

# LEVERAGE

# THE HITTER

## PERSONAL DETAILS

### NAME

Warren Bryce III

### ALIASES

Drake

### BACKGROUND

### DESCRIPTION

Born into wealth, Warren was inspired by comic book tales. Unlike his hero, however, his parents are very much alive.

### DISTINCTIONS

Batman Wannabe  
International Playboy  
Only really trusts \_\_\_\_\_

### SIGNATURE ASSETS

Bryce Industries d8

### OTHER TALENTS

## ATTRIBUTES

AGILITY

ALERTNESS

INTELLIGENCE

STRENGTH

VITALITY

WILLPOWER

D4

D6

D8

D10

D12



## ROLES

**GRIFTER**

**HACKER**

**HITTER**

Silent takedown d6

**MASTERMIND**

Cowardly, superstitious lot d6

**THIEF**

D4

D6

D8

D10

D12



## TALENTS

### 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.

### 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.

# LEVERAGE

# THE MASTERMIND

## PERSONAL DETAILS

### NAME

Horatio Pell

### ALIASES

Eye in the Sky

### BACKGROUND

### DESCRIPTION

A former silicon valley raider, Horatio gave up business to control his blood pressure and took up a life of service.

### DISTINCTIONS

Bird's Eye View

Sweaty

Protective of \_\_\_\_\_

### SIGNATURE ASSETS

The Bell Box d8

## ATTRIBUTES

AGILITY



ALERTNESS



INTELLIGENCE



STRENGTH



VITALITY



WILLPOWER



## ROLES

**GRIFTER**



**HACKER**



Surveillance d6

**HITTER**



**MASTERMIND**



Coordination d6

**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).

### CONNECT THE DOTS

Activation: Two or more Assets are in play during one scene and you're in contact with your Crew. You may use this Talent only once per scene.

Effect: You may step up a single Asset by one, while stepping back another Asset by one. You can't step up an Asset above a d12. An Asset stepped down to d4 is eliminated.

## OTHER TALENTS

# LEVERAGE

# THE GRIFTER

## PERSONAL DETAILS

### NAME

Miguel Sanchez, Attorney at Law

### ALIASES

Dr. Nooinen van Faulk

### BACKGROUND

### DESCRIPTION

Miguel has tried hundres of cases yet has never attended law school. When the law is unjust, Miguel twists it in the cause of justice.

### DISTINCTIONS

Not A Lawyer (But Plays One In Real Life)  
Shyster  
Trying To Put One Over On \_\_\_\_\_

### SIGNATURE ASSETS

Briefcase of Paperwork d8

## ATTRIBUTES

D4

D6

D8

D10

D12

**AGILITY**



**ALERTNESS**



**INTELLIGENCE**



**STRENGTH**



**VITALITY**



**WILLPOWER**



## ROLES

D4

D6

D8

D10

D12

**GRIFTER**



"You've got a lawsuit on your hands" d6

**HACKER**



**HITTER**



**MASTERMIND**



**THIEF**



Quick swap d6

## TALENTS

### FAUX EXPERT

You can step up by one any Asset you create that exploits your phony expertise (maximum d12).  
You can maintain one area of fake expertise 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.

### OTHER TALENTS

# LEVERAGE

# THE THIEF

## PERSONAL DETAILS

### NAME

Ruby leBlanc

### ALIASES

The Parisian

### BACKGROUND

### DESCRIPTION

An infamous art thief, Ruby steals not for the money but for the challenge. It is likely that she has never been to France.

### DISTINCTIONS

French (Maybe?)

Lady In The Red Dress

Doesn't Know It Was Me

### SIGNATURE ASSETS

Hidden Thieves Tools d8

## ATTRIBUTES

### AGILITY



### ALERTNESS



### INTELLIGENCE



### STRENGTH



### VITALITY



### WILLPOWER



## ROLES

### GRIFTER

Charming accent d6

### HACKER



### HITTER



### MASTERMIND



### THIEF

Quick switch d6

## TALENTS

### 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.



# LEVERAGE

## PERSONAL DETAILS

### NAME

Sheryl Princeton, MD

### ALIASES

Doctor Jerk

### BACKGROUND

### DESCRIPTION

Fired from the hospital for reckless behavior, Sheryl seeks to unravel mysteries while helping people (and insulting them)

### DISTINCTIONS

Medical Genius

Insufferable Ass

Only Friend Is \_\_\_\_\_

### SIGNATURE ASSETS

Prescription Pad d8

# THE MASTERMIND

## ATTRIBUTES

AGILITY



ALERTNESS



INTELLIGENCE



STRENGTH



VITALITY



WILLPOWER



D4 D6 D8 D10 D12

## TALENTS

### SPECIALTY GURU

You may choose to step up your Specialty to a d8 or 2d6s. You may make this decision each time you roll. You may only use this Talent once per job, unless the Fixer gives you an Opportunity in a later scene. You may then refresh this Talent.

### MASTER PLAN

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

## ROLES

**GRIFTER**

Everybody Lies d6

**HACKER**



**HITTER**



**MASTERMIND**

Diagnostic Medicine d6

**THIEF**



D4 D6 D8 D10 D12

## OTHER TALENTS

# LEVERAGE

# THE GRIFTER

## PERSONAL DETAILS

### NAME

Shawna the Magnificent

### ALIASES

### BACKGROUND

### DESCRIPTION

A former famous medium, Shawna saw what she was doing to families. Now she uses her gifts to con the con artists.

### DISTINCTIONS

Phony Psychic  
Pop Culture Addict  
Enjoys Embarassing

### SIGNATURE ASSETS

Retired Cop Dad d8

## ATTRIBUTES

D4

D6

D8

D10

D12

**AGILITY**



**ALERTNESS**



**INTELLIGENCE**



**STRENGTH**



**VITALITY**



**WILLPOWER**



## ROLES

D4

D6

D8

D10

D12

**GRIFTER**

Cold read d6



**HACKER**



**HITTER**



**MASTERMIND**

Eye for details d6



**THIEF**



## TALENTS

**WATCH THE BIRDIE**

Activation: You're making an action using yur Grifter die to distract or draw the attention of an opponent and have them focus on a target of your choosing.

Effect: Every Opportunity the Fixer gives you during this action may be turned into a d6 Asset, which you may immediately roll and add into your result to raise the stakes. If you fail the action, every Asset you created becomes a Complication that works against you unless you spend a Plot Point to negate it.

**HAWKEYE**

Activation: You're making a Notice Action. Spend a Plot Point for extra effect.

Effect: Gain an extra d8 to your roll. Spend a Plot Point to make it a d10.

## OTHER TALENTS