

SUITCASE FULL OF CASH



***An Unofficial Supplement
For LEVERAGE: The Roleplaying Game
by Steve Darlington***

TIN GAMES STAR

CHAPTER ONE: CHARACTERS

PREGENS – FROM FILM AND TV

“THE USUAL SUSPECTS” – page 3

These guys are career criminals so I've given them all one step up in one Role die. Regarding primary Roles they team they're unbalanced: two Hitters and no Hacker but all of them are good at getting information and equipment, so Hacking is very often a secondary role. It would be tricky to use these in a game without too much knowledge about Verbal dominating play but if you ask your players not to do that, it should work. Note: includes spoilers.

“BURN NOTICE” – page 8

Michael, Fiona and Sam – Hitter/Mastermind, Hitter/Grifter and Hacker/Grifter. With such a small team they've all got a Role or Attribute increase, with Michael getting both because he so often works alone. Of course, if you increase your stats too much, things get boring – and it becomes hard to get Plot Points. Thankfully, Michael can rely on his family for the latter.

“THE PENGUINS” – page 11

The four black-clad, slick-feathered heist-pullers from the Madagascar films (and their own TV series) are perfect Leverage characters. They don't have a Grifter because they don't Grift much because they prefer to work unseen, letting the world see them as nothing more than cute and cuddly.

PREGENS - ORIGINALS

“THE FACTORY” – page 15

This is a group with a full compliment of Roles – Vera the Mastermind, August the Hitter, Viola the Thief, Michael the Hacker and Chuck the Grifter – ready for play. Give a Plot Point to the first player who spots the reference.

“REINDEER GAMES” – page 20

A crew of seven specialists with reindeer nicknames. There would have been eight but nobody wanted to be called Prancer.

DEAN KEATON

Plot Points: 1

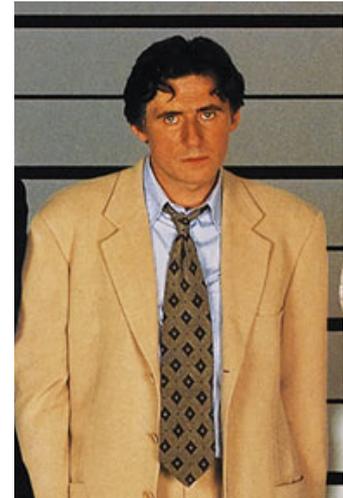
"I'm not doing this for Fenster, I'm not doing it for you... I'm doing it for me. I'm gonna finish this thing."

ROLES

Grifter	d6
Hacker	d8
Hitter	d6
Mastermind	d10
Thief	d4

ATTRIBUTES

Agility	d6
Alertness	d8
Intelligence	d10
Strength	d8
Vitality	d8
Willpower	d8



Specialities: I Used To Work With A Guy (Hacker), I Did Time With A Guy (Grifter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Trying to Go Straight, In Love, Hot Irish Blood

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Only Suckers Fight Fair

You're good with a sucker punch. Spend a Plot Point and add a d8 to your first Hitter roll in a fight. If the Fixer gives you an Opportunity in response, make it a d10, otherwise step it back to a d6.

Stay On Target

You keep people on focus. If the Fixer rolls a Complication against a Crewmember you can talk to, spend a Plot Point to nullify that Complication for the rest of the Job.

Background

Keaton was a bad cop, but a good thief. He's been around long enough that people respect and trust him and he knows enough to pull off some spectacular jobs. His knowledge is why he's a Mastermind/Hacker – only because he knows so much about cops can he give that special fuck you to the NYPD. He's also clever enough to fake his own death and dodge everything the cops have tried to hit him with for his entire career.

McMANUS

Plot Points: 1

“There’s nothing that cannot be done”

ROLES

Grifter	d4
Hacker	d6
Hitter	d10
Mastermind	d6
Thief	d8

ATTRIBUTES

Agility	d10
Alertness	d8
Intelligence	d6
Strength	d6
Vitality	d8
Willpower	d10



Specialities: Oswald Was a Fag (aka Rifles) (Hitter), I Got A Job For Us (Mastermind)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Bloodthirsty, Fearless, Smart-Ass

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Bad Ass

Numbers are not an issue. If you’re outnumbered in a fight, and the Fixer rolls an Opportunity, remove one of your opposition.

Aerialist

You love the high life. Gain a d8 to any rolls that involve high-wire stunts or climbs. Spend a Plot Point to nullify any appropriate Location-based Traits for a scene..

Background

McManus is a crack shot and a slick mover who is never outnumbered and never intimidated. He’s also impulsive and loves the kill. His craziness makes him that much more deadly and that much less predictable. But he has honour and a code, particularly to his friends. He’s your classic Hitter, with a secondary in Thief.

FENSTER

Plot Points: 1

“The way I hear it, Soze is some kind of butcher. A peerless, psycho, fucked-up butcher”

ROLES

Grifter	d4
Hacker	d8
Hitter	d10
Mastermind	d4
Thief	d8

ATTRIBUTES

Agility	d8
Alertness	d8
Intelligence	d6
Strength	d10
Vitality	d8
Willpower	d8



Specialities: Driver (Hitter), Vehicles (Hacker)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Casual, Cautious, Distinctive Accent

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Everything Is A Weapon

You can kill people with anything. If you're in a fight and have spent a Plot Point for an improvised weapon (like a car), step up the die type by one.

Safecracker

Gain an extra d8 to any roll which involves opening a lock, safe or door.

Background

Fenster's purpose in the film is to die so much of this is guess work. The tall drink of water with the indecipherable accent does his best work with cars, and get you any vehicle you want. He's worked a lot with McManus and the two trust each other. His access to cars make him a Hitter/Hacker, but Hitter/Thief also works.

HOCKNEY

Plot Points: 1

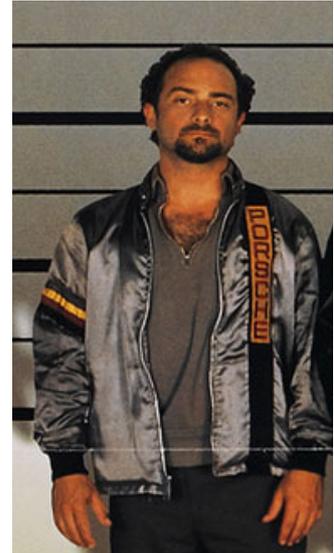
“Did you put that together yourself, Einstein? What, do you got a team of monkeys working around the clock on this?”

