

Hacking & Cracking

[_] Discharged

When you attempt to hack, break into, open, or otherwise compromise a lock or security system, Discharge this Move and roll.

- On a 10+, you break in with minimum fuss, choose 1.
- On a 7-9, it's no cakewalk, choose 2:
 - It's going to take a while to get in.
 - You'll have to trigger an alarm or alert someone in order to get what you want.
 - You'll have to leave traces of your incursion behind that incriminate you.

[moves](#), [killer](#), [basic](#)

From:

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