

LEVERAGE Jumpchain

by Harper's Fairy

Sometimes bad guys make the best good guys.

This time the choice to be a bad guy or a good guy is up to you.

You have 1000 CP.

Wikipedia image: https://upload.wikimedia.org/wikipedia/commons/thumb/3/3b/Leverage_logo_new.svg/2000px-Leverage_logo_new.svg.png

STARTING LOCATION:

Roll d6 or pay 50 cp to choose:



1. LOS ANGELES



2. BOSTON



3. PORTLAND



4. WASHINGTON, D.C.



5. SAN LORENZO



6. YOUR CHOICE

Wikipedia Images: https://commons.wikimedia.org/wiki/File:MacArthurParkLA.jpg, https://commons.wikimedia.org/wiki/File:Boston_-_panoramio_(23).jpg, https://commons.wikimedia.org/wiki/File:HawthorneBridge-Pano.jpg, https://commons.wikimedia.org/wiki/File:WashMonument_WhiteHouse.jpg, https://commons.wikimedia.org/wiki/File:The_Walls_of_the_Liberty_DLO.jpg

BACKGROUND:



DROP-IN (FREE)



HITTER (50 CP)



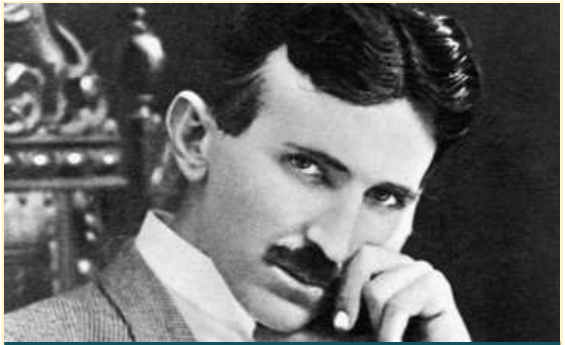
HACKER (50 CP)



GRIFTER (50 CP)



THIEF (50 CP)



MASTERMIND (50 CP)

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PERKS: ~100 CP EACH

CASE [100cp, Free Thief] - You know security systems. On a casual glance, you can identify security features, from cameras and motion sensors to Glenn-Rieder safes and the dreaded Steranko security system.

COLD READ [100cp, Free Grifter] - You can pick up on subtle emotional reactions from people. When you say something, you can tell if it is hitting the mark, and adjust until it does. This can seem like psychic powers to some, but it's just physiology.

ELECTRONIC PROFILNG [100cp, Free Hacker] - You have hacked banks, social media, government agencies, service providers, and everything else under the sun. And you left back doors. You can put together a detailed profile of a subject's online presence in just a few minutes.

OPERATIONAL KNOWLEDGE [100cp, Free Mastermind] - You know how a lot of things work. You know how most organizations establish their operating procedure and how regulations work. It's not sexy knowledge, but it is often able to point you at the weak point in an organization.

PICKPOCKETING [50cp, Free Drop In] - The art of removing small items from another person's possession. Good for wallets, keys, security badges, pens, spare change, or similarly small unattended items. Can also be used to put items on someone without them noticing.

VERY DISTINCTIVE OBSERVER [100cp, Free Hitter] - You notice things. From a fighting stance to footwear to a haircut, you can determine an enemy's combat training at a glance. If you have other areas of expertise, you can size people or things up in those areas too.

PERKS: 200 CP EACH

DISABLE ELECTRONICS (200cp, Discount Hacker) - Through viruses, EMPs, rootkits, power interruptions, bypasses and other methods, you can disable just about any electronic objects you want so long as you can access them.

LOCKPICKING (200cp, Discount Drop-In) - Sometimes locks get in your way. You know how to use lockpicks, bump keys, freon, bolt guns, crowbars, guns, and many other devices to get past these impediments.

INSIDE MAN (200cp, Discount Grifter) - You have a knack for gaining enough trust to be allowed inside an organization. Most people believe you are what you say you are until they find evidence that you are not. More paranoid types will verify your identity first.