ROLES

Grifter	d6
Hacker	d8
Hitter	d6
Mastermind	d4
Thief	d10

ATTRIBUTES

Agility	d8
Alertness	d10
Intelligence	d8
Strength	d6
Vitality	d8
Willpower	d8



Specialities: Hardware (Hacker), Everyman (Grifter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Selfish, Smart-Ass, Unfazed

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

I Just Work Here

When you're blending in with the background during a Job, nobody will remember your face later.

Steady Hands

You're very good at stealing. When rolling Thief, you may re-roll a die for each Opportunity the Fixer gives you.

Background

Todd Hockney is a mechanic who also likes to steal and sell guns. He's not your acrobatic kind of thief, but he can get through most locks and tends to be the guy who walks away with the cash after any job. He's also unassuming and convivial so he can pull off a decent con, but his chief skill in procuring hardware so his secondary talent is Hacker.

ROGER (aka VERBAL) KINT

Plot Points: 1

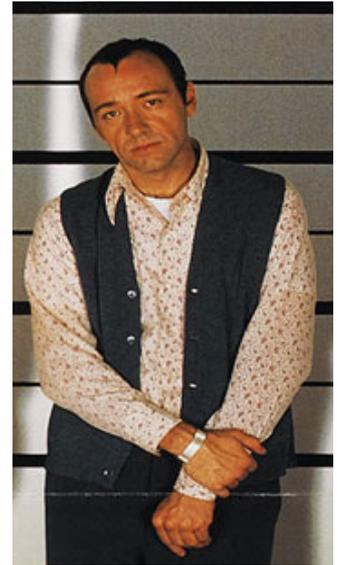
“Keaton used to say ‘I don’t believe in God, but I’m afraid of Him.’ Well, I believe in God and the only thing that scares me is Kayser Soze.”

ROLES

Grifter	d10
Hacker	d6
Hitler	d4
Mastermind	d10
Thief	d4

ATTRIBUTES

Agility	d6
Alertness	d10
Intelligence	d10
Strength	d6
Vitality	d8
Willpower	d8



Specialities: Influential Friends (Hacker), Looks Harmless (Grifter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Coward, Gimp, Tight-Lipped

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Master Plan

You don’t make mistakes. While rolling Mastermind, for every Opportunity the Fixer gives you, turn a 1 into a 2.

.Wanna Buy a Watch?

Add a d6 to your Grifter rolls when running any kind of classic con game. If you’re running a classic street con, make it a d8.

Background

This is Verbal as he presents himself to Agent Kujan and the audience: a careful planner and genius grifter who turned his weakness of cerebral palsy into a gift for pulling cons. Of course, there’s more to Verbal than that, but if we start down that road we run into the problem that nobody may be as they seem; apart from any surface details about Keaton known by Kujan, none of the crew may be as Verbal describes them.

MICHAEL WESTEN

Plot Points: 1

“There are some things I’m good at: tactical analysis, hand to hand combat, and I’m a decent cook.”



Roles

Grifter	d8
Hacker	d4
Hitter	d10
Mastermind	d8
Thief	d6

Attributes

Agility	d8
Alertness	d10
Intelligence	d8
Strength	d8
Vitality	d8
Willpower	d8

Specialities: A New Job, A New ID (Grifter), Hardware Store Macgyver (Thief)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Family Man, Loner, Troublemaker

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

I Can Kill You With My Mind

When rolling Hitter, you can spend a Plot Point to add your Intelligence to the die roll, and include a third die.

Threat Analysis

You can read your opponent like a book. Pass a Notice action against an NPC to learn any Traits the character has at d10. Spend a Plot Point to also learn what Traits they have at d4.

Background

Michael learnt violence from an early age, from being beaten by his father. He retaliated by learning karate, and went on to become a master of close-quarter combat. He prefers his hands but is rated for anything with an edge or a barrel. Along the way he also learnt to be a very good spy, mastering tradecraft and is a dab hand at running a con. Although he has a knack for causing trouble along the way, he always finds a way to get the job done, whatever the job is.

FIONA GLENANNE

Plot Points: 1

“A spy is just a criminal with a government paycheck.”

Roles

Grifter	d8
Hacker	d4
Hitter	d10
Mastermind	d4
Thief	d6

Attributes

Agility	d10
Alertness	d8
Intelligence	d8
Strength	d8
Vitality	d8
Willpower	d8



Specialities: Hot Babe (Grifter), Paper or Plastique (Hitter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Cold-Blooded Killer, Lovelorn, No Such Thing As Overkill

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

How YOU Doin'

You can turn heads, although such things can be dangerous. When flirting with someone of the appropriate persuasion, you may add a d10 to your roll if you also add a d4.

Pickpocket

Add a d8 to any Thief roll to pick a pocket or palm an object.

Background

Fiona spent fourteen years killing and robbing banks for the IRA, give or take a few years running guns. Then she met Michael Westen, and did the one thing a spy can never do: fall in love. It didn't work; it never does, but Fiona has an Irish stubbornness in her that can never let go. She doesn't follow him around like a puppy, however, she plays the long game and takes her time, making sure to get a real moment of honest relationship discussion for every time she saves his butt, removes an obstacle or lends him access to her enormous gun collection.

SAM AXE

Plot Points: 1

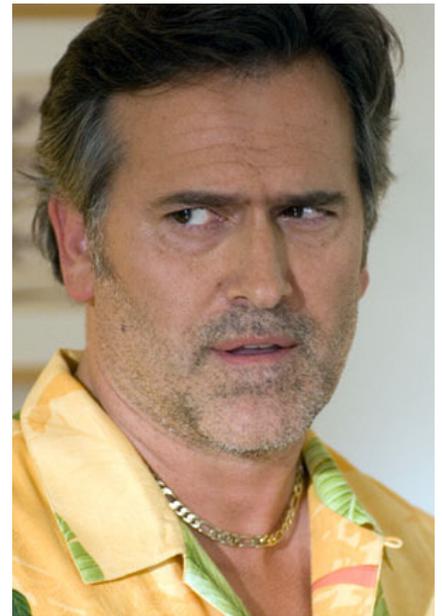
“Tanning is an art and a science, Mike.”

