

THE FIND

PROTAGONIST SHEET: THE THIEF

Protagonist name _____

CHARACTERS:

-
MORAL COMPASS: *If you lose this character: increase your bold by 2. Someone who depends on you: little brother/Sick father/Loved one with a psychiatric disorder*
-
Someone who really knows you: your trusted bartender / Street guy / Social worker / Lookout
-
Someone with power over you: fence / Corrupt cop / Crime boss / Landlord
-
-
-

RESOURCES:

- YOUR TEETH.
Almost all of them are still in place.
- A FAVOR TO BE REPAYED.
If it weren't for you, someone would be wearing cement shoes.
- THE HOT GOODS.
Choose one:
 - A famous painting, Way too famous. All the newspapers are talking about its theft.*
 - A prisoner. It was supposed to be a simple ransom.*
 - The briefcase. Its contents could make anyone rich, but the owner is someone you don't want to mess with.*

GOALS:

- ♦ **3** PAY _____
TAKE REVENGE ON THOSE WHO OPPRESS YOU.
If you complete it, lock ②!
- ♦ **2** PAY _____
CLOSE THE "HOT GOODS" ISSUE.
When completed, you lose the hot stuff without adverse consequences and create a resource!
- ♦ **3** PAY _____
ENSURE A FUTURE FOR THOSE WHO DEPEND ON ME.
The bold drops by 2 instead of 1!
- ♦ **4** PAY _____
MAKE A F*CKLOAD OF MONEY.
The bold drops by 2 instead of 1!
- ♦ **5** PAY _____
MAKE A REAL DIFFERENCE IN THE WORLD.
The bold becomes 0!
- ♦ PAY _____
.....
- ♦ PAY _____
.....

HOLD:

- ♥ **4** PAY _____

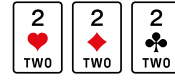
RESEARCH:

- PAY **1** ♣ Create an envelope
- 2** ♣ Open an envelope
- 2** ♣ Contact a previous protagonist



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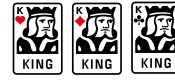


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NOTE