

LEVERAGE

THE ROLEPLAYING GAME

**HITTERS, HACKERS,
AND THIEVES**

LEVERAGE

THE ROLEPLAYING GAME

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OSD FOR ASD ROGERS AND DASD DEVLIN

E.O. 12958: DECL: 1991/07/29
SUBJECT: SUNDEVIL/KOBAYASHIMARU

Ed,

Despite the success of Sundevil in disrupting the hacker community, we missed one of our prime targets, codenamed KOBAYASHI MARU.

An anonymous hacker delivered the following to us, from a hacker bulletin board system (HBBS) in Columbus, Ohio.

This kid (linguistics suggests he is between 15 and 20) is smart, and he is dangerous. He isn't in any of the usual groups, and appears to operate entirely on his own. I haven't seen anything like this since Mitnick, Ed. I formally request priority escalation for more field resources and a phone and data tap on the HBBS. We have to stop this kid before he starts World War Three.

Sincerely,

Dean
DD:sj /attachment
S E C R E T 000083
TZCZFXIZ0704
QQ TUAHMEB
END

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The Hacker



THE HACKER

Welcome to the Age of the Geek! You want to be a Hacker, a code poet, a splicer on the wire, an Internet Fett, and we're here to help you realize that goal. If you're playing a Hacker in the *LEVERAGE Roleplaying Game*, this chapter is yours. If you're the Fixer, this chapter is also helpful for providing your Hacker players with fun things to do on the Job. And if you're not a Hacker, but your Crewmember has HACKER at D8, it's worth paying attention.

Not that the other Roles don't have their moments, but a Hacker is *the* key role in this modern era. Who keeps the Crew connected? You do. Who covers our tracks? You do. Who hides, protects, and nurtures our investments like a mama kitty? You do.



What's in this Chapter

Here's a summary of what you're going to find in this chapter of the book, especially if you're not using Search.

Hacking 101: Phreaks and Geeks How to tell your pwn from your phone.

Hacker History and Community The hidden history of hackerdom.

New Hacker Talents More than a dozen new Talents to use when recruiting new Hacker Crewmembers or putting a new twist on the opposition.

A Dozen Hackers Some of the more diverse hackers in Crime World, ready to play as Crewmembers or confront head-to-virtual head.

The Exploit: Master Class For the discriminating master of the network, we present a closer look at running hacker ops. Subfolders here including *Exploit Structure, Technology and Computer Security, and Life Hacking and Social Engineering*. Oh yeah. It is on like Donkey Kong.

Hacking 101: Phreaks and Geeks

Some of y'all might find yourself saying that you don't know about coding, or networks, or computer jargon. That's cool, I can dig the whole humility thing. Your Jedi nature is noted, my friend, but unnecessary, because at the elite and highly qualified level of Hackers like you and me, it all comes naturally. We just decide what we want to happen and get to work and bam! Easy as rolling dice (see what I did there?)

What You Do

You need all them mad skills, cuz the rest of your Crew thinks that a PCI bus is something they gotta spend a buck-twenty-five to ride on. Where are they going to be when they need to bypass an integrated security system, or reroute calls from a Mark's cell phone, or repurpose a satellite to broadcast sensitive yet highly embarrassing video to six continents, huh? I'll tell you where they're going to be: busting down your door and begging you to save the day, and you'll be there with the tools, the talent, and the killer smile. (Except for you, emo girl. You keep rockin' that scowl.)

You clone the phones, track the Marks, and create or erase the paper trails. You slide a back door into a bank system, crack computerized security measures, and read people's emails. You manipulate any kind of machine that makes decisions, from a rice cooker to a cargo crane or a jet liner.

Remote Access

The beauty of the Role is that most of time, you are safer than Superman in his mama's barn. You are the spider in the middle of her web. You can go anywhere the Internet goes. You probably knew that you can send an email to Antarctica, but did you know that you can tweet from the top of Mount Everest? When you

are in league with the wires and radio waves, you're everywhere. You can hack the planet from the comfort of your own Fortress of Solitude.

That makes you like Visa to your Crew; you're everywhere your Crew wants to be. And they will need you.

Everybody Wants You

Your Mastermind is going to turn to you for all of his informational needs. He'll need bank accounts, titles, securities, identities, and other data that he can use to make his fiendish plan. He will love you if you give him all the info that he can feast his brain on.

Your Grifter needs you even more than your Mastermind. People believe a good story told by a convincing con artist, but they trust what they read. A Grifter might come up with a good back story, but if you've got the documents, Web sites, and credit history in place to back it up, the Mark is going to swallow her story hook, line, sinker, and pole. If her cover starts to slip, you can be right there to intercept background checks, fabricate corroborating evidence, or change her cover story on the fly.

You and your Thief had better be best buddies, too. She'll have to do all of the work on the ground, ideally, but the site recon is mostly your job. You'll disable the security systems, or at least make a few holes she can exploit. She's going to need building plans, the real ones and not just the ones the builders actually filed. Our Thief has her own equipment, but yours might need some high-tech gizmos to facilitate a hearty round of breaking and entering, and that's all you, my friend.

The Crewmember that needs you the most is, believe it or not, your Hitter. He'll want you to find people for him to punch, and don't they get cranky when they ain't got nobody to punch, you feel me? He needs you to use cameras and traffic footage to track vehicles through

city streets and along highways when they get away from him. He's going to need nifty gadgets they can use on a Job, including but not limited to ultra-cool James Bond type secret weapons hidden in unassuming and innocuous personal effects (although convincing him to actually use them can be more frustrating than you'd think). And of course, my favorite, you should always explain the possible ramifications of his unwise and usually impulsive actions over the comms.

Welcome to My Mind

So now you know what a Hacker does, but do you know who he is? What drives the brilliant and inquisitive mind of the ordinary human being to become a connoisseur of the righteous hack? What sort of person dons the hat of the keyboard cowboy and takes the game to the next level? I'm so glad you asked.

Being a Hacker isn't about what you do. Heck, anybody can run a botnet at a target computer, or attach explosives to a remote-controlled car. Most of

the attacks against WikiLeaks opponents were run from a program you could download from a Web site. You want to spoof a wireless connection? There's an app for that. No, being a Hacker isn't about what you do, it's about who you are.

Believe it or not, it don't take brains to make a Hacker, or at least, it's not your smarts that makes you a good one. A Hacker is born out of a mind filled with curiosity. How do things work? What makes things tick? Why are things the way they are? They get smart because they're looking at the why and the how, and not the what. When you see the system and you feel the flow, the knowledge follows.

Too Zen? Okay, yeah.

Don't worry, my padawan learners, there's more. Hackers are impatient. We don't just want to know, we want to know *now*. Not only that, but we get quite perturbed when somebody wants to step between us and something we want to know. This is also true of good sci-fi: don't get between my and my BSG re-runs, or there will be pain dropping into your social networking accounts.

A real Hacker is also lazy. Now don't get me wrong. I don't mean lazy like "lying around the den eating puffed



cheese food and watching TV” lazy. We’re a special kind of lazy. I mean we avoid work that is unnecessary by creating systems that eliminate the busy work. For example, I spent two straight days with no sleep and no breaks when I moved into my current digs, running cable, learning the utility infrastructure, and even hacking systems in nearby buildings, just so I wouldn’t have to bother doing it if it ever came up. Never send yourself to do a robot’s job, a’ight?

A Hacker is all about hubris. Not just pride in your work, but actual, ancient-gods-would-rise-up-and-strike-you-down-for-your-awesomeness-if-they-existed-in-real-life kind of satisfaction that the undereducated or willfully ignorant believe to be arrogance. And you can do it with all due modesty, cuz humility is not thinking less of yourself, but of yourself less. That’s from the Tao Te Jing. Or a fortune cookie, I forget.

Most Hackers I know are a bit... quirky. They got their habits, or their rituals, or the stuff they need to work. I know one Hacker who needs angry music to work, and another who practically mainlines caffeine. I, myself, am an aficionado of fine orange sodas. I know one Hacker who works fine under any conditions, but likes to shout eccentric obscenities at people (seriously, that dude called me a unicorn humper). Let’s just say a Hacker’s idiom can be quite a Distinction, if you can see where I’m going here.

Old-school Hackers also have a handle. This is a pseudonym we use to remain anonymous during our hacks. Aliases like Ultra Laser, Top Hat, the Master of Disaster, and Chuckles could be found cracking copy protection and hacking systems in the electronic frontier (yeah, and Cha0s, don’t even talk to me about him, brah). It’s part identity, part calling card. It’s how we sign our works of art (which gets back to that hubris thing).

The Heart of the Machine

So, we know the what, and we know the who. We’ll get into the how later on. But now let’s talk about the why. Why does a Hacker do what he does? What drives you to crack encryptions, scan files, install backdoors, and otherwise make machine-language mayhem?

Mostly because you can. I mean, there are usually definite goals you can have when you start cracking systems. Money, information, status, money, revenge, freedom, or lots of money, all things you can get off of the interconnected world of the electron and the switch. But even if all that weren’t there, a true Hacker would still hack. It’s more than what we do; it’s what we are.

Of course, there’s more to it than all this. Not every Hacker fits the profile. There are distinctly unquirky Hackers. There are apathetic Hackers. There are humble Hackers. Heck, I know a Hacker who has a husband, a baby girl, and makes cheese for fun. Okay, the cheese thing is a little weird, but my point is that you can’t fit us all into one category. You’ve been duly notified.

So that’s what it takes to be a Hacker on your Crew. You gotta be hip to the task and pull off miracles that would make Scotty all weak in the knees. It gets hectic, but it’s a great way to keep off the streets.

Hacker History & Community

If you want a history of hacking, you’ve gotta go back a ways. All the way back to 1822. Yeah, you heard me.

Charles Babbage made a machine called the difference engine, which ran on gears and steam. Since it was the Nineteenth Century, he didn’t get far with it, but London’s Science Museum built one and it was more accurate than a standard calculator. He designed another one he called the analytical engine, which would have run programs just like our computers, only more, you know, steamy. Perfect computer for any hacker’s sauna. There’s a working version at the Science Museum. His friend, Lady Ada Lovelace, wrote the first programs for it, becoming history’s first computer programmer.

Cool as that was, a modern-day Hacker is all about the Internet, and that was born in the Sixties. The

United States Department of Defense wanted some way of keeping communication lines open in the event of a nuclear war, and they worked on it with universities for a decade or so and came up with this idea of an interconnected network (inter-net... Internet! Get it?). It would be a mesh system that would be able to pass data from station to station and route around breaks in the system. It wasn't until the 1980s when some commercial carriers started letting people online, and the '90s when it started getting some wide-spread use, that the Internet really took off, connecting businesses to customers, families to loved ones, students to teachers, and, of course, Hackers to everything.

Even before that, though, there was another communications network in play: the phone system. As Ma Bell and other telephone companies more and more started automating their systems, we were able to find all these cool bugs in the system. These people are old now, but they were "phone phreaks," the hackers of the '70s and '80s. Many took on the idea that information should be free, so they passed on what they learned to other people. Presto, you have hacker culture.

Joybubbles, aka Whistler

Before you ask, yes, that was his real, legal name, at least eventually. The man was born blind, but he got interested in telephones before he was in kindergarten. He had perfect pitch, and back in the day the phone system used whistles and clicks to access different parts of the phone network. Since he could imitate those control whistles and clicks, he could whistle up free long-distance calls.

He got into trouble early in college for selling long-distance calls for a dollar a pop, instead of rates that would make a plumber blush, like it was back then. They let him go, though, and he kept doing his thing until he got raided by the FBI (who sticks up a blind man at gunpoint? Seriously, people, are you with me?),

a suspended sentence, and early retirement from phreaking. Of course, he wasn't the last one.

John Draper, aka Captain Crunch

Captain Crunch is a legend among Hackers, a paragon of the phreaking community. He found out about the same kind of control signals that Joybubbles did, while running a pirate radio station out the back of his van. He learned from other phreakers that the plastic toy whistle that came as a prize in Cap'n Crunch cereal blew at exactly 2600 Hertz, which is the frequency the phone company used to put a phone into operator mode. Thus a legend was born.

Lacking the perfect pitch of Joybubbles, Draper created a "blue box," a handheld device that could emit the right pitches for a bunch of different phone functions. Pretty soon, he was routing calls from a pay phone to distant switching stations, connecting a call through different countries around the world and back to the next pay phone over. The phreak master was even able to route a call to the White House, baby.

He was eventually arrested for toll fraud, put on probation, and ultimately tossed into minimum security. There, he hacked an FM radio to keep tabs on the guards' communications, and taught other inmates how to phreak, how to hack their own radios, and anything else he could think of. Eventually, he was released and sent on his merry way, which is of course when he went straight. Now he works on phone interface software, voice-over-IP applications, and even a firewall (the Crunchbox, baby!).

The 414s

The 414s were a small gang of teenagers who lived in Milwaukee. They broke into some systems, meeting under the guise of an Explorer Scout troop. These kids were what you call "white-hat hackers," just in it for curiosity and to see what they could do, but they caused some damage by deleting some billing records. They were never really arrested or charged with much; two of them pled guilty to "making harassing phone calls" or

something like that. Today, they'd be called terrorists, but back in the early 1980s, there weren't a lot of laws or understanding about hacking. They got enough press, though, to get the ball rolling on what would eventually be the Computer Fraud and Abuse Act of 1986.

The Rise of Hacking

About this time, there were a number of hacking groups springing up all over the place, like the 414s. A lot of them had these bulletin board systems, or BBS's, which are private mainframes people can call into with their computers. Some had magazines that were really just text files ("philes" they were called), like *Phrack*, and some were published on dead trees, like *2600*. There was a lot of information going through this underground from various groups—KILOBAUD, the Legion of Doom, the Cult of the Dead Cow, and MOD, the Chaos Computer Club over in Germany, the Syndicate, the Midwest

Pirate's Guild, the Ivory Tower... well, there were a lot. Google them some time.

These groups didn't form specifically for performing acts of an illegal nature (okay, sure, some of them did), but for the most part they were gathering to foment the dissemination of knowledge. They shared their discoveries and exploits. Every phile, chat room, and conversation was a way to learn new things and find new puzzles, new systems to invade, new tricks to play with.

At this time, the computer networks and phone system were like the Wild West, and the Hackers were cowboys. The difference, though, was while the cowboys wanted the freedom of the range, Hackers sought enlightenment and cool toys. All this started getting the attention of the phone companies and corporations, which got the attention of the Federal government.



Loyd Blankenship, aka The Mentor

The Mentor, one of the members of the Legion of Doom, wrote “The Conscience of a Hacker” after his arrest. You may know it by another name, the Hacker Manifesto. It neatly wraps up what we Hackers are all about—our drives and motivations—and is considered the first building block of Hacker culture.

The Manifesto tells it like it is. We are intelligent. We seek knowledge. We love to learn. We are curious and we are bored by a society that is more interested in violence than information.

Later, he wrote a gaming book on cyberpunk and got a game publisher raided by the U.S. Secret Service. That’s a funny story; you should look that up some time.

Robert Morris, aka rtm, aka Professor Morris

This dude decided one day in 1988 to try to figure out how big the Internet had gotten. He just did it by making a worm and unleashing it on the world. That worm happened to cause millions of estimated dollars in damages.

Morris wasn’t really doing anything illegal... at least, not maliciously. The jury had a different opinion, and in the first case prosecuted under the Computer Fraud and Abuse Act of 1986, he was convicted.

His program, now called the Morris Worm, is kept on a floppy disk in the Boston Museum of Science.

Operation Sundevil

As the 90’s approached, computer networks were becoming more common in business, universities, and government. And of course, that’s when the worms started hitting. Nowadays there’re thousands of these things, and we’re used to deal ing with them. But the early ones—like the Christmas Tree worm and, of course, the Morris worm—were starting to make the Secret Service worry a little.

Working with local authorities, the Secret Service cracked down on Hackers in a series of raids called Operation Sundevil. They took down 25 BBS’s in twelve cities. They only nabbed three Hackers, though. Still, the message was heard loud and clear: we’re coming for you.

Vladimir Levin & ArkanoiD

Levin cracked Citibank’s computers from Russia, and the gang he ran out there collected over ten million in U.S. dollars before they were caught. This was one of the first really big schemes that hit the public. Levin’s arrest made the West aware of the large Hacker community forming in Russia and beyond.

Turns out, though, that this dude was just in it for the money. A Hacker named ArkanoiD claimed to have done the intrusion, until one of his group sold the info to Levin. Either way, they both make my list.

Kevin Mitnick

Here is the master himself. He hacked the L.A. bus system’s ticket transfer policy and got free rides all over town... at age 12. He was cracking computers by the time he could drive. He busted into Digital Equipment Corporation’s development mainframe and copied the operating system they were working on. He got caught for that in 1988 and served a year in jail plus three years probation against using computers.

Of course, when he was released, he disappeared and started cracking security again. He kept up a spree of intrusions, data thefts, wire tapping, and communications fraud. Allegedly, his hack fu gave him access to or control of three phone systems, a bunch of wireless phone systems, twelve major corporations, and six government systems, including the FBI!

He dodged the FBI for half a decade until he was caught again. This time they were serious: they threw him into prison and held him for four and a half years without even charging him with anything. The cry, “Free Kevin!” went up in the Hacker community all over the world.

Finally, they charged him with wire fraud, computer fraud, wire tapping, and violating his probation. He plead guilty and was sentenced to over five and a half years in prison, but at least he got credit for time served. They put him in solitary after that; damn, they were scared of him!

Now, the man's gone straight. He wrote a book on social engineering. He's got his own security consulting firm now, helping folks find people like us. Still, the man deserves his due.

The People's Republic of China

There's a lot of traffic coming out of the Great Firewall of China, and not all of it is good. There've been rumors circulating that they've got an army of Hackers guarding their network and making attacks on the outside world. Most of the world's spam? China. The big attack on Google? China. The worm that sabotages Iranian nuclear energy facilities? Well, most folks think Israel, but my money's on China. Those guys have the source code for Windows, y'all.

Anonymous

Anonymous isn't a person. It ain't really a group, either. It's more like a bunch of like-minded individuals. A Hacker swarm, if you will. It's what you call an emergent organization: something that seems to be guided but is really just a bunch of people all doing the same thing at the same time.

Anonymous is a pretty chaotic force on the Internet. One day it might be making juvenile fun of somebody, and then next it's fighting for social justice. It has supported causes and attacked them. It declared war on the Church of Scientology and has been messing with them for years. Recently, it knocked out the sites of major credit cards and Internet pay services that stopped allowing donations to WikiLeaks.

It's more like a force of nature. It has no leadership, membership rosters, or anything. That hasn't stopped the FBI trying to break it up by investigating and arresting people they think are involved with the group.

The CyberWar

I use the term quite ironically, of course. Still, there're all sorts of nasty stuff flying all over the place. Malware, crackers, denial of service attacks, botnets, script kiddies, all kinds of stuff. Not to mention "legitimate" players in cyberspace, like big corporations, governments, social networks, ISPs, and anybody else trying to grab some control in the New World. Stay tuned.

New Hacker Talents

A Frood Who Knows Where His (or Her) Towel Is

You are an amazingly together person. You know what you need, when you need it, and you've always got it on hand at the critical moment.

Role: Hacker

Activation: You spend a Plot Point to create an Asset that can reasonably be described as a gadget that you brought along with you. You can make this up on the spot; you don't have to make a list ahead of time.

Effect: The Asset is a D8 Asset, rather than a D6 Asset.

The Cake is a Lie

You have a knack for creating multimedia from a few scraps of footage. It takes patience and an eye for detail, things you have in spades. Audio, video, or image, you are the elite secret 'shopper.

Role: Hacker

Activation: You make a roll including HACKER to create a fake media.

Effect: Add your VITALITY die to the roll, and include one more die in the result.

Danger Will Robinson!

You're a bit paranoid, and so you keep surveillance devices everywhere...just in case. You hack security cameras, wireless networks, and even the phones of passers by just to have a better glimpse into what's going on around you.

Role: Hacker

Activation: You fail to raise the stakes on a Notice Action and miss something that could result in injury, destruction of property, or violence.

Effect: You may roll your HACKER die and add it to your Notice Action roll, recalculating the results if appropriate.

Do, or Do Not, There is No Try

You throw all of your tricks and tactics at a problem up front, leaving nothing in reserve.

Role: Hacker

Activation: You're about to set the stakes for an Action that includes your HACKER die.

Effect: You may add a D8 to the roll to set the stakes, but on each subsequent roll in the Action it becomes a D4. Regardless of whether you roll again, any Complication that comes about as a result of this Action starts out as a D8 instead of a D6.

End of Line

You prefer to have exclusive access to systems, and tend to boot others when they get too nosy. Others should tread carefully on your domain.

Role: Hacker

Activation: There are one or more other users on a system to which you have access. You must spend a Plot Point to activate this Talent.

Effect: The users are disconnected from the system and locked out for the rest of the scene.

Ghost in the Machine

You are everywhere on the Internet. You can deal with multiple information streams and even predict on the fly how your digital and mechanical manipulations will affect the real world.

Role: Hacker

Activation: You make a roll including HACKER during a Wrap-Up Flashback and fail. You must spend a Plot Point to activate this Talent.

Effect: Reroll all your Wrap-Up Flashback dice. You can use this Talent as many times as you have Plot Points.

I am a Leaf on the Wind

Your mad skillz extend to piloting and driving. You use almost every sense to control the vehicle: not just your sight, but your hearing, balance, touch, and even smell sometimes.

Role: Hacker

Activation: You're making a roll to control a vehicle (directly or remotely).

Effect: You may add your ALERTNESS die to the roll and include one more die in the result. If you're already using your ALERTNESS die, add a D8.

I Read About That Once on the Internet

You don't necessarily have the experience to do everything, but you're pretty sure you understand the general principle behind what you're trying to do.

Role: Hacker

Activation: You make a roll including a Role other than HACKER to accomplish something, and fail to raise the stakes. You must spend a Plot Point to activate this Talent.

Effect: Roll and add your HACKER die to the result.

Attributes and Hackers

Hackers need to function on more than just sweet boxen and orange soda, know what I'm saying? The Attribute you synch up with your HACKER Role could save you and your Crew from being frozded. One of our favorite Fixers, Amy Sutedja, came up with this list. Check it out:

HACKER + AGILITY: Execute something at a very precise time. Coordinate two simultaneous effects. Do delicate hardware work.

HACKER + ALERTNESS: Given a huge amount of data, figure out what data is relevant. Detect outside interference or unanticipated security.

HACKER + INTELLIGENCE: Carrying out operations based on your education, experience, and analysis. Outthinking another Hacker and running exploits based on factual knowledge.

HACKER + STRENGTH: Continue hacking even when physically constrained. (This could also be fast brute-forcing of passwords, but that might be a bit of a stretch.)

HACKER + VITALITY: Continue hacking even when mentally exhausted. Do a repetitive task.

HACKER + WILLPOWER: Overcome software created by another Hacker. Overcome current ongoing counteractions by another Hacker. Deliberately keeping your own trademark ego signatures out of an otherwise routine operation.

Klaatu Barada Nikto

You're very good at sneaking back doors and kill switches into other people's devices.

Role: Hacker

Activation: You make a roll including your HACKER die during a Flashback that involves disabling a technological device.

Effect: You may add a D8 to the roll and include one more die in the result. You don't gain any Plot Points for Complications that arise as a result of this Action.

Kneel Before Zod!

You don't just defeat your opponents, you crush them. Maybe you gloat a little afterward, too.

Role: Hacker

Activation: You make a roll that includes your HACKER die that raises the stakes against a roll made by the Fixer. You must spend a Plot Point to activate this Talent.

Effect: Your opponent is taken down, and is not given the choice between giving in or attempting to raise the stakes.

Limit Break

You are damn good in a pinch. Maybe you've always left your computer work until the last minute, so you're used to being on the spot. Maybe you're so quick of

mind that you've got a solution at a moment's notice. Any way you slice it, you've earned your reputation for saving the day when the rest of the Crew is at like 2% health.

Role: Hacker

Activation: Another Crewmember is taking a Timed Action and you're rolling to buy time for them using your HACKER die.

Effect: If you succeed in buying time for the Crewmember, they may roll your HACKER die into their next roll in the Timed Action.

Look at the Size of That Distraction!

You are very good at getting attention through technology, whether it be as simple as a text message or as complex as an explosion.

Role: Hacker

Activation: You succeed in a providing a diversion for another Crewmember's Timed Action.

Effect: Return two beats instead of one to your fellow Crewmember. If you get an Extraordinary Success, you return three beats instead.



Mr. Wizard Get Me the Hell Out of Here

You are quick when relaying information to your Crew. You can find maps, analyze routes, and offer clear and concise advice that is easy to follow.

Role: Hacker

Activation: Any Crewmember you're in voice contact with spends a Plot Point to activate this Talent.

Effect: You may gang up with that Crewmember. You are not taken down if your die is removed from the conflict, but you are out of contact with the Crewmember for the remainder of the scene.

Phone Home

You have eyes and ears everywhere that your Crew is. Traffic cameras, remote sensors, and even surveillance devices your Crew doesn't know about bow to your will, and you are a spider in the center of your worldwide web.

Role: Hacker

Activation: A Crewmember in a scene in which you are not participating spends a Plot Point to activate this Talent.

Effect: You may place yourself in the scene with the Crewmember that activated this Talent. You may also add a d8 to the next roll you make in that scene.

Science Genius Girl (or Boy)

You won the science fair. And possibly a grant. At age 15. You blind people with science.

Role: Hacker

Activation: You make a roll including HACKER that involves physics, chemistry, biology, or other hard science.

Effect: You may add a D8 to the roll and include one more die in the result. You don't gain any Plot Points for any Complications that arise from this Action.

Shall We Play a Game?

You relish a challenge, especially against an intelligent opponent. Of course, there is no chance of them succeeding, but the confrontation is still worth the time.

Role: Hacker

Activation: You spend a Plot Point and set the stakes for an Action that includes your HACKER die against an obstacle, computer system, or other challenge set up by someone who is not present.

Effect: You create a D8 Asset, which you should describe right away. If you commit to not giving in for the rest of the scene, step up the Asset to a D10.

Technophile

Technology has never frightened you. In fact, it's like you were born with a keyboard in one hand and a smart phone in the other.

Role: Hacker

Activation: The Fixer is about to roll a Complication die against you, and the Complication can reasonably be described as technological or as a gadget.

Effect: The Complication's die size is stepped back by one during this roll.

Today is a Good Day to Die!

You're into martial arts...but not real ones. You are a master of the weapons of the Klingon, Jedi, and Na'vi, and have learned the fighting styles of the race of Elendil and the Warsong Orcs.

Role: Hacker

Activation: You set the stakes in a Fight Action and spend a Plot Point.

Effect: You may use your HACKER die instead of your HITTER die for this Fight Action, but any Complications that arise from your roll start as a D8 instead of a D6.

Toddler with a Screwdriver

When you were a child, you used to take things apart to find out how they work. You still have this habit, although your gear tends to be a bit more sophisticated now, and it's given you insight into your tools.

Role: Hacker

Activation: You use an Asset that can be reasonably described as a gadget.

Effect: Rather than adding the die of the Asset, you may add your ALERTNESS to your roll.

We're Going to Need a Bigger Boat

When a tool doesn't work, get a bigger one. You're a fan of overkill.

Role: Hacker

Activation: Your Crew loses an Asset that was used during the current scene and can be reasonably described as technological in nature. You must spend a Plot Point to activate this Talent.

Effect: Create an Asset similar to the one lost and step it up by one (to a maximum of D12). The Asset cannot be used until after the end of the scene the original Asset was lost.

A Dozen Hackers

Now that the Age of the Cyber-Aquarius is upon us, the art and science of the Hacker has entered its renaissance. Here's some of the talent you'll meet when you step out on the Net.



**Elizabeth Xiao Zhang,
aka Rootkit**

Elizabeth is in real life what most people only think happens in the movies: she are the hot hacker. She manipulates people all the time, but it's too easy; they bore her. It's all about the hardware. People assumed she'd go far in an acting career when she got that full-ride drama scholarship to Northwestern, but she used it to study engineering and computer science instead.

After graduation, Zhang found that no one in the professional world would take her seriously enough to hire her for a jobs she knew she could do. Instead, she took a job doing low-level tech support and moonlighted as a criminal. She's been nearly caught a couple times, but her looks and smooth manner have gotten her out of trouble so far. Now she works for the good guys.

Attributes: AGILITY D8, ALERTNESS D8, INTELLIGENCE D10, STRENGTH D6, VITALITY D10, WILLPOWER D6

Roles: GRIFTER D8 (ATTENTION-GETTER), HACKER D10, HITTER D4, MASTERMIND D4 (THE LONG GAME), THIEF D6

Distinctions: DROP-DEAD GORGEOUS, EXPENSIVE TASTES, SOCIALLY ADEPT

Talents: CHEWING THE SCENERY, LOOK AT THE SIZE OF THAT DISTRACTION!

Signature Asset: VANITY CASE D8: It fits nicely Elizabeth's your purse, but it carries more than just makeup. The mirror is really a touch screen, and beneath the make-up is a powerful computer with wireless network and all the trimmings. Perfect for the Hacker on the go.



Shayla Guerrero, aka /dev/null

It's not easy being a teenager growing up in the worst part of New York City, but it's even harder to be a nerdy teen. Shayla loved to learn, but she had to sneak in and out of the public library just to keep from being taunted by her classmates. When she got caught, it always led to a fight. Guerrero won them more as time went on, but she still got in trouble and grounded from going outside.

When she found computer networks, her whole world changed. There was knowledge on the Net. Being smart is a virtue on the Net. Nobody cares how old you are on the Net. As it turns out, the same thing

is true about crime. Her Crew spotted her early attempts, and decided to recruit.

Attributes: AGILITY D10, ALERTNESS D6, INTELLIGENCE D10, STRENGTH D8, VITALITY D6, WILLPOWER D8

Roles: GRIFTER D4 (INTIMIDATION), HACKER D10, HITTER D8 (DODGING), MASTERMIND D4, THIEF D6

Distinctions: TOUGH GIRL, I GOT A REP, TEENAGER

Talents: OPPORTUNIST, SPECIALIZATION IS FOR INSECTS

Signature Asset: MILITARY LAPTOP D8: Shayla bought this laptop from a surplus store with her first cracking spoils. It's got a satellite uplink, and it's hardened and ruggedized, which makes it the most versatile piece of equipment a Hacker can have.