Roles

Grifter	d8
Hacker	d10
Hitter	d6
Mastermind	d4
Thief	d6

Attributes

Agility	d6
Alertness	d8
Intelligence	d8
Strength	d8
Vitality	d10
Willpower	d8



Specialities: Knows a Guy (Hacker), Can Take A Punch (Hitter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Ladies’ Man, Loves the Easy Life, Past His Prime

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Only Suckers Fight Fair

You’re good with a sucker punch – or headbutt. Spend a Plot Point and add a d8 to your first Hitter roll in a fight. If the Fixer gives you an Opportunity in response, make it a d10, otherwise step it back to a d6.

PDQ Rembrandt

A dab hand at Photoshop and friends in most of the world’s armed forces and security agencies means you can produce perfect fake documents and IDs in mere hours, if not minutes.

Background

In the 80s, Sam was a cold warrior, a Navy SEAL who did more covert ops with more paramilitary organisations in more jungles than you’ve had hot dinners. Then he retired to Florida to do cushy bodyguard work and hook up with whatever grey-haired-dyed-blond sugar-mama needed some lovin’. When Michael was dumped in Florida, it was a chance for him to relive the glory days and get some self-respect back, although tearing himself away from booze, women and chicken wings isn’t always easy.

SKIPPER

Plot Points: 1

“Hoover Dam!”

Roles

Grifter	d8
Hacker	d4
Hitter	d4
Mastermind	d10
Thief	d6

Attributes

Agility	d8
Alertness	d6
Intelligence	d10
Strength	d8
Vitality	d8
Willpower	d8



Specialities: Great Escaper (Mastermind), Inspirational (Mastermind)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Thinks Out Loud, Sense of Humour, Never Leaves a Man Behind

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Archangel

The Skipper keeps the team working together like a well-oiled sardine. When he's in voice contact with everyone, they can spend Plot Points to give other squad members dice.

Sea of Calm

Sometimes it all goes bad, and you have to go back to being cute and cuddly – and the Skipper knows it and never skips a beat. If anyone fails a Contested or Timed Action, the next crewmember to make a test can add Skipper's Mastermind to their die roll.

Background

Shitake Mushrooms! The world out there is dangerous, even for those as intelligent and sophisticated as penguins. It takes a brilliant mind – and a lot of patience - to not only get everything done but keep everyone safe in the meantime. That's why you give your boys a hard time sometimes – to keep everyone safe and swimming along, real nice like. If others are smart, they'll work with you to keep things going swimmingly. If not, well, you can kill them and eat their livers.

KOWALSKI

Plot Points: 1

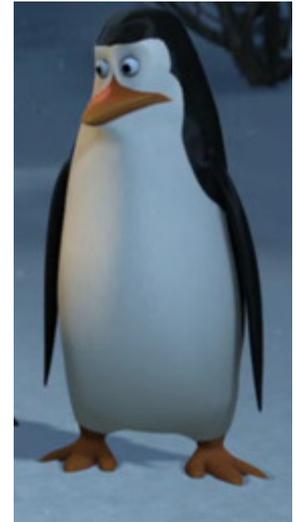
“Negative, Skipper, I can’t make it out”

Roles

Grifter	d4
Hacker	d10
Hitter	d6
Mastermind	d4
Thief	d8

Attributes

Agility	d10
Alertness	d8
Intelligence	d10
Strength	d6
Vitality	d8
Willpower	d6



Specialities: The Aquatic Edison (Hacker), I Can Calculate the Angles (Thief)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Cautious, Focussed, Methodical

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Hawkeye

Roll an extra d8 when trying to noticing things. Spend a Plot Point to make it a d10.

Shut Down All the Garbage Mashers on the Detention Level

If the Fixer uses a Location die against another Crewmember, spend a Plot Point to take that Location die away for the rest of the Job.

Background

When the Skipper needs to know something – anything – he asks Kowalski, and Kowalski knows. He’s the man with the sit-rep, the status update, the lowdown, the schematic and the word on the street. He also has solutions, whether it be a quick sketch of the angles or the device he just invented from a spoon and a rubber band. Yes, Kowalski is a first-rate first officer, and the penguins would have stopped swimming long ago without him. His only weakness is he lacks the Skipper’s unstoppable courage and flair for true genius – but the boy’s young. It’ll come.

RICO

Plot Points: 1

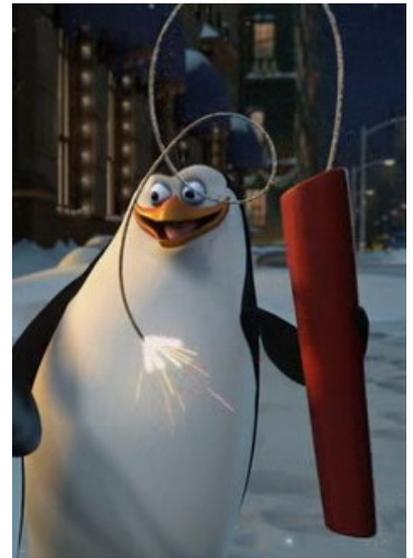
“Heh heh heh ... BOOM!”

Roles

Grifter	d4
Hacker	d6
Hitter	d10
Mastermind	d4
Thief	d8

Attributes

Agility	d10
Alertness	d6
Intelligence	d6
Strength	d8
Vitality	d10
Willpower	d8



Specialities: Can Swallow Anything (Thief),
Explosives Expert (Hitter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Doesn't Talk Much, One Track Mind, Lives For His Job

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Everything Is A Weapon

When you're in a fight and spend a Plot Point on an improvised weapon, step it up by one.

Put That Gun Away

In a Fight where the Fixer is rolling a Complication because the opposition have guns, you may spend a Plot Point to remove this Complication from the scene if not the entire episode.

Background

Rico has a gift – and passion - for destruction. Whether it be with knives, bombs or his own deadly flippers, he lives to destroy and is damn good at it. He enjoys his work so much that sometimes it's all the Skipper can do to stop him from enjoying it every damn moment he can, but nobody can argue with his effectiveness. Nobody argues much at all with a penguin who can drop a two-hundred pound security guard with one flipper-slap. Or one who keeps a stick of dynamite in his oesophagus, just in case.

PRIVATE

Plot Points: 1

“Gosh, Skipper! Please let me come too!”

Roles

Grifter	d4
Hacker	d8
Hitter	d6
Mastermind	d4
Thief	d10

Attributes

Agility	d8
Alertness	d10
Intelligence	d8
Strength	d6
Vitality	d8
Willpower	d8



Specialities: Too Small To Notice (Thief), Honest Face (Grifter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Tender-Hearted, Naive, Inexperienced

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

I Just Work Here

When you're blending in with the background during a Job, nobody will remember your face later.

