

# Heist Heist Baby

## Initial Brief

# Incoming Transmission

# Source Identifier: Die Loaded, Ace's World

# Destination Identifier: # [Insert PC name here] #

# Subject: Opportunity

# Message Begins

Sorry for the out-of-the-blue message, but I have a proposal for you. I'm Die Loaded, infamous criminal and master thief, and a certain set of items have come to my attention along with a perfect opportunity to relieve their current owners of the burden of looking after them.

I have a plan, and someone with your skillset forms a key part of it.

If you're interested, meet me in the backroom of Jokers Wild's bar on Ace's World in three days.

All expenses paid, payment in a share of the loot or equivalent value.

# Message Ends

## Characters

- [Gunnery Sergeant Desiring Peace](#) - Phil
- [Wretched Export](#) - James

## Summary

- Bullet points on key events of the Mission

## Aftermath

- Bullet points of what characters did in the aftermath of the mission

## Consequences

- Breakdown of consequences for characters - rewards, effects, contacts.
- Also mention any wider consequences for the world

## All Characters

- Consequences

## Character 1

- Consequences

## Character 2

- Consequences

*Be sure to add tags for the characters*

[mission](#), [character 1](#), [character 2](#)

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