Charles Moss, aka C-MOSS

Charles is a lifelong master criminal. His first experience with computers was when he was eight—a family friend let him play with one at a college lab. He cracked his first program at age 12, broke into the local police’s financials at 14, and even spent some time being a badass hacker working with a criminal syndicate. Moss’ exploits became well known in the hacker community, like the Billy the Kid of cyberspace.

He had a couple of setbacks and did a bit of time, but Charles is free and ready to jump back into the thick of things. Incarceration has given him a new perspective on life, and he’s begun to appreciate the power of teamwork. There’s no doubt in his mind that he’s the best, but still, there’s something to be said for joining a Crew.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D10, STRENGTH D6, VITALITY D6, WILLPOWER D8

Roles: GRIFTER D4 (HAUGHTY INSULTS), HACKER D10, HITTER D4 (GUNS), MASTERMIND D8, THIEF D6

Distinctions: LOOKING OUT FOR NUMBER ONE, PARANOID, I AM THE BEST IN THE WORLD YOU HAPLESS TECHNO-WEENIE!

Talents: ARE YOU GONNA LOG IN OR WHISTLE DIXIE?, KLAATU BARADA NIKTO

Signature Asset: THE STORMCLOUD D8: This netbook is a masterpiece, built by C-MOSS himself. It has the latest updated networking capabilities, and is faster than most top-line servers. It can handle any kind of media connection, and even do real-time video editing. Forget about the cloud, this is the Stormcloud, baby.



Mary Margaret Botticelli, aka Syster System

Mary was a nun once. She likes to joke that she “got out of the habit,” and people laugh. Her convent was a progressive one, selling technical support and IT solutions the way that medieval monasteries would sell wine or scribal services. They used the proceeds to support its mission of charity. That was where Botticelli saw how horrible the rich and powerful could be to the disadvantaged. She realized her calling was to use those skills to help those who needed them.

That’s where Syster System comes in. She still has her faith, but she keeps it mostly to herself in a world of criminals and barely-honest Crewmembers. There are a lot of people who need her help, some of whom she works with, and this is where she can be the most effective.

Attributes: AGILITY D6, ALERTNESS D8, INTELLIGENCE D10, STRENGTH D8, VITALITY D6, WILLPOWER D10

Roles: GRIFTER D8 (EMPATHY), HACKER D10, HITTER D4, MASTERMIND D6 (CHARITIES), THIEF D4

Distinctions: I STILL HAVE MY FAITH, THIS EVIL CANNOT BE TOLERATED, POLITE

Talents: JENNY ON-THE-SPOT, PHONE HOME

Signature Asset: ST. ISIDORE OF SEVILLE MEDALLION D8: Isidore of Seville was a scholar and bishop in medieval Spain, and is the patron saint of computers and the Internet. It is from him that Syster System draws the strength of her faith, and she relies on that connection in tough or trying times.



Ivan Cejka aka Worldwide

A Czech born in the last moments of the Soviet Union, Worldwide is a bit of a name in the Russian Hacker community. He stays mobile; even when he's taken up residence in a city for a few weeks, his home moves around with him.

After learning (and stealing) what you could in Russia and Eastern Europe, Worldwide became something of a jet-setter, travelling around the world, building a reputation and a rap sheet. Now that his reputation precedes him, it's easy to find Jobs and Crews looking for a sharp Hacker of his caliber.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D10, STRENGTH D6, VITALITY D6, WILLPOWER D8

Roles: GRIFTER D8, HACKER D10 (WIRELESS), HITTER D6 (VEHICLES), MASTERMIND D4, THIEF D4

Distinctions: SMOKER'S COUGH, HUBRIS, EUROPEAN CHARM

Talents: I AM A LEAF ON THE WIND, DO YOU HAVE THAT THING I GAVE YOU?

Signature Asset: BATTERED WINNEBAGO D8: Even after Worldwide settled down, he doesn't feel comfortable staying in one place for very long. He has a tricked-out motor home, complete with all the amenities, including some homemade ones.



Karen Marcellis

Karen's not exactly the normal Hacker type. She's athletic—spending a lot of time at the gym, playing recreational sports, and entering MMA tournaments. She's rich, a trust fund girl who gets bored easily. She doesn't hide in her basement lit by the LCD screen, she goes out to parties, clubs, and other social engagements. Acquaintances jokingly remark that Marcellis never sleeps.

That's pretty spot on. When the party's over, she's wired when everyone else wants to sleep it off. So she turns that energy to her intellectual pursuits. Nothing like invading a high-security system to keep Karen occupied. If it gives you a bit more cash to throw a huge party, so much the better.

Attributes: AGILITY D8, ALERTNESS D8, INTELLIGENCE D8, STRENGTH D10, VITALITY D8, WILLPOWER D6

Roles: GRIFTER D6, HACKER D10 (ALL-NITERS), HITTER D8 (GROUND WORK), MASTERMIND D4, THIEF D4

Distinctions: COMPETITIVE, IMPATIENT, EASILY BORED

Talents: I NEVER SLEEP, I DON'T KNOW WHY, SHALL WE PLAY A GAME?

Signature Asset: HYUNDAI SANTA FE D8: To the casual observer, Karen's SUV looks like any other innocent vehicle. Of course, it's far from that. Aside from the usual array of Hacker tricks like computing power and plenty of wireless electronics, her ride features a turbocharger, hidden armor plating, and an assortment of martial arts weapons. No ejector seat, though.



Lars McMann, aka La'arH

Remember that guy that held up a store with a Klingon weapon? He was a copycat. Lars is the master of Klingon MoQ'bara, and she's been using it to fight crime for almost three years now. McMann wears his Klingon forehead when on patrol, although he covers it with a large hat and sunglasses so no one will recognize him.

Of course, it's hard to hold down a job when you have a secret identity, so he steals from the unworthy to fund his crime-fighting calling. Lars recognizes the rest of his Crew as companions in this fight for justice, and is grateful for the aid they give him on your quest.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D8, STRENGTH D10, VITALITY D6, WILLPOWER D6

Roles: GRIFTER D4 (RIGHTEOUSNESS), HACKER D10, HITTER D8 (DARING ADVENTURE), MASTERMIND D6, THIEF D4

Distinctions: INSANELY RIGHTEOUS, INSANELY BRAVE, INSANE

Talents: TODAY IS A GOOD DAY TO DIE, KNEEL BEFORE ZOD!

Signature Asset: REASON D8: "Reason" is the name Lars gives to his souped-up stun baton. It's also useful as a portable power source or a very small EMP generator. "Listen to Reason!" is the cry he uses just before delivering sparking, twitching justice.



Crosby Ingram

Crosby was a computer security expert for a major military contractor, one of the best experts in the field. He went to Iraq for a contract worth an awful lot of money. His family was visiting for Thanksgiving, and they were all in the commissary when one of the company's security units played a "practical joke" by firing live mortars over the flimsy, temporary building. They misjudged and the shells landed on the commissary, injuring everyone and killing fifteen people, including Ingram's family.

He was given a check for their deaths, but Crosby tore it up. Since then, he used his knowledge to rob the company blind, routed all the money to charities, and then disappeared into the shadows. That's when

he and his Crew found each other, kindred spirits looking for justice.

Attributes: AGILITY D8, ALERTNESS D6, INTELLIGENCE D10, STRENGTH D6, VITALITY D8, WILLPOWER D10

Roles: GRIFTER D6 (MILITARY), HACKER D10, HITTER D4, MASTERMIND D8 (IMPROVISATION), THIEF D4

Distinctions: COLD-HEARTED, NO NEED TO THINK AHEAD, UNFORGIVING

Talents: SHUT DOWN ALL THE GARBAGE MASHERS ON THE DETENTION LEVEL, KLAATU BARADA NIKTO

Signature Asset: FAMILY PORTRAIT D8: After Crosby left the company in those harsh circumstances, he found his home thoroughly robbed. A wallet-sized picture is all he has left of his family. It helps him remember why he does what he does, and gives him strength in the face of adversity.



Hoshi Jones

Ever since she was a little girl in Hokkaido, Hoshi knew what she wanted to be: a classy criminal, living the good life stealing priceless jewels and vanishing before the authorities closed in. Her father, an American diplomat, was strung up on charges of fraud and bribery, leaving Hoshi ambivalent about the system and those who enforce its laws. Unfortunately, she was never very graceful—athletically or socially. Still, she had the brains, and worked to get the talent.

Climbing the ladder in Japan's Crime World and exploiting her dual citizenship to avoid suspicion, Jones leveraged her own abilities to the level of master criminal. Now she's living large in the United States,

with holdings in many global securities, waiting for the opportunity to truly exercise her skills.

Attributes: AGILITY D6, ALERTNESS D8, INTELLIGENCE D10, STRENGTH D8, VITALITY D8, WILLPOWER D8

Roles: GRIFTER D4 (CUTENESS), HACKER D10, HITTER D6, MASTERMIND D8 (ORGANIZED CRIME), THIEF D4

Distinctions: KLUTZY, GIRLY, HEART OF GOLD

Talents: HACKING ON THE FLY, GHOST IN THE MACHINE

Signature Asset: PINK PALACE D8: Hoshi lives in a penthouse suite, every room done in her favorite color. This place helps her relax, but more importantly it's got computing power that rivals the NSA.



THE HACKER

THE HITTER

Brand Sharpe, aka Am@Z1ng

Brand always dreamed of being a magician. He learned the cups-and-balls trick from Uncle Rick at age six, and he performed in neighborhoods and schools. When he got to be a teenager, he performed for little kids to get a bit of extra money, calling himself The Amazing Brand.

Then Sharpe found the wonders of CGI. Holy crap, giant dinosaurs! Misdirecting people was one thing, but completely fooling them was a new frontier. In college, he spent as much time as he could in the computer lab. In the off hours, he made fake IDs, hacked into school accounts, whatever guys in the dorm needed. He was a risk junkie. No better feeling than fooling people.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D8, STRENGTH D8, VITALITY D8, WILLPOWER D6

Roles: GRIFTER D6 (MISDIRECTION), HACKER D10, HITTER D4, MASTERMIND D4, THIEF D8 (PRESTIDIGITATION)

Distinctions: MAGIC TRICKS, FLAIR FOR THE DRAMATIC, ADDICTIVE PERSONALITY

Talents: PDQ REMBRANDT, THE CAKE IS A LIE

Signature Asset: CUSTOM PRINT SHOP D8: Brand's got a suite of sweet printers. He's got card printers that also print magnetic stripes, super-wide printers that make posters, and even a few 3D printers that make solid items out of resins and plastics.

THE THIEF



Gan Yun

Gan was part of a secret group of Hackers for the Chinese government. He was defending the networks of his country, helping the innocent who didn't even know he existed. When the Central Military Commission shut down his unit, he was cut off from any resources and instructed to vanish.

Having no family, Gan started traveling, using his knowledge and skills to make a living in the criminal underworld. He had to do some dark things, both in the service of the People and to survive—things he never talks about—but he's doing well now.

Attributes: AGILITY D10, ALERTNESS D8, INTELLIGENCE D10, STRENGTH D6, VITALITY D6, WILLPOWER D8

Roles: GRIFTER D4 (ACCENTS), HACKER D10 (OBFUSCATION), HITTER D6, MASTERMIND D4, THIEF D8

Distinctions: POLYGLOT, DARK SECRETS, NIMBLE

Talents: I JUST WORK HERE, A FROOD WHO KNOWS WHERE HER TOWEL IS

Signature Asset: LOCK PICK SET D8: It's always good to have a nice set of lock picks for those times when being a computer genius is not enough. The nifty thing about this set is that you can break it down and hide it around your body, in boots, skirt hems, and other less obvious places.



Bernard Larrabee, aka Playa_1

There's that stereotype of the big fat hacker whose diet consists of snack food and soda, the one that sits in his momma's basement and plays video games all the time. Bernard is different. He frequently leaves his apartment to dine at five-star restaurants... on other people's credit cards, of course. And he does work out at his local gym... when he can make sure the pretty girls are in view.

Truthfully, Bernard is motivated by status, not success, and while he makes sure his life is as easy as he can possibly make it he's acutely aware of the impression he gives off. So long as he can engineer a passing grade on his looks, his gear, and his social activities, he's happy. Fortunately for him, his hacking skillset gets him all the resources he needs to keep this lifestyle up... for now.

Attributes: AGILITY D8, ALERTNESS D8, INTELLIGENCE D10, STRENGTH D8, VITALITY D6, WILLPOWER D8

Roles: GRIFTER D4 (FASHION), HACKER D10, HITTER D4, MASTERMIND D6 (HIGH SOCIETY), THIEF D8

Distinctions: FOODIE, LAZY, JOLLY

Talents: CAN YOU HEAR ME NOW?, MR. WIZARD GET ME THE HELL OUT OF HERE!

Signature Asset: COMMAND CENTER D8: This Hacker's den comes equipped with no less than six display screens (all touchscreens, of course), two keyboard-and-mouse set-ups, one joystick for each hand, a refrigerator, a freezer, a microwave and a sink, all within arm's reach of a very comfy reclining office chair.

The Exploit: Master Class

Okay, now I know you saw “Master Class” in the Bookmarks pane and you came straight here, right? Right? If you’re that guy, go back and read my very carefully crafted words of wisdom on the role of the Hacker and my heart-felt homage to those who have come before. You done with that now? Good. Now you’re ready for the big time.

You’ve got some Jobs in your quest log, right? Preferably in the completed section? Excellent. Let me drop a totem and tell you about what it takes to be called a Master.

First off, your primary duty to your Crew is to break into everything that has had an electrical engineer even consider it at one point in its design process: computers, cars, banks, electronic locks, mainframes, Wi-Fi, databases, traffic lights, and sometimes even monkey houses. We will discuss the **Exploit Structure** in detail, and you will be enlightened. You will take your game one step farther from newbie by learning about all the ways you can break the law with a computer and a network connection. You’d be surprised—heck, even I’m surprised at some of the magic I work.

Once you know how to perform the miracle of the exploit, along with some learning about do-it-yourself Assets, you’ll be ready to learn about all the wonderful things about **Technology and Computer Security**. This section will tell you about all sorts of things that technology can do these days, and how people protect it from interlopers. Armed with this knowledge (the true weapon of the Jedi), you will be ready to amaze your Crew, and your Fixer, with a dazzling array of technological stunts.

And don’t forget, there’s more to hacking than technology. To be a well-rounded and brilliant

individual such as myself, you will need to know about **Life Hacking and Social Engineering**. The skills taught will allow you to apply the strategies that work so well against machines to living targets. Life hacking is all about hacking the things around you like doors, trees, traffic flow, household pets, and even your own body and bend them to your will. Social engineering is like what Grifters do, except with a lot less face time.

All of this stuff is optional, of course. You don’t *need* it in your game. But if you want a Hacker pick-me-up, a bit of geek flair, and your Fixer really loves you for who you are and not just your amazing looks, you can use them. Just make sure that you, your Fixer, and the other players are all cool with it.

Exploit Structure

Each electronic system is a unique snowflake... just like every other electronic system. There is a fair amount of similarities though, enough to build a thesis on basic hacking theory. You will learn about the techniques you can use to walk the fly in the virtual skies.

I should tell you that the very kind and wonderful publishers have told me that I can’t actually talk about how to do the hacking. Something about the PATRIOT Act and them going to jail for teaching people how to break into electronic systems. So I’m not actually going to tell you how it works, just what it does and how to do it when you’re playing LEVERAGE.

Hacking a System

Now, you can look up a lot of this stuff on the Internet, and we all know that the Internet knows everything and more. Some folks say there’s five steps to Hacking, some say thirteen. I’m going with four, cuz there ain’t no reason to break it down into every CLI prompt you’re gonna meet.

Each of the four steps are performed in order, and just about every system intrusion or hacking

session goes in that order, whether it's a giant corporate mainframe, a government network, or a Mark's car.

The first step to a sweet hack is a session of information gathering and reconnaissance. You gather all the information you can about your target, like IP addresses, open ports, what operating system it's running, stuff like that; in the industry, this is called *footprinting* your target. You also use this step to find out who owns the system, and who all has accounts on it (we call that *enumeration*). Sometimes you can use somebody else's access to make it your own.

The second step is what experts like you and me would call *penetration*. This is where we actually make the intrusion into the system, gaining access that we are not supposed to have. This is normally accomplished by fooling the system into making an account for you, but it works to steal someone else's, too. You then *escalate your privileges* by changing your normal, innocuous

account to an admin or *root* user, an access level that gives you *carte blanche* to do what you like to the whole computer system.

A lot of experts have a lot of words for the next step, which is the fun one where you do whatever you want in the system. You'll hear it called pilfering, invasion, or taking over, but I like to call it *pwnage* (it's a word, look it up). Anything the system can do, you can do. Anything hooked into the computer is all yours. This is where unethical hackers take the credit card numbers, or the secret documents, or shut down the reactor core. This, is hacker nerdvana.

There's an important step after this one, called *covering your tracks*. You gotta do this, or you'll go straight to the fifth step, which I like to call "talking to the FBI and the Secret Service wearing stylish handcuffs while your home computer is dissected



like they was going to do with E.T.” It’s easy enough, though. Just delete every access log file you can find, set up a cron job to delete your stolen account, maybe leave a little something special in the shell for the next time they reboot... you know, simple stuff. It’s like any other Job: if you’re careful not to leave tracks, you can fade into the night.

Exploits

If you’re looking for a bit more *leverage* in your Hacking, there’s a way to do it. It’s one thing to toss some dice and have the Fixer tell you how awesome you are, that’s cool. But think how much more triumphant you will be, what glories could be yours, if you point it out ahead of time. Flaunt it.

Good news, fellow Hacker! Today is the day that all this could be yours. I like to call them **Exploits**. They’re rules that will give you a couple more options, and add to the normal rules for Assets and Complications.

An Exploit is a special kind of Action. It’s kind of a wager with the Fixer that says, “I’m going to beat this, and I’m willing to put my money where my mouth is.” You can do any of the quasi-legal to completely illegal things mentioned in this section without making it an Exploit. The difference is that when you pick up dice and declare it’s an Exploit, you’re putting yourself on the line. If you succeed, you get a free Asset. But if you fail, the Fixer gets a free D6 Complication. Like any good wager, you can always try to raise the stakes, but the Fixer usually has nothing deterring him from doing that, too.

I want to point out the fact that Exploits only work on technology. For example, as a very talented and gifted man once said, you can’t hack a hick. Exploits are for computer systems, just like the Thief’s stuff is for stealing and the Hitter’s stuff is for making very unwise decisions.

Normally, Hackers do most of these Exploits as individual steps in the electronic intrusion process. Much of this is assumed in a single Action, but we like to hang a lampshade on those cool moments in a scene. You can use one Exploit per Scene, but only one of each Exploit per Job. These are the pivotal uses of your knowledge, the genius at work. Of course, this means if you try Footprinting in Scene One, you’re done using Footprinting (as an Exploit, anyway) until the next Job, whether you succeed or fail.

Now, somebody along the line probably told you that your HACKER die is most often going to be used with your INTELLIGENCE die. That ain’t always the case, especially not when you’re doing a little electronic intrusion. Each step of the way has its own special little quirks and procedures, and you have to mold your modus operandi to make it work. Each of the following exploitive techniques has its own Attribute you pick up with your sizeable HACKER die.

We’re going to suggest some Assets you might gain from performing each Exploit. These aren’t an exhaustive list. Think of them as guidelines for you and your Fixer to work with, and come up with something you can sink your digital teeth into.

Of course, every unique little snowflake becomes its own unique little slush ball. Each angle of attack comes with a set of Complications. They’re not the be-all and end-all list that must be used, but they’re there to give the Fixer ideas. I know you don’t like it when we give the Fixer ideas, but suck it up: you’re a pro, brah.

Footprinting

Footprinting is the first thing you do when you get down to brass tacks. You’re trying to get as much information as you can: IP addresses, physical server locations, administrator names, open ports, even the operating system and software they’re running. You might also find it useful to discover who owns the system, ‘cuz sometimes it’s useful to know why a system is in place and what it’s being used for.

You can also use this trick to see how much traffic is going into, out of, and through a system, and sniff each Internet packet as it shoots down the wire. If an ice cream shop's Web site is getting more traffic than the Suffolk Downs OTB, it's a safe bet that something hinkey is going down there, and I'm not talking lactose intolerance.

Attribute: ALERTNESS

Potential Assets: EXPLOITABLE BUG, PACKET SNIFFER, ACCESS LOG, I KNOW WHERE YOU ARE.

Potential Complications: DETECTED PORT SCAN, REALLY BIG FIREWALL, IT'S A SHELL COMPANY, VIRUS.

Penetration

This is the part where you gain access to the target system. Maybe you guess somebody's password. Maybe you brute-force the firewall. Perhaps you spoofed a router on the same network as your target. Maybe you get a legitimate account (or borrow one) and escalate it to admin privileges. However you did it, you had the patience and perseverance to pull it off. Patience. Perseverance. This isn't like the movies, at least most of the time.

This Exploit can be used to gain access to a system. It can also be used to fake traffic from a particular user, mock up an email, send a fake text, or make it look like someone else did something on the system. You can make your own account, steal someone else's, or impersonate somebody.

Attribute: VITALITY

Potential Assets: TRUSTED USER, I'M IN, HELLO MY NAME IS _____, NOTHING SUSPICIOUS HERE.

Potential Complications: SYSTEM ALERT, SHADY TRAFFIC, BACKGROUND CHECK, FROZEN ACCESS.

Pwnage

This is the fun part of the Exploit, where you get to make the system dance for your pleasure. You take control of the system's functions to make it do pretty much what you want. You can read, edit, or plant files, take over remote control devices, turn things on and off, lock people out of the system, pretty much anything your new toy can do.

This is easily the most powerful Exploit on the list. It is also my very favorite. You can only use it once per Job, of course, so my advice is to make it count for reals.

Attribute: INTELLIGENCE

Potential Assets: ROOTKIT, REMOTE CONTROL, COPIES OF EVERYTHING, THE SYSTEM IS DOWN.

Potential Complications: SECURITY LOCKDOWN, CALL THE FBI, UPGRADED FIREWALL, OFF-SITE BACK-UPS.

Covering Your Tracks

This is the Exploit that gets you the hell outta Dodge. You hide the evidence that you were in the system by deleting log files, creating fake users, killing audit processes, and creating a false computer forensics trail to make everything look legit. It takes concentration and a tight attention to detail to check every little part of the system for evidence of your presence. You don't necessarily have to leave the system after this Exploit, but I like to save it for last.

You can also use this Exploit to create a back door into the system, allowing you access later during the Job. This is also a great Exploit to use during a Wrap-Up Flashback.

Attribute: WILLPOWER

Potential Assets: BACK DOOR, INVISIBLE TO THE SYSTEM, HIDDEN FILES, WHAT HACKER?

Potential Complications: WE HAVE HIS LOCATION, DETAILED ACCESS LOGS, LOCK EVERYTHING DOWN, ORIGINAL FILES.

Technology and Computer Security

Computers used to be giant room-sized machines that took hours to calculate things. As they got faster, smaller, and cheaper, they ended up in all sorts of places. Check it: greeting cards? Computerized. Toothbrushes? Computerized. Clothing? Yeah, they've even got fashionable computerized geekwear for your night out.

Once things started coming out with computers in them, people like you and me had to play with them and see what they could do, see where we can push them to do things they weren't designed for. So let's talk tech.

Classy Hackables

There are a lot of things out there that are capable of much more than they were designed for. Here are a few of my favorites.

Car Tires: Nowadays, most cars have a tire pressure monitoring system, or TPMS. This is connected to the wheel, which connects to the car's onboard computer using a wireless protocol like Bluetooth; it's hard to run cables through something that's rotating over sixty. This means that the car is open to wireless intrusion, which won't let you control it completely, but you can shut it down or send all kinds of nifty signals to the driver. Trick is, it's not a strong signal, so you'll have to be close—like within three meters, and while it's moving.

Cantenna: Do you have a wireless network to hack that's too far away to connect to? Do you enjoy large amounts of cheap instant coffee and stackable potato snacks? You're in luck! You can make a cantenna: a directional antenna hacked out of a coffee can. Technically, it's a waveguide antenna, but you make it

by drilling a hole in the right place on the side of a large coffee can or paint can or something that size, then slipping in a wire connected to your computer, TV, or whatever you have that needs a boost. One thing: the cantenna is directional, so you gotta point it at whatever you're trying to talk to.

Clustering: Need a lot of processing power, but the nearest supercomputer is just too far away? With a reliable network connection and a bit of software, you can turn a lot of little computers into one great big computer. It's the kind of thing that SETI is doing with their screen saver, or the U.S. Air Force has done with a bunch of PlayStation3 consoles. Now, you might not need anything huge, but a cluster of cell phones or even onboard car computers can go a long way.

LEGO: I know it's hard to believe, but the world-famous little Danish building blocks are a Hacker's dream come true. People have built all sorts of things with them, including a 3D printer, a Turing machine, an RC car, a door opener, a scanner, and even a "LEGO printer" that builds other LEGO designs. If you often find yourself at a loss for that one part that is just the right size, you might want to think about throwing a bag of LEGO bricks into your backpack.

IR Web Cam: Sometimes you just need some night-vision goggles to finish a Job, but all you have is what you can find in a consumer tech store or somebody's condo. Grab one of those cheap Web cameras and open that puppy up. See, there's an infrared filter between the lens and the eye, because the sensor is sensitive to visible light *and* infrared. All you have to do is put in a visible-light filter (I prefer a bit of exposed film), and presto! Instant IR cam.

Degausser: Corporations and government agencies use degaussers to erase hard drives, flash drives, and other magnetic media. These devices generate a magnetic field to mess up the magnetically stored information. You can make one, too: just coil up some wire (the more coils the better) and run some power through it. You can make degaussing boxes, trunks, doorways, and even rooms by winding a lot of wire around. Then poof, no more evidence or whatever.

Toys: Have you perused the toy section of your local department store lately? Toys these days have computers, light sensors, microphones, wireless transmitters and receivers, accelerometers, motors, and all manner of sensors and actuators. You need a gadget on the fly, you can hack a rack of toys into most of what you need. And if you find one of those huge mall toy stores, you just win.

Science: It Works

Most of this chapter is all about computers, but your Fixer is going to call for your HACKER die every time something technical or sciencey comes up, too. You might as well use this to your advantage, right? Here are some suggestions.

Electricity and Magnetism: Two great tastes that taste great together. One of the niftiest things about physics is that a changing electric field creates a magnetic field, and a changing magnetic field creates an electric field. So if you need a bit of current, waving a magnet at a coil of wire will get the electrical juices flowing (the faster the better, this is how generators work). Need a magnet? Coil up some wire and plug it in.

The really cool thing about this is that this is how radio waves are born. If you've got a magnet, or some current, you've got a transmitter. Can't speak to the power of such a device, but hey, you're a genius, so no worries.

Explosives: It's just one of those things that make you go boom. There are all kinds of explosives out there, so we can't cover them all, but I'll try to hit some salient points without getting in trouble with the ATF.

Explosive materials come in all shapes and sizes, but they share some properties. Explosives can be classified as high explosive (big boom), and low explosive (they just burn real fast without making too much fuss). Different explosives have different stabilities: an unstable explosive like nitroglycerine goes off easy, but a stable one like C4 won't blow without some initial energy, like a blasting cap or an electrical charge. If

you're looking to make some explosives for your Job, you want to end up with something with "nitro" in it, so look for something with nitrates in it, like fertilizer or animal droppings, and let your HACKER die take care of the rest.

Pharmaceuticals: There are all kinds of chemicals that affect the human body. We got your narcotics that make people sleepy, stimulants that make people nervous or more energetic, anesthetics that block senses like pain, and psychedelics that cause hallucinations. Oh, and, you know, medicine.

Pharmaceuticals are hard to make, and even harder to cobble together at a moment's notice. You not only need to know what you're working with, but you need to know stuff about the target, too. Weight, age, sex, family history, allergies... well, unless you're willing to risk side effects, then it's all good. Even if you know all the facts, you've still got to process some very tricky chemical reactions to make what you need, but hey, you're a genius, baby!

Oh, and if anybody tells you they have sleep gas, they're pulling your leg.

Security and Workarounds

Network security is the wave of the future, the coming of the railroad that tamed the Wild West of cyberspace. Back in the golden era of hacking, you could have a run of any network you could find, but now you need the tools and talent to break on through to the other side.

Here's the skinny. Most security, both of the network variety and physical (although I'll let my colleague tell you about that stuff) is a kind of Location Trait. I'll give you some suggestions about which die to assign as they come up.

Authentication

One thing every security method has in common, from a deposit box to door locks, is authentication. See, security's no good if you can't get back out what you lock up. A computer is very secure if it's unplugged, but it's not much use to the people who bought it. So there's gotta be some way to confirm the identity of people who are allowed to use a system, and that's authentication. This is what defends a system during the footprinting step of intrusion.

Here's the summary of what can be used for authentication: something you have, something you know, and something you are. Something you have is like a key, pass card, or maybe a flash drive; your front door probably uses this method of authentication. Something you know is like a password, key code, or even where the right website or IP address is. Something you are is a way of saying biometrics, like a fingerprint, retina pattern, tongue print (you think I'm kidding), or facial structure.

Good security uses measures from at least two of these categories. Using all three is way over the top for most people, but you'll see it where paranoid people keep their secrets. One-category security is probably about a D6 Location Trait. Security with two categories is going to be a D8, and all three would be D10. Any kind of a particularly high quality might bump the die up a step.

The Firewall

The firewall is the first thing you'll hit if you're hacking in over the 'net. It's found in the gateway router, which is a device connected to both the Internet and the network you're targeting. If you've got a router at home, that's the one. This is the focus of your attack during the penetration step of intrusion.

The firewall is software (well, technically it's firmware, but let's not pick nits, one Hacker to another). It keeps an eye on the network traffic going out and, more importantly, coming into the system, and blocks unwanted traffic. Your consumer router might be a FIREWALL D6 Location Trait, but higher quality firewalls can be had at, of course, higher costs, and with bigger die types. An older firewall, or one that hasn't been updated, would have a lower die type, or might not be worth being a Location Trait at all.

