

LEVERAGE

THE ROLEPLAYING GAME



THE QUICKSTART JOB

LEVERAGE

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Dennis Holland is a bad man.

He's responsible for bank failures, collapsed mortgages, and dozens of innocent people being forced from their homes. He collects Seventies memorabilia. He's a **bad man**. And he's hosting an office party.

Nathan Ford and his Crew are on the job, but it has to be done fast. Presented as a training exercise for newcomers and experienced gamers alike, **The Quickstart Job** lets you and your friends play Nate, Eliot, Parker, Hardison, and Sophie as they take down Holland and his corrupt schemes. Included are rules, characters, and all the twists and complications you need for a night of high-stakes **LEVERAGE** action.

Let's go steal us a holding company!

This fast-play gamebook requires a set of dice, available online or from game & hobby stores. Earbuds and really big HDTV screens are cool, but not required.



The Bad Guy

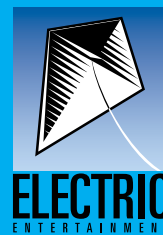


Your Bad Guys

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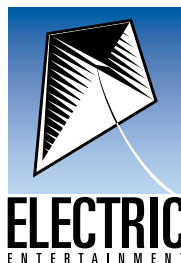
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The Job



Our client, Helen Erdman, was a tenant at Twin Pines Condominiums. While she was a model tenant, always paying her bills on time, the same can't be said for the building management. After the mortgage on

Twin Pines defaulted, Fourth National Bank of New Jersey foreclosed on the property. Shortly after, Fourth National sold it off to a holding company: Chance Enterprises. Chance stopped paying for maintenance, and Twin Pines turned from a lovely retirement community into unlivable squalor.

Helen put her life savings into her condo, and now she's lost everything. Worse yet, Chance's lawyers are spinning it to make it look like it's the tenants' fault. Legal action would take a lot of time and money, more than these good people have, to sort this out.

Good thing Helen didn't hire lawyers. She hired thieves.



Meet Dennis Holland, president of Fourth National and—get this—sole owner of Chance Enterprises. Fourth National isn't doing so hot; in fact, it's about to go into receivership, in spite of being on the receiving end of

a nice little FDIC payout...I mean, bailout. That's where Chance Enterprises comes in.

Through Chance, he's got a lot of choice real estate he's just sitting on. Looks like his plan is to let the bank die and use the secret holding companies as his golden parachute. Holland went through a lot of trouble to disguise his ownership of Chance by going through a number of shell companies, because this is all kinds of illegal.

So far, nothing's stopping him. I mean, he's been under investigation on ethics charges four times in the last few years, but nothing's stuck. And when you see that his last investigator now owns a yacht, I think that tells you all you need to know.

But here's the beautiful thing: Chance Enterprises exists entirely on paper. Literally. Holland ducks around everyone because he's got papers of ownership and receivership all knotted up tight. Holland's name doesn't directly appear on any of them. It's pretty complicated and shady, but it boils down to this: Chance Enterprises is whoever owns those papers.

And people, as far as hobbies go, he collects 70s kitsch, not even ironically. Like, really big rain lamps and velvet paintings. And he's a big fan of dog shows. Big fan.



He's also a big fan of leaving the country, early this Monday in fact. I know that doesn't give us a lot of time, but luckily we have an opportunity this weekend. Normally, those papers would be locked-up tight...not

that that would be a problem for us. But he's got a big party at Fourth National's office this weekend, and with an early flight that means he should have the papers on him, probably in the safe in his private office.



The Rules

Players

This is a game for six people. Five **Players** take on the role of the Leverage crew: Nate, Sophie, Eliot, Parker, and Hardison. The sixth person is the **Guide**, who uses this book to present the **Job** to the other Players and rolls dice for the **Mark** and the supporting characters, or **Extras**. If you don't have six people, have some Players take on multiple Crewmembers. **Rap Sheets** for the Crew are provided at the end of this booklet.

Dice

The Leverage Roleplaying Game uses d4s, d6s, d8s, d10s and d12s. You'll want to have several of each on hand, especially d4s & d6s. You might also want some beads or poker chips handy for **Plot Points**.

The Basics

When characters work against one another, the Player and the Guide roll dice to see who comes out on top and what happens. Players roll an **Attribute Die** and a **Role Die**, based on what they're doing. The Guide rolls two or more dice based on what that Crewmember is up against. You each total up your dice and whoever gets highest wins. Ties mean the Player wins.

Sometimes you get more than two dice. In those cases, you total up your two highest and use them to see if you win. If you win by more than 5, that's called an **Extraordinary Success**—which is important later.

If you have more than two dice, you can spend a Plot Point to add in the third-highest die to your total. Spending a second Plot Point lets you add in your fourth-highest die, and so on.

If a Player loses, their Crewmember doesn't simply fail. They run into some roadblock that makes them have to adapt and change their plan. For each roll, we give you an idea of what could get in the way.

Note: For this Job, the dice are figured out for you.

