

A Heist at the Museum

An Adventure for
Risus: The Anything RPG

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BOZBAT GAMES

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A Heist at the Museum

Introduction

This game is designed to be played with [*Risus: The Anything RPG*](#). It is a rules-lite table top role playing game (TTRPG) that can be downloaded for free.

The Mission

The player characters are hired by a mysterious benefactor, Antonio "Tony" Russo, to steal a priceless painting from the Valmont Museum of Art. The painting is called "The Starry Night" by Vincent van Gogh, and it is on loan from the Museum of Modern Art in New York. The benefactor promises to pay each of them \$1 million if they can pull off the heist without getting caught. Hopefully the players will ask appropriate questions about the job, and before or afterwards about Russo.



The player characters have to plan the heist carefully, using their skills, and obtaining the necessary equipment to bypass the museum's security system if they don't already have it, avoid the guards and cameras, and escape with the painting. They have a limited time window to execute the heist, as the painting will be returned to New York in two days.

Setting

The adventure takes place in the city of Valmont: A large and prosperous city located in the Midwest of the USA that is known for its culture, commerce, and technology. It has a diverse population and a vibrant nightlife. It is located in the southwest region of the country, near a river and a mountain range.

The Valmont Museum of Art (VMA) is one of the largest art museums in the country, with a global collection of over 24,000 works of art spanning 5,000 years of history. The museum is located in the Arts District of downtown Valmont, and has free general admission every day. The museum's building was designed by architect Edward Larrabee Barnes, and features a trademark barrel vault that aligns with Glora Street. The museum also has a walled sculpture garden that showcases modern sculptures and water features. The museum's north side was renovated in 2016 with the addition of Eagle Family Plaza, which offers an outdoor lawn and dining experience. The museum hosts various exhibitions, programs, and events throughout the year, such as Late Night, Arts & Letters Live, and C3 (Center for Creative Connections). The museum also has a special interest in the arts of the ancient Americas, Africa, and South Asia, as well as European and American painting, sculpture, and decorative arts. The museum is open from Tuesday to Sunday.



Progress and Plot Twists

Things go wrong when they discover that they are not the only ones after the painting. A rival team of thieves, working for a different employer, has also infiltrated the museum and is trying to steal the painting. The two teams clash in a tense standoff, and a shootout ensues. The player characters have to deal with the rival thieves, as well as the alerted security forces and the police. They have to decide whether to fight, flee, or negotiate with their enemies. They also may have to figure out who hired them and why, if they survive and escape, and what to do with the painting if they manage to get it.

Some optional Plot Twists

- The painting is a fake. The player characters find out that the painting they stole is not the original “The Starry Night” by Vincent van Gogh, but a clever forgery. The real painting was swapped by someone else before the heist, and the player characters have been duped. They have to figure out who did it and why, and what to do with the fake painting.
- The player characters discover that Russo also hired the rival thieves. He was playing both sides to increase his chances of getting the painting, and he plans to eliminate both teams once he has it. If the Characters manage to get away with the painting, Russo contacts them and tells them to hand over the painting or face the consequences.
- The museum is a front. The player characters realize that the Valmont Museum of Art is not a legitimate museum, but a front for a secret organization that deals with supernatural artifacts. The painting is actually a powerful magical object that can open a portal to another dimension. The organization’s agents are on their way to retrieve the painting and stop anyone who interferes.
- The rival thieves are undercover agents. The player characters learn that the rival thieves are not really thieves, but undercover agents of the FBI or CIA who are investigating the crime boss and his activities. They were sent to infiltrate the heist and arrest the player characters and their employer. They offer the player characters a deal: cooperate with them and testify against the crime boss, or face prosecution.

How Does it End?

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NPCs

The Boss



Name: Antonio "Tony" Russo – Age: 52, Gender: Male, Ethnicity: Italian-American

Cliches: Crime Lord (4), Art Collector (3), Greedy (2), Paranoid (2)

Description: A ruthless and cunning crime lord who runs a large criminal empire in Valmont. He is charismatic, ambitious, greedy, paranoid, and distrustful. He often double-crosses his associates and enemies – before they can do the same to him. He is particularly proud of his large collection of rare and valuable art.

Appearance: A tall and muscular man with short black hair, a thick mustache, and a scar on his left cheek. He wears expensive suits and a gold watch.

Motivation: He wants to steal the painting from the museum and add it to his private collection. He also wants to sell a fake painting to a rival crime boss who is also interested in the painting, and make a huge profit from the deal.

Rival Thieves

The rival thieves are a team of four experienced criminals who work for a mysterious crime boss.



Jack:

Mastermind Hacker (4), Lockpicker (3), Persuader (3), Silenced Pistol (2)

The leader of the team, Jack is a charismatic and ruthless mastermind who plans every detail of the heist. He is skilled in hacking, lock-picking, and persuasion. He carries a silenced pistol and a laptop.



Lily:

MMA Fighter (4), Shotgun (3), Knife (2), Fearless (2)

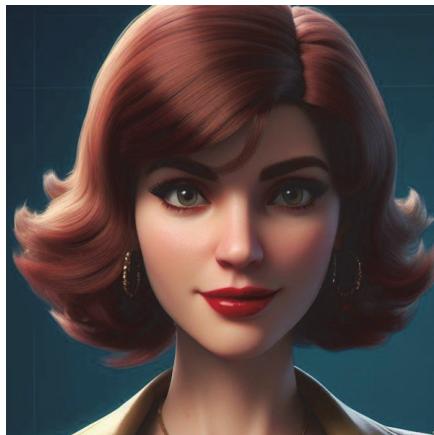
The muscle of the team, Lily is a former MMA fighter who can handle any physical confrontation. She is strong, agile, and fearless. She carries a shotgun and a knife.