Monitoring

This is the kind of security you'll run into during your pwnage step of intrusion. It's software that watches activity on the network. Sometimes, it's also human monitors, and humans need different strategies to fool.

Your average commercial monitoring software is going to run about D6. Consumer anti-virus software is D4, that stuff is worse than useless. Monitoring software packages go all the way up (remember *The Inside Job*? That Steranko was D12, maybe two of 'em. Still makes me shiver). Human monitors clock in at D6, with good ones at D8, just like normal security personnel.

Tricks of the Trade

There are a bunch of standard Hacker tricks that are used to attack systems. I know you know them all, clever Hacker that you are, but let's run through some basics for old times' sake.

Brute Force: Put down your HITTER die, I don't mean beating a hard drive until it talks. I'm talking about trying passwords in sequence, or using a dictionary of known passwords (the most popular is 123456, believe it or not). This kind of attack is pretty strong, but very slow, and useless if your target(s) have a strong password. This is where cluster computing comes in handy.



Botnets and Zombies: One way of getting a lot of computing power is to release a worm or a virus that gets into computers around the world and then waits for orders. Each infected computer, called a zombie, then acts with the rest of the botnet when you send the signal to...well, do whatever you want it to do: compute a password, crack encryption, or DDoS something. Speaking of which...

DDoS: It stands for “distributed denial of service.” It’s an attack where a lot of computers, hundred or thousands, all attack a single target to shut it down. It’s Anonymous’ favorite tactic, and you can use it to temporarily slow or stop a network. Usually it’s done with a botnet, but you could use...

Script Kiddies: A script kiddie is someone who doesn’t have much of a HACKER die, but wants to be elite like you and me. Real Hackers post programs that script kiddies can use, and then just sit back and watch the fun. Script kiddies are a great way to get a botnet or a DDoS attack going.

All this just scratches the surface. Just stay curious, keep reading, and find more things to wow your Crew

with. Cuz you’re a genius, baby, and I don’t mean in any Wyle E. Coyote way, neither.

Life Hacking and Social Engineering

There’s a lot more to being a Hacker than computer system intrusion. Hacking is about modifying or creating systems to alter their behavior or function. There are a lot of systems in this great big world, and they’re all hackable.

Most of the suggestions and examples here can be used as tricks during a Job. Some of them you might find useful as Signature Assets. Your call, brah.

Life Hacking

Pigeons: Yeah, you heard me. Birds that home in on home. They were used to carry messages in World War II, and they’re big enough to carry a flash drive. In some parts of the world, they’re faster than using

satellite or dial-up service. In all parts of the world, they're more secure.

Investments: Investing in the market is really just a numbers game, and nobody plays numbers games as fast as a computer. The Flash Crash of 2010 was caused by computers automatically selling stock. If you can find the right algorithm, you can write an agent program that will handle your Crew's investments far into the future, even during down markets.

Power Naps: Did you know you can hack your own body? If you replace your single sleep cycle with four or six half-hour naps, Thomas Edison-style, you'll have more time awake to pursue your nefarious schemes. Not everyone can do it, so if you experience symptoms of crankiness, drowsiness, hallucinations, death, or death-like symptoms, see your doctor.

RFID Implant: An RFID chip is a small transmitter powered by a nearby radio wave broadcast on a specific frequency. When activated, it sends a specific signal on a specific frequency. It's used to send information over very short distances, and is most common in door pass cards and in shipping. They implant them in pets and horses, and you can get one, too! Just implant one of these under your skin, say in your hand or shoulder, and your entire life can be automated. By setting up the right equipment, your door can unlock and open for you, your car can start when you approach, your laptop can shut down when you're not near it. The possibilities are endless.

Social Engineering

Social engineering is the art of using the social systems we have around us to manipulate people to give us what we want. Normally, yeah, it's the Grifter's job to do that, but here's a way to hack the HACKER Role a bit. See, social engineering isn't done face-to-face, it's just

messing with the systems your victim already knows and trusts.

So here's an example. Let's say you need to collect some information on upper-crust rich people. You rent out the storefront right next door to a posh travel agent. Then you decorate your new office to look exactly like their office. Put a sign near their door that says, "Door Out of Order, Please Use Other Door" with an arrow pointed to your storefront. Those people are just gonna stream right in.

This is called pretexting, and it's the main ingredient of real people hacking. You set up a situation that the target will interpret the way you want it. You might, for example, send a Mark with a high-tech car alarm a text message saying that their car is being broken into; it's something that fits into his expectations, so he jumps to his own conclusion.

Another example of this is called phishing. You send an email or set up a Web site that looks exactly like a real site for some big bank, social network, or credit company. Then the victim puts in his or her real password, which your fake site stores for your later use, and uses it to log the victim onto the real site.

Social engineering in LEVERAGE is a bit of a tricky subject, cuz you don't want to be stepping all over the Grifter's Role. If you're hacking a system (social or otherwise) and you do not come into contact with your target, you've got a good argument for picking up that HACKER die. But this is perfect for somebody with HACKER as a secondary Role to a primary GRIFTER Role, especially since you can bring in some of those Grifter tricks to push things along.



The Hitter

THE HITTER

Hitter 101: Basic Training

To solve a problem, you have to stop it from being a problem. You can stop a problem through blackmail, extortion, theft of essential items or even just trickery. Tonight, we're talking about the judicious application of excessive force.

Nothing says "stop what you're doing" like a fist traveling at three hundred miles per second. A knuckle slamming against a jaw is the only piece of interpersonal communication more universally understood than a smile. When you smile, you could be saying a million different things. The haymaker says exactly one thing: You're doing something, and I do not approve. Sure, you can mix up the delivery, you can take off the gloves, warn the opponent and punch with form to say, "With all due respect, sir, you are doing something, and of that thing I do not approve." But no matter how you sugarcoat it, deep down, the message is the same.

Let's just get this one out of the way right now: All killing is violence. Not all violence is killing. We're not even going to talk about killing here. This isn't Assassin 101. If you beat someone up to get them to stop extorting a local church, they won't press charges. Our well-tenderized friend doesn't want the cops asking the obvious question, "why did he beat you up?" If you murder someone, it's not even a question of charges. The governments of every developed nation require investigations into murder cases. Even if this is your first Job, you should know that a thorough investigation makes work that much more complicated.

I can see you mumbling. You probably think people on the dredges of society aren't investigated when they die. First off, that's not really who we're dealing with. This is the big time. We deal with people in power and in the limelight. Second, you're wrong. Cops get into the job because they want to change the world, even for the little guy. And they do not take kindly to vigilantism. You've been watching too much TV.

Which brings us to our next topic: throw away your television set. The only things it does are add pounds and give you backwards notions about how people behave. Civilians, even former military agents, never pull guns and escalate to John Woo shootouts when punched. Even murderers and gang members are not gun-firing machines. Television teaches you that an expert marksman in a white room with a target on the other end can accurately fire a Glock 17 semi-automatic pistol seventeen times within four seconds with near perfect accuracy.

Put me in front of that man in an alley, and I'll bet I can break every bone in both his hands before he

What's in this Chapter

Here's a summary of what you're going to find in this chapter of the book, since you asked so politely.

Hitters 101: Basic Training There's never a bad time to review the basics.

A History of Violence It's written by the victors.

New Hitter Talents Substantially more techniques for being a successful retrieval expert are featured here, including new rules for weapons training and fighting styles.

A Dozen Hitters A handful of Crime World's up and comers. I know some of these people. Not all of them are nice people.

The Takedown: Master Class If you think this is all just about connecting your fist with the target... well, so that's a lot of it. But you're not a thug; you're a finely tuned instrument. Here's where you learn about fight choreography, taking on mobs of mooks, scaring the living daylights out of people, and using guns. When you don't have any other option.

pulls the trigger once. You have to understand one fundamental truth about gun users: They are cowards. They don't trust themselves enough to control a situation on their own, so they give over control to a little piece of unreliable metal that they can't hope to understand the way you understand your body. That cowardice is your greatest edge.

A good Hitter specializes in controlling their environment, to make it your ally rather than your opponent's. Not only that, but to make the environment less of a liability. When you're dealing with a fight, we're not just talking about winning and losing. Every bit of collateral damage is something you have to live with. Maybe you won the fight, but you took a bullet. Maybe if you'd used the bus boy's cart to trip the gunman, you wouldn't be getting stitches while the rest of the team needs you.

You must be aware of everything around you, and aware of how you or your enemy can use it as a tactical advantage. This awareness is not something that comes natural to anyone. You have to practice, and you have

to see live combat. It comes with time, but you have to observe and you have to think. We'll touch on this more, but keep it in the back of your mind.

Know your enemy. Every fight has at least two motivations—one for each side. You don't always have to be the better brawler to win a fight; you just have to want to win more than your enemy is willing to lose. An example you'll deal with often is professional security. Your average security agent is doing what he or she does for the almighty dollar. When life's at stake, a steady paycheck is usually one of those things people won't hesitate to sacrifice. Use a little psychological warfare, lay on the table just what you're willing to do, and rent-a-cops will back down. Usually they'll struggle, fight and resist a bit, but their soul won't be in the fight, and they'll give up after a good punch.

This principle is true for everyone. Find their motivation, and make the consequences of the fight higher than the value of their motivation. Let it be





known clearly, and they'll back off. Sometimes, just sometimes, you run into zealots that will stop at nothing for their causes. That's rare in our line of work, since we mostly deal in greedy, over-entitled people. Their motivation comes down to the things they want, and those things are usually less valuable than their over-inflated senses of self worth. If you're against a zealot, your only recourse is to re-evaluate the fight, or to overwhelm and debilitate.

Divide and conquer. Maybe you can fight five guys at once and win, but that's not a preferable situation. Your best bet when standing down a bunch of opponents is to split them up and handle them one-on-one. Your training and experience should have you laying waste to lone opponents. Their only hope for victory is to gang up on you. Remove that option, and you've removed the strongest tool in their arsenal. Use diversions. Use some psychological warfare. Make them question each others'

loyalties. Be creative and think fast. If you can't think fast, you have no business in this line of work.

Never get into a fight you're not going to win. Those eight green berets in the shady forest will tear you limb from limb. Starting a fight with them is dumb. It will turn you into a statistic. Armed opponents can be neutralized; you can level the playing field. But you have to be able to. Too many of them, face-to-face, and you really have no hope.

So, let's recap: Killing is bad. Throw away your TV. Guns are for cowards. Control your environment. Know your enemy. Divide and conquer. Don't get into fights you're not going to win. I'd love to tell you one of these is the one most important part of fighting. But if you forget any one of them, you could end up spending the rest of your life in prison, or dying before you make it into a cop car. Fighting is a high-stakes game; you have to play to win.

There's a good side to this: most people don't get told these rules. Most people don't believe them all. This means if you find out which rule your enemy doesn't

know, you're better armed for the fight. Are you staring down a would-be Bruce Lee that insists on swinging a staff around in close quarters? Use that to your advantage. Are you watching a bank robbery where a bunch of white-collar criminals decided to lean on the strengths of their Smith & Wessons? Own the situation. Are you fighting a guy that's been duped by a woman he's head over heels for, who is just using him? Show him some sense. Put him in a situation where she has to prove that she values her goals more than she values him, and he'll back off.

These rules aren't made to be broken. People are.

A History of Violence

Violence has been around for a very long time. You know this. Here's something you might not know, though: almost everything we know about ancient civilization directly ties to warfare and violence.

If you're a fan of ancient history, you can thank a warlord. As armies moved, they destroyed a great number of things, leaving many remains in their wake. These abundant remains meant more chance of something, surviving to the modern era. The kinds of things used in war are the kinds of things meant to stand the test of time. Weapons and armor tend to be sturdy, durable stuff that roughly keeps its shape for thousands of years.

Was war everything in history? No, but it was a big part. Violence is a universal theme. It's always been around. It's always going to be. It's at the forefront of a lot of peoples' minds. It's at the heart of every major world power. It's what we write about. Of the few classic Greek tragedies that survive to this day, almost all are about an epic, mythical war that was ingrained into the Greek culture, and probably didn't even happen in the real world. A story about a war is what survived. Our entire concept of Greek tragic theater comes from the accounts of a fictional war. Let that sink in.

We Said Hitter

Throughout this section, we throw around the term "Hitter." We really mean "any character in LEVERAGE that gets into fights." That would get very long, very quickly, if we had to repeat it. There are a number of Talents and other game traits in here that are suitable for any Crewmember. You could use them to flesh out your non-Hitter character with some interesting peculiarities, or you could use them to replace the Hitter role if there's a gap because of a smaller Crew.

However, if there's already a Hitter character in your Crew, talk with the player before taking Hitter Talents or other specialized game traits. You don't want to excessively overlap, and you definitely don't want to overshadow and outshine them in their role. LEVERAGE isn't a game about jacks-of-all-trades; it's a game about a group of specialists, who are the best in their fields. If Parker could fight better than Eliot, why would the Crew need Eliot?

Warfare and battle are always at the bleeding edge of technology. When we started using tools, we started making spears. When we started using bronze, we made knives. Now, we have night vision goggles, guns that can fire around corners and unmanned drones that can take out enemy forces without an operator even being in the same time zone. Many of the greatest advancements in history have come from military research.

If you just go back through recorded history, you get the Romans. They answered everything with pilum and shield, overwhelming much of the world. Now, look back. History is skewed toward the Romans. Did you know, the people they called "barbarians" weren't really barbaric? In some ways, they were more cultured than the Romans. The Celts established a complex system of

roads. The Romans were behind the times on that. But it doesn't matter; history is written by the victor.

And that's just Western history. I'm sure if you've been doing the Hitter gig for long, you're familiar with Eastern martial arts. I'm not talking about a Jet Li film, but watching a master martial artist move. They have millennia of research and practice behind those moves. It's a science and an art. Until you've been put down by a master of kung fu, you haven't lived. The funny thing is that most evidence points to its development being an answer to oppressive authority. When those in charge go bad, those on the bottom get better, get tougher, and then get back. Sound familiar?

We're skipping a lot of ground. I could talk for days on how the Europeans made chainmail, then the Welsh developed the longbow and penetrated it, how the farmers in East Asia developed fighting styles around their farming implements, and how cannons changed the scope of warfare forever. But that's not really going to help you much. What we are going to talk a bit about is where modern violence comes into play.

Even after guns were invented, modern crime was slow to adopt. Guns were rare, clunky, and unwieldy. More than that, guns depersonalized violence. Look at the first serial killer, Jack the Ripper. That was the 1880s. There were guns, yet he used a knife. Crime is intimate. It's face-to-face. Crime deals with people. For the real crazies, guns are no good. They want to victimize a person. A gun lacks that panache. Like I've said, guns are for cowards.

Then, those likeminded found their place after Jack the Ripper. The first serial killer inspired the first copycat killers. That handful of killings started an epidemic. Quickly, every two-bit Snidely Whiplash that wanted to rob a shop would stab his victims. It hasn't gotten better with time.

Hitters by the Numbers

When taking a Hitter-style action, the most obvious answer is to go with **STRENGTH + HITTER**. However, that's a very narrow approach to the role. Here's a few examples of Hitters and actions that might focus on other Attribute + **HITTER** combinations. This might also help to give you an idea how your character approaches fights, if you're not primarily a Hitter role.

AGILITY + HITTER: A professional fencer, throwing a knife to pin an opponent's shirt to a wall, sneaking up behind a guard and sapping them in the head.

ALERTNESS + HITTER: A tactical munitions expert, hitting a heavily armored opponent in just the right spot, finding the weak point in a wall to punch through.

INTELLIGENCE + HITTER: A martial arts instructor, choosing the leader from a group of enemies in order to best frighten the team, identifying a combat style to guide a crew member.

VITALITY + HITTER: A boxer, harrying a mark by chasing them down like a prey animal, letting an opponent tire themselves out by striking your blocking arms.

WILLPOWER + HITTER: An elderly monk, withstanding torture to intimidate enemies, fighting after being up all night on a stake out.

Remember, people generally resort to crime because they see it as the easier path in whatever situation they're in. This is the real world; criminals aren't in it for the challenge, (except those rare crazies that are.) People that are desperate think crime is their only option. We don't really deal with many of those people. We deal with the privileged, who just want the easy route to more. More power, more money, more fame. Whatever. These people are weak. They're cowards. They're sheep in wolves' clothing.

A bit later on, guns became more prominent. A good point of note is American Prohibition. If it weren't for the famous Thompson submachine gun, the Tommy Gun, the Chicago Typewriter, the situation wouldn't have hit some of its peaks. Back in those days, anyone that wanted could own one. In that case, the increase in



relative violence level raised the stakes. If one person picks up a stick, everyone else has to. If someone picks up a sword, everyone else has to. If someone grabs a gun, well, you know where this goes.

You want to take one thing home from the history of violence; violence escalates because of people that aren't confident in their own ability. Warfare is usually just a bunch of sissy complainers that use weapons as crutches instead of relying on smarts and discipline to get them through a conflict.

New Hitter Talents

Here are a number of new Talents for your Hitter character, or to help round out your other Role's ability to fight.

Fighting Style Talents

All over the world, every major human culture has developed some system or another for self-defense. Martial arts have been a mainstay for millennia, and still fascinate large numbers of people, even in a time where guns, bombs and airstrikes win wars. For the effective Hitter, martial arts styles are like picking a good car; you really have to know what you're getting into, what your particular needs are, and what you can afford to invest yourself in.

In game terms, a Hitter can take one Fighting Style Talent to start. It should be added to the Rap Sheet at the same time Talents are chosen. It can develop during the Recruitment Job, like other Talents. Most Fighting Styles offer a single option during a Fight Action, and only when actually fighting opponents physically. Instead of acting as actions in and of themselves, they modify dice rolls and offer diverse choices to mix up the battle.

Most importantly, let the Fighting Styles give a little depth to the Hitter. There's a big difference between a rough and tumble **BARROOM BRAWLER** and a disciplined **AIKIDO** practitioner. Each suggests a different training, even though their methods of fighting aren't that different in terms of dice and Rap Sheets. Consider where you learned your Fighting Styles. Who was your mentor? How can you include them in a Job? Work with the Fixer to include your Fighting Styles into Job design. Remember, these are defining features of your Hitter and their background, they shouldn't be glossed over as just dice modifiers.

This list of examples isn't exhaustive. You can create your own (with some advice below,) or you can just change the name of one of these to suit (for example, **BARROOM BRAWLING** isn't so far from **BOXING** that you couldn't use one for the other.)

Creating new Fighting Styles

If none of these Fighting Styles fits your Hitter, you're welcome to work with your group and the Fixer and design new Fighting Styles. There are a few important things to keep in mind when you're designing a Fighting Style. First, they don't act alone. They only modify the normal Fight Action rules, offering options and methods for the Hitter to control the fight. Second, they shouldn't be drastic changes to the rules. They should modify dice rolls, and what dice are rolled usually. Third, the more drastic the effect the style gives, either the more specific the requirements for use, or the bigger the drawback. Fourth, they do exactly one thing. No Fighting Style offers multiple options; each only gives one type of choice to the Hitter. If you design a Fighting Style and it turns out to not work as intended, work with the Fixer to either amp it up or tone it down and make it fun.

Weapon Training Talents

Fists aren't always enough. Sometimes, just grabbing whatever's around and smashing it over a head won't cut it. There's a reason why people invented weapons: they work. While they're not perfect for everyone, a Hitter that isn't trained with a couple of weapons is a Hitter that's ignoring an easy edge in some fights. That's where Weapon Training Traits come in.

When you pick a weapon to learn, think about what exactly you want that weapon to accomplish, and where and how you intend on using it. Do you need something concealable? Something silent? Something that won't risk killing? Will you fight often in close quarters? Does it need to pass for a mundane tool? There's no universal right answer to any of those questions.

Normally, you could just spend a Plot Point to create a weapon Asset for that scene, or two to add it for the Job. Anyone can swing a **BASEBALL BAT** for an extra D6 with a Plot Point. A Hitter trained in **SWINGING WEAPONS** can keep an enemy at range, gaining a free D6 Asset against unarmed opponents and keeping those with smaller weapons from using them effectively.

Most of these Weapon Training Talents allow for a number of weapons to be used with them. To use one, you naturally need to have the appropriate weapon on hand. It doesn't have to be an Asset that gives an extra die (though you can spend a Plot Point to make it one), it just needs to be something you're carrying or have access to in the moment. If you're crawling around in ventilation ducts, a five-foot long staff isn't practical. If you're running a heist at an airport, a crossbow just isn't feasible.

Most of the Weapon Training traits, you'll notice, allow the opponent to know the effects before they choose to engage. This reflects the way the Hitter controls the combat. If the opponent engages directly, the Hitter gets a significant advantage. Or, the

opponent must disengage and fight differently (and likely less effectively).

Weapon Training traits are functionally Talents, just like Fighting Styles. You can buy them any time you buy Talents, and you can take one as one of your three starting Talents.

Designing New Weapon Training Talents

You can work with your Fixer to create new Weapon Training Talents. The listed few are just examples of common methods of fighting. There are a few important things to remember when creating these.

First, the point of Weapon Training traits is to control the battlefield. This means forcing opponents to make choices they wouldn't like. Most Weapon Training traits should allow the opponent a choice to take a different approach that's often less desirable.

Second, feel free to work with the game effect. If it's not strong enough, or too strong, compromise with the Fixer to get it where it needs to be.

Third, the dice effect should never replace telling a great story. Every effect should be coupled with some game description. This degree of weapon mastery should be dramatic and really influence the flow of the game.

37th Degree Black Belt and Yadda Yadda

Your Hitter has been around the block. Not only have you been around the block, you've used it to smash in the faces of thirty different attackers, each tougher than the last. You have a vast background in martial arts training, and can recall that experience at a moment's notice.

Role: Hitter

Activation: Any time you're in a Fight Action, you can spend a Plot Point, and tell a quick flashback story about when you learned the fighting style you wish to exhibit.

MMA (Mixed Martial Arts)

MMA is a really popular entertainment form right now. You might want to play an MMA fighter as a Hitter. That's awesome. However, we didn't include an MMA Fighting Style Talent, because it's just too eclectic. You could literally use almost any one of the fighting styles listed to represent a character's MMA background. In fact, if you really want to play a great MMA fighter, consider the 37th DEGREE BLACK BELT AND YADDA YADDA Talent.

Effect: Choose a Fighting Style Talent you don't have. For the remainder of the scene, you have that Talent available. If you choose to develop the Talent permanently using your Record, it costs 2 Jobs, instead of the normal 4 to buy a Talent.

Aikido (Fighting Style)

AIKIDO is particularly of interest to more pacifist Hitters. It's a Japanese style of throwing, where the practitioner pays particular attention to not hurting an assailant. Most techniques use the assailant's momentum against them, and involve very little actual movement on the practitioner's part; the more aggressive the opponent, the more effective the technique.

Role: Hitter

Activation: You're in a Fight Action and your opponent is about to roll to raise the stakes.

Effect: You can choose to sacrifice a die from your own pool to remove an equal or smaller die from the opponent's roll, replacing it with a D4.



Barroom Brawling (Fighting Style)

This isn't a trained fighting style, in the proper sense. It's more something that's just picked up from experience. A character with **BARROOM BRAWLING** is probably more than a little scarred, and might even have slightly slurred speech from one too many blows to the head. Fundamentally, this style of combat focuses on grabbing available weapons, and defending oneself from multiple opponents.

Role: Hitter

Activation: You're spending a Plot Point for an improvised weapon Asset when being faced by multiple opponents.

Effect: When faced with multiple opponents, if you use a Plot Point for an improvised weapon Asset, only one opponent can confront you at a time. If you spend two Plot Points to keep the weapon throughout the Job, this Talent allows the effect to persist throughout the Job.

Capoeira (Fighting Style)

CAPOEIRA is a Brazilian style of dance that allowed the working class to defend itself from the establishment. It disguised fighting prowess as artistic expression. It's highly athletic, involving wide sweeps and elaborate feints. To outsiders, it often just looks like an exotic dance. That is, until their faces are smashed with a quick kick.

Role: Hitter

Activation: You're making a Fight Action.

Effect: As a capoeirista (a practitioner of **CAPOEIRA**), you're an expert at hiding how and when you'll attack. If you voluntarily step back the highest die in your pool, you can reroll the whole pool if the Fixer raises the stakes on his next roll. You have to keep the result of your new roll. Note that this isn't the same as trying to raise the stakes again in response to the Fixer; it effectively replaces your previous result.

Dim Mak (Fighting Style)

DIM MAK is a series of philosophical disciplines commonly called ‘The Touch of Death.’ Historically-speaking, there are anecdotes all the world over relating to deadly touches that use less-than-lethal force. This particular Death Touch isn’t deadly as much as it is extremely painful and debilitating. It’s a sharp thrust of the fingers into a pressure point along the side of the neck, based on the ancient arts of Chinese acupuncture. Your Hitter always has a capable weapon in hand with this Talent.

Role: Hitter

Activation: You’re making a Fight Action, and spend a Plot Point for an Asset.

Effect: Spend a Plot Point for an Asset as you normally would. You gain a D6 DIM MAK Asset, but for the entire Job, as if you’d spent two Plot Points normally. Alternately, spend two Plot Points for a D10 DIM MAK Asset for the remainder of the Job.

Face For Radio

You have a look only a mother could love. While this doesn’t win you a lot of dates, it helps in a facedown. Most opponents can’t even stand to look at you, let alone talk back to you.

Role: Hitter

Activation: You’re in a Facedown Action and the Fixer gives you an Opportunity.

Effect: Add an additional D8 to each subsequent roll in the Facedown as you take advantage of the opposition’s disgust or fear.

Feared by the Whomever

You have a history, and the people you’re up against know it... and have good reason to fear it.

Role: Hitter

Activation: Spend a Plot Point and briefly explain a scenario in your Hitter’s past where you’ve put a healthy fear in the hearts of the organization you’re currently up against.

Facedowns, Mob Fights, and Direction Notes: Do What Now?

You might see reference to such things as Facedown Actions, Mob Fight Actions, or Direction Notes in the new Talents described here. These are all new Leverage game options specifically designed for Crewmembers who use Hitter as their Primary or Secondary Role. The fun starts over in *The Takedown: Master Class*, page 65.

Effect: For the rest of the scene, replace the lowest die in any opposing pool connected to the organization with a D4.

Fencing (Fighting Style)

A refined art form, FENCING teaches a practitioner to fight with a light sword. Often, the rapier or saber is coupled with a second, smaller blade. There are many forms of FENCING, each using different combinations of weapons. However, most importantly, all forms focus on finesse over power. Graceful fencers win out over brutes almost universally.

Role: Hitter

Activation: When you take a Fight Action with an appropriate fencing weapon and you’re using STRENGTH.

Game Effect: You can add your AGILITY die to your pool if you step back your STRENGTH die. This doesn’t allow you to include an extra die in your result. For example, if you have STRENGTH D10, and AGILITY D6, you could roll a D8 and D6 instead of the D10.

Fighting Me Is Above Your Pay Grade

Most of your Hitter's opponents are simple goons and hired help. After you've shown them that you mean business, they'll usually back down.

Role: Hitter

Activation: You achieve an Extraordinary Success on any action taken in the presence of hostile or potentially hostile Extras.

Effect: The Extras runs in fear, beg for mercy, or otherwise cease to be a problem. (This Talent only works against Extras. Agents, Foils, and Marks are rarely frightened away so easily.)

Flexible Weapons (Weapon Training)

You're good with chains, whips, lassos, and all other manner of nasty stuff. You can restrain opponents with them if they come within range.

Role: Hitter

Activation: Fight Action with an appropriate weapon.

Effect: When in a Fight Action with an appropriate weapon, you must give your opponent the choice to risk restraint or not. If the opponent uses any Assets or Complications that require being close, such as weapon Assets, you may add a die to your pool that's one step higher than the Asset used. This only adds one die to your roll, no matter how many Assets or Complications apply to your opponent. If you defeat your opponent, they're restrained in your weapon, in addition to any other conditions for victory.

Frightening Weapon (Weapon Training)

Try staring down a guy with a chainsaw. Go right ahead. Doesn't matter how capable that person is, the chainsaw is going to be scary. Same with pickaxes, scythes, and other implements of massive bodily harm.

With this Weapon Training Talent, the goal isn't to hit the opponent; it's to make them crap their pants and make them think twice before going at the crazy warrior with a power tool.

Role: Hitter

Activation: You're armed with an appropriate weapon and make a Face Action using GRIFTER.

Effect: You may add your HITTER die to your Face Action. If you succeed, you can add the GRIFTER die in all of your Fight Actions with that opponent for the remainder of the scene.

I Am the Very Model of a Modern Major General

You have experience on the battlefield, and are competent in leading small units. While this hardly helps your Crew in a normal situation, when there are bigger groups facing off, you have the edge.

Role: Hitter

Activation: You are in a Mob Fight Action. You must spend a Plot Point to activate this Talent.

Effect: Include a third die in the result. (Normally in a Mob Fight Action, including additional dies in the result costs two Plot Points.)

I'll Be Taking That

With a diversion—be it a feint, a snappy line, or an explosion down the hall—you can take quick advantage and steal your opponent's weapon.

Role: Hitter

Activation: You're in a Fight Action and an ally or Extra aids you with dice as part of a distraction. You must spend a Plot Point to activate this Talent.

Effect: Your opponent cannot use his weapon's Assets in this Fight Action. If the Fight Action ends in your favor, you steal the weapon right from their hand or holster, taking it as an Asset if you wish.



Jeet Kune Do (Fighting Style)

Bruce Lee's "Way of the Intercepting Fist" is a combination martial arts form and philosophy centered on adaptation and taking the best parts of various fighting styles. The goal of JEET KUNE DO is to be effective in rendering an opponent no longer a threat. It's not a showy style. It doesn't have fixed techniques, as much as it teaches to be "like water," facing each situation individually, and choosing movements that best suit.

Role: Hitter

Activation: You're in a Fight Action with an opponent whose largest die is larger than yours.

Game Effect: You can trade your largest die with your opponent's largest die for the remainder of the Fight Action by spending a Plot Point.

Ke-mo Sah-bee

When you kick butt, people take notice. You have a remarkable penchant for drawing followers, sycophants, and other worshipers. Any time someone witnesses your impressive skills they might just tag along and help out.