Complications

If the Player wins but also rolls a "1" on any of his dice, then the Guide introduces a **Complication**. The Crewmember still succeeds, but the team discovers that something else has gone wrong. That Complication is something that hangs over the team's

head for a bit. Each piece of the Job has a list of Complication ideas that could come up when a 1 is rolled.

When the Guide introduces a Complication, the Player gets a Plot Point. This is the main way for them to get Plot Points! The Guide notes down the Complication and adds a "d6" next to it. For the rest of the Job, if that Complication comes into play, the Guide gets to roll an extra d6.

Assets

Players can use Plot Points to create **Assets**. An Asset is something beneficial—improvised tool, circumstance, etc.—that any Player can use to help them out in the Job. When introduced, the Player notes down the Asset and puts a "d6" next to it. For as long as that Asset is around, any Player can use that Asset to get an extra d6.

If the Player creates an Asset after a roll where the Guide rolls a "1," that Asset is permanent for the rest of the Job. Otherwise, the Asset only stays around until the end of that part of the Job.

Sometimes, an Asset can be stepped up to a larger die. More on this when it comes up.

Special Abilities

Each character has some special tricks they can do. They're noted on the Rap Sheets. Some require you to spend a Plot Point; others have other conditions.

How Do I Know If I Win?

This is a roleplaying game, which means all the Players are acting the part of characters in a Leverage story. We already know that the crew are the best at what they do, so it's not about winning or losing, but how the job ends . . . and what twists and turns the story takes to get there. So play your part, roll some dice, and have fun!

Is That All?

Nope! But that'll get you started. Some parts of the Job introduce new rules for you.





Scene 1:

Survey the Party

Note: Players who want to do *The Quickstart Job* without being spoiled on the upcoming twists and complications should read no further. You can find the [Rap Sheets](#) for the Leverage crew starting on page 12.

We start at the party, which is being held at the Fourth National Bank of New Jersey's main offices, a three-story office building near Newark. The main part of the party is being held on the *first floor*, in a spacious reception area. Parker's already snuck up onto the *second floor*, where Holland's private office is. Eliot, Nate and Sophie are attending the party as guests. Hardison is, of course, in the van. He's naturally already tapped into the building's security camera system.

The plan is to have Parker get into Holland's office, crack his safe, get the papers and get out. Unfortunately, Holland's not actually attending his own party—Hardison notes that he went into his office a few minutes ago.

Before the team gets on with the plan, take a moment to survey the party. The three Crewmembers acting as guests should make [Notice Actions](#).



Notice Actions

At times, the Guide might call for a Player to make a Notice Action for their Crewmember. This means that something catches that character's eye. Typically, this is **ALERTNESS** + the highest **ROLE DIE** vs. **2D6**. Success means they notice some crucial information. Failure means the notice something, but not the whole picture.

Guide: Don't worry about Assets and Complications here, so nothing special happens on a "1." Start looking at those in the next scene. More information about the Extras mentioned below can be found later in this booklet.

Notice Actions For The Crew

Notice Action for Nate: Varun Ramadas (see also page 11)

Success: Nate recognizes Varun Ramadas, a high-ranking employee of the New York Federal Reserve who is currently (and rather ineffectually) investigating Holland. He seems to be too honest, just a little too methodical, to keep up with Holland.

Failure: Nate sees a guy with a receding hairline helping himself to the appetizers. He looks like the kind of pencil-pushing snoop Nate remembers from his days as an investigator.

Notice Action for Sophie: Charles Connelly (see also page 11)

Success: Sophie recognizes Charles Connelly, the banker who previously investigated Holland and currently owns a yacht.

Failure: Sophie sees a smarmy business-type in his late 40s, consuming a lot of the free alcohol and hiding his paunch behind a badly-cut sports jacket.

Notice Action for Eliot: Bank Security

Success: Eliot sees that the security guards Fourth National Bank have hired are definitely ex-cons. Many of them have barely concealed tattoos and must have been hired on the sly. Eliot's Threat Assessment tells him they're at a d8.

Failure: Eliot can tell the security guards are mean sons of bitches.



Scene 2:

Distract Holland

With Parker in position, the Crew needs to get Holland out of his office for a few minutes. That's going to be tricky, because he's got security at the stairs preventing anyone from getting to the second floor. They need to get him out of his office so Parker can work.

The Crew can do this by enticing him to come down or by making a big enough scene that he'd need to intervene.

Entice with a Message

With a credible excuse, someone should be able to convince security to deliver a message to Holland, enticing him to come down.

Player: INTELLIGENCE + GRIFTER

Guide: D8 + D6

Success: Holland takes the message and comes down.

You'll need to continue by enticing him personally in order to buy Parker time.

Failure: Holland takes the message and says he'll be down later. The bank guards don't sound very convincing about this. Someone else will need to try.

Asset: Security thinks the Crew are Holland's associates. (SUPPOSED TO BE HERE D6)

Complication: Holland is stressed and annoyed, and this interruption isn't helping any. (STRESSED AND ANNOYED D6)

Making a Big Scene

Anyone at the party can make enough of a nuisance to cause a distraction, forcing Holland to come down and smooth over his party.

