



To print your Stealing Stories for the Devil deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.



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STEALING  
STORIES™  
for the  
DEVIL

MISSION CARDS

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STORIES™  
for the  
DEVIL

TWIST CARDS

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STORIES™  
for the  
DEVIL

TURN CARD

STEALING  
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for the  
DEVIL

TWIST CARDS

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TWIST CARDS



# TWIST

The GM decides to add a little surprising twist.



## Shrug It Off

Discard one Injury Die from yourself  
or a teammate.



# TWIST

The GM decides to add a little surprising twist.



## TURN

The GM introduces a major turn of unexpected  
events. Act Two becomes Act Three.



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MISSION CARDS





### **I'm Better Than You Think**

Turn any failure into an Almost.  
Or an Almost into a success.

### **This Is My Wheelhouse**

If you can justify that success in the Scene  
in question pertains to your core nature, you  
automatically succeed [assuming it's possible].



### **I'm Better Than You Think**

Turn any failure into an Almost.  
Or an Almost into a success.

### **And I Do It With Style**

Turn any success into a Success, and...



### **I'm Better Than You Think**

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Or an Almost into a success.

### **And I Do It With Style**

Turn any success into a Success, and...




### **Shrug It Off**

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### **Just the Thing**

You planned for this contingency. You produce one useful object (that you could have been carrying on your person) that helps with the current situation.

### **I Studied for This Test**

You have a piece of information crucial to your success (a password, the route to the fire escape, or the like).

### **Goal**

If you (and the rest of the players) believe you have achieved your Side Goal while on this mission, you can reroll an action and Boost the die.

### **Not Letting That Happen**

Reroll an action and Boost the die.

### **Goal**

If you (and the rest of the players) believe you have achieved your Side Goal while on this mission, you can reroll an action and Boost the die.

### **Not Letting That Happen**

Reroll an action and Boost the die.

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If you can justify that success in the Scene in question pertains to your core nature, you automatically succeed (assuming it's possible).

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### **Sizing Things Up**

You spend the current Scene examining the situation, an opponent, an obstacle, or the like and spot a weakness to exploit. You can Boost the die in Scenes related to what you have observed.

### **Inside Help [Act One only]**

You can make your plans based on the fact that you have contacted someone within the mission area who will provide you with assistance.

### **I've Been Called Worse by Better**

You recall a situation in which you were opposed by another person [or entity] and bested them. You provide the story, and you can Boost the die on all actions relating to the current situation in which you are opposed by someone.

### **I've Seen This Before**

You recall a situation that suggests a solution to a similar situation you face now. You provide the story and how it relates to the current moment. Then you can Boost the die on all actions relating to the situation before you.

### **I've Been Called Worse by Better**

You recall a situation in which you were opposed by another person [or entity] and bested them. You provide the story, and you can Boost the die on all actions relating to the current situation in which you are opposed by someone.

### **We've Got to Pull a Con**

You recall a type of con, caper, or scheme with a specific name [that you come up with] that will help with the current situation. Boost the die in all Scenes related to the con. If you can effectively but discreetly convey the con to others, they also enjoy the benefit.

### **I Studied for This Test**

You have a piece of information crucial to your success [a password, the route to the fire escape, or the like].

### **Sizing Things Up**

You spend the current Scene examining the situation, an opponent, an obstacle, or the like and spot a weakness to exploit. You can Boost the die in Scenes related to what you have observed.





### **Shrug It Off**

Discard one Injury Die from yourself  
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### **Revelation** **[Act Three only]**

You reveal a turn in the story of your own—something involved in the mission was not as it appeared. The type of Lie you are determines the nature of the change. You determine the nature of this turn and share it with everyone else.

**Planner:** Nature (That's not the diamond, it's a bomb!)

**Plotter:** Intention (That was never the plan. The real plan is...)

**Schemer:** Identity (She was on our side all along!)