Role: Hitter

Activation: An Extra witnesses your victory in a Fight Action. You must spend a Plot Point to activate this Talent.

Effect: The Extra becomes enthralled and follows you around for the Job, helping out (or possibly getting in the way.) The Extra should have one important Trait at D8. All other Traits are at D6. In a later Job, a Plot Point can be spent to recall such an Extra for a single scene's assistance. That Extra's signature Trait is now a D10—they've improved thanks to their positive experience with you.

Killing Isn't the Worst Thing I Could Do To You

Getting information out of a subject can be complicated. Luckily, you specialize in psychological interrogation techniques.

Role: Hitter

Activation: You have an Extra abducted and in private, and you're suggesting a terrible behavior to the subject.

Effect: The Extra spills their guts, telling you everything they know. If you spend a Plot Point, you can add that Extra's Trait die to the first action you take in a subsequent scene that relies on that information.

Kobudo (Fighting Style)

Okinawan **KOBUDO** is an eclectic style of fighting developed by ancient Japanese farmers who taught themselves to use farming implements as weapons when they were disallowed ownership of actual weapons. Functionally, the style teaches a practitioner to use whatever is available to the utmost efficiency in dealing with better armed opponents. This style is often coupled with small, blunt weapons like nunchucks.

Role: Hitter

Activation: You're taking a Fight Action with a weapon available.

Game Effect: Your Hitter must have a weapon available, or you can spend a Plot Point for an improvised weapon Asset. As long as this condition is met, you suffer no Complications from armed opponents.

Krav Maga (Fighting Style)

KRAV MAGA was developed for the needs of the Israeli Defense Force. The IDF needed a method of quickly stopping armed opponents and turning situations in their favor. **KRAV MAGA** favors attacks that debilitate opponents quickly using strikes to vulnerable points and neutralizing their advantages. **KRAV MAGA** centers

around controlling the battlefield, the main purview of a Hitter, so needless to say, it's quite common in the field.

Role: Hitter

Activation: You're making a Fight Action, and your opponent raises the stakes.

Game Effect: Instead of trying to raise the stakes in response to your opponent, you may instead choose to spend a Plot Point. While the fight might not be over, the current assailant is debilitated, on the ground, or otherwise in a world of hurt. You're welcome to escape. Note that the opponent must first raise the stakes in the Fight Action roll in order to use this Fighting Style. If you're facing multiple opponents, you can only debilitate one, but you do open an effective escape route. If you choose not to leave the scene but continue the Fight Action, you must roll your dice to raise the stakes but gain a d6 Asset for the remainder of the Fight Action to represent your advantage.

Let Me Tell You Why You're Gonna Put That Thing Down

Words are more effective a weapon for you a gun is to your opponent. And you're very good at explaining what you're going to do to him if words aren't enough.

Role: Hitter

Activation: Your opposition has a firearm, and you succeed at intimidating him with a Face Action or Facedown.

Effect: If the opposition is using a Complication or Trait against you representing some kind of weapon, make it a D4 for the rest of the scene. Otherwise, the opposition gets a D4, and you gain a D6 **INTIMIDATING** Asset against that opponent.

Like Water

You're aware. You adapt. You move well, and control the situation because of that awareness.

Role: Hitter

Activation: You take a Direction Note.

Effect: When making a Direction Note, you don't suffer the usual D4 added to your roll.

Location, Location, Location

Controlling the environment is essential to a Hitter. Knowing the environment makes things much easier.

Role: Hitter

Activation: You have more familiarity with your current location than your opponent.

Effect: Gain a free D6 Location Asset. You may spend a Plot Point to make it step it up to a D8.

MCMAP (Fighting Style)

The United States Marines developed a complex combination of many martial arts, weapons, and gun use styles to best train their members (called the Marine Corps Martial Arts Program). It focuses on creating tough, versatile fighters that can handle an array of battlefield situations. There's a belt system of achievement, similar to in popularized karate schools. With this Talent, you've trained to a point where you can assess the battlefield, and tackle threats in the best possible way, prioritizing enemies and environmental concerns.

Role: Hitter

Activation: You're taking a Fight Action against multiple opponents.

Game Effect: With the use of a Plot Point, you cannot be ganged up on. The Fight Action only consists of a single roll, using the highest dice in the group, without additional dice added for multiple opponents. If there are four times as many opponents as on your side of the conflict, the Fixer steps the die type up by one, to a maximum of D12.

Obnu Bilate (Fighting Style)

This style evolved from a traditional African art of fighting with large, sword-sized sticks. The style includes a series of grappling techniques and open-handed strikes, but your Hitter specializes in forcing submission with blunt objects. It's a very rare fighting style, said to have died out recently with the death of its creator. But some Hitters can come across teachers, still.

Role: Hitter

Activation: You're taking a Fight Action with a large, blunt weapon.

Game Effect: You must have a large, blunt weapon to use this Fighting Style. A baseball bat or pipe works fine to fulfill this requirement. If you are Taken Down in a Fight Action when you're only facing a single opponent, you can choose to activate this Fighting Style. While you're still unable to swing the scene in your favor, you've also incapacitated your opponent with your sticks. Maybe they're at his neck. Maybe you're both knocked out. Either way, neither side takes the advantage in this situation, and must rely on teammates or circumstance to step in. Spend a Plot Point to similarly incapacitate all opponents.

Parrying Weapons (Weapon Training)

Some weapons are better at stopping others than they are actively hurting their targets. Sai, trashcan lids, chairs and fencing foils are all great objects for stopping others from hitting you. The trick is, get the object in the way of the opponent's weapon. Simple enough?

Role: Hitter

Activation: Fight Action with an appropriate weapon.

Effect: With an appropriate weapon, you are all but immune to other close combat weapons. When facing an armed opponent with a weapon-related Trait rated D10 or higher, the weapon is useless against you. If the weapon is rated D8 or lower, it becomes a D4. If the weapon isn't in the form of a specific Trait, you gain a D6 Asset against your opponent to represent his clumsy stance.



Professional Wrestling (Fighting Style)

No, practitioners don't usually end up dead or hospitalized. Yes, professional wrestlers are good at making things look much more painful than they are. No, it's not science fiction. Yes, it's often considered family entertainment. But your Hitter with a background in PROFESSIONAL WRESTLING has an interesting knack at their disposal. With flashy holds, they can disable an opponent rather quickly, and nonlethally. In fact, in an otherwise deadly close combat, you can use YOUR PROFESSIONAL WRESTLING tactics to turn the tussle around.

Role: Hitter

Activation: You're taking a Fight Action, and your opponent raises the stakes.

Game Effect: Any time your opponent raises the stakes in a Fight Action against a single opponent, take a D4, and add a D8 to your roll. If you use this and it

causes you to Take Down your opponent, they are immobilized as long as you choose to hold them there. However, any Complications that arise from the D8 or D4 count as JUST A PERFORMER, meaning your opponent can take advantage of your nonlethal maneuvers for any further actions. Worse still, if they can tell others about your techniques, they can take advantage of the Complications as well.

Remember that Time in Kosovo?

Some people make lifelong friends in their adventures. Not you, though; you make enemies. The sort of enemies that are obsessed with being the ones to bring you down. So obsessed that they'll even interfere with other enemies' plans, in order to take the glory of your defeat for themselves.

Role: Hitter

Activation: You declare a past feud or rivalry with an Agent or Foil the first time you share a scene with them for this Job.

Effect: Create a D8 Asset regarding an opportunity your rival or enemy just opened up. After this scene, the Fixer gains a D8 Complication regarding this character for the rest of the Job.

Sap Weapons (Weapon Training)

Sap weapons are popular for silent fighters and assassins. A sap is basically anything you can conk your opponent on the back of the head with and hope they fall unconscious. That might be a bag of marbles, a police night stick, a roll of quarters, the butt of a gun, brass knuckles, or the handle of a knife.

Role: Hitter

Activation: Fight Action with an appropriate weapon.

Effect: When in a Fight Action with an appropriate weapon, you can take a D6 NONLETHAL WEAPON Complication. If you do, your opponent is unable to raise the stakes after the first bout of rolls if you've won.

Savate (Fighting Style)

This martial art style was developed by the French; it's a form of graceful kickboxing. Curiously, it's one of the only forms of kickboxing where practitioners typically wear shoes, so it's of particular interest to Hitters in the field. It couples traditional boxing techniques with powerful and rapid kicks, pummeling opponents into submission quickly. SAVATE is a surefire way to take down an opponent with relentless kicks and punches. While it's not as strong as some styles, it's much more reliable in its results.

Role: Hitter

Activation: You're taking a Fight Action.

Game Effect: By stepping back one of your dice you can count the result as two points higher. You can use this as many times as you'd like, in a given roll. For example, a D12 can be stepped back to a D10, with 2 added to the result, a D8 with 4 added to the result or a D6 with 6 added. You cannot step back a die below a D4 in this way. To use this Talent, you must add a D4 to your roll for every step you choose to reduce your dice. So if you reduce your die type from D12 to D6, you add 3D4.

Sumo (Fighting Style)

Sumo is a popular form of Japanese wrestling, made famous by its larger-than-life participants and often cartoonish video game heroes. The sport requires two opponents to face off and push the other guy out of the circle through grabs, slaps and other means. Your character is almost impossible to move unless you want it to happen.

Role: Hitter

Activation: You're taking a Fight Action.

Game Effect: Even if you're ganged up on, your Hitter is unmovable. Without an Extraordinary Success, the Fixer can take no actions that move your character from his standing position. In fact, if an opponent tries to move your Hitter as a condition of victory in a Fight Action, you can immediately add a D8 to your result, which may turn the tables (i.e. making it so your opponent failed to raise the stakes).

Swinging Weapons (Weapon Training)

You're good with weapons that are at least two feet long, weigh a few pounds, and carry lots of momentum. Swords, pipes, baseball bats, fire axes, even broom handles, these things are excellent tools in your hands. You're an expert at taking advantage of their reach, keeping opponents at a distance.

Role: Hitter

Activation: Fight Action with an appropriate weapon.

Effect: When you fight an unarmed opponent with an appropriate weapon, you gain a D6 Asset for the duration of the Fight Action. If they're armed with a weapon smaller than yours, they can't bring in any weapon-related Traits for the Fight Action.

Thrusting Weapons (Weapon Training)

Thrusting weapons, such as a spear, many knives, an improvised battering ram, or even a mop if properly wielded, are great at hammering foes and ending a fight quickly. However, they leave you open to attacks from the side. Anyone that dodges your weapon can move in and nail you while you're focused on your thrust. It's an effective style of fighting. It's why most militaries in history used spears. On the other hand, it's why most elite soldiers used swords.

Role: Hitter

Activation: Fight Action with an appropriate weapon.

Effect: When you thrust your weapon with this Weapon Training Talent, you can choose to add between one and three D8s to your roll. You don't get to include any additional dice in your result. For every one you add, your opposition gets a D6 OPEN FLANKS Complication that they can use against you immediately.

Tripping Weapons (Weapon Training)

You're good at tripping opponents with various weapons. You can use any large blunt or flexible weapon for this purpose. Chains, pipes, staffs, these are all valid choices for tripping. It's a simple technique to understand: Hit your opponent's leg. Follow through. Watch them fall to the ground. An opponent on the ground is much easier to fight. The more they do from the ground, the better off you are.

Role: Hitter

Activation: Fight Action with an appropriate weapon.

Effect: If the Fixer gives you an Opportunity in the Fight Action, you can add a D6 Asset to your dice pool for the remainder of the Fight Action to represent tripping up your opponent. You can keep adding D6

Assets this way even in the same Fight Action or step up previously gained Assets.

They Just Don't Make 'Em Like They Used To

Most Hitters are very good at breaking people. You're also very good at breaking things. If there's a weak point in something, you're there to exploit it.

Role: Hitter

Activation: You attempt to break something as part of an action.

Effect: Gain an additional D8 on the roll, or break it automatically and pick up a D6 Complication relating to the fallout (Fixer's choice).

Walking Arsenal

Do you know what a kusari-gama is? No? Well, your Hitter does. If it exists, and it was designed to cause bodily harm to another human being, your Hitter knows what it is, how to use it, and exactly when it's useful. Most warriors don't know as much as you've forgotten. Which is wonderful, because often, when it really matters, you remember more than they know.

Role: Hitter

Activation: Any time you're in a Fight Action, you can spend a Plot Point, and tell a quick flashback story about when you learned the weapon training you wish to exhibit.

Effect: Choose a Weapon Training Talent you do not have. For the remainder of the Job, you have that Talent available. If you choose to develop the Talent permanently, it costs 2 Jobs from your Record, instead of the normal 4 to buy a Talent.

A Dozen Hitters

Hitters are a varied bunch. Some are former military specialists, others just like to rough people up for a good cause. To avoid the “same thug with a different name” problem, we’ve provided you with a list of readymade Hitters. Use them as Crewmembers or as Foils, as you like.

Note that Weapon Training refers to the Weapon Training Talents on page 42.



**Angela Kerrigan,
Assault Survivor**

Angela was a temp at a law firm. On her way home from work, she was jumped, mugged, and beaten up pretty badly. She tried to return to her job once she got out of the hospital, and her boss laughed at her. He said Kerrigan should have been carrying a concealed firearm. That she should have taken self-defense classes. That she was asking for it. Then she pushed over his water cooler and left.

That caused Angela to get blacklisted from the temp agency. But she realized that day that the entitled, privileged jerks have too much sway in the world. Angela wasn't going to be pushed around anymore. No, she was going to give the underdogs, underdogs like she was, their fair chances. Today, she uses her knowledge of the corporate world to infiltrate and monkey wrench herself into positions where she can put a swift heel into the faces of those very jerks.

Attributes: AGILITY D8, ALERTNESS D6, INTELLIGENCE D8, STRENGTH D8, VITALITY D8, WILLPOWER D10

Roles: GRIFTER D8 (DETECTING DECEPTION), HACKER D6 (CORPORATE ESPIONAGE), HITTER D10, MASTERMIND D4, THIEF D4

Distinctions: FED UP, DIVERSELY QUALIFIED, INGRATIATING

Talents: TACTICAL EYE, LET ME TELL YOU WHY YOU'RE GONNA PUT THAT THING DOWN

Signature Assets: HYUNDAI SONATA D6: This was the first car she financed and purchased on her own. She just finished with the loan payments. It's reliable, zippy, and a sexy, gunmetal gray.



Ted Lindsay, Bully Cop

Ted was on television! No. Really. He was on television for beating an innocent man back when he was on the force. While a lot of guys get off with suspension and a slap on the wrist, he was shamed out. To be fair, Lindsay had it coming. This whole thing stemmed from a bad marriage, a rough family life, and money problems. He took that stress out on a perp and went too far.

But that gave Ted some clarity. He came to realize that police work is just red tape wrapped so heavily around Lady Justice that you couldn't see her if you tried. And the real criminals aren't on the streets; they're in condos. Now he's putting all that police training to good use, punishing the people that really cause the problems in the world.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D8, STRENGTH D10, VITALITY D6, WILLPOWER D6

Roles: GRIFTER D6 (LEGAL MUMBO JUMBO), HACKER D4, HITTER D10, MASTERMIND D4 (PUTTING UP WITH RIDICULE), THIEF D8

Distinctions: FRIENDS ON THE FORCE, SHORT-FUSED, NOTHING TO LOSE

Talents: ONLY SUCKERS FIGHT FAIR, I'LL BE TAKING THAT

Signature Assets: BACHELOR PAD D6: He bought this little condo on the south side with his sacked pension money. No mortgage payments, no family, and since it's in a crappy part of town, no unwanted attention. It's the perfect place for the Crew to stage a Job.



Damian Connors, Former Commando

Damian was over in Rwanda for a short tour, until he broke an arm fending off a cartel for the UN. He was still able to fight, but the UN's doctors called him a liability. After about three years of physical therapy, they still refused to reinstate him. Damian wasn't willing to just rest on his laurels. Grandma always said that idle hands did the devil's work.

He tried the police, the National Guard. Nobody was doing real work; everyone wanted paperwork and training, paperwork and training. He did a couple of Jobs on his own, shaking down dealers and whatever. It was better than nothing. This was, at least, until Damian met his Crew.

Attributes: AGILITY D8, ALERTNESS D8, INTELLIGENCE D6, STRENGTH D10, VITALITY D8, WILLPOWER D8

Roles: GRIFTER D4, HACKER D4, HITTER D10 (PURSUIT), MASTERMIND D6 (SIZING UP THE THREAT), THIEF D8

Distinctions: ALWAYS MOVING, NO-NONSENSE, SEEN IT ALL

Talents: REMEMBER THAT TIME IN RWANDA?, HAWKEYE

Signature Assets: SERVICE RIFLE D6: It's an assault rifle. He hates using it on civilians, but it can sure cause a panic and distraction when he whips it out. And sometimes, when a car just needs to be... disabled, there's no better tool for the job.



David Lewis, Martial Arts Enthusiast

David was a nerdy little kid, a pansy, a rube. He struggled to find his place in the world, and all the other kids decided that place involved his face smashed against concrete. He didn't know what to do about it. Lewis' parents told him to turn the other cheek, so he did. They smashed that cheek into the concrete. Then his life changed when he saw *Enter the Dragon*. Bruce Lee's confidence and poise kept everyone shaking. He had to be like that. So David trained, and surprised himself. He was a quick study, and in no time the other kids learned not to mess with him.

Not long after he left home to go to college, he saw an elderly woman being robbed. David stepped in, risking himself so that another person wouldn't have to meet

concrete. That's when realized his skills were just too good to keep to himself, that others deserved to benefit from the fruits of his labor.

Attributes: AGILITY D8, ALERTNESS D8, INTELLIGENCE D6, STRENGTH D10, VITALITY D10, WILLPOWER D6

Roles: GRIFTER D6 (SHOWY MARTIAL ARTS STUNTS), HACKER D8, HITTER D10 (FIGHTING AGAINST GROUPS), MASTERMIND D4, THIEF D4

Distinctions: CHAMPION OF THE UNDERDOGS, MOVIE BUFF, OVERLY OPTIMISTIC

Talents: 37TH DEGREE BLACK BELT, YADDA YADDA, BADASS

Signature Assets: VHS COPY OF ENTER THE DRAGON D6: While it doesn't beat up bad guys for him, and he's even taped it back together after it's fallen apart, when he watches it, he remembers that first moment of confidence when he realized he could be like Bruce.



**Matthew Secoy,
Professional Wrestler**

Matthew grew up during Hulkamania. He loved every second of wrestling, watching it with his father like it was a religion. As he grew up, Secoy studied the theatrics, moves, and politics of it all. His parents laughed when he said he wanted to wrestle professionally. That didn't stop him from going for his dream. Then steroids came into play. You were being pressured to perform, and hey, everyone does the junk, right? The difference was that he got caught. He hadn't hit the big time yet, just a couple of fights against the stars, not enough to be a household name.

Maybe that was for the better. Matthew's parents didn't even know he left the ring. By that point, he was so doped up he couldn't stop. He turned to beating up dealers, until one shot him and put him in the hospital. Ironically, that was the first time he made the news. "Matt Secoy, Washed Up Junkie Wrestler Gets Shot By Dealer," the papers said. He knew you had to turn his life around. That's when Secoy met his Crew.

Attributes: AGILITY D8, ALERTNESS D8, INTELLIGENCE D6, STRENGTH D10, VITALITY D10, WILLPOWER D6

Roles: GRIFTER D6, HACKER D4, HITTER D10 (THE SECOY SCREWDRIVER), MASTERMIND D4, THIEF D8 (ROPE WORK)

Distinctions: GOOGLE THE NAME, MAN!, MASTER SHOWMAN, WAXING HEROIC

Talents: HAYMAKER, PROFESSIONAL WRESTLING (FIGHTING STYLE)

Signature Assets: YOUR OLD HEAVYWEIGHT BELT D6: Whole heck of a lot of good it did you, right? Now, it's a conversation piece. When someone walks into your office and sees it, you have an instant icebreaker.

Stevo thought he was an activist. He went to rallies. He listened to punk rock. That was going to save the world, right? He stole from big box stores, because they could afford the loss, right? He was building a rap sheet and making enemies. All the things Kennedy did to “change the world” were just making him look like a jerk and a thug.

When he and his friend Leroy were leaving a movie with one night, very drunk, a bunch of skinheads jumped out from an alley and pummeled the two of you. Now Leroy can't breathe without a machine. When Stevo recovered, his eyes were open. Leroy was beaten because Stevo was focused on corporation and rightwing politicians, not the world right in front of his face. Never again. Now he's a street soldier, sporting a mohawk and boots that are only good for waffle-making and kicking through shins.

Attributes: AGILITY D8, ALERTNESS D6, INTELLIGENCE D8, STRENGTH D10, VITALITY D8, WILLPOWER D8

Roles: GRIFTER D6 (SPEWING POLITICAL RHETORIC), HACKER D4, HITTER D10, MASTERMIND D4, THIEF D8 (EYE ON THE EXITS)

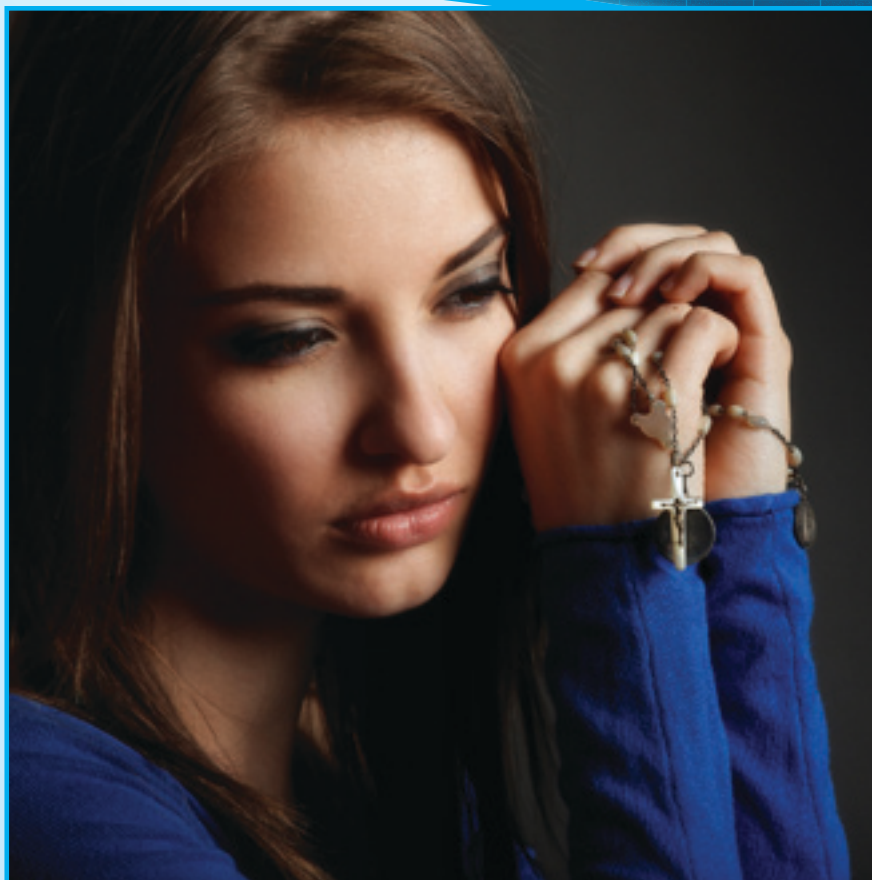
Distinctions: EXPERT ON COUNTERCULTURE, SURVIVOR'S GUILT, UNPREDICTABLE

Talents: EVERYTHING IS A WEAPON, BARROOM BRAWLING (FIGHTING STYLE)

Signature Assets: MOHAWK D6: Some people are intimidated by it, some disgusted by it, some strangely attracted by it. For that reason, he calls it your omni-tool.



Stevo Kennedy, Punk



Maria Rodriguez, Reformed Gang Banger

Maria grew up in South Central Los Angeles. She's seen everything. Her next-door neighbors got shot for dealing cocaine. Her mother's doing time for stabbing her father. Her brother's locked up for a crime the neighborhood knows he didn't commit. Rodriguez wasn't going to let herself be another victim. In high school, she joined a gang. She did all sorts of terrible things, in the name of protecting her community. Anyone in her way got their heads kicked in.

At 19, she got picked up for murder, but got off with a technicality when a juror disappeared, and the replacement refused to pass judgment. This gave Maria second thoughts. She got out, and realized one of her gang killed an innocent man to save her from the consequences of your crimes. She took what little money she saved up and left LA, hoping to never see her "old friends" again. During the day, she teaches some classes on gangs and acts as an expert witness in a the

occasional trial. At night, she works to stop the cycle of violence. These people, people just like she was, don't listen to authority. They listen to violence. Convenient, since you know how to bring it.

Attributes: AGILITY D10, ALERTNESS D6, INTELLIGENCE D6, STRENGTH D10, VITALITY D8, WILLPOWER D8

Roles: GRIFTER D4, HACKER D4, HITTER D10 (ON THE STREETS), MASTERMIND D6, THIEF D8 (GETTING LOST IN CROWDS)

Distinctions: HARDENED, OUT OF THE LIFE, SYMPATHETIC TO GANG YOUTH

Talents: KILLING YOU ISN'T THE WORST THING I COULD DO, FEARED ON THE STREETS

Signature Assets: ROSARY D6: Her grandmother gave you this rosary. When she holds it, she thinks of her. It reminds her that not everyone is a criminal, not everyone is out to get you. It brings her confidence in adversity.



**Caitlyn Byrne,
Reformed IRA Member**

Caitlyn's the oldest member of her Crew. She's reminded every time they talk about terrorism and current affairs. They talk as if these things are happening millions of miles away, and never happen to real people. That's when she shows them her scars. They shut up.

She was in the Provisional IRA. Times were different, and she didn't understand the conflict. Nobody really did. Either way, she fought for good reasons, if the methods were a bit extreme sometimes. She never talks about the specifics, though Everyone knows she carries darkness with her, but they don't ask questions. She's fighting the good fight. She's not hurting anyone too badly. That's what's important.

Attributes: AGILITY D10, ALERTNESS D10, INTELLIGENCE D6, STRENGTH D8, VITALITY D8, WILLPOWER D6

Roles: GRIFTER D4, HACKER D6, HITTER D10 (RIGGING EXPLOSIVES), MASTERMIND D8 (FINDING WEAKNESS), THIEF D4

Distinctions: DAUNTING LIFE EXPERIENCE, NEVER AFRAID, LUCKY AT CARDS

Talents: KE-MO SAH-BEE, REMEMBER THAT TIME IN DUBLIN?

Signature Assets: STORIES D6 While she never goes into gory details, she has an anecdote for every occasion. She don't even mean to be inspirational and insightful, but she is all the same.



Tony Lacovido, Short Guy

Tony's a terrible stereotype, the short guy with a short fuse about it. He's not *that* short, but he won't believe it if you told him. Everyone knows his reputation; if someone says short, tiny, small, abbreviated, wee, petite, Lacovido will start a fight over it. He's spent more than a few nights in jail thanks to his temper. But that made him tough.

Tony was content working crap factory jobs and roughing up anyone that gave him a hard time. But then his Crew found him, and gave him purpose. He's got a noble heart, if a surly one.

Attributes: AGILITY D8, ALERTNESS D6, INTELLIGENCE D6, STRENGTH D10, VITALITY D10, WILLPOWER D8

Roles: GRIFTERD4(OVERHEARING CONVERSATIONS), HACKER D4, HITTER D10 (OVERWHELMING ODDS), MASTERMIND D6, THIEF D8

Distinctions: UNASSUMING AND OVERESTIMATED, SHORT FUSE, GOOD WITH HIS HANDS

Talents: BADASS, ONLY SUCKERS FIGHT FAIR

Signature Assets: THE BAR ON THE CORNER D6: Two things happen in bars, drinking and fighting. Tony's proficient with both, and he loves to swing the home court advantage when he can. This bar's changed ownership and names too many times to count, but he's been a regular for years.



Sarah “Bear Trap” Stevens, Survivalist

Sarah grew up in the back woods of Tennessee. She didn’t see a lot of the world, but did learn the land well. Raised a tomboy, her father taught her to fish, hunt, trap, race cars, and do all the things he’d have taught a son if he had one. In Stevens’ teen years, her family was targeted by the federal authorities. Apparently Dad owned a lot of unlicensed guns, and they were afraid he was stockpiling for an anti-government militia.

She was shuffled off to foster care in the big city. It wasn’t her thing, but she adapted. After all, that’s what being a survivalist is all about, isn’t it? She did well in school, and worked her way into a job for the Department of Homeland Security. She only did it so she could look into why Dad was

imprisoned, and found out it was just a lone agent on a crusade to get a promotion. That promotion ruined Sarah’s life, so she ruined his. Now, she’s devoted to stopping those that would put a promotion before a family.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D6, STRENGTH D8, VITALITY D10, WILLPOWER D6

Roles: GRIFTER D4, HACKER D6, HITTER D10 (ALWAYS ARMED), MASTERMIND D4 (MAKING TRAPS), THIEF D8

Distinctions: TOMBOY, MASTER HUNTER, SOLDIER’S INSTINCTS

Talents: HAWKEYE, FEARED BY THE GOVERNMENT

Signature Assets: FBI FILE D6: She’s not well liked by the federal authorities. While her file could get her imprisoned if the police confronts her, no cop in their right mind will stand her down. FBI agents familiar with her reputation (Bear Trap Stevens) will call for backup and refuse to engage.



Erica Martinez, Women's Self-Defense Coach

Erica's educated. She's bright. Until recently, she had no idea what to do with these things. That was, until she got into a fight. It wasn't anything serious, really. Her boyfriend was sleeping around, his other girl decided to jump Martinez, pull her hair, the whole daytime television nine yards.

She loved it. It enervated and inspired her. All your college education meant nothing. Pre-med went out the door. You wanted to kick ass. Erica ran around a little on the MMA circuit, but got kicked out because in the ring, she loses all sense of rules and safety. There were some unlicensed fights for cash, but no one wants to talk about those. Then she started running self-defense classes for women, until she saw a student getting roughed up by her boyfriend. Erica stepped in, and got tacked with a silly excessive force charge. After losing her license indefinitely, a friend gave her a chance in the Crew.