Player: ALERTNESS + MASTERMIND

Guide: D8 + D6

Success: Holland's security staff calls him down to help smooth things over with the guests. This should buy Parker some time.

Failure: Security alerts Holland and deals with the problem, but he doesn't come down himself. However, it does let someone else not involved in the distraction to slip upstairs—but they'll still need to get him out of his office.

Stepping Up Complications

Sometimes, a Complication might come up that is already in play, like **EXTRA-ALERT SECURITY**, or the situation might call for an existing Complication to get worse. In both cases, this calls for the Complication die to **step up**, or get bigger. A d6 Complication steps up to d8, a d8 steps up to d10, and a d10 steps up to d12.

You can't step a Complication up more than d12. If a Complication gets that high, it's some seriously bad stuff.

Players can also step-up existing Assets similarly instead of creating new Assets.

Assets: Other partygoers see their opportunity to chat to Holland. (Add or step up **DISTRACTING PARTY D6**.)

Complication: Holland and the bank guards are made suspicious by the act, and on the watch for any further problems. (**EXTRA-ALERT SECURITY D6**)

Entice Personally

Anyone who managed to get upstairs can try to convince Holland to go down to the party with them, using any excuse they can think of. If the excuse relies on Holland being sleazy, it's more likely to work. If the excuse is about money or finances, it's harder.

Player: INTELLIGENCE + GRIFTER

Guide: D8 + D6; OR D8 + D4, **SLEAZY**; OR D8 + D8, **FINANCES**

Success: The character distracts Holland. He'll leave and go downstairs to the party, chatting with the character.

Failure: The character distracts Holland, but not for long—he'll want to come back to his office very quickly.

Assets: Other partygoers see their opportunity to chat to Holland. (Add or step up **DISTRACTING PARTY D6**.)

Complication: There are a few possibilities for the Guide to choose from. Perhaps Holland becomes **SMITTEN WITH SOPHIE D6**, or he tries to be a good host but becomes **STRESSED AND ANNOYED D6**, or he wonders why this person he doesn't know is being so chatty **SUSPICIOUS D6**. The Guide should choose a Complication that is both fun and appropriate to the situation.

Timed Actions

Sometimes you've got to deal with problems that can't be done quickly. Normally, in a nice, calm environment, this isn't a problem. But when you're in the second story of a scumbag's office trying to crack his safe, and you don't know when he's going to come back, that's what we call a **Timed Action**.

When you do a Timed Action, the Guide knows the rolls you'll have to go against and how much time you have. The time is measured with **beats**—the more beats, the longer you have. Use checkboxes or beads to keep track of beats.

Each time you have to roll to get farther on the action, you lose one beat.

If you succeed, that means it only costs you the time you spent. Extraordinary Success means you found a shortcut and don't lose any time at all! Don't lose a beat for that roll.

If you fail, that means that part of the action took too long, and an additional beat is lost.

Running out of time: If you run out of beats—zero or less—you're out of time, and probably caught in the act. You might have a chance to escape, depending on the situation, but you aren't able to finish your objective.

Completing the action: When the Guide finishes with the obstacles planned for that action and you succeed with time left, you've achieved your objectives (including a clean getaway, if that's what you're looking to do). If you succeed but have zero beats left, you have to choose between a clean getaway and achieving your objective.

Buying time: If you're running dangerously low on time, a teammate might be able to help you out (see Buying Time below). No matter what, only one attempt at buying time can happen in between each step of the Timed Action.

Scene 3: Crack the Safe

Holland's office décor is where he's been able to express his individuality. As Hardison predicted, several black velvet paintings of dogs. He has a small collection of vintage rain lamps—really, really big rain lamps featuring life-sized, hollow resin figures of Greek goddesses. Other furniture includes a huge mahogany desk and chair, bookshelves, a big overstuffed sofa, several chairs, a coffee table, and a few end tables. An oak credenza between the windows holds glasses and decanters of expensive scotch. A closet containing office supplies, boxes, and other odds and ends is along the wall opposite the safe.

There's a panic button under the desk that locks down the room and sends up an alarm, and the safe containing the paperwork for Chance Enterprises is located behind the 50" flatscreen TV up on the wall (thankfully, on a hinge). The only way into the room is through the door. There's a window, but it's bulletproof glass and permanently sealed. The safe itself has state of the art security: there's a laser crosswire in front of it, a motion sensor on the door, and of course the lock itself.





Timed Action: Safecracking

Time: If the Crew succeeded with a distraction (from Making a Big Scene), that gives Parker 4 beats to start. If they went with enticing Holland and succeeded when getting him out of his office, Parker starts with 3. If they failed, he's impatient and Parker has 2 beats—the Crew has to buy more time!

Steps: There are three steps toward getting the safe cracked. Parker should take careful note of her Traits and Talents, as they are ideally suited to this situation.

