:</b>	<b>CITIZEN</b>	<b>CRIMINAL</b>	<b>CONVICT</b>		14-18	11+	+1 Wound +1 Toughness +1 Reflex
Toughness	1	2	3		19-28	10+	+1 Wound +1 Reflex +1 Athletics
Reflex	1	1	2		29-34	9+	+1 Wound
Stealth	1	2	1		35-50	8+	-1 Toughness +1 Expertise +1 Contacts
Expertise	2	1	1		52-60	7+	-1 Toughness -1 Reflex -1 Wound +1 Expertise
Appeal	2	1	1		62-70	6+	-1 Toughness -1 Reflex -1 Perception -1 Wound -1 Expertise
Perception	1	2	1		82+	5+	Death*
Heat	0	1	2		*You must roll a 4 or lower to survive. If you survive, end character creation immediately and move on to Step 5.		
All backgrounds: Wounds (2), Contacts (1), Armor (6+), Lifestyle (1), Stash (0)							
STEP TWO. RIDE OR DIE. (SKIP ON FIRST TURN)							
BACKGROUND		LIFE CHANGE?	DIE? (+HEAT)				
Citizen		8+	12+				
Criminal		7+	10+				
Convict		9+	11+				
STEP THREE. HARD KNOCKS. (ROLL 2D6 ONCE TO SEE IF YOU GAIN A STAT INCREASE, AND THEN AGAIN FOR YOUR FREE BONUS)							
2D6	CITIZEN		CRIMINAL		CONVICT		
	STAT (6+)	FREE BONUS	STAT (7+)	FREE BONUS	STAT (8+)	FREE BONUS	
2	-1 Toughness	+1 Heat, +1 Athletics, +1 Wounds	-1 Expertise	+2 Heat, +1 Alarm Systems	-1 Appeal	+1 Heat, +1 Computers	
3	No Change	+1 Forgery	+1 Reflex	+1 Heat, +1 Con	No Change	+1 Heat, +1 Wound	
4	+1 Reflex	+1 Grand Theft Auto	+1 Reflex	+1 Heat, +1 Larceny	+1 Perception	+1 Move Silently	
5	+1 Reflex	-1 Heat, +1 Computers	+1 Toughness	+1 Heat, +1 Burglary, +1 Lock-picking	+1 Perception	+1 Lie	
6	+1 Appeal	-1 Heat, +1 Contact (1d6):	+1 Stealth	+1 Heat, +1 Contact (1d6):	+1 Toughness	+1 Contact (1d6):	
		1: Bartender		1: Mechanic		1: Junkie	
		2: Stripper		2: Fence		2: Drug Mule	
		3: Lawyer		3: Dock Worker		3: Pimp	
		4: Bureaucrat		4: Getaway Driver		4: Prostitute	
		5: Veterinarian		5: Slumlord		5: Forger	
6: Bookie	6: Arms Dealer	6: Cheap Thug					
7	+1 Appeal	-1 Heat, +1 Charm	+1 Stealth	+1 Heat, +1 Shooting, +1 Wounds	+1 Toughness	-1 Heat, +1 Intimidate	
8	+1 Perception	-1 Heat, +1 Organization	+1 Perception	+1 Heat, +1 Safes & Vaults	+1 Reflex	-1 Heat, +1 Assault & Battery	
9	+1 Perception	-1 Heat, +1 Cars	+1 Perception	+1 Heat, +1 Explosives	+1 Reflex	-1 Heat, +1 Wounds	
10	+1 Expertise	-1 Heat, +1 Contact (1d6):	+1 Expertise	+1 Disguise, +1 Contact (1d6):	+1 Stealth	-1 Heat, +1 Contact (1d6):	
		1: Pilot		1: Nightclub Owner		1: Ex-Soldier	
		2: Hacker		2: Money Launderer		2: Getaway Driver	
		3: Doctor		3: Celebrity		3: Heavy Muscle	
		4: Banker		4: Mobster		4: Hacker	
		5: Reporter		5: Drug Trafficker		5: Drug Dealer	
6: Politician	6: Dirty Cop	6: Mobster					
11	+1 Expertise	-1 Heat, +1 Read Person, +1 Stash	+1 Expertise	+1 Paper Trail, +1 Drugs	+1 Expertise	-1 Heat, +1 Any Skill	
12	+1 Any Stat	-2 Heat, +1 Stash, +2 Contacts	+1 Any Stat	-1 Heat, +1 Any 2 Expertise Skills	+2 Any Stat		

### STEP FIVE. SPECIAL ABILITIES & RANDOM GEAR.

Make a stat check with your highest attribute and take the ability equal to your number of successes. You gain 1 success for every decade over 20 you are. Then roll 1d6 for your gear.

