



Vs Factions Leverage



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Leverage Faction Overview and Traits

Leverage Faction Overview

Faction Type: Elite Heist Crew & Social Engineering Specialists

Tactical Focus: Non-combat problem-solving, deception, social manipulation, infiltration, and precision execution.

Common Traits: Highly specialized team members skilled in social engineering, hacking, and subterfuge. Masters of improvisation and out-of-the-box problem-solving. Access to high-tech gadgets and tools for infiltration.

Weaknesses: Lacks direct military strength, relies on careful planning and deception. Less effective in brute-force combat situations.

Tone & Style: High-stakes heists, clever cons, and cinematic-style tactical engagements with moments of humor and tension.

Default Leverage Operative Stats

(Balanced for non-combat and heist-style engagements.)

Name	Reactions	Speed	Combat	Toughness	Savvy	Luck
Leverage Operative	4	5	3	3	5	3

Leverage Elites: Standard Upgrade Rules

Some missions introduce Leverage Elites—a tougher variant of standard Leverage NPCs.

Elite Leverage NPCs receive the following upgrades:

- +1 to Savvy
- +1 to Reactions
- Access to superior gadgets, disguises, or hacking tools

These enhanced stats represent highly experienced members of the Leverage team, with exceptional tactical planning and improvisational abilities.

Leverage AI Behavior in Combat

Leverage operatives rely on stealth, trickery, and non-lethal engagement tactics.

Standard AI Behaviors:

AI Type	Behavior & Tactical Approach
Tactical	Prioritizes stealth, hacking, and social manipulation before engaging in direct action.
Cautious	Avoids unnecessary risks, preferring to set up a controlled environment for the con.
Deceptive	Uses social engineering and disguise to manipulate enemy behavior.
Improviser	Reacts dynamically to mission changes, adapting plans mid-execution.

Leverage NPC AI Behavior Flowchart

(Designed for solo play or AI-controlled factions in PvP.)

Step 1: Mission Objective Check

✓ **Does the NPC have a mission objective?** (e.g., infiltrate, retrieve data, plant evidence)

✓ **Yes** → Prioritize objective completion using **disguises, hacking, or social deception** over combat.

✗ **No** → Proceed to Step 2.

Step 2: Cover & Concealment Check

✓ **Is the NPC disguised or hidden?**

✓ **Yes** → Maintain deception unless exposed or the mission requires direct engagement.

✗ **No** → Attempt to enter disguise or **move toward a non-suspicious location** before taking action.

Step 3: Target Interaction Check

✓ **Does the NPC need to interact with a key target** (e.g., guard, VIP, enemy specialist)?

✓ **Yes** → Use **Deception or Social Manipulation** before attempting another action.

✗ **No** → Proceed to Step 4.

Step 4: Conflict Avoidance or Engagement Check

✓ **Has the NPC been discovered?**

✓ **Yes** → Execute **Escape Plan or Sabotage Distraction**.

✗ **No** → Proceed to Step 5.

Step 5: Tactical Maneuvering

📌 **Leverage NPCs DO NOT engage in prolonged combat unless absolutely necessary.**

🔧 **Options Based on Role:**

- **Gifter/Con Artist:** Redirect blame onto another NPC or use persuasion to de-escalate.
 - **Hacker:** Disable security measures, trigger an alarm **somewhere else** as a distraction.
 - **Thief/Infiltrator:** Use **environmental advantages** (air ducts, hidden passages, disguise changes) to escape.
-

Step 6: Emergency Escape Check

✓ **Is the mission compromised?**

✓ **Yes** → Abandon the objective and **execute emergency retreat using disguises, hacking, or misdirection**.

✗ **No** → Proceed to Step 7.

Step 7: End of Turn Behavior Adjustments

📌 **Does the battlefield condition require adaptation?**

✓ **Yes** → Adjust tactics dynamically (change disguises, frame another faction, alter escape route).

✓ **No** → Continue previous actions and maintain cover.

🔧 **Special AI Prioritization Rules for Named NPCs:**

- **Alec Hardison:** Prefers hacking and electronic disruption over physical engagement.
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- **Sophie Devereaux:** Uses deception and **social manipulation** to influence enemy behavior.
- **Eliot Spencer:** Avoids direct combat unless absolutely necessary, **prioritizing hand-to-hand knockouts** over lethal force.

Leverage Faction Traits

(Tiered XP-based faction abilities, balancing deception and infiltration with high-stakes tactics.)

Faction Trait	Level	Effect
Mastermind Planning	2	+1 per level to Tactical Planning rolls.
Fast Talkers	2	+1 per level to Deception & Social Manipulation rolls.
Heist Specialists	2	+1 per level to Lockpicking, Safe Cracking, and Security Bypass rolls.
Social Chameleons	2	Once per mission, may reroll a failed disguise check.
Gadget Experts	2	+1 per level to hacking tools and infiltration devices.
Sleight of Hand	2	+1 per level to pickpocketing and planting devices.
Escape Artists	2	May ignore the first failed Reactions Check per mission.

