

# LEVERAGE

# THE GRIFTER

## PERSONAL DETAILS

NAME

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ALIASES

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BACKGROUND

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DESCRIPTION

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DISTINCTIONS

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SIGNATURE ASSETS

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## ATTRIBUTES

AGILITY



ALERTNESS



INTELLIGENCE



STRENGTH



VITALITY



WILLPOWER



## ROLES

**GRIFTER**



**HACKER**



**HITTER**



**MASTERMIND**



**THIEF**



## TALENTS

**HOW YOU DOIN'?**

When you try a Face Action by using flirting or seduction, add an extra d10 and d4 to your roll.

**MASTER OF DISGUISE**

When you use a disguise, add d6 to your roll. Also, if you successfully fool someone, the Fixer can't use Complications on future rolls to have that character see through your disguise.

**SLIP OF THE TONGUE**

When you use your Grifter die in a Face Action and get one or more Opportunities, you may ask the Fixer a question about the character you're rolling against. The Fixer must answer truthfully, but doesn't have to give finely detailed info (like their Swiss bank account number).

**SOCIAL CENTER**

When you're in the same scene as another Crewmember, you can share Plot Points with them (up to 3 per scene).

**TAKES ONE TO KNOW ONE**

When you try a Notice Action to see if someone is lying, add a d8 to your roll.

**WANNA BUY A WATCH?**

When you pull a basic scam on someone (false-injury, 3-card-monte, pig-in-a-poke, etc.) add a d8 to your roll. If the Mark is very savvy, add a d6 instead.

## OTHER TALENTS

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# THE HACKER

## TALENTS

- ARE YOU GONNA LOG IN OR WHISTLE DIXIE?**  
When you roll your Hacker die against another computer expert, add a d8 to your roll.
- CAN YOU HEAR ME NOW?**  
When you roll your Hacker die in an Action involving communications (wire-taps, radio/cell phones, intercepting emails, etc.), add a d8 to your roll.
- DO YOU HAVE THAT THING I GAVE YOU?**  
When you remind a Crewmember of the sweet gadget you gave them, spend a Plot Point to give them a d8 on any roll. If you use this talent during another player's Flashback, the die is a d10.
- OVER-THE-SHOULDER HACKER**  
When you watch someone dial a phone, log in to a terminal, use an ATM, etc. you automatically succeed if you try to access the same system later. The Mark doesn't notice your observation.
- PDQ REMBRANDT**  
When you forge something (artwork, photographs, documents, ID cards, etc.) it takes a fraction of the time: hours rather than days, or minutes rather than hours.
- SHUT DOWN ALL THE GARBAGE SMASHERS ON THE DETENTION LEVEL!**  
When the Fixer includes a Location Trait die in his roll against you or a Crewmember you're in contact with, you can spend a Plot Point to permanently remove that Location Trait from play.

## OTHER TALENTS

# LEVERAGE

# THE HITTER

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OTHER TALENTS

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## ROLES

**GRIFTER**

**HACKER**

**HITTER**

**MASTERMIND**

**THIEF**

D4

D6

D8

D10

D12



## TALENTS

**BADASS**

When you're outnumbered in a Fight Action and the Fixer gives you an Opportunity, remove one of the dice the Fixer gains from outnumbering you.

**EVERYTHING IS A WEAPON**

When you spend a Plot Point to gain an improvised weapon in a Fight Action, step up the Asset die rating by one (d12 maximum).

**HAYMAKER**

Before you roll the dice in a Fight Action, you can announce the use of this talent. Step back your Hitter die rating by one and add a d4 to your roll. If you raise the stakes on your roll, it counts as an Extraordinary Success.

**I CAN KILL YOU WITH MY MIND**

When you roll your Hitter die in a Fight Action, spend a Plot Point to add your Intelligence die to your roll and include a third die in your result.

**ONLY SUCKERS FIGHT FAIR**

On the first roll of a Fight Action, spend a Plot Point to add a d8 to your roll. If the Fixer gives you an Opportunity, step the die up to d10 on your next roll. Otherwise, step it down to d6.

**PUT THAT GUN AWAY**

When the Fixer is rolling a Complication die against you in a Fight Action because the opposition is armed, you can spend a Plot Point to disarm them, removing the Complication die.

**TACTICAL EYE**

When you're in the same scene as a Crewmember, and one of you is in a Fight Action, you can use an Opportunity to lend your Hitter dice to each other. You immediately add the die to the roll, recalculating the result if necessary.