Silent Entry

You can bend in, through or around anything. When making Thief rolls in those situations, for each Complication the Fixer gives you, turn a 1 into a 2.

Background

Private is new to the team, and new to the big bad world. He hasn't spent a lot of time on the front line, so Skipper and the others try to shield him a bit until he knows enough to stay alive. The boy's got guts though, and tries his utmost; he would volunteer to swim naked into Hell if he thought it would help things along, or if it might make his Skipper proud. That same instinct does get him into trouble sometimes, but if he can stay alive, he may be the finest soldier the Skipper ever had the privilege of serving with.

VERA

Plot Points: 1

“I always get what I want – one way or another”

Roles

Grifter	d8
Hacker	d6
Hitter	d4
Mastermind	d10
Thief	d4

Attributes

Agility	d8
Alertness	d8
Intelligence	d10
Strength	d6
Vitality	d6
Willpower	d10



Specialities: High Finance (Hacker), Cold Blooded (Hitter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Vengeful, Greedy, Perfectionist

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

The Bigger They Are

You have a knack for turning your enemies' weaknesses against them. If the Fixer uses a Complication against you, spend a Plot Point to turn that Complication into an Asset for your roll(s) instead. If you add a flashback explaining this, step it up as well.

Master Plan

You don't make mistakes. While rolling Mastermind, for every Opportunity the Fixer gives you, turn a 1 into a 2.

Background

Some said Vera was incorrigible and spoilt because she was running her father's life by the age of six. But he needed the direction, and when she started running his company at age thirteen, it went from national powerhouse to multinational empire – and then beyond. She was devastated to find herself a cliché at 26 – wealthy beyond avarice, but entirely empty inside, because she had never found a way to revenge herself on the people who hurt her while she was growing up. Now she fights on a different battlefield, keeping always in shadow so her corporate empire remains uncompromised, while her dark heart seeks to balance a different check book.

AUGUST

Plot Points: 1

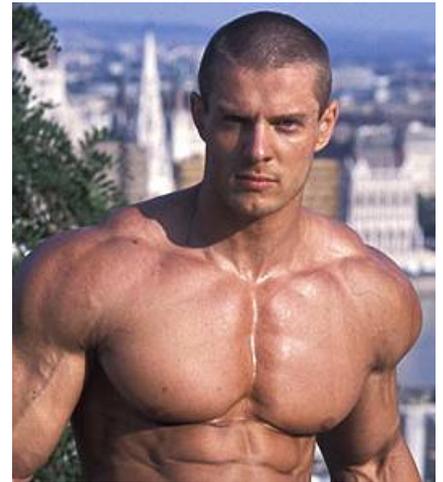
“I will break you”

Roles

Grifter	d4
Hacker	d6
Hitter	d10
Mastermind	d4
Thief	d8

Attributes

Agility	d6
Alertness	d6
Intelligence	d8
Strength	d10
Vitality	d10
Willpower	d8



Specialities: Army Contacts (Hacker), Body of a Greek God (Grifter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Ridiculously Strong, Ridiculously German, Disciplined

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Haymaker

You know how to swing for the bleachers. On your next Hitter roll, roll a d8 instead of a d10 and include a d4. If you still win, you automatically knock your opponent out.

Put That Gun Away

In a Fight where the Fixer is rolling a Complication because the opposition have guns, you may spend a Plot Point to remove this Complication from the scene if not the entire episode.

Background

Believe it or not, August was born fat – weighing two hundred pounds by the age of ten. But then a bullying episode led to a terrible accident, leaving August terribly burned. The boy who walked out of the hospital four years later had been melted in the crucible into something that hated his weaknesses as much as the fire hated his flesh. He became a bodybuilder, sculpting his flesh to perfection, and then moulded himself equally well into a professional soldier. When the German Army proved to dull for a man in constant need of something to strive for, he took to mercenary work. When Vera went to track him down, she discovered he was already on her payroll.

VIOLA

Plot Points: 1

“Gravity is for the weak.”

Roles

Grifter	d6
Hacker	d4
Hitter	d8
Mastermind	d4
Thief	d10

Attributes

Agility	d10
Alertness	d8
Intelligence	d6
Strength	d6
Vitality	d8
Willpower	d10



Specialities: Laserlike Focus (Mastermind), Chatty Cathy (Grifter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Human Dynamo, Impulsive, Sensualist

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Aerialist

You love the high life. Gain a d8 to any rolls that involve high-wire stunts or climbs. Spend a Plot Point to nullify any appropriate Location-based Traits for a scene.

Silent Entry

You can bend in, through or around anything. When making Thief rolls in those situations, for each Complication the Fixer gives you, turn a 1 into a 2.

Background

Viola was born to be a champion. Even if her parents hadn't pushed her, she had the focus and dedication – and absolute fearlessness – to dedicate herself to anything she might light upon. Her obsessions range from the mainstream (gymnastics, athletics, dance) to the eclectic (acrobatics, BASE jumping, bubblegum-blowing) and she has world records in all of them. Too high on life (and adrenalin – and possibly more, it was never proven) to have much of a dark side, she was only forced to turn to crime when jealous competitors framed her for cheating and got her thrown out of professional competition – only to find her parents had stolen all her prize money. Beware the good girl gone bad; once-crossed, twice-angry.

MICHAEL

Plot Points: 1

“Go virtual or go home”

Roles

Grifter	d4
Hacker	d10
Hitter	d4
Mastermind	d8
Thief	d6

Attributes

Agility	d8
Alertness	d10
Intelligence	d10
Strength	d8
Vitality	d6
Willpower	d6



Specialities: Twitcher Reflexes (Hitter), King of the Geeks (Grifter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Cowboy At Heart, Irreverent, Keyboard Casanova

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Can You Hear Me Now?

Add a d8 to any Hacker roll that involves intercepting or messing with the Mark’s communication systems.

PDQ Rembrandt

With access to the best visual software in the world and the files of every single security agency on the globe, you can produce perfect fake documents and IDs in mere hours, if not minutes.

Background

On the net they call him The Archangel, not so much because he’s so perfect, but because he’s omnipresent. There isn’t a system in the world he hasn’t hacked and left a stamp behind in, just to prove he could. Some even believe he’s a myth, a ghost in the system, and if Michael had his way, he would be. He’s counting the days until he can upload his brain and get rid of this sack of meat forever. He breaks the law all the time, but the only person who has ever tracked him down was Vera, who only did it so she could offer him a job that came with better targets, free peripherals and a legal defence team – should he ever need one.

