



MASTERPIECE (OR: Artful Dodgers)

A One Shot RPG for 1-6 Players



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THE STORY

A brand new exhibition has just been unveiled at the local Museum, featuring a wealth of artworks by an internationally renowned artist. Maybe you're one of this artist's many enemies, maybe you're an avid collector, or maybe you're collecting on someone else's behalf. Either way, these pieces are worth a lot, especially the feature piece of the exhibition – an enormous, hefty Masterpiece comprising many different disciplines.

The plan is simple – take as many items as you can lay your hands on, and leave *expertly* crafted forgeries in their place. There's only one problem – you have no idea what the exhibition looks like, and no way to tell until you're inside!

This heist will require light fingers, deft hands, and no small amount of creativity!

YOU WILL NEED

1D6 (Character) 1D8 (Action)

ACTIONS

When rolling for an action, 1-4 indicates an overall Failure and 5-8 indicates an overall Success. The details of these successes or failures is up to the GM.

WHO ARE YOU?

Every Artist has their style – what's yours?

ARTISTS

Roll 1D6 to determine your Artist's Discipline/Tools

- 1 Sculpture (Chisel)
- 2 Oils (Turpentine)
- 3 Watercolour (Masking Tape)
- 4 Graphite (Kneaded Eraser)
- 5 Jeweller (Pliers)
- 6 Calligraphy (Paper Weights)

The only limit to the application of an Artist's Tools is your creativity – and your ability to persuade the GM!

For a game with 1-3 players, you may like to roll an additional 1D6 to determine a secondary discipline.

ANTAGONIST

Roll 1D6 to determine your main Antagonist

- 1 Museum Director
- 2 Overzealous Night Guard
- 3 The Internationally Renowned Artist
- 4 Paranoid Exhibition Designer
- 5 Territorial Museum Cat
- 6 Corrupt Art Critic

For a game with 4+ players, you may like to roll an additional 1D6 to determine a minor antagonist.

OBSTACLES

Necessity is the Mother of Invention! Will your Artists have to use their tools to bypass some locks, or tailor a distraction for an unsuspecting guard? Perhaps a few traps are what they need to stay on their toes, or the distressing ambiguity of a suspiciously empty room? The floor is yours, GM!

CAUGHT IN THE ACT!

Where there's a will, there's a way! MASTERPIECE allows for many opportunities for direct and indirect problem solving, but luck and moxie can only go so far. If the party fails to evade detection or escape a confrontation, they are arrested by Museum security and the heist is over... at least, for now.

Your break-in may necessitate a breakout...

MASTERPIECE is a game about creativity, inspiration, and celebrating art in all its perceived successes or failures. Whether your aim is to leave indistinguishable counterfeits or cause embarrassment and shame, less successful forgeries should be described with as much love and humour as their more convincing counterparts – after all, what is art if you can't learn from your own fumbling progress?

Feel free to make your game of MASTERPIECE your own as much as possible. Dress up in your best Artist Chic! Insert your own Antagonist! Tell the table about a piece of art you really do enjoy!

Above all, don't forget to have fun!

THE HEIST

This mission comprises five parts – the Break-In, the Museum Café, the Galleries, the Masterpiece and the Getaway. Your win condition is up to you – whether it's to make bank on some ludicrously expensive art, or to effect humiliation with some truly dreadful forgeries, the only one thing you have to do is make sure you escape the Museum before the night is over.

BREAK-IN

Artists must use their skills to break into the Museum however possible. You'll have to avoid security, and break through any locks to make your way to the...

MUSEUM CAFÉ

Unfortunately, most of your art supplies got lost on the way. Looks like you'll have to make do with improvised materials from the Café!

ART SUPPLIES

Roll 1D6 to determine your improvised art supplies from the relevant list.

Sculptor/Jeweller

| | |
|-------------------|--------------------|
| 1 Sack of Rice | 4 Fruit Jelly Cups |
| 2 Rotten Potatoes | 5 Sugar Packets |
| 3 Sunflower Seeds | 6 Paper Towels |

Oils/Watercolour

| | |
|------------------|------------------------|
| 1 Food Colouring | 4 Soft Drinks |
| 2 Overripe Fruit | 5 Hundreds & Thousands |
| 3 Tomato Sauce | 6 Liquid Handsoap |

Graphite/Calligraphy

| | |
|----------------|---------------------|
| 1 Soy Sauce | 4 Five Spice Powder |
| 2 Coffee Dregs | 5 Wet Teabags |
| 3 Burnt Toast | 6 Pot Plant Dirt |

GALLERIES

There are THREE galleries in the Museum with two mediums per gallery. Artists may choose 1-3 items to steal from their respective gallery.

OR:

Artists may choose 1-3 items to steal from ANY gallery, but must roll with disadvantage for any medium they are unfamiliar with.

Gallery 1: Sculpture & Jewellery

Gallery 2: Oils & Graphite

Gallery 3: Watercolour & Calligraphy

FORGERIES

Roll 1D8 to determine the outcome of the forgery you leave behind. The higher the roll, the more convincing the forgery – but even failed forgeries can have their own sense of charm.

Each *successful* forgery (5-8) is an additional +1 to your final MASTERPIECE forgery (max. 1D8+3).

Each *failed* forgery (1-4) is an additional -1 to your final MASTERPIECE forgery (max. 1D8-3).

Depending on your particular intentions, a successful forgery may in fact be a failure, and a failed forgery may actually be a success...

INSPIRATION

Each player gets ONE opportunity to improve on a forgery by drawing on inspiration from of a piece of art they like. You may reroll your forgery but must take the second roll.

OR:

Each player gets ONE opportunity to assist another artist in the Galleries. Roll 1D8 to determine the success of the assist – if successful, the assistee may roll with an additional ± 1 , depending on the intention for a successful or failed forgery.

If both artists are stealing from same gallery, the assisting player may roll with advantage.

TO VICTORY!

Make sure to keep an eye out for any Museum personnel on your way through the building. Once you've taken what you can from the Galleries, it's time for the big finale – onwards to the Showcase Room!

MASTERPIECE

This is it – the Pièce de Résistance! This will require everyone's skills to create the necessary forgery.

Everyone rolls 1D8 for their contribution, adding the relevant modifier based on the successes/failures from their individual Galleries.

Average the results of everyone's rolls to determine the overall success of the forgery.

GETAWAY

Teamwork makes the dream work! Everyone will need to work together to get the Masterpiece out of the Museum in one piece.

Everyone rolls 1D8 to physically lift one side of the Masterpiece and escape through the double doors at the back of the room. Be careful not to drop it, lest you draw the attention of Museum security!

Average the results of everyone's rolls to determine the overall success of the getaway. In case of a failure, the noise will attract the attention of anyone else in the Museum – so you'll have to think fast!

LAST CHANCE

Should the first attempt at a getaway fail, everyone gets one more opportunity to escape. Whether you decide to ditch the Masterpiece or have another crack at taking it with you, all that matters is you're gone before security arrives on the scene.

Everyone rolls 1D8 to deal with the Masterpiece as necessary and leave via the balcony. This is your last chance to evade capture, so make the most of it!

In case of both a failed Getaway *and* failed Last Chance, the party is arrested by Museum security and the heist is over.

GOOD JOB!

What a night! Did you get what you came for? As long as you made it out in one piece, that's okay – though the Masterpiece may be a different matter entirely.

Now it's time to lie low for a while – at least until the dust settles!



THE MUSEUM