SAFECRACKING (200cp, Discount Thief) - The art of opening boxes that were not meant to be opened by you. You have sensitive fingers to feel the tumblers falling into place. You are familiar with the sound of tumblers by ear, stethoscope, or sensitive microphone. You know where and how to drill.

STAGGERING PUNCH (200cp, Discount Hitter) - When you hit someone, they feel it. Your punches are strong enough to knock out an untrained target. If you manage to do any damage, your target will be stunned. This does not apply to people who can Take the Punishment. Also, your fists never cause brain damage.

TEAM DYNAMICS (200cp, Discount Mastermind) - A team can have some irregular personalities in it. You can make an ally function until the end of the job. You can get people who dislike each other to function as a cohesive unit. This does not work on yourself, and it doesn't make people like each other or you.

PERKS: 400 CP EACH

CAN'T CON A CON-MAN (400cp, Discount Grifter) - You know ALL the cons. You can easily see through any attempt to manipulate you and anticipate exactly what they are attempting to do.

FORGERY (400cp, Discount Drop-In) - You can make very convincing fake things. Passports, documents, badges, wines, centuries old books, anything. Just keep in mind that some level of scrutiny will be able to determine that it's a fake.

GEARHEAD (400cp, Discount Hacker) - You love having the best stuff. Get a discount on any items you purchase in this Leverage jump. Also, if you lose purchased item(s) in the jump that you purchased it, you can replace it with items of equivalent value from that same jump after a month of scrounging.

PLAN H (400cp, Discount Mastermind) - Plan H is usually the one that works. Better than Plan M where Hardison dies. Good thing you were ready for it. When your adversary or mark springs a surprise on you that you could have known about, you can go back and have a flashback to how you prepared for it.

STEALTH (400cp, Discount Thief) - You move around without being detected. You can pass unnoticed as a waiter, crawl through air ducts, hide behind things while guards pass by, etc. You aren't invisible, but seldom would someone be able to prove that.

TAKE THE PUNISHMENT (400cp, Discount Hitter) - You can take a beating in a cinematically appropriate way. You are almost impossible to knock out, and you are never stunned by being attacked. You can still get injured.

PERKS: 600 CP EACH

AGE OF THE GEEK (600cp, Discount Hacker) - In a modern setting, people don't realize how much they depend on technology. When someone takes an ordinary action, you can explain how you subverted the technology behind that action to cause a different outcome. You can tap and reroute phone calls, internet browsing, even planes.

AGILITY (600cp, Discount Thief) - You have extremely precise muscle control. You possess exceptional balance, flexibility and motor skills and are capable of remarkable gymnastic feats. You can visualize your immediate environment to such an extent as to be able to navigate dozens of moving lasers.

CODEBREAKER (600cp, Discount Drop In) - You have cryptography training. You can break any cypher with equipment better than was used to encode it. You could break the most sophisticated computer cyphers, but you would need access to the most sophisticated computers in the world.

NEUROLINGUISTIC PROGRAMMING (600cp, Discount Grifter) - You can subtly plant suggestions into a person's mind. This takes some planning or preparation, and significant personal interaction, but you can influence people in ways they do not realize. You can't change their inherent character with this ability.

TACTICAL FOOTWORK (600cp, Discount Hitter) - You almost never have to face two enemies at a time. You are an expert at making multiple opponents interfere with each other and staggering opponents long enough to take down their allies. When you face two opponents, it is to make one of them hit the other.

EXPERT TIMING (600cp, Discount Mastermind) - You can cause events to unfold in a perfectly timed manner. For example, you can ensure that the two syndicates you sold the same drugs to run into each other on the way out. This does not change what people do, it just changes the timing of events to work in your favor.

COMPANIONS:

SIDEKICK (50cp) - Bring a companion with you. Your companion gets 400cp, but can take up to 200cp of drawbacks.