CHUCK

Plot Points: 1

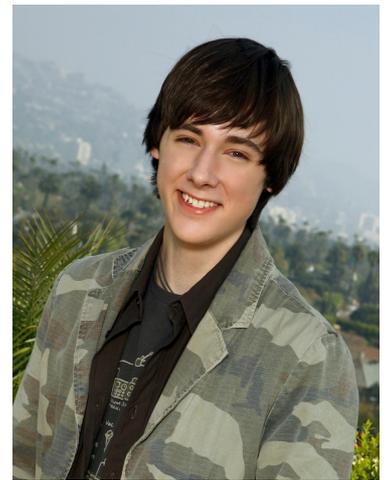
“Oh, is this yours? Gosh, I don’t know how it ended up here, how weird!”

Roles

Grifter	d10
Hacker	d8
Hitter	d4
Mastermind	d6
Thief	d4

Attributes

Agility	d8
Alertness	d10
Intelligence	d8
Strength	d8
Vitality	d8
Willpower	d6



Specialities: Anything He Can Fit In His Pockets (Thief), Looks Helpless (Hitter) Add a d6 to your pool in situations where you particularly shine.

Distinctions: Instant Best Friend, Kleptomaniac, Pathological Liar

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Social Centre

It’s very easy for you to be the centre of attention. When you are, you can give or accept to 3 Plot Points total from another Crewmember in the same scene.

Hawkeye

Roll an extra d8 when trying to noticing things. Spend a Plot Point to make it a d10.

Background

Thin and weedy but with the smile of an angel, everyone seems to want to trust Chuck. He’s “good people”, the salt of the earth, a kid with a big heart and bigger dreams, and before people know it they’re confessing to him their deepest troubles and handing him the keys to their house. The trust of others came so easily to Chuck he barely even noticed when he started taking advantage of it, and now he can barely stop himself. Not that he ever takes much – without Vera’s intervention he would still be pulling the Lost Child scam on rich New Yorkers to fill in time. Nobody in the Crew trusts him, nor do they like him (if there is indeed anything underneath to like at all) but he has the quality all the others truly lack: the ability to make people like him, with careless, unaffected ease.

DASHER

Plot Points: 1

“If you’re fast enough, it doesn’t matter how much noise you make”

Roles

Grifter	d4
Hacker	d4
Hitter	d8
Mastermind	d6
Thief	d10

Attributes

Agility	d10
Alertness	d10
Intelligence	d6
Strength	d8
Vitality	d8
Willpower	d6



Specialities: I Can Only Drop You In the Lobby (Thief), Cars Want Me To Steal Them Because They Know I’ll Treat Them Better (Thief)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Car Lover, Serious Car Lover, Human Disaster Area

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Johnny on the Spot

Unless heavily involved elsewhere, spend a Plot Point to enter any scene, and add a d6 to your first roll when you get there.

Perfect Timing

Roll an extra d8 whenever you’re trying to time something perfectly. Also, you don’t need a watch.

Background

Dasher loves cars in a way that makes everyone uncomfortable. Despite that, he’s quite prepared to eke out every bit of strength, power and structural integrity from a machine in order to get wherever he needs to be – and that means anywhere (breaking into a secure building is surprisingly easy with a Mack truck). See, damage can be repaired, but a car that isn’t driven to its full potential – that’s a crime against the soul, and nothing can fix that. An old-school ram-raider, Dasher ended up doing five years after his gang turned on him because he wouldn’t shut up about protecting the upholstery. Now he wants to work with more enlightened folk.

DANCER

Plot Points: 1

“Float like a butterfly, sting like a wrecking ball”

Roles

Grifter	d4
Hacker	d4
Hitter	d10
Mastermind	d8
Thief	d6

Attributes

Agility	d10
Alertness	d6
Intelligence	d8
Strength	d10
Vitality	d8
Willpower	d6



Specialities: Lord of the Ring (Hitter), Military Contacts (Hacker).

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Hard as Nails, Never Smiles, Disastrous Love-life

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Haymaker

You know how to swing for the bleachers. On your next Hitter roll, roll a d8 instead of a d10 and include a d4. If you still win, you automatically knock your opponent out..

Threat Analysis

You can read your opponent like a book. Pass a Notice action against an NPC to learn any Traits the character has at d10. Spend a Plot Point to also learn what Traits they have at d4.

Background

Just because she's an ex-marine and can punch through a brick wall, don't assume Dancer's stupid, or slow. She's light on her feet enough to earn her nickname, and has a surprising amount of grace. But there's only so many places a girl can get paid while also chasing boxing gold medals, so the marines it was, and the army is not exactly welcoming to women, even today. So she's anti-social and has a chip on her shoulder about men. Hardly important what with the brick wall thing.

VIXEN

Plot Points: 1

“I’m a beautiful woman who can talk sensibly about World of Warcraft; I’ll have them eating out of my hands”

Roles

Grifter	d10
Hacker	d8
Hitter	d4
Mastermind	d6
Thief	d4

Attributes

Agility	d8
Alertness	d10
Intelligence	d8
Strength	d8
Vitality	d6
Willpower	d8



Specialities: My Phone Can Do That (Hacker), Queen of Nerds (Grifter)
Add a d6 to your pool in situations where you particularly shine.

Distinctions: Not A Hair Out Of Place, Whatever You Need Me To Be, Pragmatic

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Slip Of the Tongue

If the Fixer gives you an Opportunity in a Face action involving your Grifter die, you may ask the Fixer a direct question about the Supporting Character you’re working over, and he must answer truthfully.

Takes One To Know One

When making a Notice roll to see if someone is lying to you, add a d8.

Background

Future or not, the world is still about relationships. Of course, now those relationships happen in two arenas, so anyone who wants to control people must also control the virtual meeting space as much as they control the real one. And information control is all about unseen signals, be they electrons or body language. As a corporate closer, you spent fifteen years sweet-talking the sales of communication and security solutions to idiots who didn’t need it and villains who didn’t deserve it. When you had a chance to occasionally sweet-talk a mobster, a warlord or a crown prince of a rogue state, well, you jumped at it.