Attributes: AGILITY D6, ALERTNESS D8, INTELLIGENCE D10, STRENGTH D10, VITALITY D6, WILLPOWER D8

Roles: GRIFTER D8, HACKER D4 (FINDING TROUBLE), HITTER D10 (ADRENALINE RUSH), MASTERMIND D4, THIEF D6

Distinctions: WELL-READ, COOL AS A CUCUMBER, UNDERESTIMATED

Talents: JENNY ON THE SPOT, I CAN KILL YOU WITH MY MIND

Signature Assets: PERSONAL ATTACK ALARM D6: Erica keeps a few of these. She always has one on her person. She figures, if she can scare the opponent away, that's less chance she has of getting incarcerated for breaking bones.



Ashley Williams, Wrongly Incarcerated Con

Ashley was a tax accountant. The height of excitement. Then it turned out one of her clients was Antonio Badacelli, head of the Badacelli crime family. She knew she was doing creative accounting. He mostly dealt in large quantities of small bills; you didn't really have much choice. But Williams didn't know she was aiding and abetting a loan shark and extortionist. At least, she didn't know until he was arrested on RICO predicates and she was locked away for your unknowing accomplice bit. The funny thing was, he walked off scott-free. (Actually, that's not very funny.)

You did five years in federal prison. It hardened you. It taught you how to fight. Now you're out, the Badacelli family is going down.

Attributes: AGILITY D8, ALERTNESS D6, INTELLIGENCE D10, STRENGTH D8, VITALITY D8, WILLPOWER D8

Roles: GRIFTER D4, HACKER D8 (DIGGING DIRT), HITTER D10 (DIRTY FIGHTING), MASTERMIND D6, THIEF D4

Distinctions: NERDY, NAIVE, DRIVEN

Talents: I CAN KILL YOU WITH MY MIND, I'LL BE TAKING THAT

Signature Assets: CALCULATOR D6: Erica's always been into numbers. Her calculator is top-of-the line, and a security blanket of sorts. She's of a mind that, if you can understand the numbers of a situation, you never have to worry.

The Takedown: Master Class

We've covered the basics. Now, we're jumping right into the meat of the job. You're going to learn how separate yourself from the average, run-of-the-mill Hitter. Sure, you've got your rules from earlier. What if you're facing up against someone that follows them? Well, then you've got to go above and beyond the call of duty, and just kick more butt.

First, we'll talk a little about choreography. That's the little bits, the stuff where we look at every specific movement. In a fight, you're really moving all over the place, doing many things at once. After that we'll go on a crash course on weapons. We'll talk about the psychological aspect of the Hitter gig. Then, we'll talk about handling a whole lot of people at once. Then, just maybe, you'll be ready to win.

Fight Scene Choreography: Direction Notes

You're staring down five guys. The guy on the far right twitches his brow; you know he's moving forward. You step to the side, away from him so he'd miss. That opened up a good shot to his buddy on the far left. You tense your shoulders to increase momentum as you thrust a fist into his stomach. The middle guy moves in. You lift a knee into his stomach. He bends over groaning, blocking the second man's inevitable attack.

In one second of a fight, a lot of things can happen. There's about two hundred major spots on the body that can move. And that's just thinking about one person. Every person adds another two hundred. Then there's all the environmental issues. The weather. The surroundings. Everything.

You could write pages just on one second of a fight. Or, you could realize that some important things are

happening, some things are less important. The devil's in the details. Those details can make or break your fight. The trick is to focus on what's important, what actually matters in the scheme of things, and what things can be manipulated.

Choreography and description can fall by the wayside because of the abstract nature of the rules. It doesn't really matter what's going on, because the dice resolve everything using sweeping generalizations. One roll tells you who ends the fight standing, and the in-between be damned. If you want the description to have more of an influence on the game overall, try Direction Notes.

A Direction Note is when you describe your Crewmember doing particularly interesting and risky. "I jump over Don Marcus, pushing him down and making his face land in the wedding cake, and I pull his underwear up from behind" is a Direction Note. The downside is that you'll add a D4 to your roll, giving greater chance of Complication. The upside is that Direction Notes can't be reversed unless you say so, even if you fail against your opponent.

This takes some compromise on part of both you and the Fixer. You can't say, "I win"—that's still for the Fight Action to determine. But you can make statements that could be true no matter who will win the Fight Action.

"My Hitter stays standing throughout the fight" is a valid Direction Note. The Fixer might still win and have you tied up. Generally, a Direction Note lets your Hitter be cool, in the way you want, even in the face of defeat.



If you want a Direction Note to instead control the actions of an Extra, the Fixer gets to step up one of their dice. “Mongo misses with one of his punches, and puts his fist through a television set; electrocuting him and making him look like a buffoon.”

Getting Creative with Guns

You’ll notice that none of the Weapon Training and Fighting Style Talents above featured gun use. This is intentional. Hitters in *LEVERAGE* don’t kill people; they’re the good guys. Listing a bunch of ways to shoot people would be contrary to that. However, criminals use guns. Villains use them. A good Hitter can take a gun away from a criminal and use it to their advantage. Using the *I’LL BE TAKING THAT* Talent, you can snatch

a gun and turn it. You don’t have to use the gun to kill your opponents in order to take an advantage. The following Weapon Training traits reflect your ability to use a gun in nonlethal ways. You can also use the *SAP WEAPONS* trait to reflect the time-honored tradition of pistol-whipping with the butt of the gun.

The Fixer determines the Asset level for the gun you’re using. A good rule of thumb: D6 Small Handgun, D8 Large Handgun or Rifle, D10 Shotgun, Submachine gun or other particularly fearsome weapon. Below are a couple of Talents you could use, if you want your Hitter to specialize in nonlethal gun use, or if you wish your Hitter to commit to particularly dramatic and lethal gun use.

Good Guys Don't Use Guns

That's right. It's been made abundantly clear. But sometimes, game rules can help dictate ideas like this in a way that the occasional moral note cannot. If your players insist on using guns to kill their opponents wantonly, use the game's inherent system to enforce this fact in addition to the authorities and legal system. Give good guy gun users a Complication. There's almost never a situation where there's not an appropriate Complication for using a firearm. Suggested Complications are, **LOUD**, **CROWDED**, **BYSTANDERS**, **SENSITIVE EQUIPMENT**, **GAUCHE AND OFFENSIVE**. You should opt to not do this if the Hitter is using a gun creatively, as per this section's Weapon Training traits.

Another option to use when lethal the Hitter's player is clearly choosing force is to have him roll a **D4** in their action in addition to their other dice. This increases the chance of a Complication, which can be something like **SWAT TEAM OF CAUGHT ON FILM**; something that hits those consequences.

Good Guys Use Guns

On the other hand, sometimes the good guys *do* use guns. Sometimes a situation is otherwise hopeless, and debate and nuance are out of the question. Eliot exhibited this during *The Big Bang Job* with great effect.

If you want your Hitter to resort to guns, and bring down the bad guys in a very final way, there are a few optional methods you can use to add gravity to their inclusion.

First, never make gun use the first option. In fact, it should be rare. *The Big Bang Job* was right at the end of the third season of **LEVERAGE**, and Eliot's first serious gunfight. If you go through numerous Jobs without killing, when you get to that point, it becomes a more powerful gesture.

Second, the Fixer should ask three questions about why you're opting to use guns. For example, "Why not sneak up and sap them?" This isn't to prevent you from using the gun, it's instead to challenge you and add to the scene. You might say, "Because the lighting

makes sneaking impossible." Use this opportunity as a player to build on the environment, and show the rest of the Crew why your decision matters.

Third and finally, offer a Plot Point to another player, in exchange for their cooperation in making their Crewmember resent your Crewmember's choice. They gain a **D8** Complication later in the Job, because of their conflict with your choice.

Born to Kill (Weapon Training)

Your history is one of turmoil and conflict. You've seen the dark side of war and violence too many times to count. While this has left a dark side in your temperament, the upside is that you're very good at being the last person standing. When the chips are on the table, you will emerge victorious. One moment, you're the calm center of the world. The next, you've exploded into a hail of bullets, killing everything that stands in your way. This will inevitably turn the tide of your personal relationships when the news of your 'exploits' gets out.

Role: Hitter

Activation: Fight Action with a gun, against multiple opponents.

Effect: When facing down multiple opponents, and using a gun, you may spend one Job from your Record to activate this Talent. If you declare use of this Talent and win the Fight Action, all your opponents end up dead.

Even if you don't possess this Talent, you may activate it by spending two Jobs. Make the Fight Action as normal, including additional dice for facing multiple enemies. After the roll, you may add any number of **D12**s to your roll, effectively escalating your involvement in the gunfight. For each die you choose to take, give a **D8** **UPSET** Complication to one of your Crew members that the Fixer may call on during any Action where their relationship to you matters.

Crowd Control (Weapon Training)

You're good at firing a lot of shots, not hitting anyone, but then convincing everyone in the room that the next shot might hit them. This is a technique usually used by bank robbers and other unsavory types, but it's effective, and that's why it's used.

Role: Hitter

Activation: Fight Action with an appropriate automatic or semiautomatic weapon for which you have an Asset.

Effect: You fire off a few shots. Any Extra whose die rating is equal to or less than the rating of your gun Asset obeys you and does not attack. This won't make them do anything suicidal, but they're likely to listen to whatever you say within reason.

Trick Shot (Weapon Training)

You're great with a gun. You're particularly good at making things happen with a gun that don't involve people bleeding out and dying. You can shoot weapons from your enemies' hands, you can make lighting fixtures go out, you can do all manner of cinematic and impressive things with a shot. Most importantly, people become very afraid when you hit a dime on the wall. They realize that you could probably shoot their eyes out before they even think about moving against you.

Role: Hitter

Activation: Fight Action with an appropriate automatic or semiautomatic weapon for which you have an Asset.

Effect: You make people shaky. Spend a Plot Point, and describe a particularly cinematic trick shot. You can choose to apply a Complication of your choice to any witnesses, with a rating equal to your gun's Asset rating.

Facedown Actions

The best fight is the one that doesn't happen. These are the situations that don't get talked about much. Truly controlling a fight means not letting it happen in the first place. And that's all about the facedown.

The facedown is when you lay it all on the line. You present your case, just like you would in a courtroom. Except, your case is made up with weapons, bluffs, reputation, friends, attitude, and anything else you can bring. If you do it right, the other side backs down. With a bit of bravado and gloating, the Hitter can neutralize most threats without resorting to violence.

A Facedown Action is like a Timed Action in that it is measured in beats. There are four separate rolls made throughout the Facedown Action, one for each beat.

Only Complications that relate to the specifics of each beat apply to that beat. For example, when comparing numbers of participants, the **IN A PUBLIC PLACE** Complication wouldn't apply, but the **FRIENDS ON SPEAKERPHONE** Asset would. Each beat should allow for some banter and backtalk. Don't let it take too long, just a sentence or two for each side is fine.

- 1) The first beat is Posturing. This generally consists of banter and idle threats between the two groups. This stage's roll is just **STRENGTH + HITTER**. As with a normal Fight Action, remember to add Distinctions, Assets, and any other dice.
- 2) The second beat is Population. Here, the two groups compare their numbers. A bigger group has some advantage in a facedown. This beat's roll is **STRENGTH + HITTER**, but the larger group gets an additional **D6**. If the group is twice the size of the smaller group, it becomes a **D8**. If the group is three times larger, it becomes a **D10**. If a lone participant stands against a group, they receive a **D6 OUTNUMBERED** Complication as well.



- 3) The third beat is Reputation. If the Hitter has a Distinction that might apply to intimidate the opposition, the Hitter gets a D10 on the roll instead of the usual D8. If the Hitter has a Complication that applies to their fighting ability, the opposition can take advantage of it.
- 4) The fourth stage is Skill. If the Hitter has a Specialty that might intimidate the opposition, the Hitter gets a D8 to the roll instead of the usual D6. If the Hitter has a Complication relating to an inadequacy in skill, the opposition can take advantage of it.

If the Crewmember wins three or more beats, the Fixer can either just say they've won without pulling out the dice for a Fight Action, or give the Crewmember a D10 Asset for that Fight Action. If the Fixer goes with the former, the Crewmember gets what he came for without the risk of direct violence.

If the opposition wins, the Fixer gains a D10 EMPOWERED Complication (or something similar) for the remainder of the Job, or until they're demoralized

somehow (like being taken down by a Crewmember). The Fixer should play them up with more fervor and confidence. After all, they believe they're the greater force. The Crewmember may avoid the Complication by simply giving in to the opposition's demands.

If the Facedown Action ends with no one having three successes, neither side gave a clear edge to the other. Proceed to the Fight Action!

Mob Fight Actions

In most fights, you can look your enemy in the eyes. Sure, there are minions and bystanders, but you know your opponent. Sometimes, the situation is so tense and there are so many combatants that you just can't hope to keep up. It's a free-for-all. It's a Mob Fight Action.

Have you ever had a Job going good, and then your Mark calls the police and they send in a SWAT team? That's one example of a mob fight. Have you ever had to convince a biker gang that a security firm's office needed ransacking? That's a mob fight.

This kind of fight isn't a lot different than any other. It's just bigger. You still have two sides. You still have a battlefield full of variables. You still have different levels of skill and discipline on either side. The only real differences are the scale and the level of control. Nobody can really control that kind of crowd. At best, you can guide them.

A Mob Fight Action can be used any time a large group is going against another. Each side will be using a small handful of dice, and it's resolved with one roll. But instead of each side just gathering their dice quickly, Beats are exchanged, where dice are gathered a couple at a time. Each time, the fight is further described.

Talk about the two forces facing off before the fight, staring each other down and taunting. Describe how the groups are fighting, dependent on the factor you're currently debating. Are the defenders a smaller, less-armed underdog force fighting survival on their home turf, which they've trapped to cripple their enemies? Are the groups similarly matched, but dissimilarly motivated?

Gathering Mob Fight Dice

First, choose a leader for each side. The leader contributes two dice. They can be Attribute, Role, Assets, Distinctions, anything. Often, it'll be Attribute and Role for the Hitter. Most importantly, describe where each die comes from. Since the leaders in question won't be using their full allotment of dice in this situation, it's important to describe how the leader's contributions matter.

Second, compare the number of participants. Both sides start with a base D6, assuming both sides are equal. A slightly larger force gets a D8 instead. If the force is twice the size of the opposition, it gets a D10. If it's three times, it gets a D12. Four times or more adds a D4 to the smaller force's roll.

Third, compare equipment. This is subjective, but should be easy to agree upon. An armed SWAT team is better equipped than the local Teamsters Union, most likely. Both sides start with a D6. This assumes equality. If one side of the conflict has a clear advantage in equipment, it gets a D8. If the advantage is massive, such as guns against people armed with baseball bats, the die steps up to D10. If the difference means one side has almost no chance, such as a tank against unarmed civilians, it steps up to D12. Any time an unarmed force is up against an armed force, the unarmed force gets a D4.

Fourth, compare motivation. This is generally a place for the Hitter's team to shine. This part depends on what needs (according to Maslow) are being fulfilled by each side. Again, both sides start at a base D6. If a side is fulfilling esteem needs, like a job promotion, it starts at D6. Usually people won't fight for less. If a side is fighting for belonging needs, like a sense of nationalism, they get a D8. If a side is fighting for safety, they get a D10. If they're fighting for survival, to protect themselves and their families, they get a D12. Consider that the equipment above factors in. If only one side brings guns to the fight, the other is then suddenly motivated by survival.

Fifth, compare environment. Again, the base die is a D6. If one side has an advantage, such as fighting against opponents downhill, they get a D8. If there's a home turf advantage, this steps up to D10. If one side had a chance to prepare, and set traps and diversions, they can use a D12. If either side is in a completely unknown place, they get a D4.

Both sides should have six or more dice at this point, depending on the D4s accumulated. Unlike with a normal roll, two Plot Points can be spent to count in additional dice beyond the highest two.

Upon victory, resolve the way you would a normal Fight Action. Remember though that the groups are in question, not just the leaders. So everyone involved should get some say in what happens here. Particularly so if some of the characters were fighting for their lives.



The Thief



THE THIEF

More than anything else, stealing stuff requires incredible flexibility. A good Thief has to have a body flexible enough to fit in the most uncomfortable places, a mind flexible enough to solve incredibly difficult, unforeseen problems, and plans flexible enough to handle whatever security measures, angry guards, and awkward situations the Job throws at them.

Oh, and it really helps if you have a flexible moral code, too. Though, if you're working with a Crew, it doesn't require quite as much moral flexibility as stealing from hard-working folks. After all, when you're stealing for a cause, everyone ends up with what they deserve in the end, and that feels good. Like, really, *really* good.

(Especially when you end up with what you deserve: a nice stash for your safe house and a chance to use your new rappelling gear.)

Thieving 101: Breaking Into The Business

Before you decide to give up the straight and narrow, you have to ask yourself one thing: are you really that flexible? Do you think you're ready to take on lasers, magnetic locks, safes, trap doors, air ducts, retina scanners, and nosy neighbors? If you really want to know whether you've got what it takes to become a world-class Thief, look no further.

What's in this Chapter

To save you from sneaking aimlessly through this chapter looking for headers, we thought we'd just summarize the contents in a handy sidebar. Like this!

Thieving 101: Who becomes a Thief and why, which skills you already have that are handy in your new career, how to make a name for yourself, and how to find a Crew.

Thieves Through History: These are some of the greatest heists of all time: art theft, diamond heists, bank robbery, you name it: millions of dollars in contraband, and how they almost pulled it off. And, of course, what they did wrong. Never bring a sandwich to a jewel heist!

New Thief Talents: The best and most unique ways to get the job done. These are New Talents for recruiting new Thieves and for upgrading old ones.

A Dozen Thieves: By way of example, here are twelve great concepts for your life of crime. Use them as Crew or let the Fixer challenge you with them.

The Score: Master Class: When you're ready you'll find everything a Thief needs in their toolbox, what to expect from secure locations and security systems, as well as cool places to break into and cool stuff to swipe.

What Kind Of Person Becomes A Thief?

Not every Thief comes from a foster home, or turns to a life of crime out of tragedy. Some people become Thieves out of boredom, looking for something exciting and challenging in a world of dull routine. Some Thieves do it because stealing is easier than working a nine-to-five job.

Who you really are, and why you chose this particular career, can really affect the kind of skills and techniques you use to get your hands on the take. Someone who

turned to crime out of necessity would probably be better at pickpocketing and boosting cars than they would be at stealing art from a museum. Likewise, a Thief who was trained to pick up information for the CIA might not know the first thing about robbing a bank. And a tomb-raiding archaeologist could dodge spear traps with ease, but have trouble getting sensitive information downloaded onto their thumb drive before the CEO comes back.

If you always start with who you are, it's much easier to figure out what your specialties and weaknesses are—and that makes it easier to choose Talents.

Why Theft?

It takes a special kind of person to be a really good Thief. Physically, it requires a lot of running, climbing, crawling, and jumping—so if you're good at that stuff, you've already got a foot in the door. If you're someone

who already has a leg up on access to valuables, even better! Working in museums, auction houses, car dealerships, banks, or storage facilities makes for obvious temptation, but working with trade secrets in a big corporation or for a foreign consulate makes sense too.

Not everything that can be stolen is sparkly, big, fast, or old: some of the most expensive, notorious thefts in the world have involved the target getting slipped on to tiny little thumb drives. You don't even need to *take* that kind of target in order to steal it—all you have to do is duplicate it. Talk about leaving no evidence!

Of course, not every athletic museum curator decides to turn to a life of crime (how boring). Most people tend to stay straight, which means that they need a reason to decide to steal stuff. Not that reasons are in short supply. Some people love the adrenaline





rush of reaching for a diamond as big as your fist while suspended inches above laser barriers. Some people like being their own boss. A lot of people do the math—stealing fancy things is probably the highest dollar-per-hour job you'll ever have, plus you don't have to pay taxes.

There's the tricky matter of theft being against the law, though. And that's enough to stop normal people. So why doesn't it stop you? There's a point in every career criminal's life where they realize that this is what they want to do, where they decide the rules and laws of everyday society no longer apply to them. Some Thieves never felt like part of everyday society in the first place. Some grew up watching adults abusing their power and acting like the rules didn't apply to them, and deciding that was the life to have.

Then there are the egomaniacs. Those people who grew up feeling so special, so unique, that they don't see why the laws normal people follow should apply

to them as well. We got lots of jerks who like to steal stuff. Not every Thief is a jerk, okay? But there's a certain mindset, a kind of self-absorbed thing that makes for being a good Thief.

Of course, working a Crew means having some compassion. When you're stealing stuff to make the world a better place, you can just be happy you're doing it—you don't need something to keep you from feeling guilty. You've probably got a ton of experience if you get recruited for a Crew, though, so it makes sense to think about the kind of person you were before.

Making A Name For Yourself—Or Not

There are two types of Thieves: those whose reputation precedes them, and those who value discretion. There are reasons for being either kind of Thief, neither one's inherently better, and each attracts different sort of

people. The one you choose says an awful lot about the kind of Thief you are.

Famous Thieves are like underground royalty. They ensure that the word gets out after every major score, while still making sure that no actual incriminating evidence follows. Famous Thieves find Jobs more easily, because they've built a reputation: you get style points for being so good at what you do that you can take credit for a job and still not be put away by the police. Hiring this kind of Thief is a great way to embarrass the Mark you're stealing from, take attention away from the person doing the hiring, or draw attention to the take. If you need a Thief and you have a lot of cash, but don't have a lot of connections to the kind of people most Thieves know, it's also probably the best option you've got.

Despite the notoriety and popularity, famous Thieves aren't necessarily better at working with a Crew. If the Thief is a prima donna, they're not always a strong asset, even if they have top-notch chops. And if the Crew is full of famous criminals, you've got credit hogs; they may not want to see all of the credit go to someone who likes to hear their name whispered in certain circles. When popularity matters, it always ends up getting a little high school. Fighting over who outperformed who on a Job always leads to trouble.

Some Thieves aren't big on the spotlight, which can be good for business. If you work with a Crew you trust, the members will know what you were involved in and can recommend you for new Jobs, so it doesn't matter if your name is in lights in the criminal world. Besides, if no one knows you pulled a Job, it's way less likely that the cops would pick you up or suspect you. If what you steal is expensive enough, the theft's not going to be a secret. People talk, and if something got stolen, that means someone did the stealing. People who value discretion look for Thieves whose names aren't widely spoken.

The problem with being that kind of Thief is that someone can always take credit for your work. Sure,

you can always correct the person doing it, but that means that you'd have to—well, take credit for what you stole. And that makes you pretty bad at being a discreet, unknown Thief. Good news about working with a Crew is that, there will be other people who know the Thief taking credit for your work is lying, and that will earn them a bad reputation fast. "Honor among Thieves" is a real thing. If you can't trust the people you're working with, you can't trust that they'll hold up their end of the plan or have your back when things go south. A bad, honest Thief will occasionally still get work—but no one will work with a dishonest Thief, no matter how good he or she is.

You can always combat someone stealing your work by fencing it in a way that makes it clear whoever stole the take, it wasn't the person taking credit for it. You can also just wait for the Thief to screw themselves. If they're taking credit for someone else's work, it's probably for a Job they couldn't have pulled off on their own. The Thief is probably going to get some work based on their fake reputation, and end up in over their heads. In which case, it's not your problem any more.

It makes sense for Thieves with different specialties to choose different levels of fame. Car Thieves are very territorial—they're about big reputations with clear turf boundaries. It makes sense for a master art Thief to opt for a lower profile, especially if they're not planning to fence the artwork. Of course, you can go against type: be a subtle car Thief or a famous cat burglar. Remember that those choices have reasons: if you're a car Thief who's not making a big deal about it, is it because you got your start working on someone else's turf? If you steal and keep priceless artifacts and brag about it, do you think you're untouchable? Thinking about the *why* of your choices will give you a better idea of what kind of Thief you really are.

Thieves Throughout History

THE HACKER

Everybody wants to learn from the best. It's hard to learn from the best when you're a Thief, though: the best don't share their secrets and don't get caught. I mean, who cares how many uncut Indian sapphires you stole if you didn't get away with it? Heck, at that point you didn't even *steal* them, you just kinda *borrowed* them for a while.

But you can do better than that. I'm going to tell you about four of the biggest heists in history: millions of dollars of diamonds, cars, art, and cash. Four beautiful Jobs—ones that could have been perfect. And I'm going to tell you why the people who did them were dumb and why they got caught. Who knows? Maybe you won't make the same mistakes when you're working the perfect Job. You can thank me later.

Stéphane Breitwieser: Debonair Thief, Art Lover, and Mama's Boy

Stéphane was kinda weird, but he had style. There's never been a more prolific, consistent art Thief: he stole over 200 famous works of art, worth a total of \$1.9 billion dollars. What's more, his career only lasted six years! That's an average of one grab every 15 days.

His style was simple, and he used the same basic plan every time. Stéphane used his girlfriend, Anne-Catherine, as a lookout while he cut famous paintings from their frames, or stuck ancient crossbows and sculptures under his coat. About half the time, Anne-Catherine would also distract the guards and other people present, diverting attention away from her

boyfriend and any security cameras or monitors. Then, when they got away, he'd bring the take to his mother's house and add it to the priceless collection in the house where he lived with his mother, Marielle Stengel.

(Seriously, Anne-Catherine? You date a guy who makes you help him with heists, doesn't give you a part of the take, and lives with his *mom*? Have some self-respect.)

He was incredibly successful, but he still did a lot of dumb things. For one, he displayed all of his art in his bedroom. Stéphane claimed to have bought the art legitimately at auction, but he was still a waiter who *lived with his mom*. How much money can a waiter possibly make? Marielle believed him at first, but once over 200 pieces were crammed into his single bedroom, even she admitted that she began to wonder if the art had been procured through less-than-legal channels.

And when her beloved son finally got caught? Marielle claimed to be so angry that she destroyed dozens and dozens of Old Masters. (Really, she thought she was just destroying evidence.) She sliced up paintings and threw them in the trash, sent priceless works of art down her garbage disposal, and threw jewelry and statues in the Rhone-Rhine Canal. While some of the drowned works of art have been recovered, it's estimated that another 60 are still missing and presumed destroyed. Marielle had no idea how much the collection was worth, how old the paintings were, or what their cultural and historical significance was. Her attempt to destroy evidence was called the largest destruction of Old Masters in history.

The destruction of his collection really had to bother Stéphane, a man so enamored with the art that he stole that he never sold a single piece; he just kept them all to admire, and spent most of his time in his room doing just that. Heck, he even burned one of the paintings he stole once he realized it wasn't the real deal, just a forgery.

Moral number one: if you're going to be a serious Thief, have a serious safe house. Maybe if he wasn't so

THE HITTER

THE THIEF



in love with the art he stole, he would have been able to sell enough to afford first, last, and a deposit.

Leonardo Notarbartolo takes Antwerp

The Antwerp Job was the jewel heist of the century: Leonardo claimed he was approached by an Antwerp diamond dealer (or *diamantaire*) who wanted to mastermind the total theft of the vault in the heart of the Antwerp Diamond Center.

Leonardo told the *diamantaire* that it couldn't be done. First there was a three-ton vault door with six layers of security to prevent drilling or tampering, followed by a combination lock with over 100 million possibilities. If that could somehow be breached without setting off vibration detectors, the drill alarm in the door itself or the magnetic alarm, there was still an alarm that could only be disabled by putting a code into a keypad and unlocking it with a foot-long key that was nearly impossible to

duplicate. Once you got past that, there was a steel grate that could only be opened remotely via a buzzer in the guard room. But then, you were in the vault!

Too bad the vault was equipped with heat sensors, motion sensors, light sensors, and a security camera that went straight to video. Oh, and each safe deposit box had over 1500 combinations, too. The take was well over 100 million dollars in diamonds and gold, but that didn't matter: Leonardo was positive the job was impossible.

Then, the *diamantaire* introduced Leonardo to his Crew: a Hacker called The Genius, an incredible Thief called The Monster, and the world's greatest locksmith, called the King of Keys. The *diamantaire* built an exact replica of the vault based on photos of the real thing, for practice.

Leonardo was convinced. He brought on a childhood friend called Speedy as the wheelman, and the Crew set to work.

The coming months were filled with complex tasks: videotaping a guard entering the combination on the three-ton door, getting a clear photograph of the impossible-to-forge key so that the King of Keys could forge it, getting the Monster used to installing all necessary security bypasses in less than five minutes. It may not have been impossible any more, but it certainly wasn't a piece of cake.

Finally, the big day arrived. Everything went perfectly: the hairspray over the heat sensors kept them cool long enough for the Monster to reroute the signals for every sensor in the room. The King of Keys found the foot-long key hanging in a supply closet; they didn't even need the perfect replica. Using a hand-cranked drill, the King of Keys made quick work of the locks on each safe-deposit box, and the Crew emptied the contents into duffel bags. Most of the boxes were filled with leather diamond cases, which

the Thieves just took entirely, along with jewelry and gold bars. Early the next morning, Leonardo and his Crew carried the bags out under cover of darkness, along with a garbage bag containing every scrap of evidence they could have possibly left behind. With diamonds to count and garbage to burn, the Crew left feeling good.

And that's when things started to go wrong.

To hear Leonardo tell it, when they got back to the apartment to check out the take, most of the diamond cases were empty. He said that a haul, which the police have estimated at around \$100 million dollars, was closer to \$20 million. And when the time to meet with the diamantaire who commissioned the heist came, he never showed up for his cut. Police never found the diamantaire, but Leonardo remains convinced that the greatest jewelry heist in the world was actually the greatest insurance fraud ever perpetrated. His theory is that the diamantaire represented an alliance of diamond merchants who wanted to double-dip:



collect money for their insured diamonds, and sell the diamonds anyway. The \$20 million dollars' worth of loot left over were from merchants not in on the scam—or so Leonardo claims.

Afterward, Leonardo and Speedy were to drive into France to burn the bag of evidence. Then, problem number two: Speedy choked. Concerned about the police, he freaked himself into a full-blown panic attack. Reluctantly, Leonardo agreed to pull onto a dirt road and leave the garbage in an abandoned field. Little did they know that teenagers often used that field for parties, and the owner often complained to the police about the mess left behind. When the owner called the police to complain about sandwich wrappers and envelopes from the Antwerp Diamond Center, it was all over. There was a half-finished salami sandwich in the garbage, which would later be connected to a receipt in Leonardo's house, and which the Monster would later be found on video purchasing.