Step: Getting past the door's motion sensor

Player: AGILITY + THIEF (+D6 for any Assets, +D8 for Parker's Perfect Timing)

Guide: D8 + D8 plus Complications if appropriate, like EXTRA-ALERT SECURITY

Asset: The security company skipped some tech classes. (WHAT IDIOT INSTALLED THIS? D6)

Complication: Did something just slip and fall? (Add or step up EXTRA-ALERT SECURITY.)

Step: Getting past the laser crosswire

Player: AGILITY + THIEF (+D6 for any Assets, +D8 for Parker's Perfect Timing)

Guide: D8 + D8 plus Complications if appropriate, like EXTRA-ALERT SECURITY

Asset: They cut corners on buying security tech. (BOG STANDARD SECURITY D6)

Complication: Hardison's not going to like that BLOWN CIRCUIT BREAKER D6.

Step: Cracking the lock

Player: AGILITY + THIEF (+D6 for any Assets, +D8 for Parker's Perfect Timing)

Guide: D8 + D8 plus Complications if appropriate, like EXTRA-ALERT SECURITY

Asset: Birthdays being used as safe codes? This place has UNIMAGINATIVE SECURITY D6.

Complication: Not there yet, and starting to get FRUSTRATED D6.

Buying Time

Anyone talking with Holland can buy Parker some time by continuing to distract him.

Player: INTELLIGENCE + GRIFTER OR ALERTNESS + MASTERMIND

Guide: D8 + D6 plus Complications from Scene 2 if appropriate.

Success: Parker gets another beat, or two with an Extraordinary Success.

Failure: This Crewmember can't do anything more to help.

Complication: Add or step up EXTRA-ALERT SECURITY.

If Parker opens the safe in time: Go to *The Twist*, page 8.

If Parker runs out of time: Holland comes into the room. Hardison can attempt to warn her, which will buy her a few seconds to duck for cover.

Warning Parker

Player: ALERTNESS + HACKER

Guide: D8 + D6 plus Complications if appropriate, like EXTRA-ALERT SECURITY

Success: Parker is alerted in time, and finds cover in the office.

Failure: Parker doesn't know Holland is coming back, and is caught in the act.

Asset: A nearby bottle of scotch makes a convenient TIPSY COVER ACT D6.

Complication: If Hardison succeeds in warning Parker, she leaves something not as she found it, making Holland SUSPICIOUS D6. If Parker is caught, Holland trips the panic button, which adds or steps up EXTRA-ALERT SECURITY.

If Parker is able to hide: She sees Holland come in and check his safe. That's when she sees that there's no paperwork in there, just money! Go to *The Twist*, page 8. She will need somebody to distract Holland in order for her to slip out, though; see Buying Time, above.

If Parker is caught in the act: She needs to escape the office.



Parker Escapes the Building

Player: AGILITY + THIEF plus Assets like **TIPSY COVER ACT**

Guide: D8 + D6, plus Complications if appropriate, such as **EXTRA-ALERT SECURITY** or **SUSPICIOUS**

Success: Parker gets past Holland and vanishes before the bank guards can catch her.

Failure: Parker is cornered by bank guards, and may have to fight. See Scene Four for rules for Fight Actions.

Asset: Parker's acting as a **TIMELY DISTRACTION D6** for the other Crew.

Complication: Parker twists her ankle on the way out (**TWISTED ANKLE D6**).

The Twist

Well, that's when we find a little snag in the plan. The problem, of course, is that the papers aren't in the safe. Instead, there's 3 million dollars cash in neat stacks of \$100 bills, wrapped in lovely cellophane.

No, Parker, we can't keep the money. There's not enough time! Parker?

For the Guide: What's Going On?

Here's the deal: before the Crew got there, Holland sold the papers to Charles Connelly for three million in cash. Connelly intends to evict all the residents of Twin Pines and re-sell the land to a developer, turning a tidy profit. Holland plans to take his three million and head to the Caymans.

Now, Connelly still needs to get the papers to his financial manager before everything is nice and legal (for certain values of "legal"). He's taken the papers from Holland's office and is looking for a fax machine—and he has three bank guards with him.

Fight Actions

While guns never solve problems, sometimes fists do. That's when the "Retrieval Specialist" steps in. Times like these are called **Fight Actions**, and they play out over a series of beats, just like Timed Actions.

When you do a Fight Action, you and the Guide start off by figuring each character's **Endurance**. This is based on Vitality, and for Eliot it's 6. The opposition's Endurance is figured differently, but for the Bank Guards it's 5 (2 + 1 for each guard). This number tells you how many beats you have to win in order to **Take Down** the other side. Keep track of beats with checkboxes or beads.

For each beat, both the Player and Guide describe what they're doing in the fight. Then they roll against each other. Whoever wins that beat adds one to their tally. If you get an Extraordinary Success, you count as winning two beats. If no one's won enough beats equal to their opponent's Endurance yet, you continue with another beat. Or, one side might **Give**.

The Player typically rolls **STRENGTH + HITTER**. The Guide rolls the Extra's dice.

Winning: When one side's won as many beats as their opponent's Endurance, they've won. That means the other side is Taken Down: knocked out, taken captive, or otherwise unable to participate with the rest of the Job.