COMET

Plot Points: 1

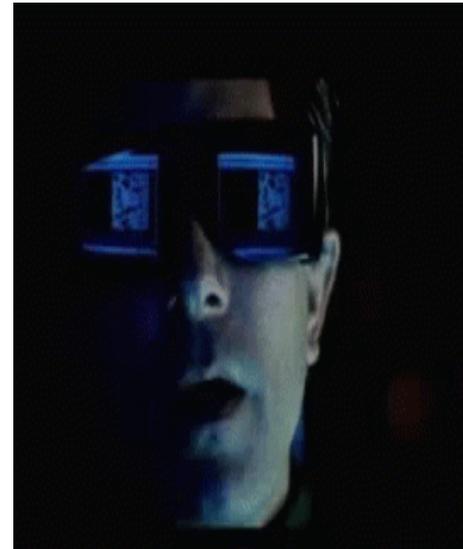
“Look, if the government really did have orbital rail guns, I would have hacked them and blown away Hollywood long ago.”

Roles

Grifter	d4
Hacker	d10
Hitter	d4
Mastermind	d8
Thief	d6

Attributes

Agility	d8
Alertness	d8
Intelligence	d10
Strength	d8
Vitality	d6
Willpower	d8



Specialities: More Satellite Transmissions Than the Disney Channel (Hacker), Conspiracy Theorist (Mastermind)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Anarchist, Megalomaniac, Petty

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Are You Going to Log In or Whistle Dixie?

When you're duelling online with a human opponent, add a d8 to your rolls.

Can You Hear Me Now?

Add a d8 to any Hacker roll that involves intercepting or messing with the Mark's communication systems.

Background

He who controls the space, controls the universe. Everything is communications, and every communication these days is through satellites. When chronic asthma prevented Comet from being an astronaut, he settled for the next best thing, learning how to control the heavenly bodies instead, and from them, everything below. A hacker with a wide reputation, he remains uncaught because he never stoops beyond petty revenge and because his signal is so diverse he could be next door and you wouldn't know it. But *he'd* know, because he'd have hacked the security cameras.

CUPID

Plot Points: 1

“How dead do you want him? Totally dead, bleeding out in two minutes dead, or writhing in agony in the ambulance?”

Roles

Grifter	d4
Hacker	d6
Hitter	d10
Mastermind	d4
Thief	d8

Attributes

Agility	d8
Alertness	d10
Intelligence	d6
Strength	d6
Vitality	d10
Willpower	d8



Specialities: Longarms (Hitter), Forty-eight Hours Lying On My Belly In No-Man’s Land (Thief)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Detached, Jumpy, Professional Pride

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Only Suckers Fight Fair

You like to shoot before your enemy knows you’re there. Spend a Plot Point and add a d8 to your first Hitter roll in a fight. If the Fixer gives you an Opportunity in response, make it a d10 for the rest of the fight, otherwise it’s only a d6.

Hawkeye

Roll an extra d8 when trying to noticing things. Spend a Plot Point to make it a d10.

Background

Coincidentally, they used to call you Cupid in the Rangers, too, because of your unique ability to hit the heart every damn time. Of course, after a while people stopped thinking it was awesome and started to look at you funny – like you were too good, or something. And then they kicked you out – for being too good at your job. That didn’t seem fair – or sane. Surely if you’re going to do a job, you do it as well as you can, whatever the job is. People are idiots. You tried to get some payback on your own, and when it went south you thought the whole world would cave in. Then you got a call from a non-idiot, with a hand of hope. It was your only chance. Hopefully it’ll be interesting as well.

DONNER

Plot Points: 1

“Yes I can build the bomb. That’s not the hard part. The hard part, always, is putting it in the right place.”

Roles

Grifter	d8
Hacker	d6
Hitter	d4
Mastermind	d4
Thief	d10

Attributes

Agility	d8
Alertness	d8
Intelligence	d10
Strength	d8
Vitality	d8
Willpower	d6



Specialities: C4 Where There Was No C4 Before (Thief), I’m Just A Girl (Grifter)

Add a d6 to your pool in situations where you particularly shine.

Distinctions: Cute, Easily Distracted, Just Don’t Touch Anything!

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

I Just Work Here

When you’re blending in with the background during a Job, nobody will remember your face later.

Steady Hands

You’re very good at what you do. When rolling Thief, you may re-roll a die for each Opportunity the Fixer gives you.

Background

When the town library blew up, they said you were dangerous and sent you to reform school. What they didn’t notice is the blast destroyed only the romance section, and not one person was injured. You should have at least passed chemistry for that. Reform school was good to you though, you made a lot of good contacts and got some great tattoos. When you got out, you walked into a career. Criminals don’t want a bomb maker often but when they do, they respect a woman who knows her stuff. And that’s all you ask for in this world: a bit of respect (and less guys hitting on you because you look “approachable”). Respect for you, for your skills, for your stuff. Especially the latter because it’s when people move things that things get lost.

BLITZEN

Plot Points: 1

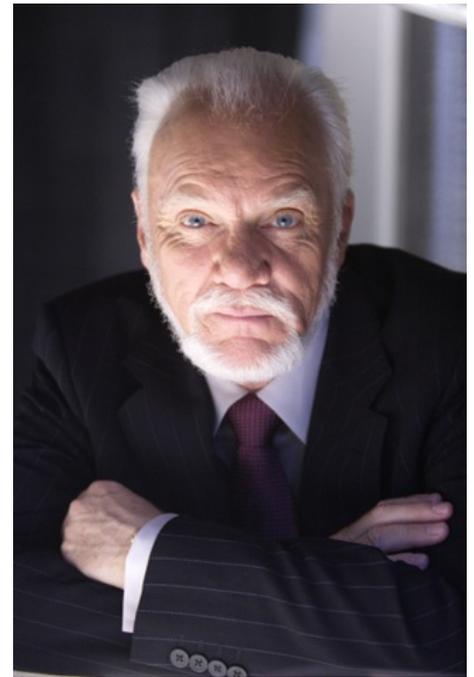
“By my count, we can rob the entire casino in thirteen minutes – unless one of you let me down again...”

Roles

Grifter	d6
Hacker	d8
Hitter	d4
Mastermind	d10
Thief	d4

Attributes

Agility	d6
Alertness	d8
Intelligence	d10
Strength	d8
Vitality	d6
Willpower	d10



Specialities: Electrical Genius (Hacker), Give Me the Schematic, I'll Give You the World (Mastermind)
Add a d6 to your pool in situations where you particularly shine.

Distinctions: Fussy, No Casualties, Ridiculously Old

Add a d8 to your roll when your personality quirks come into play. Or add a d4 and earn a Plot Point for doing so.