TRIO (100cp) - Bring two companions with you. Each companion gets 600cp, but cannot take drawbacks.

CREW (200cp, Discount Mastermind) - Bring four companions with you. Each companion gets a different background (that must also be different from yours) free and all the perks of that background plus 300cp.

GANG (300cp) - Bring eight companions with you. Each companion gets 600cp.

CRIME COLLEGE (50cp) - Each of your companions gets 100 cp more. This can be purchased multiple times.

RECRUITING DRIVE (100cp) - Recruit a canon character to be your companion. If you aren't interested in Eliot, Hardison, Nate, Parker, or Sophie there is also the possibility of Archie, Chaos, The Italian, Quinn, Sterling, Tara or someone without skills. This can be taken multiple times to recruit a new character each time.

ITEMS:

SCOTCH (50cp, Free with Alcoholism) - This bottle never seems to run out. That's not good for your drinking problem.

TASER (50cp) - A device meant for safely applying high voltage electricity to a human being. Shocking, really.

SANDWICH (50cp) - Every day, inside your refrigerator you will find a freshly made sandwich made with thinly sliced turkey pan seared with sweet Maui onions with a slice of dill havarti cheese and a slice of heirloom tomato on an everything bagel with homemade garlic and onion cream cheese spread.

FRIDGE FULL OF ORANGE SODA (50cp) - Your fridge is packed with 2-liter bottles of orange soda. Drink it up, when you open your fridge again it will still be full. You could even dump it and use the bottle to siphon some vegetable oil. Don't try to sell it, though. Nobody is going to buy second-hand orange soda.

EMERGENCY FUND (50cp) - About $3000 or the equivalent in local currency. Replenishes monthly. Just enough money to lose.

GO BAG (100cp, Discount Drop In) - A bag with some clothes, enough cash to get somewhere, a few passports, and a few other useful things.

THIEVES TOOLS (100cp, Discount Thief) - Glass cutter, rappelling gear, lockpicks, safecracking gear, and other burglary items.

BIG WARDROBE (100cp, Discount Grifter) - A set of clothes for each persona you create. Buy again for a selection of clothes for each persona.

LUCILLE (100cp) - You have a van. It's got a bunch of surveillance equipment in the back. You can merge this with a vehicle you already have.

HIGH-TECH OFFICE (200cp) - You have a nice looking suite of offices to hold your "business". It has a conference room with a giant screen TV.

BUSINESS FRONT (200cp) - You own a small business that works. It earns enough that EMERGENCY FUND replenishes weekly.

PARKER 2000 (200cp) - This is a robot designed to do what a thief can: traverse ventilation ducts and crack safes.

DRAWBACKS:

May take up to 600cp

INCOMPETENCE [+100cp] - There is something you are supposed to be good at, but you are very bad at it. Must be important to your self-image.

SPECIAL SOMEONE [+100cp] - There is someone in your life that you care about that keeps getting into trouble at least once a year. Ex-wife, mentor, child, etc.

ALCOHOLISM [+100cp] - You like booze too much. When your issues flare up, you'll take one drink too many and make terrible decisions.

ADRENALINE JUNKIE [+100cp] - You like to take risks, jump off buildings, drive WAY too fast, dangle in high places just to get your heart racing.

I DON'T LIKE GUNS [+100cp] - You don't like guns. You will not use them. Not even if it would be dramatically appropriate.

ROBIN HOOD [+200cp] - You can only steal from those who deserve it, and your gains mostly go to the victims of your target.

NEMESIS [+200cp] - Someone powerful hates you. They'll come after you with the expertise to see through your plans and the resources to foil them.

SUPER SPECIAL SOMEONE [+300cp] - This is like SPECIAL SOMEONE, but the death [or disgrace] of that person is a jump loss condition.

NO POWERS [+300cp] - You lose your powers, items, and rewards from other worlds for the duration of this jump.

So you finished your decade and you aren't in jail. What is next for you?

Return Home *Stay Here* *Move On*