Giving: After any beat, if you feel like you're about to lose and don't want to be Taken Down, you can instead choose to Give. Your opponent can't have won as many beats as your Endurance yet. When you do, the other side wins the fight, but you get to walk away with just a Complication that last until the end of the next scene. In addition, if a Player does this, he gets a Plot Point for Giving.

Second Wind: Players may spend a Plot Point to add one to their Endurance at any time, even if they drop to zero. This is called a Second Wind. You can even do this instead of Giving or being Taken Down, but you need to describe what happens.



Scene 4: The Paper Chase

Not long after Parker finds that the safe is full of cash (assuming she does), Hardison detects an outgoing fax. If Parker is still in the office, she confirms that the fax isn't coming from Holland's office. Using the hacked security cameras, Hardison determines that Connelly is using a fax machine in a basement office—and that he has three bank guards with him. The fax is going to Connelly's financial advisor. If he moves fast, Hardison can intercept the outgoing fax, both stealing a copy of the document and preventing it from reaching its destination.

Hardison Intercepts the Fax

Player: INTELLIGENCE + HACKER plus Assets like TIMELY DISTRACTION or DISTRACTING PARTY

Guide: D8 + D8, plus Complications if appropriate, like BLOWN CIRCUIT BREAKER

Success: Hardison stops the fax from going through, and also has a fax copy of the ownership papers of Chance Enterprises.

Failure: Hardison manages to get a copy of the fax, but cannot prevent it from going through to Connelly's financial advisor—Connelly now legally owns Chance. Don't despair, though—there's still something you can do.

Asset: Hardison is ONE STEP AHEAD D6.

Complication: Hardison introduces an error in the fax transmission, which Connelly notices—he knows something is up. (SUSPICIOUS D6)

Both Nate and Hardison know right away that, whether they intercepted the fax or not, they still need the original copies that are in Connelly's possession. Hardison can guide Nate and Eliot to the basement office, and once there Eliot will need to deal with the bank guards.

Eliot Deals with the Guards

Opponent: Three Bank Guards

Player: STRENGTH + HITTER (+D6 for any Assets)

Guide: D6 + 3D8 (2d8 from outnumbering) plus any Complications, like SUSPICIOUS or EXTRA-ALERT SECURITY

Guide's Endurance: 5. The Guide should Give when the player has won 3 or 4 beats.

If Player Wins: The guards AND Connelly are all knocked out. Eliot takes the original papers from the fax machine.

If Guide Wins: This is highly unlikely, but the bank guards have drawn their pistols and are holding Eliot at gunpoint while the police come.

If Player Gives: Eliot withdraws, BLOODED D6 but still in one piece. The police are on their way, and Connelly slips away.

If Guide Gives: The guards are knocked out, but Connelly is NOT A FIGHTER D6; he turns over the papers and begs Eliot not to hurt him.

Asset: Instead of scoring an Asset, Eliot's player can use his Badass Talent to reduce the Guide's dice.

Complication: Add or step up EXTRA-ALERT SECURITY.





Scene 5:

Flashback & Wrap Up

If everything's been going as planned, the Leverage Crew has the original ownership papers for Chance Enterprises. If things have gone well, they know there's three million dollars in the safe that would come in very, very handy for their client. But that still leaves Holland, on his way out of the country with a serious chunk of change for his troubles.

So how can they *really* nail Holland to the wall? This is Nate's chance to bring everyone together and do just that. We'll use **Flashback Scenes** to give Nate some extra dice for this final challenge.

Go around the table and reveal to each Player (except for Nate's) what cool thing their Crewmember did in the past that gives them a big advantage now. You can use the examples below or, if you're up to it, have the Players come up with their own.

Eliot's Flashback

Eliot staked out the building for most of the day, and counted the number of bank guards. Once he figured out where most of them were, he had Hardison electronically seal them into the back room, where they couldn't interfere with the takedown of Connelly's guards.

Eliot Sizes Up the Guards

Player: ALERTNESS + HITTER, plus Nate's MASTERMIND D10

Guide: D8 + D6

Success: Grant Nate an extra d6 Asset for the Wrap Up roll, or step up an existing Asset.

Failure: Eliot's efforts helped keep the numbers of guards down, but it's not going to help Nate in the Wrap Up.

Hardison's Flashback

Hardison doctored the intercepted fax to indisputably incriminate both Holland and Connelly in their illegal dealings, and to legitimately grant Helen Erdman, the Client, legitimate ownership. He then forwarded it to Varun Ramadas, the New York Federal Reserve investigator looking to get Holland.

Hardison Forwards the Evidence to the Fed

Player: INTELLIGENCE + HACKER, plus Nate's MASTERMIND D10

Guide: D8 + D6

Success: Either grant Nate an extra d6 for the Wrap Up roll, or step up an existing Asset.

Failure: The doctoring would have been helpful if Varun Ramadas wasn't such an idiot.