Morals number two and three: stick to the plan, and don't bring a snack.

Imran Ganchi: Gone in 60 Seconds

Imran Ganchi liked to shop, but he didn't like to pay. He and his gang stole over thirty luxury cars from the most expensive neighborhoods in London. Sometimes, they would pose as tourists from other countries, complete with forged passports, and tell dealers that they'd lost the keys to their cars and needed replacements. On the occasions that didn't work, they would stage break-ins to the owners' homes specifically for the car keys.

Imran's gang worked with a master forger who could make any stolen car seem perfectly above-board, no matter how expensive, customized or unique the car happened to be. And believe me, these cars were nice. BMW convertibles, Mercedes, every luxury brand imaginable—enough to add up to over one and a half million pounds sterling. Once the master forger cleaned up the cars' histories, the gang would send them out

of the country for sale—mostly to the United Arab Emirates.

The setup was sweet: it worked so well that the gang went three and a half years without getting caught, stealing from the same expensive neighborhoods and even from celebrities. So if these boys had the perfect setup, how did they eventually end up in jail?

Moral number four: don't ever think you're untouchable. And for crying out loud, don't videotape yourself stealing stuff!

Since Imran's Crew managed to steal so many expensive, unique cars—many of them in broad daylight—they felt invincible. And, since stealing all those hot cars meant they had to drive them, the gang got into the habit of showing off for each other's cell phone cameras. Come on! If there's video of you driving a Mercedes SLR McLaren supercar, and there's only one of those in your entire country, and that one was *stolen*, even the cops can connect those dots.

Ray Bowman and Billy Kirkpatrick: The Trench Coat Robbers

Historically speaking, bank robbery is not the choice of the experienced or competent. The average take on a bank robbery is \$1,200, and the average bank robber is desperate, scared, and easily caught. Ray and Billy were exceptions to the rule: their career spanned 15 glorious years and 27 robberies. They were careful and meticulous, and never made a mistake—not until bank robbery #27. They knocked over a bank that accepted deposits from other branches as well as a nearby casino, and walked away with over 4 million dollars—the largest bank take in history. They got away without being seen, left no evidence in the getaway car, split the cash and split up to live



happily ever after. Both men settled down, excited to finally live a normal life.

Moral number five: never try to live a normal life.

While the FBI was having national freakin' *conventions* about finding these guys, Billy and his wife were living happily in Minnesota, dodging photographs with friends and paying for their custom, six-figure home in cash. Billy eventually got pulled over for going 17 miles an hour over the speed limit, and searched the vehicle. The cops found a key-duplicating machine, a pile of fake mustaches, and two million dollars in cash—perhaps the single most suspicious list of items found in a car, ever.

Billy turned on Ray and was sentenced to 15 years, while Ray was sentenced to 24 years. And that's the biggest lesson of all: work with people you can trust.

New Thief Talents

Casing The Joint

No one understands the intricacies of breaking an entering like you: just looking at a blueprint feels like being right there. Which makes it easy to take your Crew on a guided tour.

Role: Thief

Activation: You're using blueprints or security plans to decide how to approach breaking into someplace secure, like a vault or safe room.

Effect: Replace your **MASTERMIND** die with your **THIEF** die for rolls pertaining to planning the Job.

Consolation Prize

Even if you don't win the fight, sometimes you can walk away with something more valuable.

Role: Thief

Activation: You've been Taken Down in a fight.

Effect: You quietly stole a **D6** Asset from your opponent during the fight; the Fixer defines the Asset. For a Plot Point, you can step the Asset up to **D8** or define the Asset yourself.

Contingency Plan

Sometimes, the best way out of an awkward situation is going down and out.

Role: Thief

Activation: You respond to a situation by jumping out of a window or from a high place.

Effect: Add a **D8** to your roll to get away or diffuse the situation at hand.

Hotwired

You're good at getting things to work—or stop working—under serious pressure.

Role: Thief

Activation: You enable or disable something as part of a Timed Action.

Effect: Add a **D8** to your next roll in the Timed Action.

I Got You Something

You're at the top of your game when you've got someone to impress. It makes you aim a little higher, and makes your backflips a little more fancy.

Role: Thief

Activation: You are stealing something in order to impress an Agent, Foil, or the Mark, and you're rolling your **THIEF** die.

Effect: Add your **GRIFTER** die to the roll.

Improvisation

You're used to working alone, which means that you've definitely had to wing it before. And you'll be happy to wing it again, too, if it comes to that.

Role: Thief

Activation: You go into a situation without prior planning and/or backup.

Effect: Add a **D8** and a **D4** to your rolls until you're out of trouble or help shows up.

Attributes and Thieves

Compared to some of the other Roles, using **THIEF** with a bunch of Attributes probably doesn't seem like too much of a mind crammer. But maybe you're fresh out of ideas and want us to spill the beans anyway. Okay, you got it, mister.

THIEF + AGILITY: Such a popular pair. Sneaking around, picking locks with your little fingers, lifting wallets, you name it. You use this one a lot, I bet.

THIEF + ALERTNESS: Another popular option. Spotting other Thieves doing Thief things, but also casing a joint for the best points of entry, noticing something valuable, sizing up a Mark for their personal security, opening old-fashioned tumbler safes, the list goes on.

THIEF + INTELLIGENCE: Useful for analyzing crime scene reports, floor plans (for locations of ductwork, elevators, hidden rooms, that kind of thing), anything that depends heavily on recall or knowledge of operations.

THIEF + STRENGTH: This is the climbing, leaping, pushing and pulling part of the job comes in. If it's more about muscle or effort than being limber or quick, use Strength.

THIEF + VITALITY: Hiding in one place for a long time, holding your breath while moving through an air shaft filled with gas, faking somebody else's voice print or body type, or picking a lock while upside down and twenty-four hours without sleep.

THIEF + WILLPOWER: Best for focused tasks like conducting repetitive multi-step procedures, performing while dealing with lots of external stimulus, or engaging in a face-off with another Thief where it's less about your skill and more about your style.

In Plain Sight

When it comes down to the wire, you like to hide things in public places—spots where everyone will look, and no one will see.

Role: Thief

Activation: You conceal something during a beat in a Timed Action.

Effect: Add a **D8** to your rolls for the remainder of the Timed Action, but any Complications that arise from the Timed Action start out as a **D8**.

Indoor Voices

When sneaking around a building with people inside, it's a good idea to be as quiet as possible.

Role: Thief

Activation: You're using gestures or body language instead of speaking to communicate.

Effect: You can be perfectly understood without rolling, even when sharing really complex ideas and instructions. (This doesn't affect the abilities of the person you're communicating with: they've got to make do with their own ingenuity.)

I Was There First

You're the best Thief there is. You know it, and if someone else wants your target, they find out pretty quickly.

Role: Thief

Activation: You're involved in a Contested Action to steal an object.

Effect: You may reroll your first roll to set or raise the stakes, but if you do, you must add a **d4** to the remainder of your rolls in the Contested Action. Any Complications that arise are based on your reputation or infamy.

Losing A Tail

Evading police, enemies, and people you've stolen from is second nature to you.

Role: Thief

Activation: When you're being followed. You must spend a Plot Point to activate this Talent.

Effect: The person following you adds a **D4** to all their rolls until they stop attempting to follow you.

Meticulous

A clean crime scene is a happy crime scene. You don't set off tampering alarms, you don't leave a place trashed, and for crying out loud, you *don't* leave hair or fiber evidence.

Role: Thief

Activation: You roll a 1 while stealing or breaking and entering. You must spend a Plot Point to activate this Talent.

Effect: You may reroll all 1s.

Never Gonna Give You Up

Sometimes, you've just gotta make a break for it, you know what I mean? Besides, winners never quit and quitters never win.

Role: Thief

Activation: A security system is activated, or you're caught in the act of stealing something within arm's reach, and you do not escape with what you came for.

Effect: Gain **IT WAS RIGHT THERE** as a **D8** Asset on future attempts at stealing the same thing.

Packrat

You're an expert at fitting a lot of stuff in a really small space, and no one's quite sure how you manage it.

Role: Thief

Activation: You create an Asset with a Plot Point.

Effect: You can hide really large and unwieldy tools in the weirdest places—like keeping a rappelling harness on under a thin coat.

The Perfect Tool

You're so good at breaking and entering that you don't need as many tools as other Thieves—because you are the tool. You've done this so often you could do it with a toothpick and a smile.

Role: Thief

Activation: You're breaking into a Location using the extended rules for places on page 100.

Effect: Choose a tool Type; you are considered to be of that Type for the rest of the Job, for the purposes of matching Type across Tools and Features.

Prankster

Nothing's more enjoyable for you than hiding, rearranging, and planting items at someone else's expense. All in good fun, of course.

Role: Thief

Activation: You spend a Plot Point.

Effect: Give a Crewmember or Foil an additional **D8** or **D4** on a roll involving an item they should or should not have on their person.

Safekeeping

Once you've got your target, you make sure no one can take it from you.

Role: Thief

Activation: You're being searched or scanned for contraband.

Effect: Even if incapacitated or otherwise disabled, you can oppose the Notice Action using **THIEF**.

Security Consultant

You've been at this so long that one quick tour of a building lets you see—and fix—any security holes that might prove problematic if someone breaks in.

Role: Thief

Activation: You make a Notice Action for purposes of scouting a building to protect it from another Thief.

Effect: You may add a **d6** Complication to the building based on your observations (whatever you

choose those to be). Spend a Plot Point and it's a **d8** Complication. For you, this is an Asset, but after the first time you use it, it goes away.

The Score Whisperer

Most of the time, the stuff you steal is alive—probably animals, but maybe you've done some extractions from cult compounds. You're good at getting the take to keep quiet and just go with you.

Role: Thief

Activation: You're calming down something you've stolen. (Must be alive and/or sentient.)

Effect: Replace your **GRIFTER** die with your **THIEF** die for purposes of getting the score to trust you and keep quiet.

Stolen Thunder

Sometimes, the only way to sell a cover is for your reputation to precede someone else's. Thing is, you can't take credit for another Thief's heist and be certain you won't get caught unless the Thief is in on it.

Role: Thief

Activation: Another Crewmember takes credit for your exploits.

Effect: You can share Plot Points with that Crewmember.

Takes One To Know One

The best way to find a Thief is to send another Thief to look for them. You know the look of someone casing a location or suppressing the pre-take jitters: most jewelry stores have mirrors, after all.

Role: Thief

Activation: You make a Notice Action to try and spot other Thieves in a crowd or public space.

Effect: Add a **d8** to the roll.



Thief Stuff

If something was stolen and it wasn't by you, you know who did it. You can also send out feelers to see if the person who stole it is willing to part with it, or if they have already. Of course, most Thieves prefer to keep to themselves...

Role: Thief

Activation: When you're rolling to get the word on the street about a particular heist.

Effect: Add both a **D8** and a **D4** to the roll.

Tools of the Trade

You've been in the biz a long time, and always have the right tool for the Job.

Role: Thief

Activation: When you declare that you need a particular tool (see The Thief's Toolbox, page 97) and happen to have it on you or back somewhere safe. You may use this Talent twice per Job.

Effect: Create the tool without spending a Plot Point.

Urban Camouflage

Anything can provide cover. You've pretended to be a mannequin, sat on a bench reading a newspaper, hidden behind a tree, even clung to a ceiling in an elevator. You're always surprised that no one ever looks up.

Role: Thief

Activation: You are actively concealing yourself from another person during a Contested Action. You must spend a Plot Point to activate this Talent.

Effect: During each turn, until the end of the Action, you may reroll a die.

Whoops, Looks Like You Caught Me

Sometimes, it's prudent to not let people know how good you really are. Sure, they could send someone who was genuinely incompetent when it came to stealing stuff, but it's a better idea to send someone who at least knows how to escape.

Role: Thief

Activation: When you are trying to get caught or intentionally botch stealing something.

Effect: Replace your **GRIFTER** die with your **THIEF** die for purposes of convincing someone you screwed up or aren't very good.

A Dozen Thieves

Oh look, a whole jury room full of thieves and filches, ready for you to hand out to some players or drop into a high-stakes action piece full of mystery and crime. Or, you know, use as inspiration or how not to do it. I was kidding about the jury room bit. I'm sure all of these people are great. Really great. Great people.

THE HACKER

THE HITTER

THE THIEF



**Deidre Cray,
Daredevil Daddy's Girl**

Deidre's father was a billionaire and her mother was an archaeologist. From them she learned two things about the world that she'll take to your grave: one, the world is full of priceless things hidden in out-of-the-way places; two, wealthy people want those things on display in their foyers, not in museums.

Her parents spoiled her rotten. They paid for the best ballet lessons, the best gymnastics, anything Deidre wanted. When she was in her circus phase, they even hired a retired Cirque du Soleil performer to teach her trapeze. Then they died and left her nothing but debt. Until her Crew found her, Cray was trying to maintain her lifestyle by stealing pretties for whoever would pay.

Attributes: AGILITY D8, ALERTNESS D8, INTELLIGENCE D8, STRENGTH D6, VITALITY D8, WILLPOWER D10

Roles: GRIFTER D6 (ANTIQUITIES), HACKER D4, HITTER D4, MASTERMIND D8, THIEF D10 (HIGH WIRE)

Distinctions: COMES FROM MONEY, WORLD TRAVELER

Talents: GIFT FROM A FRIEND, THIEF STUFF, JENNY-ON-THE-SPOT

Signature Asset: FATHER'S WATCH D6: It's flashy and too big for her wrist, but it was the only thing Deidre could save from the vultures who came after his estate. This is her only reminder of her past innocence.



Ben Tuller, Former Spook

Ben was just a regular guy in college, studying Armenian because his grandmother spoke it. But when he came home from the party and found his roommate's corpse on the couch, everything changed. Tuller called the cops, of course, but when six months passed and they didn't tell him anything about his friend's death, he took matters into his own hands.

He let himself into the records office and found a closed casefile with an FBI investigator's name. It took a few more visits to a few more offices before Ben pinned him down, and then he got the call. The FBI offered him a job. Turns out Tuller's a good spy, but not good at following the rules and a little too noticeable and reckless to be a good asset. The Bureau let him go, and a Crew took him in.

Attributes: AGILITY D8, ALERTNESS D8, INTELLIGENCE D10, STRENGTH D8, VITALITY D8, WILLPOWER D6

Roles: GRIFTER D8, HACKER D6 (SECURE ARCHIVES), HITTER D4, MASTERMIND D4 (ESPIONAGE), THIEF D10

Distinctions: THAT SMILE, PLAYS FAST AND LOOSE

Talents: HOW YOU DOIN'?, IMPROVISATION, TAKES ONE TO KNOW ONE

Signature Asset: GRANDMOTHER'S GHAPAMA RECIPE D6: This is the little recipe that could. This pumpkin stew reminds Ben of his family, connects him to his heritage, and charms the pants off of every girl he's made it for.



Elias Gancz, Cat Burglar

After a long business trip or a mountaineering excursion with old college buddies, Elias would buy his wife jewelry. She loved it, and forgave him every time. He realized exactly how much she loved it when he lost his job and she left him for some guy with a penthouse apartment, taking a retirement's worth of diamonds and gold with her.

Mixed with fury and desperation, Gancz got out his climbing gear and broke into her new place through the roof. He snaked across their bedroom and raided her jewelry case without waking them, his heart pounding all throughout. That's when Elias discovered that stealing makes him feel alive. Mountaineering is good for a cheap thrill, but there's nothing beats lifting gems right under their owners' noses and ziplining away.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D6, STRENGTH D10, VITALITY D6, WILLPOWER D8

Roles: GRIFTER D4, HACKER D4, HITTER D8, MASTERMIND D6 (EXIT STRATEGIES), THIEF D10 (HIGH RISE)

Distinctions: THE EX, PROFESSIONAL SKEPTIC

Talents: CONSOLATION PRIZE, GETTING IN IS THE EASY PART, SAFECRACKER

Signature Asset: TRUSTY CLIMBING GEAR D6: It's been up five of the seven summits—the tallest mountains on each continent—and a fair number of buildings, too. Unlike most things, it's never let Gancz down.



Sam Brennan, Life-long Car Thief

Sam grew up in a rough neighborhood, with a single mom and a little brother who was always sick. One day, his brother had to go to the hospital, but his mom didn't have a car, and even the ambulances took their time coming to that part of town. He spent a lot of time watching the guys down the block break into and hotwire cars, so he stole an old auto. Brennan's mom took his brother to the hospital, came home, and spanked him for stealing.

He was twelve. It was his first car theft, but not his last. The kids down the block were impressed, and got you boosting for them. He justified it by using that money for his brother's medicine, until he found a Crew looking for a good-guy Thief. Even so, the only thing

that makes Sam feel more in control than driving a fast car is stealing one.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D6, STRENGTH D8, VITALITY D6, WILLPOWER D10

Roles: GRIFTER D4, HACKER D6, HITTER D8 (WHEELMAN), MASTERMIND D4, THIEF D10 (AUTO SECURITY)

Distinctions: GREASEMONKEY, MOM TAUGHT ME RIGHT FROM WRONG

Talents: HOTWIRED, NEVER GONNA GIVE YOU UP, OPPORTUNIST

Signature Asset: THE WALL OF KEYS D6: People leave spare keys in the stupidest places. He never uses them, because he doesn't have to, but there's a key on his wall from almost every car Sam's stolen, and some he didn't.



Scott Kennedy, Gymnastic Prankster

Scott was a gymnast in high school, and went to college on a scholarship. When he was pledging his fraternity, they made him break into the dean's office and steal his nameplate. He couldn't believe how easy it was to climb the tree, leap onto the roof, and swing down through the window. After that, Kennedy became the go-to guy for every prank on campus. It wasn't long before he was under pressure to use his skills for profit, but he refused. To him, there was still a big difference between playing jokes and burglary.

Then a girl Scott liked blew the whistle on her boss' illegal hiring practices, and got booted out of the firm without so much as a severance check. He broke into her ex-boss' house and relieved him of enough valuables to make a decent settlement package. Since then, he swore to only use his skills to even the score... or in the name of a good joke.

Attributes: AGILITY D10, ALERTNESS D8, INTELLIGENCE D8, STRENGTH D8, VITALITY D8, WILLPOWER D6

Roles: GRIFTER D6, HACKER D4, HITTER D8, MASTERMIND D4 (SCHEMATICS), THIEF D10 (TRAPSETTING)

Distinctions: DOUBLE JOINTED EVERYWHERE, FRAT BOY

Talents: AERIALIST, CONTINGENCY PLAN, PRANKSTER

Signature Asset: WHOOPEE CUSHION D6: Everyone always asks Scott, "Doesn't that get old, man?" He'll assure you: "It does *not*."

Diana's boyfriend of a dozen years is still trying to make it as a professional magician, but she doesn't have the heart to tell him just how bad he is at it. He's got serious butterfingers, so the brush passes and card tricks never worked. It got to the point where you started learning what you could in order to keep him from embarrassing himself.

Turns out she's the one with the talent. Albrecht was better than good, and started lifting things from the audience to help augment the ticket take. Now she works with a Crew doing what she does best... on off-nights, of course. Her boyfriend still thinks she's a telemarketer.

Attributes: AGILITY D10, ALERTNESS D10, INTELLIGENCE D8, STRENGTH D6, VITALITY D8, WILLPOWER D6

Roles: GRIFTER D8 (STAGE PRESENCE), HACKER D4, HITTER D4, MASTERMIND D6, THIEF D10 (MISDIRECTION)

Distinctions: DOUBLE LIFE, LOSER BOYFRIEND

Talents: ESCAPE ARTIST, PICKPOCKET, SAFEKEEPING

Signature Asset: TRICK HANDCUFFS D6: Not just good for restraining people who don't know the trick: Diana's swapped these for a cop's handcuffs before getting arrested. Twice.



**Diana Albrecht
(aka The Lovely
Bellinora), Magician's
Assistant**



**Jessica Edwards,
Unappreciated Artist**

Jessica was a promising art student, but her teachers always said her work “lacked inspiration.” Her originals never made it into the college’s gallery, so she concentrated on what she was good at: technique. It took a long time, but finally Edwards could copy a Monet remarkably well. That’s when the idea of forgery occurred.

She spent enough time in museums that the rhythm of the crowds and rotations of security became second nature. Jessica looked at her favorite museum’s exhibit calendar and copied every piece in its next show. She snuck in, replaced every single original with her work, each with a signature hidden somewhere in its layers of canvas, pigment, and oil. Finally, her first solo show.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D10, STRENGTH D6, VITALITY D6, WILLPOWER D8

Roles: GRIFTER D4, HACKER D8 (FORGERY), HITTER D4, MASTERMIND D6, THIEF D10 (MUSEUMS)

Distinctions: EVERYONE’S A CRITIC, PATRON OF THE ARTS

Talents: CASING THE JOINT, PDQ REMBRANDT, QUICK APPRAISAL

Signature Asset: GENUINE VERMILION D6: It’s very hard to find paints made with mercury compounds these days, but nothing else has the same sheen or fools the experts half as well, so Jessica makes it herself. Vermilion drove some of the greatest artists insane; fine company to be in.



**Harriet Valdez,
Protégée**

Harriet wasn't like other kids. They wore Mary Janes and pretty sundresses and learned how to spell *perceive* and *although*. She spent most of her childhood with Uncle Felipe, running obstacle courses in an abandoned warehouse or practicing high-speed lock picking in the rain. Sometimes he would leave her handcuffed in the bedroom, and she'd miss dinner if she couldn't break loose by 7:30.

Her uncle was grooming her to be an asset in his drug cartel. When Valdez got good enough, she left Uncle Felipe handcuffed in his warehouse, told the cops she knew where the notorious El Hierro was, and told him he had five minutes to get the hell out. She hasn't seen him since, and is now with a Crew that uses their skills to take down people like her uncle.

Attributes: AGILITY D10, ALERTNESS D10, INTELLIGENCE D6, STRENGTH D8, VITALITY D6, WILLPOWER D8

Roles: GRIFTER D4, HACKER D4, HITTER D8 (FIGHT DIRTY), MASTERMIND D6, THIEF D10 (PERSISTENCE)

Distinctions: BORN TO RUN, OUTSIDER

Talents: INDOOR VOICES, SECURITY CONSULTANT, THE PERFECT TOOL

Signature Asset: COLLECTION OF SALSA RECORDS D6: Uncle Felipe used to play salsa records while she dodged projectiles and picked locks. They helped Harriet find her rhythm. She took the records with her. They still help her think.



THE HACKER

THE HITTER

Simon, Expert Squatter

Simon grew up in the slums of Detroit, squatting in abandoned houses or vacant apartments when he could. Once he spent a week and a half in a defunct elevator shaft. As long as he can remember, he's been good at sneaking around and gaining entry to places; when you're a squatter, it's never long before someone shows up to kick you out.

Simon got better and better at moving unseen, working his way up to finer accommodations. It's amazing what rich people keep in their vacation houses. All of this moving around in other people's worlds has given him a perspective other thieves don't have; he sees what people have left behind, abandoned, or forgotten, more than what they keep. It's a squatter's psychology, and it's been useful when Simon needs to create a profile of a Mark or even a Client.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D6, STRENGTH D8, VITALITY D6, WILLPOWER D10

Roles: GRIFTER D6 (PSYCHOLOGY), HACKER D8, HITTER D4, MASTERMIND D4 (REAL ESTATE), THIEF D10

Distinctions: HOME IS WHERE YOUR BUTT IS, ETERNAL OPTIMIST

Talents: MAKE IT WORK, MEANWHILE, BACK AT THE BASE, URBAN CAMOUFLAGE

Signature Asset: CITY HALL INSIDER D6: Simon's made a trustworthy contact at City Hall, someone who occasionally sneaks him copies of floorplans or building code reports. Occasionally, he's even let Simon slip into the records office after hours, but it's not something Simon wants to exploit too often. He might end up sleeping there and wake up to a small army of public servants.

THE THIEF



Sally Turner, Political Activist

Sally takes doing your part for Mother Earth very seriously. She's a hardcore vegan. Her carbon footprint is nearly nonexistent. Ever since she refused to dissect a frog in seventh grade biology, she's done everything one can to stand up for animals who can't stand up for themselves. The first date her college boyfriend took her on was to liberate a bunch of rabbits from an animal-testing cosmetics facility. Turner's honed her B&E skills to fight the good fight ever since.

When her Crew found her, they opened her eyes: there are people who need someone to stand up for them, too. Her ability to blend in with the crowd and look like anyone else in an organization is a key aspect of her success, though she's working on improving her Grifting skills on the off chance that someone stops her and needs to be sent off the trail.

Attributes: AGILITY D8, ALERTNESS D8, INTELLIGENCE D8, STRENGTH D6, VITALITY D8, WILLPOWER D10

Roles: GRIFTER D6 (FLUSTERED EXPLANATIONS), HACKER D4, HITTER D4, MASTERMIND D8, THIEF D10 (BREAKING AND ENTERING)

Distinctions: TOO MANY PETS, ECOLOGICALLY SUPERIOR

Talents: IN PLAIN SIGHT, SILENT ENTRY, THE SCORE WHISPERER

Signature Asset: CUTE LITTLE HYBRID SEDAN D6: A connection in "the movement" helped Sally get her hands on one of these babies before they even hit dealerships. She chose it because it's lighter and more fuel-efficient than any other hybrid on the market. And because it's a really pretty shade of blue.



THE HACKER

THE HITTER

Della St. Clair, Forensics Expert

Della started when she found a safe full of antique jewelry while investigating a murder. She wouldn't need the stuff where she was going... so she took it. It gnawed at her conscience for a while, but it didn't seem to hurt anyone; the murderer went behind bars and no one asked any awkward questions.

About a year later, Della took a Swiss watch from another crime scene. Next was a collection of vintage kimono. Soon she was fabricating crimes and *planting* evidence so you could steal the things she wanted. Her Crew found her just in time to help her recover.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D6, STRENGTH D8, VITALITY D6, WILLPOWER D10

Roles: GRIFTER D6, HACKER D8 (CODIS), HITTER D4, MASTERMIND D4, THIEF D10 (CRIME SCENES)

Distinctions: FRIENDS ON THE FORCE, DEAD PEOPLE AREN'T CREEPY

Talents: METICULOUS, PACKRAT, LOSING A TAIL

Signature Asset: POLICE LAB D6: Not only is it good for testing evidence if your resident Hacker's a bit busy, it's good for getting evidence into the police system.

THE THIEF



THE HACKER

THE HITTER

Akiya Iguchi, Expat Mobster

When work as a bartender in Kabuki-cho started being less than satisfying, Akiya started paying more attention to the high rollers. Soon he was mixing drinks and running drugs for one of the most notorious crime bosses in Tokyo. Iguchi mastered the brush pass, and his gang liked to brag that he could hide just about anything in those trendy slim-cut blazers.

When he bungled a big job for the boss, it was time to try his luck overseas. He's landed a few high-profile positions in bars and hotels, but they're all cover for his new line of work. The stock market creates a lot of rich bastards and they all need to drop in for a drink after a long day of stealing other

people's money. Iguchi makes sure some of them go home without a wallet.

Attributes: AGILITY D8, ALERTNESS D10, INTELLIGENCE D10, STRENGTH D6, VITALITY D8, WILLPOWER D6

Roles: GRIFTER D8, HACKER D4, HITTER D4, MASTERMIND D6, THIEF D10

Distinctions: MIX A MEAN DRINK, VIP CLUB PASSES

Talents: I GOT YOU SOMETHING, PACKRAT, SAFEKEEPING

Signature Asset: YAKUZA TATTOOS D6: The golden Amida Buddha on Akiya's arm reminds him to be compassionate, even if it keeps him out of Japanese bathhouses.

THE THIEF

The Score: Master Class

By this point, you've got a little experience under your belt—maybe you've knocked over some jewelry stores or stolen a few really nice cars. Maybe you even managed a proper heist: you know, art from a small museum or pocketed some heirlooms on their way to auction. Good for you! It's so cute when baby Thieves think they're people.

Now that you've had a little taste of what quality theft can be, you probably think you're ready for a full, multi-course meal. Not so fast, slick. There's a big difference between a small smash-and-grab and a full-blown heist.

First, we're going to go over **The Thief's Toolbox**. It might help with some parts of the score, but it doesn't really matter how fast, flexible, tiny or smooth you are, you're not going to be able to do grown-up jobs without a little assistance. What's more, the right tools are what separate a master Thief from that scared-looking guy in Cell Block B. If you don't bring the stethoscope, how are you going to hear the bolts in the combination lock click into place? In this section, I'll tell you all about the best things you can use for scoping out a location, cracking the barriers between you and the take, and getting out clean.

In **Locations: Expanded Rules for Places**, you'll see some of the most common, most tricky, and most fun problems you can find in a place you want to bust into. Locks, alarms, traps, security guards, surveillance, you name it. On top of that, it'll show you how to flowchart the security features of your Location—making it easy for the Fixer to plot every feature and Complication she'll need.

Then, we'll have some real fun and talk about **Cool Places to Break Into**. Locations full of the best loot

and craziest security systems you can find. They're ready-made, so the Fixer can use them right away. Or modify them to make your life...most interesting. (It's even got the Steranko, my personal favorite from *The Inside Job*. Who the crap puts laser barriers in air ducts?)

Of course, there's no point in breaking in someplace unless there's **Cool Things to Steal**. There's more to life—and theft—than fast cars, big diamonds, stacks of cash and priceless works of art. Here, I'll talk about the best scores you probably never even thought about making, and the problems you might run into. And, you know, why they make such good scores in the first place.

The Thief's Toolbox

Great Thieves anticipate the problems that could arise during a Job and pack their tool kit accordingly. Problem is, packing too *many* tools is a really bad idea. Have you ever tried to flip and cartwheel through moving laser tripwires when you're strapped down with twenty pounds of junk? Of course not, or you'd be reading this in your jail cell. You'd either fall over, or something would fall out and trigger the alarm. Either way, that's not the move of a master Thief.

There's a really easy way to prevent getting bogged down, though: the trick is to pack exactly what you might need. Pack less and you're screwed, pack more and you're in trouble. But don't worry. Figuring out what you need to bring is easier than you might think.