**THREAT ASSESSMENT**

When you succeed at a Notice Action, you identify any of the target's traits rated at d10. If you spend a Plot Point, you also identify any traits rated at d4.

CREATION: ASSIGN 2D10, 2D8, 2D6 TO ATTRIBUTES. ASSIGN 1D10, 1D8, 1D6, 2D4 TO ROLES.  
CREATE 2 SPECIALTIES. CREATE 2 DISTINCTIONS. CHOOSE 2 TALENTS.

# LEVERAGE

# THE MASTERMIND

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ALIASES

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BACKGROUND

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DESCRIPTION

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DISTINCTIONS

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SIGNATURE ASSETS

## ATTRIBUTES

AGILITY

ALERTNESS

INTELLIGENCE

STRENGTH

VITALITY

WILLPOWER

## ROLES

**GRIFTER**

**HACKER**

**HITTER**

**MASTERMIND**

**THIEF**



## TALENTS

**ARCHANGEL**

Any Crewmember you're in voice contact with can spend Plot Points to give an Asset to any other Crewmember you're in contact with (including yourself).

**MASTER PLAN**

When your Mastermind die is in your roll, each Opportunity you get lets you turn one of your 1s into a 2.

**SEA OF CALM**

When any Crewmember you're in contact with fails a roll in a Contested or Timed Action, the next Crewmember to make a roll adds your Mastermind die to the roll.

**STAY ON TARGET**

When the Fixer rolls a Complication die against any Crewmember you're in contact with, you can spend a Plot Point to permanently remove that Complication from play.

**THE BIGGER THEY ARE**

When the Fixer uses a Complication die in a roll against you, spend a Plot Point to take that Complication die and add it to your own roll as an Asset. Step up the die by one if you provide a quick flashback explaining how it helps you.

**OTHER TALENTS**

# LEVERAGE

# THE THIEF

## PERSONAL DETAILS

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## ATTRIBUTES

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ALERTNESS

INTELLIGENCE

STRENGTH

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## ROLES

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**HITTER**

**MASTERMIND**

**THIEF**

D4

D6

D8

D10

D12



## TALENTS

**AERIALIST**

When you're working up high (hanging from a windowsill, repelling from a helicopter, walking a high wire, etc.), spend a Plot Point to add a d8 to your roll and nullify any Location Traits related to the difficult circumstances.

**PERFECT TIMING**

When you do something according to precise timing, add a d8 to your roll. And you never need a watch to know what time it is.

**PICKPOCKET**

When you make a roll with your Thief die to surreptitiously steal an item without someone's knowledge, add a d8 to your roll.

**SAFECRACKER**

When you make a roll with your Thief die to open a safe, locked door, car ignition, or similar, add a d8 to your roll.

**SILENT ENTRY**

When you make a roll with your Thief die to squeeze through a small space (an HVAC duct, between prison bars, etc.), turn every d4 in your pool into a d6. For each Opportunity you get, convert a 1 in your roll into a 2.

**STEADY HANDS**

When you make a roll that includes your Thief die, you may reroll one of your own dice for each Opportunity the Fixer gives you.

## OTHER TALENTS

# LEVERAGE

## JOB HISTORY

JOB

CLIENT

MARK

CALLBACK  SPENT

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JOB

CLIENT

MARK

CALLBACK  SPENT

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JOB

CLIENT

MARK

CALLBACK  SPENT

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JOB

CLIENT

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JOB

CLIENT

MARK

CALLBACK  SPENT

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JOB

CLIENT

MARK

CALLBACK  SPENT

# RAP SHEET

## OPEN TALENTS

### CHEWING THE SCENERY

When you roll an Action including your Grifter die to pose as someone you're not (and Grifter isn't your primary roll) add your primary role die to the roll.

### HAWKEYE

When you roll a Notice Action, add a d8 to your roll. If you spend a Plot Point, make it a d10.

### I JUST WORK HERE

You can appear in multiple scenes disguised as someone in the background (wait staff at a party, a guest at a wedding, a customer in a bank or shop, etc.) and the Mark or Supporting Characters won't remember your face.

### JOHNNY (OR JENNY) ON-THE-SPOT

Spend a Plot Point to arrive in any scene and give an extra d6 to the next roll you or a Crewmember makes in that scene.

### OPPORTUNIST

When you make a roll that includes your primary Role, each Opportunity you get gives you an additional d6. Recalculate your result if appropriate.