Sophie's Flashback

Sophie, while talking with Holland, got him chatting about real estate—where Holland warned Sophie not to count on Twin Pines condos being there for much longer. Of course, this admission is being recorded and will be forwarded to Varun Ramadas.

Sophie Gets Holland to Self-Incriminate

Player: ALERTNESS + GRIFTER, plus Nate's MASTERMIND D10

Guide: D8 + D4

Success: Either grant Nate an extra d6 Asset for the Wrap Up roll, or step up an existing Asset.

Failure: Once again, Varun Ramadas doesn't know how to handle proper evidence.



Parker's Flashback

Parker hid the cash inside one of the obnoxious, huge rain lamps just before leaving the office. Once the rest of the team secured the papers, she tapped the button for the silent alarm and summoned the police. She and Hardison both donned fake FBI jackets and she and Hardison remove the rain lamp, claiming that it's stolen property and evidence in an ongoing fraud investigation involving online auction websites.

Parker Hides The Cash

Player: INTELLIGENCE + THIEF, plus Nate's

MASTERMIND D10

Guide: D8 + D6

Success: Either grant Nate an extra d6 Asset for the Wrap Up roll, or step up an existing Asset.

Failure: It wasn't a bad move, but it was just one more piece of evidence rather than being a clincher.

Bringing It All Together

Once the flashbacks are complete, Nate sees how effective everything is. Despite the Twist, all the cards are on the table. It's time to seal the deal.

Nate's Wrap Up

Player: INTELLIGENCE + MASTERMIND, plus all Assets from Flashbacks

Guide: D8 + D8, plus Complications if appropriate, like SUSPICIOUS, EXTRA-ALERT SECURITY, and STRESSED AND ANNOYED, +D8 if Connelly is still around

Success: Holland and Connelly are not only ruined from a business point of view, but the FBI arrests them both for securities fraud, wire fraud, and other charges.

Failure: Holland may have taken a hit, but he manages to escape to the Cayman Islands. Connelly's not so lucky.

Whether Nate succeeds or fails, the client is in good shape. In fact, the client may even have some additional cash (the pay-off from Connelly) or control over Chance Enterprises (if the Crew hand over the paperwork). And if Nate didn't manage to turn Holland and Connelly over to the cops, then who's up for a trip to the Caymans? Sophie knows a guy...



So there you have it. The Quickstart Job. Now that you've had a sample, you may want to pick up the LEVERAGE Roleplaying Game (Summer 2010). It's got all you need to create new Jobs, introduce more

Twists and Complications, and get extensive background on cons, heists, and capers. Get ready to get even!

Extras

Charles Connelly

As is obvious to everyone with eyes to see, he's entirely corrupt. He's one of those smarmy guys who are well past 40 but who hasn't put his frat days behind him and who thinks the cut of his jacket hides his well-developed paunch. And if it doesn't, the \$10,000 watch usually helps the ladies overlook it. He's smuggled in three million in cash to buy Chance Enterprises from Holland before he leaves town.

Traits: SHARK D8, LOUSY DRUNK D4

Varun Ramadas

Varun Ramadas is a little nebbish of a man, with glasses, a receding hairline and a delight at the free appetizers. He's an honest but ineffective investigator who has failed to penetrate Holland's facade and has very nearly given up, though if evidence were to land in his lap, even he would know what to do with it. Maybe.

Traits: HONEST D10, INVESTIGATOR D4





The Team

“Looks like Parker’s gonna have to crawl through the air duct again. God forbid anyone else would have to learn how to crawl on their stomach through a tiny space. It’s not rocket science, people.”



Parker

Agility	d10	Grifter	d6
Strength	d8	Hacker	d4
Vitality	d8	Hitter	d8
Alertness	d10	Mastermind	d4
Intelligence	d6	Thief	d10
Willpower	d6		

When the Guide asks you to roll something like “Agility plus Thief” you take those dice (a d10 and a d10), roll them, and add them together. If you have any extra dice (such as if you used one of your traits), then you pick the two highest values and add those together.

Traits

Crazy • No—Really Crazy • Cool Under Pressure

Any time you’re rolling dice and being Crazy or Cool Under Pressure would help, then you can describe one or more of those things and you can add an extra d8 to the roll for each Trait you use.

On the other hand, if the Guide says being crazy or cool under pressure makes a problem for you, you can describe *that*, add an extra d4 to the roll and gain a Plot Point for each Trait you use.

Because Parker is **extra** crazy, when she uses Crazy in this fashion she gains 2d8 OR 2d4 + 2 Plot Points OR (if she is particularly colorful) 1d8 + 1d4 and a Plot Point.

Talents

Steady Hands: When Thief is one of the dice in your roll, you may re-roll one of your dice for every one of the Guide’s opposition dice that come up 1.

Perfect Timing: Gain an extra d8 to your roll when you need to do something according to precise timing, or to assess how long it would take to do something. Also, you don’t need a watch.

Starting Plot Points: 3

You may spend a Plot Point to add the next highest die you rolled to your result in addition to the two highest. You may spend a Plot Point to create a temporary Asset rated as d6, to represent using an improvised tool, exploiting the environment, or otherwise improving your chances of success.