Max:

Stunt Driver (4), Modified Van (3),
Reckless (2), Loyal (2)

The driver of the team, Max is a former stuntman who can drive any vehicle with ease. He is fast, reckless, and loyal. He drives a modified van with a hidden compartment for the painting.



Ruby:

Actress (4), Disguise (3), Seduction (3),
Wig (1)

The infiltrator of the team, Ruby is a former actress who can disguise herself as anyone. She is charming, cunning, and seductive. She has many wigs and can make fake ID badges to pose as an employee.

Security at the Museum

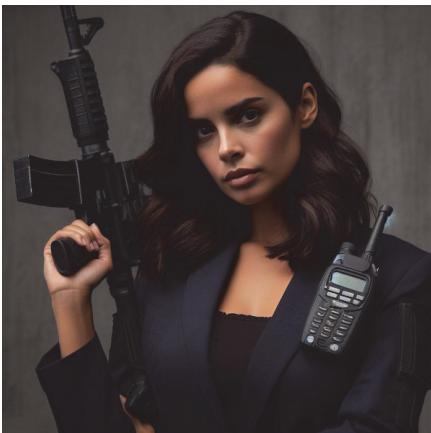
The guards and staff of the Valmont Museum of Art who are responsible for protecting the painting and the visitors.



Frank:

Retired Police Officer (4), Security Expert (3), Taser (2), Authoritative (2)

The head of security, Frank is a retired police officer who has been working at the museum for 10 years. He is smart, vigilant, and authoritative. He carries a radio and a taser.



Lisa:

Former Military Officer (4), Security Supervisor (3), Handgun (2), Professional (2)

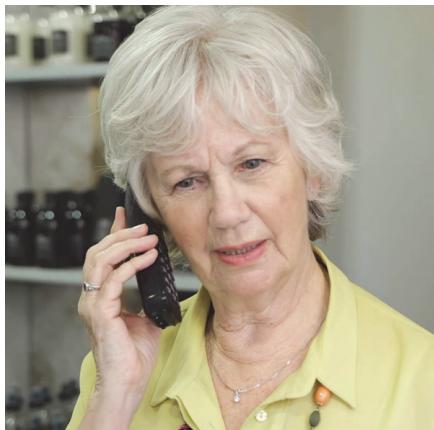
The security supervisor, Lisa is a former military officer who has been working at the museum for 5 years. She is tough, professional, and competent. She carries a radio and a handgun.



Tom:

Security Guard (3), Flashlight (2), Friendly (2), Naive (1)

The security guard, Tom is a young man who has been working at the museum for 6 months. He is naive, friendly, and eager. He carries a radio and a flashlight.



Nancy:

Receptionist (3), Museum Database Access (2), CCTV System Access (2), Talkative (1)

The receptionist, Nancy is an elderly woman who has been working at the museum for 20 years. She is kind, helpful, and talkative. She has access to the museum's database and CCTV system.

Police

The law enforcement officers who are called to the scene when the alarm goes off or when someone reports the heist.



Detective Jones:

Seasoned Detective (4), Investigator (3), Revolver (2), Skeptical (2)

The lead investigator, Detective Jones is a seasoned detective who has been working on the police force for 15 years. He is sharp, determined, and skeptical. He carries a badge and a revolver.



Officer Smith:

Rookie Officer (3), Shotgun (2), Enthusiastic (2), Nervous (1)

The patrol officer, Officer Smith is a rookie officer who has been working on the police force for 1 year. She is enthusiastic, curious, and nervous. She carries a badge and a shotgun.



Officer Lee:

Veteran Officer (4), SWAT Team (3),
Assault Rifle (2), Calm (2)

The SWAT officer, Officer Lee is a veteran officer who has been working on the police force for 10 years. He is calm, brave, and skilled. He wears a bulletproof vest and carries an assault rifle.

Pre-Gen Characters

The Players can either use these Characters or create their own!

	<p>Name: Alex</p> <p>Cliches: Hacker (4), Parkour (3), Conspiracy Theorist (2), Snarky (1)</p> <p>Description: A young and rebellious hacker who likes to expose secrets and challenge authority. He is skilled in breaking into computer systems and escaping from pursuers. He is also obsessed with finding the truth behind the world's mysteries, but sometimes he goes too far and gets into trouble. He is sarcastic and witty, but also loyal and brave.</p>
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	<p>Name: Beth</p> <p>Cliches: Art Historian (4), Martial Artist (3), Polyglot (2), Curious (1)</p> <p>Description: A smart and adventurous art historian who loves to explore and learn about different cultures and civilizations. She is knowledgeable in various fields of art and history, and can speak several languages. She is also trained in various martial arts, which she uses to defend herself and others. She is curious and enthusiastic, but also cautious and respectful.</p>
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Name: Chris

Cliches: Thief (4), Disguise (3), Charmer (2), Greedy (1)

Description: A smooth and cunning thief who likes to steal valuable and rare items. He is adept at sneaking, lock-picking, and escaping. He can also disguise himself as anyone and charm his way out of any situation. He is greedy and selfish, but also charming and witty.

Floor Plan of the Museum

The GM should select where the painting is located.