Talents:

Sea of Calm

If a Crewmember fails a roll in a Contested or Timed Action, the next Crewmember you're in contact with may add your Mastermind die to their next roll.

Shut Down All the Garbage Mashers on the Detention Level

If the Fixer uses a Location die against another Crewmember, spend a Plot Point to take that Location die away for the rest of the Job.

Background

Blitzen spent the best part of the sixties engineering the electrical systems of military submarines and tanks, then the whole department went over to computers and they threw him out with a tiny pension. Selling his knowledge to the enemy left a bad taste in his mouth and a lot of heat on his name, so he took his electrical genius off the grid and started robbing banks. Eventually, though, even he couldn't deny the information revolution, or that he can't run up stairs very fast any more. It was time for an apprentice, or rather six of them, because it's important to give back to the young, and teach the next generation the values you hold dear – a smooth job, a big payout, and nobody gets hurt unless they have to.

CHAPTER TWO: NEW TALENTS

GRIFTER TALENTS

The Grifter is everyone's friend – right up until the moment he stabs you in the back and takes everything you have. Of course, a good Grifter can take you for everything without you even knowing you've been had. The best ones can do it and leave you feeling grateful they were there to help you.

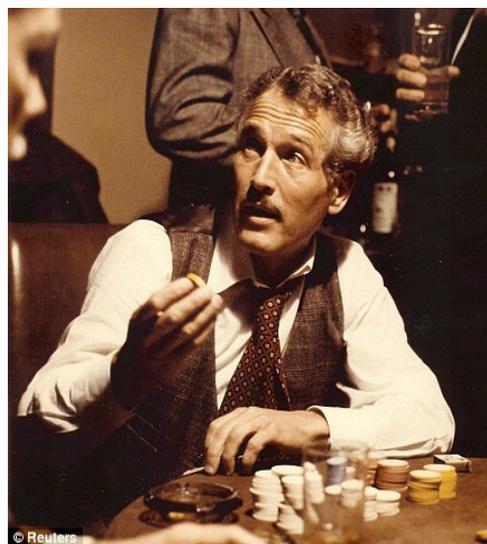
Don't Question Me, You Peon

You not only work here, you run the damn thing

Role: Grifter

Activation: You are attempting a Face action that requires you to pretend to have a role of authority above the target. Also spend a Plot Point to activate this Talent.

Effect: Add your Willpower to the roll and include a third die.



Good Cop

You are the tender face of the easy out in the face of an oncoming storm of far worse options. Of course, playing with two is twice the bluff.

Role: Grifter

Activation: When you are in a scene with another Crewmember and Grifter is one of the dice you roll.

Effect: You may add the Grifter or Hitter die of your fellow Crewmember to your roll. If this is d10, you must also add a d4.



Let It All Come Out

For some reason, people want to tell you their entire life story.

Role: Grifter

Activation: You successfully use a Face action on a Supporting Character. Spend a Plot Point for extra effect.

Effect: You identify any of the Supporting Character's Traits that are rated d4. For a Plot Point you also gain knowledge of any Traits rated d10.

HACKER TALENTS

It all sounds very tech-minded and computer, but a Hacker is just about information. That might involve computers, but it might also involve the word on the street or old contacts on the inside or friends in high places. Whatever you need, the Hacker gets it. If the GM wasn't called it, Fixer would also work for these guys.



Fake Money, Real Problems

Most finance is done on computers these days, which means you can shut it down pretty easily.

Role: Hacker.

Activation: You are making a Hacker roll involving the Mark's money or resources. Spend a Plot Point for an additional effect.

Effect: Add a d8 to your roll. If you spend a Plot Point, nullify one Trait of a Supporting Character that relates to his wealth or material resources, for one scene only.

Spit and Bailing Wire

If it is broke, fix it – or build another one.

Role: Hacker.

Activation: The Fixer just put a Complication on a gadget you were using, or took it away for some reason. You must also spend a Plot Point to use this Talent.

Effect: At the start of the next scene you are in, remove the Complication or put the Asset back into play. If you add a Flashback explaining how you built/repared it, step it up a level.

The Macgyver Option

You don't have the right tool for the right job, but you've got something almost as good – just don't expect it to work perfectly.

Role: Hacker

Activation: You spend a Plot Point to add a gadget Asset for a single scene.

Effect: The Asset is worth d10, but you must also roll a d4 every time you use it. The Asset cannot be made permanent.



HITTER TALENTS

It doesn't matter how careful you are, something can and will go wrong. And when money's on the line, people get crazy, and crazy people like violence. That's when you need someone to handle the rough stuff. They get bonus points if they tidy up after, but it's not necessary.

Ain't Got Time To Bleed

Sure, you're hurt. You'll care about it later.

Role: Hitter

Activation: You Give In during a Fight action and gain a Plot Point and a d6 Complication as a result. Hand the Plot Point back to the Fixer to activate this Talent.

Effect: Eliminate the Complication you just received until the end of the Job.



Just Walk Away, Son

You look either so crazy or so deadly people don't feel the need to find out if it's just an act.

Role: Hitter

Activation: The Fixer gives you an Opportunity when setting the stakes in a combat against just one person who cannot be a Foil. Also, you must spend a Plot Point.

Effect: The fight doesn't happen, as the goon just rethinks the whole idea and walks away/sits back down again.



You Want To Make Something Of It?

Okay so it is against regulations, but some guys you just don't argue with. You're one of those guys.

Role: Hitter.

Activation: You are rolling Hitter as one of your dice to intimidate someone in authority so they choose not to use their authority. This is only useful for quick intimidations for walking into buildings and the like, not torturing people or facing off in a gun battle.

Effect: Add d8 to your roll.

MASTERMIND TALENTS

One person is useful, a group of people are a big panicky, arguing mess – until they get a leader. Then they go back to being useful again. He's not usually popular, but nobody can resent him for long because deep down they know exactly how screwed they'd be without him.



All Part of the Plan

It looks like a big step backward, but you were actually always planning on it going that way.

Role: Mastermind

Activation: A Crewmember you're in contact with is Taken Down in a Contested Action or runs out of time in a Timed Action and as a result is captured or restrained by the bad guys.

Effect: The Crewmember in question immediately gains an Asset reflecting their actual advantageous position.

I Can Talk You Through It

Anyone can be an expert with the right coach in their ear

Role: Mastermind

Activation: You are in contact with two Crewmembers who do not share any Specialities.