Hardison

Agility	d8	Gifter	d4
Strength	d8	Hacker	d10
Vitality	d8	Hitter	d4
Alertness	d8	Mastermind	d8
Intelligence	d10	Thief	d6
Willpower	d6		

When the Guide asks you to roll something like "Intelligence plus Hacker" you take those dice (a d10 and a d10), roll them, and add them together. If you have any extra dice (such as if you used one of your traits), then you pick the two highest values and add those together.

Traits

Cocky • Geek • Computer

Any time you're rolling dice and being Cocky, a Geek or using a Computer would help, then you can describe one or more of those things and you can add an extra d8 to the roll for each Trait you use.

On the other hand, if the Guide says being Cocky or Geeky makes a problem for you, or a Computer is on the fritz, you can describe *that* and add an extra d4 to the roll and gain a Plot Point for each Trait you use.

Talents

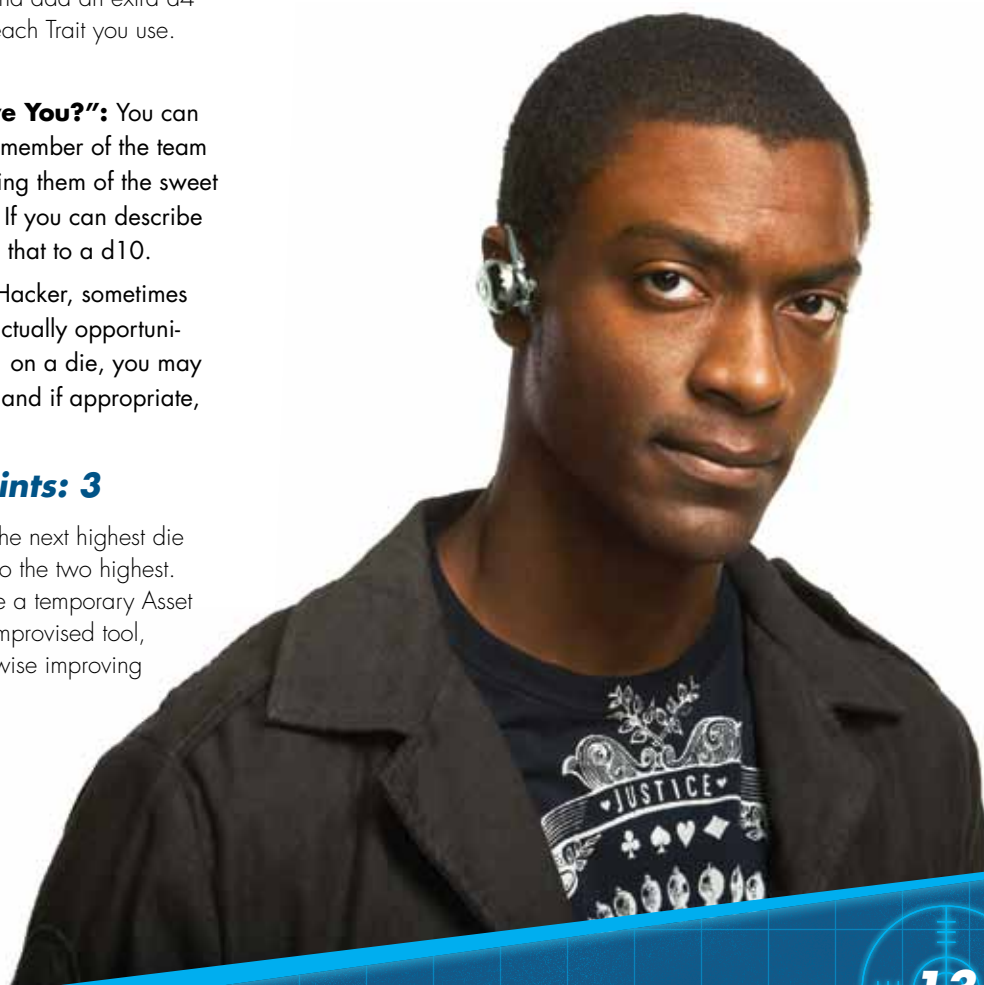
"Do You Have That Thing I Gave You?": You can spend a Plot Point to give another member of the team an extra d8 on any roll by reminding them of the sweet piece of gadgetry you gave them. If you can describe or play a brief flashback, increase that to a d10.

Opportunist: When you're rolling Hacker, sometimes things that look like setbacks are actually opportunities. Whenever the Guide rolls a 1 on a die, you may add an additional d6 to your roll, and if appropriate, recalculate your result.

Starting Plot Points: 3

You may spend a Plot Point to add the next highest die you rolled to your result in addition to the two highest. You may spend a Plot Point to create a temporary Asset rated as d6, to represent using an improvised tool, exploiting the environment, or otherwise improving your chances of success.

"You know, I had to re-task two satellites just to get a lousy internet connection. Took more than an hour to torrent the last episode of Doctor Who."