	TN	SPECIAL ABILITY	GEAR
TOUGHNESS	1	<b>Bruiser:</b> Your unarmed attacks now deal 2 damage instead of 1.	Full-Size Pick Up Truck (Ford F-150), Pack of cigarettes
	2	<b>Hard Headed:</b> When not wearing body armor, your Armor Save is a 5+.	Brass Knuckles, Full-Size Car (Chevy Impala), Porno mag
	3	<b>Die Hard:</b> When making a Death Save you are alive on a 4+.	Crowbar, Compact Car (Toyota Corolla), Burner Phone
	4	<b>Tough As Nails:</b> You ignore damage dice up to your level.	Retractable baton, Body Armor (TYPE-II), Pack of Playing Cards
	5	<b>Bullet Proof:</b> You have damage reduction equal to half your Toughness.	Hammer, Body Armor (TYPE-IIIa), Night Vision Goggles
	6	<b>Bury Me Twice:</b> If possible, ignore death one time and instead wake up hours later.	Baseball Bat, Hydrocodone (4 pills), Leather Jacket
REFLEX	1	<b>Quick Reload:</b> You can reload weapons as a free action.	Pocket knife, Sport Bike (Yamaha YZF-R1), Ketamine (2 doses)
	2	<b>Gone In 60:</b> You gain no Heat from stealing cars and can always find one to steal within half an hour.	Bowie knife, Convertible (BMW 6), Slim Jim
	3	<b>Ramming Speed:</b> Your car takes -1 damage when ramming other cars.	Switchblade, Mid-size Car (Ford Fusion), First Aid Kit
	4	<b>Never Surprised:</b> You are never have to roll for surprise and can always act during surprise rounds.	Ka-Bar, Dog Tags (worn), Porcelain Chips
	5	<b>Hard to Catch:</b> In footchases, whenever you tie, you still increase your distance by 1 step.	Revolver (Taurus Protector), Body Armor (TYPE-II), Zip-cuffs
	6	<b>Crash Test Dummy:</b> Whenever your car breaks down, roll twice and take the best result.	Shotgun (Mossberg), Flashbang, Body Armor (TYPE-IIIa)
STEALTH	1	<b>One of Those Faces:</b> You don't gain Heat from being caught on camera.	Sport Bike (Kawasaki Ninja), Ski mask, Meth (.75g)
	2	<b>Frugal:</b> Your lifestyle is 1 less than your level.	Compact Car (Mazda3), Glass Cutter, Authentic Police Uniform
	3	<b>We Can Work It Out:</b> When you roll on the bankruptcy table, don't add the amount you're short by.	Night Vision Goggles, Directional Microphone, Tracking bug
	4	<b>Leave No Trace:</b> You are assumed not to leave minute evidence behind (fingerprints, hair, dna, etc.).	Spetsnaz Ballistic Knife, Binoculars, Miniature Wifi camera
	5	<b>In Another Life:</b> You have a single use, fully realized alternate identity (passport, bank account, etc.)	Cargo Van (Chevy Express), Handcuffs, Ether
	6	<b>Ghost:</b> If you have 4 or less Heat, you don't make Heat checks.	Semi-auto Pistol (M&P 9 Shield), Body Armor (TYPE-II), Suppressor
EXPERTISE	1	<b>Fast Leaner:</b> Gain 2 skill points to spend at the time of your choosing.	Full-size Car (Ford Taurus), Pliers, Heroin (.5g)
	2	<b>El Cheapo:</b> Your lifestyle is 2 less than your level.	Mid-size Car (VW Passat), Police Radio, Remote Control Drone
	3	<b>Mentor:</b> The next character you create gains +2 attribute points and +1 skill point to spend.	Compact Car (Honda Civic), Safe House (Apt.), Pepper Spray
	4	<b>Whiz:</b> You can always find out at least one useful thing about any person, place, or thing online.	Laptop, Thumb Drive, Computer Virus
	5	<b>Shell Company:</b> You can ignore 1 bankruptcy roll.	Revolver (Rossi 352), Body Armor (TYPE-II), Camo Fatigues
	6	<b>Hidden Stash:</b> Your hidden stash gains +1 Stash/month. One time withdrawal.	Hunting Rifle, Body Armor (TYPE-IIIa), Land mine
APPEAL	1	<b>I Know a Guy:</b> Add +2 to your Contacts.	Convertible (Chevy Camaro), MDMA (2 pills), Taser
	2	<b>Good Reputation:</b> When making a reaction roll for new contacts, you succeed on a 4+.	Full Size SUV (Escalade), Body Armor (TYPE-II), Semi-auto Pistol (Ruger LCP)
	3	<b>Cover Identity:</b> Your heat reduces by 2 every six months instead of 1.	Mini-van (Town & Country), Marijuana (2oz), Swiss Bank Account
	4	<b>I'll Get In Touch:</b> You don't have to make heat checks when laying low if your heat is 9 or less.	Counterfeit Police Badge, Crack Cocaine (2g), Revolver (Rossi 352)
	5	<b>Undying Loyalty:</b> Your Contacts can add your appeal to their loyalty rolls.	Fifth of vodka, Vicodin (4 pills)
	6	<b>Get Out of Jail Free Card:</b> One time use.	Roadster (Porsche Boxter), Adderall (1 bottle)
PERCEPTION	1	<b>Student of the Human Condition:</b> Gain Read Person at +3.	Full-size Pick-up Truck (Dodge Ram), Semi-automatic Pistol (Glock 19)
	2	<b>Side Hustle:</b> You gain 1 stash every six months no matter what.	Cruiser (Harley Davidson), Lockpick set, Stethoscope
	3	<b>Double-Tap:</b> If you kill someone with a gun you may immediately make another shooting attack.	Cargo Van (Ford Transit), Angle Grinder, Thermic Lance
	4	<b>Eagle Eye:</b> You can always spot cameras and hidden cameras.	Fake Passport (UK), Gold bar, Polygraph
	5	<b>Favorite Weapon:</b> Gain +1 to hit with a weapon once you have killed 3+ people with it.	Revolver (Ruger GP11), Cocaine (1g), Body Armor (TYPE-II)
	6	<b>Acquisition Expert:</b> You can always get access to a map of a place within 24 hours.	Semiautomatic Rifle (AR-15), Body Armor (Type-III), Thermal Goggles