Types of Tools

Each tool in your kit has a type, which lets you know what sort of situations it works best in. Security systems also have types, and when you use a tool that



has the same Type as the security system you're trying to bypass, you can add a **D6** to the roll.

ESCAPE is for when you're trying to get out, and get out quick. It covers anything that might slow your retreat.

MECHANICAL BARRIER covers gadgets that keep you from your goal—stuff like locks (both combination and sensor locks), passwords, alpha numeric keypads, hidden switches, retina and voice scanners, all those sorts of thing.

MECHANICAL DETECTION is all about surveillance: vibration/heat/motion detectors, laser sensors and break-plates to detect drilling in a safe door are all mechanical. Mechanical Detection also covers surveillance cameras that record what they see for viewing at a later date.

PHYSICAL BARRIER is as straightforward as it sounds: stuff that's in your way. Walls, vault doors, display cases, bulletproof glass, even situations like fog, darkness, and distance all keep you from the target.

PHYSICAL DETECTION is all about living, breathing security: guards, dogs trained to sniff out contraband (or people), cameras that are hooked into a monitored live feed, anything and everything that's trying to find you.

Of course, no matter how good or useful a tool is, not everything always goes according to plan. That's why each tool has a suggested **Complication**: in case things go south, you'll already have an idea of the possible downsides of each tool.

Tools of the Trade

Air Canister

Sometimes, you have to fit in spaces so small that there's not a lot of breathing room. Or, you know, breathing *air*. This is enough to keep you breathing comfortably for four hours, and it's the size of a hair spray bottle.

Type: MECHANICAL DETECTION, PHYSICAL DETECTION

Suggested Complication: LEAKY CANISTER

Baby Powder

Not only does it pick up fingerprints and smudges on keypads and keyboards, it reduces chafing and keeps you smelling fresh all heist long.

Type: MECHANICAL BARRIER

Suggested Complication: A HUGE MESS

Beef Jerky

Good for bribing security dogs, and distracting impatient Crewmembers.

Type: PHYSICAL DETECTION

Suggested Complication: SMELLY

Borescope

A small camera attached to the end of a thin, flexible wire. Most borescopes come with a lamp and magnification. Good for spying or for watching the tumblers in a combination lock—watching them click into place is quicker than listening for the clicks.

Type: MECHANICAL BARRIER, PHYSICAL BARRIER

Suggested Complication: STUCK

Electro-Magnetic Boots

Keep your balance when walking on metallic surfaces. Like, say, the ceiling of a bank vault.

Type: ESCAPE, MECHANICAL DETECTION

Suggested Complication: THE CEILING'S NOT THE ONLY MAGNETIC THING IN THE ROOM...

Glass Cutter

A compass-like device that can delicately cut and remove a circle of variable size from a glass surface. Uses a suction cup to keep the circle from falling. They're generally noiseless; good for breaking into display cases, making holes to thread cameras and wires through, etc.

Type: MECHANICAL DETECTION, PHYSICAL BARRIER

Suggested Complication: NO SUCTION

Hair Spray

Can obscure heat sensors and blur surveillance lenses. They're also flammable, if you need a weapon in a pinch.

Type: ESCAPE, MECHANICAL DETECTION

Suggested Complication: CONTENTS UNDER KABOOM

Hand Drill

Good for making small holes in walls or jamming locks. It also doesn't make half the noise an electric model would.

Type: PHYSICAL BARRIER

Suggested Complication: BROKEN BIT

High-Power Telescope

Lets you see what code the security guard is punching in from the building across the street.

Type: PHYSICAL BARRIER, MECHANICAL BARRIER

Suggested Complication: WHO'S THE DUDE WITH THE TELESCOPE?

Laser Measure

Can record the distance between where you're standing and whatever flat surface it's pointed at in a discreet, difficult to notice way.

Type: PHYSICAL BARRIER

Suggested Complication: WHAT'S THAT RED DOT?

Lock Picks

They'll get you past any basic, keyed lock in a jiffy. Compact and versatile, you can even use them on handcuffs...if you're good.

Type: MECHANICAL BARRIER

Suggested Complication: JAMMED

Night Vision Goggles

Allows you to see in perfect darkness or near-dark conditions.

Type: PHYSICAL BARRIER

Suggested Complication: DEAD BATTERIES

Packing Tape

Captures fingerprints for biometric locks, sticks magnetic locks together, restrains unconscious bad guys, and generally saves the day.

Type: ESCAPE, MECHANICAL BARRIER, PHYSICAL BARRIER

Suggested Complication: FLIMSY

Rappelling Harness

I guess you don't *need* this to jump from (or into) buildings, or to go down elevator shafts. But it sure does help.

Type: ESCAPE, MECHANICAL DETECTION, PHYSICAL BARRIER

Suggested Complication: WHO PACKED THE SHORT ROPE?

Shaped Charges

Directional explosives that crack through anything, including undrillable materials. Great for vault doors and concrete. Let's just say they're kinda loud, though...

Type: PHYSICAL BARRIER

Suggested Complication: LOUD

Spray Paint

Obscures any type of lens: surveillance camera, regular camera, binocular, contact.

Type: ESCAPE, MECHANICAL DETECTION

Suggested Complication: FUMES

Smoke Bomb

Good for obscuring video cameras and motion detectors, as well as escaping security guards while cementing your reputation as a ninja.

Type: ESCAPE, MECHANICAL DETECTION, PHYSICAL DETECTION

Suggested Complication: WINDY

Sound Amplifier

An over-the-ear receiver with a small directional microphone.

Type: PHYSICAL BARRIER, MECHANICAL BARRIER

Suggested Complication: FEEDBACK

Video Camera Detector

A wireless device that scans for the pesky, hard-to-find cameras in today's top vaults. Look through the viewfinder, and the cameras glow bright red.

Type: MECHANICAL DETECTION

Suggested Complication: CAMERA DETECTOR DETECTED!

The Location: Expanded Rules for Places

Sometimes, the biggest enemy you can have during a Job is the place you're trying to break into (or out of). Time was, all you needed to get into a bank vault was something to cover the security cameras and a stethoscope for the combination lock. Technology has improved drastically over the years—and it seems like



most of that technology has gone into keeping people like you and me away from the things we want.

The rules in the **LEVERAGE** *Roleplaying Game* for handling Location Traits are great for short visits to building or for making up Locations on the fly. (And let's face it, *Fixers*, the Crew is always full of surprises.) If you're looking to make a Job center around a Location, like, say, a military fortress or a corporate high-rise with top-notch security, then you can build a Location a little bit like you would an Agent.

Security Features and How They Work

These days, high-end security systems aren't just things that get in our way; they're living, breathing, thinking machines. They can see you, hear you, call the cops on you, or lock the doors on you. To beat them, you have to know how they tick.

Features are the individual components that make up a security system, working together in order to

secure the Location in a multitude of ways. There are two kinds of features: **Physical Features** and **Mechanical Features**.

Mechanical features can be bypassed or turned off; you have to work with or work around the feature, but you can't go through. This kind of feature could be anything: a fingerprint scanning biometric lock, an old padlock, or even the riddle rooms in that movie where Harrison Ford and Sean Connery run around in Venice.

Physical features are noticeably more difficult to think your way around. Things that restrict your ability to touch, see, or hear are all physical features. These also cover things that are alive: physical detection is all about security guards, bloodhounds, and other living features.

Security features have three functions: **BARRIER**, **DETECTION**, and **ALERT**. Some features have multiple functions (security guards, for instance, can act as all three), but usually a Location will have multiple

security features working together in a system. This makes the Location more secure, because it ensures that disabling one feature won't disable every bit of security the Location has.

BARRIER: These features keep people from going where they're not supposed to go. Not just physically; locks, retina scanners, passwords, PINs, and key phrases all count, as do environmental factors like darkness, fog, and moats. (Don't look at me like that. Haven't you ever robbed a castle before?)

DETECTION: The right kind of sensors in the walls will let you know if there's heat, sound, movement, light, pressure, or vibration (like from a drill drilling into the vault, or shape charges blowing through a reinforced concrete wall). Detection also covers less obvious things, like guard dogs, keylogging software, and surveillance cameras. (Little but important distinction: a surveillance camera that goes straight to tape for later review is **MECHANICAL DETECTION**. One that's under constant monitor by a security team is **PHYSICAL DETECTION**.)

ALERT: These let other people know what's going on, whether with lights or sirens, or a direct line to the police. Some (like car alarms, fire doors, spotlights, and shoplifting detectors) are just to attract attention from people nearby; others (like the silent alarm at the bank) are there to trip other parts of the security system and get them to spring into action.

Notice that in every case, you might have a feature that cannot be disabled (like a moat).

Designing Your Location's Security

A secured Location is similar to an Agent: it has strengths and quirks, and poses a satisfying challenge to any Crew. And while it's part Agent, it's also part puzzle, filled with tricks, traps, and trouble.

All systems are better at some things than others, but it tends to balance out into a well-rounded whole. Choose a primary feature Trait: **ALERT**, **BARRIER**, or **DETECTION**. Assign a die to that, **D8** or larger. Then choose a secondary Trait, with the next smaller die type, and the last Trait takes a smaller die still.

Next, choose a primary type: **PHYSICAL** or **MECHANICAL**. Assign it the same die type as the primary feature, and for the secondary type use either of the other two die sizes you've already used, depending on how strongly the system is slanted toward one type.

This might help you choose and describe the features:

D4: Old, unpredictable, uncertain

D6: Standard, mass-market

D8: Good, dependable, up-market

D10: State of the art, custom, expensive

D12: One of a kind, military-grade or better, impenetrable

So if you've got a military base with barbed-wire fences and old security cameras, but which has marines at every entrance, you might have **ALERT D10**, **BARRIER D8**, **DETECTION D6**, **MECHANICAL D4**, **PHYSICAL D10**. And when someone tries to sneak past a guard, you'd roll **DETECTION + PHYSICAL**.

Of course, that's not all that interesting on its own. In order to really bring a place to life, it needs unique features and safeguards in order to come to life in the players' eyes. That's where distinctions come in.

If every single movement in a secured Location involves an incredibly intricate system that needs to be thwarted, players will get burnout pretty quickly. Even when Parker was up against the Steranko in *The Inside Job*, she had the occasional moment to breathe. Hit the Location's Distinctions when you really want to give the Crew a chance to shine, or let a particular Crewmember really show off. The dice sizes for the security Types decide how difficult a Location is to get through, but the Distinctions decide if it's a Location worth remembering.

Making a Great Distinction

The right Distinctions for your Location are interesting, challenging, and really fit the feeling of the Location itself. **TRIPWIRE D8** could be anywhere, but there's a world of difference between **LASER TRIPWIRE D8** and **HUNTING TRIPWIRE D8**. Both activate **ALERTS**, but the former probably alerts the security guards or police, while the other probably activates some sort of net or other trap.

You can also toss these items in as description when doing a Feature + Type roll, or bring them in as Complications (Not all of them make sense as Complications, though: locks don't just appear out of nowhere, but what looks like a simple lock could be deceptively complex). They exist to help you figure out the personality of your Location, and you can do with them whatever feels right.

Cool Places to Break Into

With all of the tools and tricks in your repertoire, you're going to at least want to make use of them in cool and exciting ways. Who wants to break into a local savings bank or a jewelry store? Low-rent thieves, that's who. No, you're ready for the big time.

Survivalist Compound

No crazy conspiracy theorist is complete without his survival compound in the wilderness. It's how you tell who's *serious* about the Bible code that tells him when the next World War will be.

Anyone who's actually using his survival compound is hunting for food, and that's where most of his security gear is going to come from: "repurposed hunting equipment." You're looking at **MECHANICAL D6**, **PHYSICAL D8**. With that kind of technology in play, **BARRIER** will be primary.

You should expect to run into things like tripwires, snares, hunting traps, and surly men with rifles. If they're paramilitary types, there may be a semiautomatic, grenades, and mines involved. If they're the tinfoil hat type, you're in luck because they'll yell at each other instead of using radios.

Survivalist compounds probably don't have any fancy heat and motion sensors, but they do have angry guys with guns. They also have a lot of traps; if you're lucky, you'll just end up stuck in a net or a pit until the militia comes to cut you down and deal with you. If you're not lucky? I hope you at least managed to avoid the bear trap. This particular compound has **ALERT D8**, **DETECTION D6**, **BARRIER D10**.

Distinctions

SELF-GOVERNED: The militia does not recognize the governance of the United States, and has its own judicial system—which makes liberal use of the death penalty. These folks aren't afraid of jail.

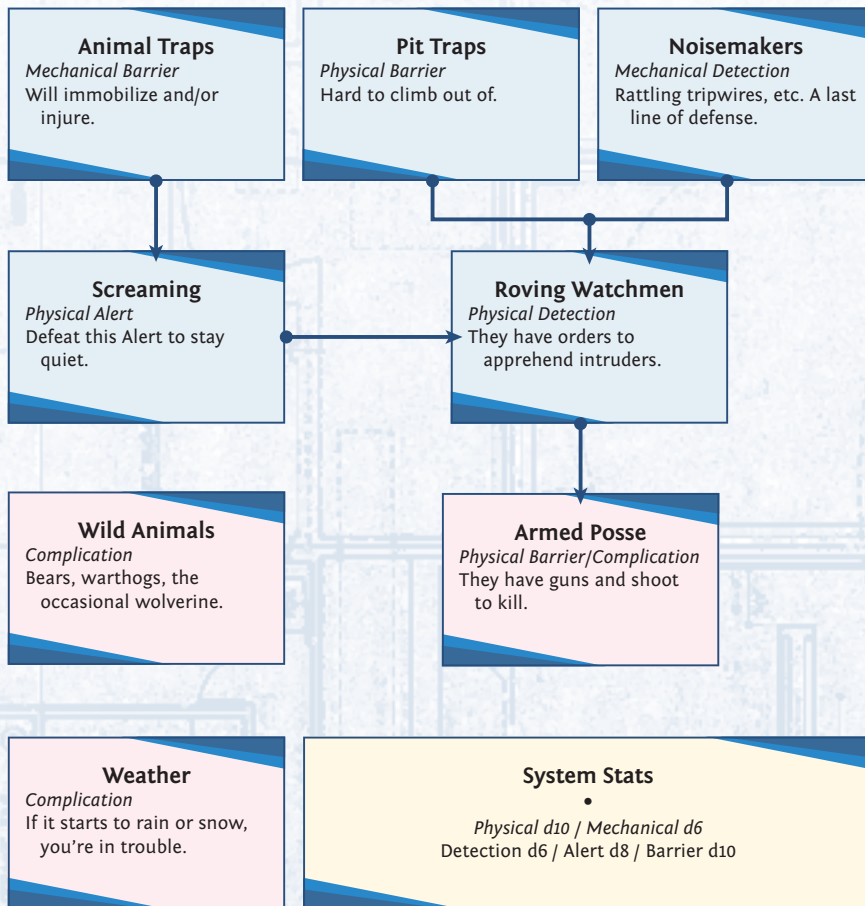
INTENSE PARANOIA: Their belief that everything and everyone is out to get them translates into every part of compound life, especially into their defenses. They believe, quite seriously, that the military or an ATF team is going to show up to raid the compound and murder everyone in it. Their defenses are prepared for Ruby Ridge or Armageddon, whichever comes first.

Always-On Features

ANIMAL TRAPS (MECHANICAL BARRIER): Hidden by leaves and dirt, these traps have nasty jaws that keep you in one place until the militia comes to get you. Your screams function as the Alert.

NOISEMAKERS (MECHANICAL DETECTION): Rudimentary stuff, like tin cans that rattle if you step on the tripwire. This is just in case you somehow make it past the pits and the guns.

SURVIVALIST COMPOUND



TURKISH SECRET PRISON



PIT TRAPS (PHYSICAL BARRIER): These are slightly less treacherous than the animal traps; you just fall in a hole deep enough to make it difficult to get out.

ROVING WATCHMEN (PHYSICAL DETECTION): Able-bodied young soldiers who are trained and authorized to find and apprehend intruders for execution. Er, trial.

Complications

ARMED POSSE: When the alarm sounds, packs of militia members roam the grounds, armed to the teeth. They shoot anything that moves.

WILD ANIMALS: Part of the problem with sticking your compound in the middle of nowhere is that other predators were probably there first.

WEATHER: Nasty thunderstorms can turn the area around a survivalist compound into sucking mud, and snow makes avoiding the pit traps even more difficult.

A Turkish Secret Prison

When you're a Thief, sometimes you get sent to prison. That's okay as long as you know how to get out. The, uh, cool thing about getting sent to prison in Turkey is you probably won't have a ton of high-tech security to deal with, unless you were caught taking Ottoman porcelains in Istanbul. (So don't get caught.) Once you get out of your cell, it's a simple matter of avoiding the guards and evading pursuit once you get out of the compound.

This prison is heavily staffed, and has **PHYSICAL D10**, **MECHANICAL D8**. Its Features are primarily **BARRIERS D10**; it also has **DETECTION D8** and **ALERT D4**. Its Alert is low because its staff is unruly and poorly organized. Many of the prison guards either don't know who they answer to, or would rather their bosses don't know what they're doing.

Distinctions

PRISON BRUTALITY: They know they're not supposed to do it, but these guards won't shy away from punching some of your teeth out to make a point.

HACKING COUGH: Sanitary conditions are, pardon the pun, utter crap great here. Everyone is sick, including the guards.

Always-on Features

MOTION DETECTORS (MECHANICAL ALERT): Any movement outside the building triggers cameras and floodlights.

THE PATROL (PHYSICAL DETECTION): There should be two guards patrolling your block at all times.

TEMPERED STEEL BARS (PHYSICAL BARRIER): There's no way you're going to saw through these fast enough.

Complications

PRISON RIOT: When security slips up, things can get hairy really fast. Quick, where's your shiv?

TAKE ME, TOO: Your cellmate got wind of what you're up to, and he wants you to take him.

THE GUARDS ARE HERE TO BEAT YOU: Sometimes they just come to visit.

THEY'RE GOING TO TRANSFER YOU: Either all your planning is worthless because they're moving you to another site, or all your planning is worthless because they're going to shoot you.

The True Tomb of King Herod

In 2007, Ehud Netzer discovered the monuments of King Herod, from a writing claiming to state the location of the tomb. But the site he excavated was a cenotaph, containing no body and none of the treasures the king of Judea was said to have been buried with.

The truth is that his true tomb, hidden so it would not be desecrated by Christians, remains hidden to this day in Samaria (present-day Israel). The take? Roman gold and your name on the lips of every archaeology student

from here to Doomsday. The risk? Israel has at least 8 species of venomous snakes. The tomb has **MECHANICAL D10**, **PHYSICAL D8**, and Features **ALERT D10**, **BARRIER D8**, **DETECTION D6**.

Distinctions

MONUMENTAL EFFORT: The entire tomb is built of solid limestone. Busting through it will make a lot of noise.

HIDDEN, BURIED, AND FORGOTTEN: There's precious little information available about the tomb. What is available will come with a price.

Always-On Features

CHOKING DARKNESS (PHYSICAL BARRIER): It's really dark down here, and the air is *really* stale. Bring lamps and dust masks.

PITFALLS (MECHANICAL BARRIER): The tunnels are riddled with sudden drops, sheer surfaces, and precipices hidden around bends or shady places.

PRESSURE PLATES (MECHANICAL DETECTION): Step in the wrong place and you could trigger a spear launcher, boulder trap, or worse.

SNAKES! (PHYSICAL DETECTION): You never know what pile of dust or overturned rock could be hiding a hungry viper.

Complications

CAVE-IN: Looks like you're not getting back in there.

FIRE DAMP: This place isn't very well ventilated, and it's full of highly combustible gas. Don't make a spark.

SLIDING WALLS: When you opened that last door, there was a click...and now you can't find your way back out.

The Steranko

As seen in *The Inside Job*, the Steranko is the highest of high-end security packages. It's for crazy people. Believe me, if you're looking at a Steranko, you're looking at somebody with something really good to hide.

This Location is a little bigger and more complex than many others. Wakefield Agricultural Corporation's implementation of the Steranko system is split into three zones: Facilities, Biotech, and Executive. Each has a slightly different distribution of resources.

Facilities, the lower third of the building, is less closely monitored than the upper levels. These floors contain regular conference rooms, the employee cafeteria, the marketing division, and most places where visitors might be invited. Facilities has **MECHANICAL D12**, **PHYSICAL D8**.

Biotech, which takes up about half the building, is somewhat more secure. Wakefield's research labs, records, DNA archive, seed storage, and other sciencey things are on these levels. They have **MECHANICAL D12**, **PHYSICAL D10**.

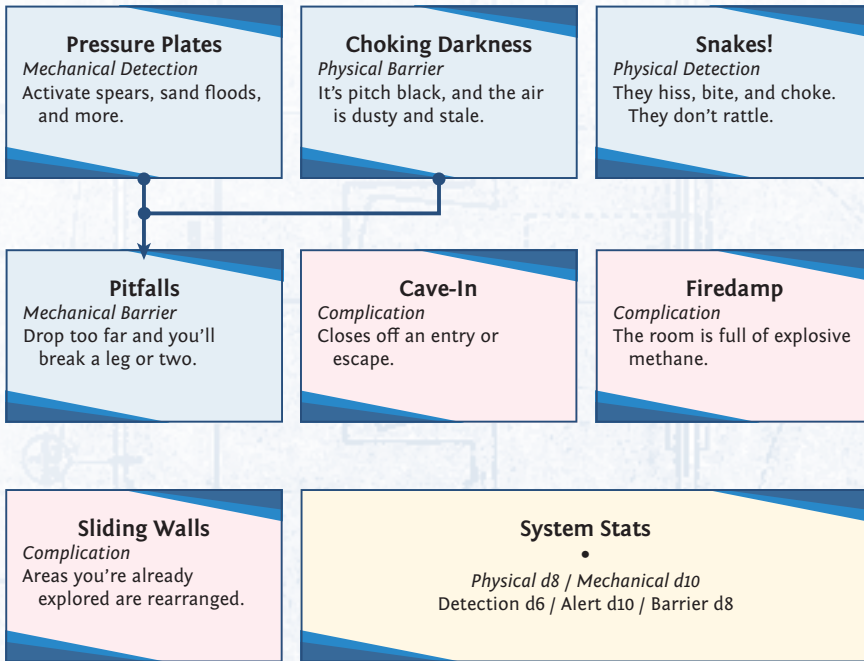
Executive, the very top floors, are where all the VPs and department heads keep their neat wheely chairs. If you've got an Executive corner office, you probably have Steranko command codes. Since the higher-ups don't like being on camera, some of their offices are off the grid, and security up here is mostly personnel-based. Executive has **MECHANICAL D10**, **PHYSICAL D12**.

The Steranko is built like a lobster trap: it's a lot harder to get out than in. Lucky for us bad guys, it's not usually used by people who are entirely on the up and up, so they don't tend to call for outside help. It has **ALERT D6**, **BARRIER D10**, and **DETECTION D12**.

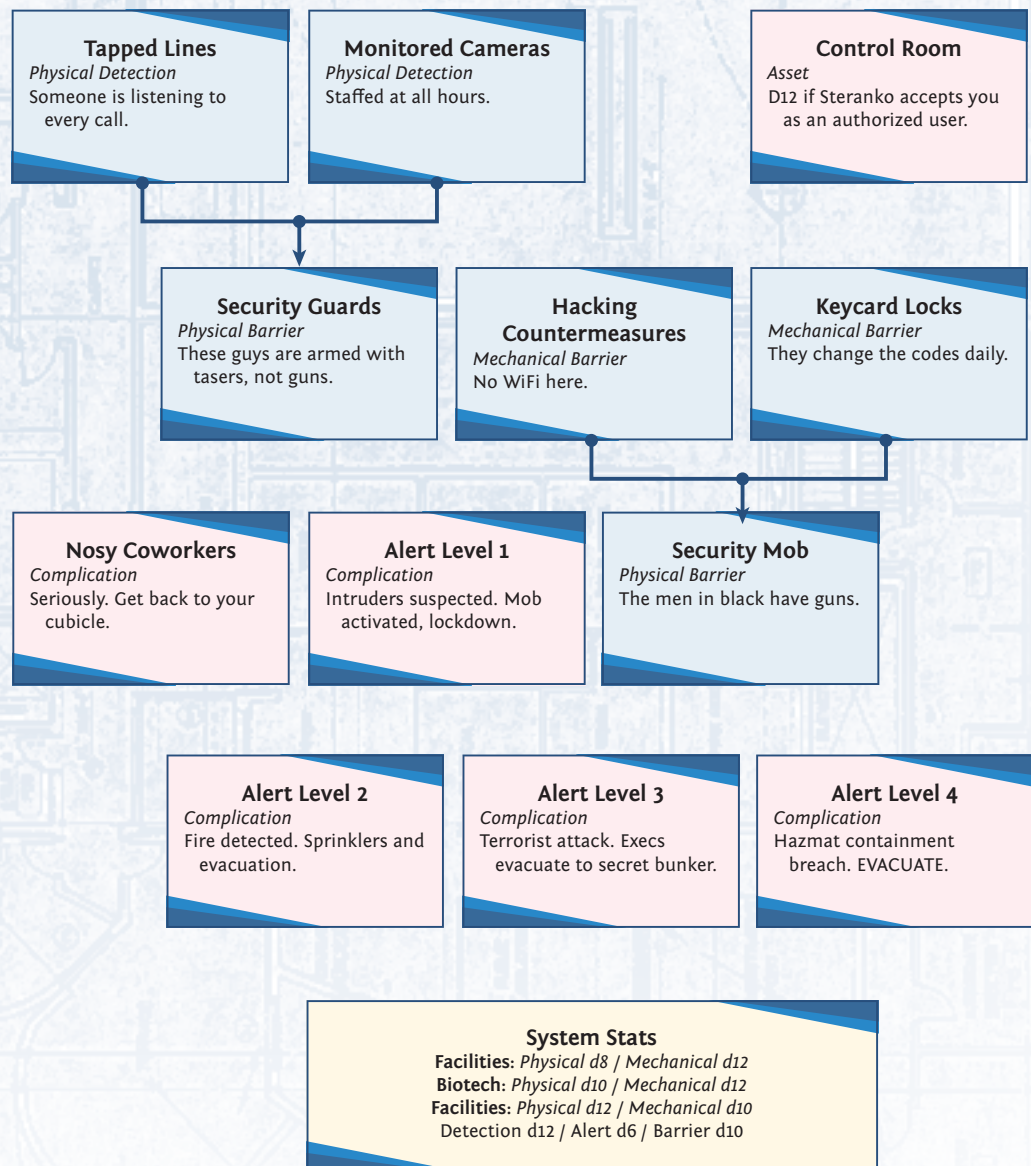
Distinctions

HEURISTIC ALGORITHMS: Deep in its evil metal heart, the Steranko has a really big computer that *watches* you and *learns* about you. The longer you stay in, the better it gets at catching you.

TRUE TOMB OF KING HEROD



THE STERANKO AT WAKEFIELD



LASER TRIPWIRES IN A VENTILATION SHAFT!?: The Steranko's detections are everywhere, even in the unlikeliest of places. There's probably a camera watching you pee.

Always-On Features

HACKING COUNTERMEASURES (MECHANICAL BARRIER): All the network hardware in the building is shielded and cellular frequencies are jammed to prevent wireless security breaches.

KEYCARD LOCKS: (MECHANICAL BARRIER): Anywhere important has a door with one of these. Anywhere *really* important has a Retina Scanner instead.

MONITORED CAMERAS (PHYSICAL DETECTION): Those cameras we just talked about aren't just taking recordings. The control room is staffed by several people at all times.

SECURITY GUARDS (PHYSICAL BARRIER): Obviously.

TAPPED LINES (MECHANICAL DETECTION): The Steranko tracks all the calls made on the building's land lines.

Complications

ADAPTIVE ENCRYPTION: The Steranko actively fights attempts to hack it. An improperly authorized terminal can only stay hooked in for so long before the system sees it and locks it out.

NOSY COWORKERS: Nothing makes it harder to work a Job than someone who *just wants to talk*.

ALERT LEVEL 1: When the system suspects an intruder, it goes into Alert Level 1, initiating a floor-by-floor lockdown procedure and activating the Security Mob, who verify the identity of all staff with handheld retina scanners. Sirens may sound in Executive or Biotech.

ALERT LEVEL 2: If the system detects a fire, the Steranko control room, server rooms, and cold storage rooms are all sealed and filled with an oxygen-free blend of gases to protect those facilities from fire, while

The Control Room

If you can get the system to recognize you as an authorized user, you can use the Control Room as a D12 Asset. You'll probably have to take care of the guards in there first, though.

sprinklers douse the rest of the building. The elevators lock down and security personnel conduct evacuation protocols. Executive staff can evacuate to the roof to be airlifted to safety.

ALERT LEVEL 3: In case of terrorist attack, the building closes down completely. Nobody gets in or out without Steranko command codes—no one even gets to leave their floors. If you're lucky enough to have codes, you can take an elevator down to Wakefield's secret bunkers under the building. The system will contact Homeland Security.

ALERT LEVEL 4: If there's a hazmat containment breach, the system contacts an offsite hazmat team for cleanup immediately, while directing the staff to perform a controlled evacuation. Biotech staff may need to be decontaminated.

Cool Things To Steal

One of the coolest things about any Job is the take. As a Fixer, it's important to come up with something big, unexpected, and a little intimidating—something that hits the right balance of irresistible and difficult. If you're going with cash or jewels, give the cash or jewels a story that makes them more memorable. In *The Homecoming Job*, for example: the Crew stole millions of dollars in cold, hard cash—much more than you would find in a typical bank heist. On top of the sheer volume, the cash also had a story: it came from embezzlement in Iraq, and the Crew used it to help veterans of the Iraq War.

Knowing the take's story ahead of time also helps the Fixer plan the Location. Not every score is kept in the same kind of place, and the description of the goal will help in fleshing out the sort of place that the score is kept.

To get you started, here are a few of the things out in the world that are waiting for your Crew to... liberate them.