The Team

*"I'm the one with a plan.
Now, I know you children
don't play well with others
but I need you to hold
it together for exactly
seven more minutes."*



Nate

Agility	d6	Grifter	d8
Strength	d6	Hacker	d4
Vitality	d8	Hitter	d4
Alertness	d8	Mastermind	d10
Intelligence	d10	Thief	d6
Willpower	d10		

When the Guide asks you to roll something like "Willpower plus Mastermind" you take those dice (a d10 and a d10), roll them, and add them together. If you have any extra dice (such as if you used one of your traits), then you pick the two highest values and add those together.

Traits

Honest • Controlling • Drunk

Any time you're rolling dice and being Honest, Controlling or having a Drink would help, then you can describe one or more of those things and you can add an extra d8 to the roll for each Trait you use.

On the other hand, if the Guide says being Honest or Controlling makes a problem for you, or if you really need to have a Drink, you can describe *that* and add an extra d4 to the roll and gain a Plot Point for each Trait you use.

Talents

Archangel: So long as you are in contact with the team, any member of the team can spend Plot Points to give dice to any other member of the team.

Master Plan: You've already covered the angles. If you're making a roll with Mastermind (or using it to aid another team member) every 1 the Guide rolls lets you turn one of your dice from a 1 to a 2.

Starting Plot Points: 3

You may spend a Plot Point to add the next highest die you rolled to your result in addition to the two highest. You may spend a Plot Point to create a temporary Asset rated as d6, to represent using an improvised tool, exploiting the environment, or otherwise improving your chances of success.



Eliot

Agility	d8	Grifter	d6
Strength	d10	Hacker	d4
Vitality	d8	Hitter	d10
Alertness	d8	Mastermind	d8
Intelligence	d6	Thief	d4
Willpower	d8		

When the Guide asks you to roll something like "Strength plus Hitter" you take those dice (a d10 and a d10), roll them, and add them together. If you have any extra dice (such as if you used one of your traits), then you pick the two highest values and add those together.

Traits

**Bad Boy • Mysterious History •
Smarter Than He Looks**

Any time you're rolling dice and playing the Bad Boy, making an oblique reference to your Mysterious History, or proving you're Smarter Than You Look, then you can describe one or more of those things and you can add an extra d8 to the roll for each Trait you use.

On the other hand, if the Guide says these things might make your life harder, you can describe *that* and add an extra d4 to the roll and gain a Plot Point for each Trait you use instead.

Talents

Badass: During a Fight Action where you're outnumbered, when Guide rolls a "1", instead of making an Asset you can spend a Plot Point to remove one of the dice your opponent gets for outnumbering you. You also break ties on all exchanges using Hitter. In addition, you can do one other non-fighting action in the same exchange that you roll on your Hitter die, such as unclip a gun and toss it aside.

Threat Assessment: When you successfully use a Notice Action against an extra, you also immediately notice any Traits rated d10 that he or she has. If you have time to study them and spend a Plot Point, you are also aware of any Traits at d8 or d4.

Starting Plot Points: 3

You may spend a Plot Point to add the next highest die you rolled to your result in addition to the two highest. You may spend a Plot Point to create a temporary Asset rated as d6, to represent using an improvised tool, exploiting the environment, or otherwise improving your chances of success.

"Look, pull a knife like this, it cuts through an onion, a knife like this, cuts through, like, eight Yakuza in four seconds. Carnage, screams. People are like knives. Everything's in context."





The Team

*“Villains, con men,
wolves in sheep’s clothing.
Felt right at home.”*



Sophie

Agility	d8	Grifter	d10
Strength	d6	Hacker	d4
Vitality	d8	Hitter	d4
Alertness	d8	Mastermind	d6
Intelligence	d10	Thief	d8
Willpower	d8		

When the Guide asks you to roll something like “Intelligence plus Grifter” you take those dice (a d10 and a d10), roll them, and add them together. If you have any extra dice (such as if you used one of your traits), then you pick the two highest values and add those together.

Traits

Gorgeous • Actress • Deceitful

Any time you’re rolling dice and the fact that you’re Gorgeous, Deceitful or (cough cough) an Actress, then you can describe one or more of those things and you can add an extra d8 to the roll for each Trait you use.

On the other hand, if the Guide says these things might make your life harder (such as attracting unwanted attention or, say, acting really, really badly), you can describe *that* and add an extra d4 to the roll and gain a Plot Point for each Trait you use instead.

Talents

Social Center: You may share (give or take) up to 3 Plot Points with any team member you are in the same scene with. No more than 3 Plot Points may be given, taken, or distributed among team members per scene.

Slip of the Tongue: Whenever the Guide rolls a 1 on his dice, you may ask the Guide a question about the person you’re rolling against, which the Guide must answer at least vaguely.

Starting Plot Points: 3

You may spend a Plot Point to add the next highest die you rolled to your result in addition to the two highest. You may spend a Plot Point to create a temporary Asset rated as d6, to represent using an improvised tool, exploiting the environment, or otherwise improving your chances of success.