Effect: For the duration of the scene, one of the Crewmembers may act as if they have one of the other's Specialities.

Take It And Run With It

When people make mistakes, you make them pay for it - big time.

Role: Mastermind

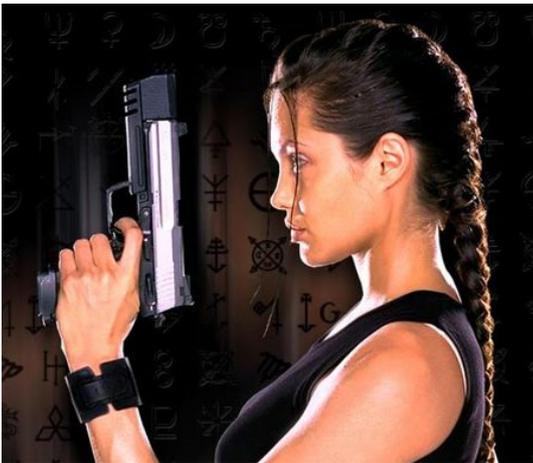
Activation: The Fixer rolls an Opportunity and fails to raise the stakes against you. You must spend a Plot Point as well.

Effect: Gain an Asset at d8 instead of d6.



THIEF TALENTS

Stealing things is an art and a science. It often draws on the tools of the Grifter, the Hacker and the Mastermind but ultimately none of them can truly master the craft of the silent entry and the perfect exit. That takes more than just a winning smile and a quick mind. It takes grace. It takes poise. And wherever possible, it takes hanging from the ceiling.



Deep Pockets

Conceal and carry isn't a permit, it's a way of life.

Role: Thief

Activation: You need to get an object in or out of somewhere, despite being under scrutiny.

Effect: You can carry the object undetected, regardless of its size, shape or weight. If the object was already too small to be seen, only the most painstakingly thorough search will find it.

Find the Weak Spot

Yes, the door's made of steel, but the wall's made of plywood.

Role: Thief

Activation: Hitter is a die you are rolling, because you need to break something or weaken it, or render it useless, rather than open it. This only counts for objects, not people.

Effect: You may add your Thief die to the roll.

Nothing To See Here

Maybe you're very stealthy; maybe you're fast; maybe you're just really uninteresting.

Role: Thief

Activation: You're somewhere you shouldn't be, and you're about to be discovered unless you make a roll to hide, run or blend in very quickly.

Effect: Add a d8 to your roll.



OPEN TALENTS

Not everyone fits easily into a box. Maybe you're a jack of all trades. Maybe you can do anything you put your mind to. Maybe you own a super-intelligent speedboat. Whatever the case, you may need a talent that works in any situation, not just when you're running down your strength.



Going Out With a Bang

Your Plan Bs tend to be explosive. Either actually explosive or so dramatic they might as well be.

Role: Any

Activation: You have triggered your own Establishment Flashback and rolled successfully using your primary Role to gain an Asset.

Effect: Gain the Asset at d8. Alternatively, gain it at d10 and add a Complication to it.

I Escaped Somehow

No need to bore everyone with the details right now, you just escaped, that's all.

Role: Any

Activation: You've just failed to raise the stakes in a Basic Action (not a Contested or Timed Action) and things have gone bad as a result. You must also spend a Plot Point to activate this Talent.

Effect: The scene immediately ends. Wait at least one scene before your next one. You don't have to explain how you got from your previous scene to this one, but if you do, gain a d6 to your next roll.

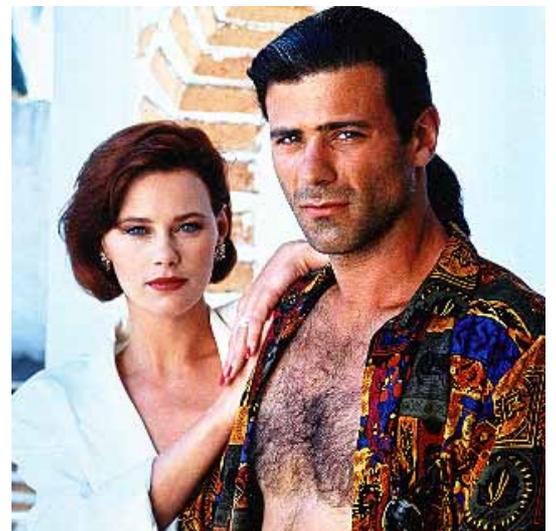
I'm Helping!

It doesn't matter that you have no skill, you're going to help anyway!

Role: Any

Activation: You're Ganging Up with another Crewmember in a roll that doesn't use your primary Role.

Effect: They may add a d10 to their roll if they also add a d4.



Quick Study

Yesterday you were an amateur – but that was yesterday.

Role: Any

Activation: You make a Callback to a previous Job to gain a d6 Asset.

Effect: The Asset lasts for the entire Job, not just the current scene.

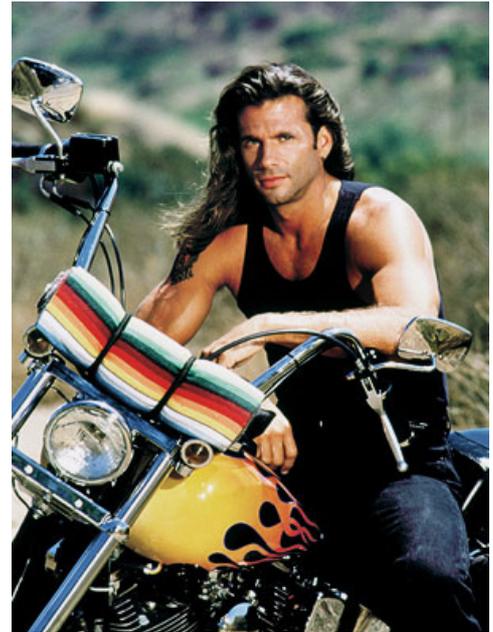
Two Steps Ahead

You plan for everything, even the things nobody could plan for.

Role: Any

Activation: You've triggered an Establishment Flashback of your own, and are rolling to see if it helped.

Effect: Add a d8 to the roll.



Unstoppable

You get knocked down but you get back up again – angrier than before.

Role: Any

Activation: You are in a Contested Action involving your Primary role and your opponent raises the stakes by five or more.

Effect: You are not Taken Down. Continue the Action as normal, adding a d6 to your next roll.