Artwork Stolen by Nazis

No, not recently stolen by Neo-Nazis—although that could be interesting. In World War II, the Nazis stole an incredibly large amount of artwork and valuables from Jewish families. Not all of the art has been recovered, and very little of it has made its way back into the hands of the original owner's descendants. Some of the art has been sold often enough that it is no longer obviously stolen—except to the people who recognize the particular piece as a family heirloom.

What's enticing

Nazis are bad. Also, World War II was a horrible time for a many people, and restoring a small part of what a family lost during that time feels really, really good.

What's difficult

If the owner of the stolen art has any idea of its origins, they'd probably stop at nothing to keep the fact that they own stolen Nazi artwork out of the public eye.

A Cursed Diamond

The reasons to plan a diamond heist are clear: diamonds are sparkly, they're worth a lot of money, and they're extremely portable. So why choose to steal a diamond that has a clear downside? Cursed diamonds are usually bigger, people tend to be a little afraid of them, and that may make them easier to steal. Plus, cursed diamonds tend to find their way

out of their owners' hands in the first place—which means you may come across a Client who's had their diamond stolen.

What's enticing

If it's big enough to be worthy of a curse, it's big enough to be a worthy target. Plus, it's famous. Stealing something famous is always more fun.

What's difficult

Diamonds on display tend to be under bulletproof glass and housed in pretty sturdy security systems. And, oh right, the curse. Here's hoping the Crew doesn't roll too many Complications...

DNA From A Framed Defendant

As the technology gets better and better, courts around the country are increasingly relying on DNA evidence left at the scenes of crimes in order to put away criminals. DNA is such a unique marker that it's often praised for ensuring that innocent defendants don't go to jail for crimes they didn't commit, and ensuring that criminals who may have been set free due to a lack of evidence pay the price for their crimes.

The problem is, if you have hair, skin, or fluid from an innocent person, it's very easy to plant at a crime scene.

What's enticing

Nothing feels better than setting an innocent person free.

What's difficult

Police storage is hard to break into, and if you set off any alarms, the police are right there. Also, if the DNA has already been logged, you have to steal the physical sample *and* wipe the results from the computer.



A Faulty Oil Tanker

Due to a number of high-profile disastrous spills, the requirements for the manufacture of oil tankers are incredibly stringent. Great care must be taken to make sure that each and every tanker conforms precisely to factory specifications—and if it doesn't, the tanker must be fixed or scrapped. Even if it costs tens of millions of dollars.

So it's almost hard to blame a company for bribing inspectors to look the other way, and let the tanker into the water. Just because there's a small defect, it doesn't necessarily follow that the tanker will fail and leak tons and tons of oil into the delicate ocean's ecosystem, right? It'll probably be fine. Mostly. They hope.

What's enticing

Nothing says “hero” like saving a bunch of poor, defenseless sea creatures. Also, it's an enormous boat. If you thought stealing a car was fun, wait until you're stealing an oil tanker.

What's difficult

Tankers are measured in something literally called “Deadweight.” They're thousands of metric tons. It might be easier to get onto before it hits the water, but where would you take it, exactly?

Nuclear Launch Codes, AKA “The Football and The Biscuit”

“The Football” is a metal briefcase in a leather jacket, with an antenna sticking out. Inside the briefcase is everything you need in the event a nuclear attack is necessary:

The Gold Codes, the nuclear launch sequencing codes.

The Black Book, which contains all retaliatory options in case of nuclear attack.

A manila folder, outlining all secure locations the President can be taken to in case of attack.

A console, which serves as a remote hub for the strategic defense system of the United States.

After each person has been sworn in as President of the United States, they are given “The Biscuit”—a card which identifies them as the President to the Secretary of Defense in case of authorizing the nuclear option. Many Presidents have misplaced the Biscuit for differing amounts of time: President Carter sent the Biscuit to be dry-cleaned in one of his suits, and President Clinton misplaced his in the West Wing for months.

Three Footballs and known to exist: one kept near the President at all times, one kept with the Vice-President, and one is kept at the White House.

What’s enticing

It’s the freaking *nuclear defense system*. If it gets into the wrong hands, it’s a global disaster. Even if the Football is not used to launch nuclear weaponry, the information about American retaliatory options and places the President is taken during crisis is all extremely sensitive.

What’s difficult

You’re either stealing it from the President (or the Vice-President, or the White House) because it’s about to be misused. If not, you’re stealing it from a group who had the skill and resources to steal it in the first place.

A Prizewinning Show Dog

As the American Kennel Club puts it, “Dog shows are intended to evaluate breeding stock.” A good show dog isn’t just a rare and expensive animal—it’s a gift that keeps on giving!

But it’s not going to live up to that potential if it’s not in the right place; if it’s been dognapped, you can be sure its captors aren’t keeping it in top showing form. Some breeding mills are little more than cramped mating quarters, with little regard to the animals’ health or happiness.

What’s enticing

Even if you’re not in the market to start breeding spaniels, a prizewinner is a fine, well-trained companion who’s up to date on its shots. You can probably sell it off for a pretty penny, or keep it to guard your apartment.

What’s difficult

Show dogs have a lot of paperwork. Your new friend isn’t worth anything without documents showing that it’s purebred, stating its parentage and registration, medical records, and certificates for whatever awards it’s won. You’re going to need to steal or forge all of that, too. Plus, it’s alive, and if it’s show season, the dog’s surrounded by people and cameras. There is also an excellent chance it may bark at and pee on you.



The Secret Southern-Fried Chicken Recipe

Few things in this world are as well guarded as trade secrets, and few trade secrets are guarded as well as signature recipes. Since copyright law does not protect recipes, corporations who want their soda, chicken, or other products to taste uniquely delicious will stop at nothing to keep them out of competitors' hands.

Corporate espionage is alive and well. Whether the corporate spies steal another corporation's recipe to leak on the Internet and tarnish the brand, or a big chain restaurant wants to steal a recipe from a Mom-and-Pop joint—theft happens. And if you want to steal a recipe back, you've got your work cut out for you.

What's enticing

Curiosity. Who hasn't wondered what all of those herbs and spices are, or what makes up the special sauce? And if the Fixer is spinning a culinary David and Goliath story, it'll be satisfying to see the recipe back in the hands of its rightful owner.

What's difficult

No one location holds the entire secret recipe; two high-powered executives in two different offices keep their half of the recipe in two separate safes. Definitely not a solo job.



The Tech Job

THE TECH JOB

Most Jobs involve a technical element, otherwise the Hacker wouldn't have anything to do. There's always a security system to be shut down, or credentials to be falsified, or encryption to be cracked. But in a Tech Job, these factors are at the forefront, and it can lead to bigger targets with larger consequences.

The Tech Job is where the Hacker and the Thief really get to show off. High-tech means high security, and whether that means snaking your way past randomized laser grids and cracking electronic safes, or snaking your way past firewalls and cracking encryption schemes, your players will be up against some difficult obstacles.

These aren't your garden-variety targets. We're talking technology firms, military bases, and security contractors with their own private armies. They have teams of people working around the clock, devoted to keeping people like you out. Depending on who you're targeting, there's a good chance that what you're doing counts as treason. You're up against the best, so it's time to bring your A-game.

In a perfect world, you'll be sneaking your way in and out without being noticed, but since when have these things ever gone according to plan? When it's time to pull your Crew out of the fire, that's when you send in the Hitter. High-tech targets tend to mean higher quality security guards. Wherever the Job happens to take you, you can pretty much count on the guards being strong, well-trained, and heavily armed. A normal Job might put you up against rent-a-cops armed with flashlights and walkie-talkies, but a Tech Job is more likely to have you facing off against former Navy SEAL with a MAC-10 and Krav Maga training.

What's in this Chapter

Because every Fixer benefits from a little applied science, we've provided you with three Tech Job outlines to drop on your Crew. They're all sketched out and ready to go, but expect things to go off the rails early on. Here's a quick summary of what to expect.

The Spyware Job: Take down a crooked software developer responsible for blackmailing school teachers. No sweat, right?

The Rocket Man Job: Find out how and why a mild-mannered rocket scientist was framed for espionage and stealing state secrets. Try not to get shot into space.

The Mr. Smith Job: Blood money, private security, and corruption in Congress. You've got work to do.

Troubleshooting Tech Jobs: Useful advice and guidance in making these Jobs a hit, not a miss.

Don't worry, there's still plenty of work for Grifters and Masterminds, but Tech Jobs can really be a showcase for Hitters, Hackers, and Thieves. Below are just a few examples of the sort of situations your Crew can find themselves in during a Tech Job. The stakes are high, the science is wild, and the Marks are particularly nasty, in a white collar sort of way. So grab a spot on the couch and load up the presentation. You've got a new Job.

The Spyware Job

The Pitch

Laura Bennett is an English teacher at Ayerdale Middle School. Last week she received an email in her personal account from an unknown sender. Attached was a video file, showing Ms. Bennett in bed with her boyfriend. What was even more disturbing, the video seems to have been shot from inside Ms. Bennett's bedroom, using the webcam on her school-issued laptop.

The sender threatened to mail the video to every teacher, parent, and student in the school unless Ms. Bennett paid \$27,500 in cash by next week. That's exactly how much money Ms. Bennett has in her savings accounts. Whoever sent the email told her not to go to the police. Instead, she came to you—smart move.

The laptop was issued to Ms. Bennett by her school. All of the students and faculty members have one. The district installed Karetaker XL, a security program developed by Lochdown Technologies.

That's where it gets interesting. On the surface, Karetaker XL meant to keep the laptops safe, providing remote disc wipe and GPS locator capabilities for lost or stolen machines. But underneath that innocuous outer layer, Karetaker XL is hiding some weapons-grades spyware. Using their software, Lochdown is able to remotely access every aspect of your computer—screen capture, keylogging, video and audio recording, even remote file access; they own your laptop.

The Client

There's not much to tell. Laura Bennett is an exceedingly normal person. For the past three years, she's been teaching at Ayerdale: a suburban, middle class school. She files her taxes in February, volunteers at the local animal shelter, and isn't running a meth lab out of her basement. She's not leading the sort of life where one makes enemies. Looks like this was purely a crime of opportunity.

The Mark

Roger Lochman's story is pretty typical for a CEO in the tech industry—he was involved in a couple of failed startups before founding Lochdown Technologies. His last company, Loch&Key, imploded after Lochman was accused of embezzling, but no charges were ever filed. So far, Lochdown has been the exception; it's managed to survive—barely.



Five years in, and the company is only just starting to make some headway. Venture capital has run out, and no one's been willing to invest more. Until recently, Lochdown Technologies had been struggling to pay the bills each month. Things turned around when Roger managed to land the security contract for the state's Home Computing initiative. Every student and teacher in the state has received a free notebook computer with a copy of Karetaker XL pre-installed, and that's meant a significant increase in profits—a suspiciously large increase. Lochdown's gone from fighting to keep the power on to moving into a brand new, state of the art office in less than half a year.

The Locations Wagner Tower

The new Lochdown Technologies offices are located downtown, on the top floor of the Wagner Tower. Wagner Tower finished construction last year, and it's got a top of the line Hermes security system. During the day, the doors are open and the elevators run normally, but at night you can't get into the building without a keycard. Once inside, an armed guard patrols the lobby, and the elevators are biometrically controlled—they won't take you past the second floor cafe if your thumbprint doesn't check out.

Infrared, closed-circuit cameras cover the hallways in the rest of the building, with motion detectors in the offices themselves. The whole system would be pretty worthless if you had a low-paid security guard spacing out instead of watching the monitors, so that job's been eliminated. The whole system is monitored by the Hermes itself, a bank of high-powered computers in the basement of the building, that process the video and sensor data in real time to search for significant anomalies. If the Hermes notices something out of the

ordinary, the relevant floor is locked down and security guards are dispatched to that sector.

Security Guards: The owners trust the Hermes to keep things running smoothly, so the guards at Wagner Tower are your standard issue, want-ad security guards. No guns, but they do have tasers and pepper spray. One guard works the front desk by himself, while the others make random patrols of the rest of the building.

Elevators: The system isn't quite foolproof. The maintenance crew has access to every floor in the building, including the roof and basement, via a keycard. The turnover rate for maintenance workers is pretty high, so security stopped scanning their fingerprints into the system.

Lochdown Technologies Office

Lochdown Technologies rents out the twenty-seventh floor—at the top of the building—with a great view of the city. It's an open-plan layout, with desks arranged in a grid pattern. It's a small staff, but there's usually someone working no matter what time it is, especially during the crunch time before a big release. Lochman has a corner office at the back of the room. Next to that is the office of Charlie Keyes, Lochdown's Lead Developer.

Random Programmer: This guy's entering the fourteenth hour of his eight hour day, he's got his headphones on, and he's deep in The Zone, powered by black coffee and energy drinks. As long as you don't fall through the ceiling directly on top of him, he's not likely to notice you.

Charlie Keyes: Keyes and Lochman have a history before Lochdown Technologies—they co-founded Loch&Key. That partnership didn't end well. Lochman offered Keyes the job at Lochdown as a peace offering for the financial collapse of Loch&Key (and because he needed Keyes' technical mind). Keyes accepted the position reluctantly, because no one else would touch him. Sounds like there's little trust between Lochman and Keyes.

Lochman's Office

Lochman's office is fairly modest, decorated in a sparse, minimalist style that contrasts with the antique, oak desk. A brand new PC with all the bells and whistles sits on top. At the back of the room, a sliding glass door leads to a private balcony overlooking the city. The view is breathtaking, and the drop is fatal.

Lochman's PC: Lochman's calendar is packed with meetings with investors and potential clients. It looks like every minute of his day is accounted for, going back for years. Lochman's involved in sales and marketing, and not in the product development side of the business at all. There's no evidence to suggest he's aware of the spyware in EduSafe.

Lochman's Desk: A copy of the latest company financials is in a locked drawer in Lochman's desk. From the look of it, Lochdown's profits are legitimate. Lochman isn't extorting money to keep the company running; it's doing fine on its own. More than fine, actually—Lochman just finalized a deal to provide security software for the entire state government. This time next week, GovSafe from Lochdown Technologies will be running on every computer in the state capitol. The advance on the contract more than paid for the new offices. So where's the money going?

Keyes' Office

Keyes' office is smaller than Lochman's, but he's managed to cram more into it. Work tables line the walls, and you can spot at least six running computers, with several others laying around in various states of repair. A comprehensive library of technical books is stacked in a teetering pile next to his desk.

Keyes's Computers: Jackpot! Every one of these systems is crammed full of hard drives. You're looking at a networked storage array with a capacity of around fifty terabytes. Keyes has been streaming the EduSafe data to these disks and parsing through them for potential blackmail material. Looks like he's stored the extortion

videos to his primary computer at his desk. Just need to yank out the hard drives and his victims will be safe.

The Twist

As Lochdown's Lead Developer, Keyes was able to remotely patch the spy code into the software after it shipped. Laura Bennett wasn't his first victim. In the past year, he's made over \$150k with his extortion scheme, but that was just a test. He stands to make substantially more when GovSafe goes live next week—politicians have much bigger secrets than teachers. And deeper pockets.

Small problem—as soon as the first hard drive is unplugged, the building goes into lockdown mode and the rest of Keyes' computers start wiping their disks clean. Looks like Keyes has been keeping an eye on the Crew isn't too thrilled that they found his secret. He's tripped a failsafe and is trying to trash all the evidence. Now they're locked in, and the guards are on their way up.

The Rocket Man Job

The Pitch

Dr. Earl Jacobi used to be one of NASA's top propulsion specialists, working at the Parsons Research Laboratory outside Alamogordo, New Mexico. His research into a method of Nuclear Pulse Propulsion that eliminated the problem of fallout could have meant a manned mission to Mars by the end of the decade. Instead, he's being held in federal prison under suspicion of espionage for stealing classified military documents.

According to the arrest report, a security guard found Dr. Jacobi in the parking lot of the laboratory, passed out in his car. The guard broke a window to help the doctor,

and found a portfolio containing classified documents detailing an experimental military spaceplane design.

Jacobi says he has no memory of what happened. He says he's been set up, and he's pretty sure he knows who did it. With the recent cutbacks, NASA has been slashing budgets across the board, and Jacobi's Nuclear Pulse Propulsion project is competing for funding against Dr. Jerry Wyneck's pet project. If anyone stood to gain from Jacobi being sent to jail, it was Wyneck. With Jacobi gone, Wyneck's project is safe.

The Client

Dr. Jacobi is highly respected in his field. His work has been published in several scientific journals and his contributions to the New Horizons mission were key to the project's successful launch. Until his arrest, he had an impeccable record. There's no reason to suspect that he's lying.

The Mark

Balding, horn-rimmed glasses, slightly rotund—Wyneck looks exactly like you'd imagine a stereotypical NASA engineer to look. There's not much of in the way of public record on Wyneck outside of academia. He is divorced, but shares custody of his daughter with his ex-wife, who lives in Las Cruces. Wyneck has been working on an ambitious design for a Moon-based electromagnetic catapult that could launch payloads to the outer planets. The project was impressive, but impractical; it would be decades before lunar construction of such a scale would even be possible. Until Jacobi's arrest, talk around the water cooler was that Wyneck's project was next on the chopping block.

The Locations Wyneck's Home

Wyneck lives in an adobe, ranch-style, two-bedroom home on the outskirts of Alamogordo. It seems a little low-end for a NASA engineer. Inside there's a good deal of clutter, and the distinct odor of bachelor life. The second bedroom is made up for his daughter, but it doesn't look like she's been there for a while. A notebook computer sits on the kitchen counter, a barstool pulled up in front of it. There's a small pharmacy of prescription bottles next to the kitchen sink. The sofa in the living room is covered with old newspapers and scientific journals. The corner of a briefcase pokes out from beneath the sofa cushions.

Laptop: Looks like someone's a gambler. Wyneck's got several online casinos bookmarked in his browser. A quick peek in his bank account shows that he's not a very good gambler. Wyneck's tapped out, which would explain the house.

Pill Collection: Social anxiety, IBS, depression, migraines, acid reflux—according to the labels on these bottles, either Wyneck is the sickest man on the planet or he's a massive hypochondriac. Hello, diazepam for insomnia? It's a recent prescription and the bottle's half empty. That certainly could have been used to knock out Dr. Jacobi, and would explain his amnesia.

Briefcase: 1-1-1—not the most difficult combination to crack. Inside, there's an empty Manila envelope, a half-finished book of Sudoku puzzles and the remains of what used to be a turkey sandwich. The guy definitely doesn't take his work home with him. Stuck to the inner lid is a cryptic post-it note. It has a sixteen-digit number scrawled across it, and the words "Olympus Mons".

Mystery Numbers: The mysterious post-it leads to a numbered bank account and passcode. The Hacker traces the number to an account in the Cayman Islands, with over \$2.5 million inside. International



wire transfers involving numbered accounts are difficult to follow, but the source of the money can eventually be traced back to a government official in Beijing. What has Wyneck done to earn a massive payout from the Chinese government?

Parsons Research Laboratories

As a joint effort of NASA and the Pentagon housing nuclear technology, Parsons Research Laboratories is protected by the Army, and the security is top notch. A two-mile long private road runs to the facility from Highway 54. The complex, located on 17-acres of New Mexico desert, is surrounded by razor wire fencing. Security cameras and motion detector lights are positioned every fifty feet along the fence, and armed guards patrol the perimeter every fifteen minutes. The gatehouse is manned around the clock by two soldiers, and all vehicles are searched entering and leaving the facility.

Soldier: Trained to be an Army of One, the soldier is skilled in hand-to-hand combat if it comes down to it, but he'd rather not resort to it. He's armed with standard M9 Beretta pistol in a tactical thigh holster, and he's not too bad with it either. Of course, if he's managed to draw his weapon, you've already screwed up.

Wyneck's Lab

Once inside the complex, the security presence drops off considerably. The scientists don't like to feel like they work in a police state. Wyneck's lab is in the Lovell Building, a four-story structure near the center of the campus. The door locks are electronic, and Wyneck carries a key fob containing an RFID chip that grants him entry to the building. Jacobi has an identical fob, but the codes have been changed since his arrest so it will no longer work. Wyneck's lab is on the second floor, and requires a retinal scan to gain access.



The door to the lab has a radiation warning mounted on it. It seems fairly new. Inside, there are definitely some big changes happening. The room is in a state of disarray, packing peanuts and shrink wrap cover the floor. Two piles of wooden packing crates and filing boxes sit on tables in the center of the room. The boxes in one pile are labeled “ELC: Wyneck -> Archives”, and the other “NPP: Jacobi -> Wyneck Lab”.

“ELC: Wyneck -> Archives” Crates: Looks like Wyneck’s off the Electromagnetic Lunar Catapult project. The crates contain all of Wyneck’s models and prototypes of the catapult, packed for long-term storage.

“NPP: Jacobi -> Wyneck Lab” Crates: Inside the crates are the contents of Jacobi’s former lab. All of the research data and prototypes for Jacobi’s Nuclear

Pulse Propulsion project are packed inside. Now that Jacobi’s gone, it looks like Wyneck is taking over his project. One of the filing boxes lies on its side, empty. The packing list on the lid indicates that the box had contained schematics of the Nuclear Pulse Propulsion Drive.

The Twist

Getting Jacobi arrested was never about project funding, it was about getting access to his research. Wyneck’s selling Nuclear Pulse Propulsion technology to the Chinese government. The \$2.5 million was a down payment. Now Wyneck’s got the merchandise, and you need to get it back before he makes the handoff.

The Mr. Smith Job

The Pitch

Two years ago, Spc. Rebecca Gutierrez, a combat medic with the 1st Infantry Division, was killed while on patrol outside Kandahar, Afghanistan when the Vidar Armored Vehicle she was in was struck by an IED. The explosion tore through the undercarriage of the VAV—which had been improperly armored—breaching the gas tank and igniting the fuel. Rebecca and four other soldiers burnt to death in the resulting fire.

Pacific Armored Transport, a subsidiary of Dortmund Industries, had produced 10,000 VAVs for the US Military on a multi-billion dollar no-bid contract, and all featured the same flaw that killed Rebecca. The company was fined and ordered to retrofit the vehicles in the field with stronger armor, but they didn't lose their contract, thanks to the work of Senator Grant Hutchinson. Dortmund spent a pretty penny on Hutchinson's campaign, and they're definitely getting their money's worth. Since he's been in office, Dortmund has made billions on military contracts, and saved billions more through tax breaks.

Dortmund should have been punished for Rebecca's death. Senator Hutchinson kept that from happening. Rebecca's parents want Hutchinson to go down, and if Dortmund goes with him, all the better.

The Client

The Gutierrez family immigrated to the US in 1982, and Rebecca was born shortly after. She was a smart kid, and was going to be the first member of her family to go to college when her military service was up, courtesy of the GI Bill. Her family deserves justice for what happened to her.

The Mark

Hutchinson is currently serving his third consecutive term as a United States Senator. He didn't necessarily earn the position—his father was senator before him, and Hutchinson coasted into office on name recognition and questionable donations. Hutchinson has a reputation on Capitol Hill as an errand boy for his corporate masters, and nowhere is this more accurate than with Dortmund Industries.

As the largest employer in his state, and the largest donor to his campaign coffers, Dortmund's wishes are Hutchinson's highest priority. Through Hutchinson, Dortmund has saved billions in tax breaks, landed prime military contracts and mining & drilling rights, and weaseled their way out of countless OSHA violations.

Hutchinson is a notorious Luddite. He was begrudgingly dragged into the computer age, but he's never trusted the infernal machines and will only use them when there's no other option. His secretary handles his scheduling and prints all of his email. He trusts in the infallibility of paper, and his office is filled with it. If it happened during his time in the Senate, it's got a paper trail. The trick will be finding it in his confusing, vaguely alphabetical filing system.

The Locations

Senator Hutchinson's Office

Hutchinson's office is located on the fifth floor of the Hart Senate Office Building, a contemporary structure with nine floors of Senate offices surrounding a central atrium. The entrance is guarded by the Capitol Police, and everyone entering the building passes through a metal detector and their belongings are x-rayed. Inside, stairwells and elevators are monitored, but there are



no cameras in the hallways or offices. Office doors lock with a deadbolt so standard it's actually a little insulting.

Hutchinson's secretary sits at her desk in the outer office. His own office, though large, is very cramped due to the sheer number of filing cabinets lining the walls. A dusty PC sits on his desk, unplugged—it looks like it's barely been used.

Filing Cabinets: Buried deep in Hutchinson's archives, you unearth a series of emails from 2004 from David Barris, the CEO of Dortmund Industries, regarding the Vidar Armored Vehicles. The emails seem to be in reply to Hutchinson's inquiries about a "Safety Report" he had seen at their last meeting. Barris assures the Senator that he'll "handle the situation to [Hutchinson's] satisfaction". The emails stop a week later, corresponding with a sizable donation to Hutchinson's re-election fund. There's definitely something going on here, but you've only got half of the conversation. You'd need Hutchinson's messages to get the whole story.

United States Capitol

The Senate meets in the North wing of the United States Capitol building. Visitors entering the building through the Capitol Visitor's Center have to go through the usual x-ray and metal detector process. Any electronic devices are confiscated at the door, although cell phones are allowed. The Capitol Police guard the building, inside and out.

Most of the building is off limits to the general public. Tours of the Capitol run throughout the day, but access to the Gallery while the Senate is in session requires a pass from your Senator. Access to the floor is even more difficult, with the Capitol Police guarding all doorways to the Senate Chambers. Only senators, their staff, and congressional pages are allowed through.

Dortmunder Industries

For a company rumored to be building its own private army, Dortmund HQ seems rather unimpressive. Ten stories of glass and steel make the Dortmund

Industries building blend right in with the hundreds of similar buildings in downtown D.C. It may look like business as usual on the outside, but inside is a different story. Any visitors entering or leaving the building must go through a full-body backscatter x-ray machine. If you're hiding anything, they'll find it. The same doesn't seem to apply to the employees, who flash an ID card as they walk past the security station. Several security cameras are aimed at the front entrance. Security forces are scattered throughout the building. They try to blend in with the workers and visitors, but any Hitter can tell by the way they hold themselves and look around that they're security.

Security Cameras: The cameras at the entrance differ from those posted in the rest of the building. Dortmund provides facial recognition technology to the FBI, so it would stand to reason they're using their own product in-house. Everyone who enters has their face analyzed and compared against FBI and law enforcement databases for possible matches.

The Guards: These guys are clearly ex-military—best guess would be Green Berets, but the Hitter would have to get closer to know for sure. Regardless, anyone with even Hitter d8 can tell by the way they hold themselves that they can handle their own in a fistfight. A telltale bulge under the left arm indicates a shoulder holster.

Barris' Office

Perched at the top of the building, with a view of the National Mall, David Barris' office is relic of times past—all dark wood, leather chairs, and cigar smoke. A painting of the company's founder, Francis Dortmund, dominates the far wall. A door at the rear of the room opens to an adjoining conference room. The overhead lighting is incandescent—none of that sickly flickering fluorescent light for the CEO. A sleek, modern, all-in-one PC contrasts with the sturdy, mahogany desk it sits on.

CEO's PC: The exchange with Hutchinson would have long ago been deleted from all servers involved, but

Barris still has it archived locally. Hutchinson mentions that he's not sure he's comfortable recommending the Vidar Armored Vehicle in its current design, citing questionable results on the Safety Report. His next message, dated just after Dortmund's donation, has no body, just a subject line: "Much more comfortable-kaching!" Classy guy, but you still need to get your hands on this Safety Report.

The Archives

Archived documents are stored in the basement beneath the Dortmund building, and can only be accessed via elevator. (There is an emergency fire exit leading to a stairwell, but an alarm will sound if it's opened.) The room is kept at a constant temperature and humidity to prevent degradation of the documents, and HVAC vents crisscross the high-ceilinged room.

The archivist sits at a desk facing the elevator doors. She doesn't get many visitors, and is all too happy to help anyone who comes down to retrieve a document.

The Twist

The Safety Report makes it all too clear why Dortmund Industries would buy off Hutchinson. It proves that Dortmund knew all about the flaw in the VAV's armor. Their safety testing had confirmed it just before the vehicles were due to ship. Their actuaries determined that the cost of delaying shipment to fix the problem would exceed the cost of any sort of settlement payment they may have to make to families of dead soldiers, so they shipped as scheduled. Hutchinson caught wind of the safety report during a visit with the CEO, was willing to trade soldiers' lives for a fat wad of cash.

Troubleshooting Tech Jobs

When working a Tech Job, a lot of the MacGuffins the Crew will chase are digital. Emails, files, phone records, not to mention all the high-tech security systems that need to be shut down—at times it can seem like the Hacker will do all the work. It's up to the Fixer to keep that from happening by tossing up obstacles along the way that engage the whole Crew.

Maybe the corrupt business has a closed network, inaccessible from the outside. Someone may have to go in and plant a miniature wireless access point near the server. From there, the Hacker can take over. Or maybe the information just plain isn't available online. Electronic data is ever changing. Just because something was there last night is no guarantee that it will be there in the morning. A Thief will need to physically get in to grab the backups. And believe it or not, there are still people out there using typewriters! Manual typewriters! You can't hack an ink-covered ribbon and a ream of carbon paper. And maybe there's an easier way of getting the information than fighting your way through advanced network security. You'd be surprised what sort of information people are willing to part with if you can gain their trust (though, a Grifter wouldn't be surprised at all.)

Then you have the gear the Mark has in a Tech Job. A good Hacker can pwn any normal, off-the-shelf security system, but you won't find any of those here. The Crew's up against bleeding edge, state-of-the-art security technology. The sort of system that has a proper name, spoken with a tone of reverence. "Nobody's ever beaten a Swierczynski 2600!" You can't just hack your way into one of these systems from a public Wi-Fi hotspot and ask it nicely to please shut down for a half-hour or so.

Getting into an elite system is going to require every tool in the box. The Thief will have to fake her way through a few biometric scanners. The Hacker come across uncrackable encryption and the Grifter will have to talk the Mark or an Agent out of the passkey. And there's always a human element to security that the Hitter will have to take down—silently and quickly, before they can trigger an alarm. Meanwhile the Mastermind will be busy juggling all these variable factors, keeping everything running smoothly and ready to jump in to cover when the unexpected happens.

Tech Jobs may have their fair share of problems and obstacles, but the Hacker isn't the only one to take them on. Like any Job, a Tech Job brings the whole Crew together. Think it through, make plenty of notes, and be ready to drop a surprise on everyone.