Faction traits are shared by all faction operatives and available on all missions unless otherwise specified. These traits may also be leveled up or even go down as a Campaign consequence.

Leverage Specialists & Roles

(Specialists operate under the tiered XP system, gaining +1 per level to their abilities.)

Specialist Name	Role	Description	Abilities (Tiered Bonuses)
Mastermind	Command	Masterminds who plan the perfect job and coordinate team roles and timing.	<ul style="list-style-type: none"> • +1 per level to Tactical Planning rolls. • +1 per level to Mission Setup or Team Coordination checks. • May grant one free reroll to an ally per mission (Level 3+).
Hacker/Grifter	Digital/Intel Specialist	Cyber experts and tech operatives who override systems, disable security, and gather data.	<ul style="list-style-type: none"> • +1 per level to Hacking and Electronic Bypass. • +1 per level to Intel Gathering and Counter-Surveillance. • May declare a system "already hacked" once per mission (Level 3+).
Thief	Infiltration Specialist	Stealth operatives who thrive on misdirection, impersonation, and agile movement.	<ul style="list-style-type: none"> • +1 per level to Stealth, Disguise, and Lockpicking. • +1 per level to bypassing security systems or guards. • Ignore the first failed stealth-based roll per mission (Level 3+).
Hitter	Standard Combat	Experts in melee combat and room-clearing operations.	<ul style="list-style-type: none"> +1 per level to Melee Attacks. +1 per level to Reflex-Based Reactions in close quarters. Can make an immediate counterattack when attacked in melee (Level 3+).
Fixer	Support Specialist	Logistics, social, and operational experts who make everything smoother for the team.	<ul style="list-style-type: none"> • +1 per level to Social Manipulation, Equipment Use, or Recovery Rolls. • +1 per level to helping allies recover or adapt mid-mission. • May reroll a failed assist action or support task once per mission (Level 3+).

Faction specific Specialties and Roles are specific to this faction. Operatives are not required to use the Specialties above, as the Universal Specialties and Roles defined in the Vs Factions – Core rules are available to and shared between all Factions.

Leverage Weapon Loadouts

The Leverage faction specializes in stealth, deception, and precision strikes, favoring non-lethal and high-tech weapons to achieve their objectives. Their weapon loadouts reflect their preference for covert operations, quick escapes, and adaptability in missions.

Standard Leverage Operative Loadout

(Balanced for stealth-based and cinematic heist-style engagements.)

Weapon Type	Options
Sidearms	Silenced 9mm Pistol, Compact Taser, Tranquilizer Dart Gun
Melee	Combat Knife, Lockpick Dagger, Taser Baton
Non-Lethal	Tranquilizer Rifle, Stun Baton, Flashbang
Disguise Gadgets	Fake IDs, Voice Modulator, Holo-Projector
Hacking Tools	Signal Disruptor, Lockbreaker, Electronic Bypass Kit

Leverage Equipment & Loot

Leverage operatives rely on high-tech gadgets, disguises, hacking tools, and infiltration gear to accomplish their missions. Their equipment is designed for stealth, social engineering, quick escapes, and specialized mission success.



Leverage NPCs

Use the characters and stats below to add extra Leverage flavor to your Missions and Campaigns. Some Missions and Campaigns will specify these characters as a **Named NPC**, and these listed stats may get a boost, or even a penalty.

Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Alec Hardison	Hacker / Tech Expert	Digital/ Intel Specialist	4	4	4	2	3	6	4	Tactical	None (Prefers hacking over combat)	Black Orchid Cyberdeck (+2 to Hacking Rolls, Can Disable Security Systems on a 5+), Danger Girl Knockoff ID Badge (+1 to Deception, but 1-in-6 chance of failing inspection)	"Age of the Geek, Baby!" (+4 to Hacking and Electronic Security Rolls, May Bypass Firewalls without Rolling on a 4+), "I Pre-Hacked It" (Once per mission, may declare an electronic system is already hacked for instant success), "Damn It, Hardison!" (May reroll one failed hacking attempt per mission, but must come up with a ridiculous excuse for the failure first)



Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Archie Leach	Master Thief	Infiltration Specialist	4	5	5	4	3	6	4	Tactical	Covert Ops Tactical Knife (1D6, Silent, +1 to Stealth Attacks), Silenced .45 ACP Pistol (1D8, Armor Piercing, 10" Range)	Silk Line Grappling System (Negates Climbing Penalties, Allows 6" Reposition in Combat), Mercury Glass Cutter (Can Cut Through Reinforced Glass and Security Windows Silently)	Master Thief (+4 to Lockpicking, Stealth, and Disguise Rolls, May Reroll One Failed Infiltration Check per Mission), "A Gentleman and a Thief" (May Steal High-Value Items Without Being Noticed Once per Mission), "The Old Ways Are Still the Best" (Immune to High-Tech Security on a Roll of 4+)
Breanna Casey	Hacker	Digital/ Intel Specialist	3	5	5	3	3	6	3	Tactical	None (Prefers hacking and electronic gadgets over combat)	Blacklight Counterfeit Scanner (+2 to Detecting Forgeries and Fake Documents), Sonic Disruptor Mk II (1D6, Causes Stun on 4+, Non-Lethal, Ignores Cover)	Cyberpunk Protege (+3 to Hacking and Tech Rolls, Can Disable Enemy Drones or Turrets on a 4+), "Sneaky, Sneaky" (Gains +2 to Stealth Rolls When Using Technology to Evade Detection), "It's All Just a Game" (May reroll one failed hacking attempt per mission but must compare it to a video game mechanic for it to work)



Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Captain Patrick Bonanno	Law Enforcement (Ally)	Standard Combat	3	5	4	4	4	5	3	Tactical	Standard-Issue FBI 9mm Handgun (1D6, Quick Draw, 12" Range), Tactical Baton (1D6, Stun on 5+)	Advanced Police Scanner (Provides +2 to Spotting Hidden Targets), Bulletproof Vest (+1 Toughness, Reduces First Damage Taken in a Mission by 1D4)	"Reluctant Ally" (+3 to Investigations & Law Enforcement Rolls, Can Be Convinced to Ignore Legal Grey Areas Once per Mission), "Just Doing My Job" (Cannot Directly Assist the Leverage Crew in Crimes, But Can Provide Distractions or Cover Up After the Fact), "Not as Dumb as He Looks" (Once per mission, may see through a deception attempt or spot a hidden enemy without rolling)

Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Col. Michael Vance	Military Strategist (Ally)	Command	3	5	4	4	4	6	3	Tactical	Battle Rifle (1D10, Armor Piercing, 22" Range), 9mm Handgun (1D6, Quick Draw)	Multi-Phase Survival Watch (GPS, Compass, Encrypted Communicator), Advanced Battle Helmet (+1 Toughness, Built-In Comms and Night Vision)	"By the Book" (+4 to Tactical Planning Rolls, Gains +1 to Any Team-Based Roll If Everyone Follows His Plan Exactly), "Command Presence" (Once per mission, can issue an order that grants all allies +1 to Reactions for one round), "Contingency Plans Upon Contingency Plans" (May Reroll Any One Failed Tactical or Escape Plan per Mission)

Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Dr. Hannity	Mastermind / Strategic Villain	Command	4	5	4	3	3	6	4	Tactical	None (Uses strategic manipulation rather than direct combat)	Stolen High-Level Security Access Card (Auto-Passes Basic Security Checks, Grants Access to One Restricted Area per Mission), Experimental Mindwave Scrambler (+2 to Social Manipulation, Forces Opponents to Reroll a Successful Savvy Check Once per Mission)	"The Man Behind the Curtain" (+4 to Tactical Planning, Can Alter a Mission's Objective Once per Mission at GM's Discretion), "The Anti-Nate" (May Predict One Enemy's Action per Turn and Force a Reroll Once per Combat Round), "Everything is a Test" (If Hannity Escapes, He Gains Intel on the Team, Providing a -1 Penalty to Their Next Attempt Against Him)



Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Eliot Spencer	Hitter / Combat Specialist	Standard Combat	4	6	5	5	5	3	3	Aggressive	Dual Tactical Knives (1D6 each, Can Attack Twice in Melee), Silenced 9mm Handgun (1D6, Silent, Quick Draw)	Tactical Gloves (+1 to Grappling and Melee Rolls), Adaptive Camouflage Suit (+2 to Stealth Rolls)	Close Quarters Combat Specialist (+3 to Melee Attacks, gains free counterattack if attacked in melee), "You Should Have Brought More Guys" (Can take on multiple enemies in melee without penalty), "Country Boy Knows How to Fight" (May reroll one failed Reactions check per mission when engaging in melee combat)



Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Harry Wilson	Fixer / Negotiator	Support Specialist	3	5	4	3	3	6	3	Tactical	9mm Compact Pistol (1D6, Concealed, Quick Draw)	Forged Diplomatic Passport Set (+2 to Social Rolls for Evading Authorities), Multi-Phase Survival Watch (GPS, Compass, Encrypted Communicator)	Smooth Operator (+3 to Negotiation and Deception Rolls, Can Reroll One Failed Social Check per Mission), "I Know a Guy" (Once per mission, can introduce a useful NPC for an advantage, subject to GM discretion), "Best Intentions" (Once per campaign, can turn a failed mission into a partial success through narrative manipulation)

Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Jack Hurley	Con Artist	Digital/ Intel Specialist	3	5	4	3	3	6	3	Tactical	None (Prefers deception and charm over combat)	Forged Diplomatic Passport Set (+2 to Evading Authorities), Adaptive Forgery Kit (+2 to Signature, ID, and Disguise Rolls)	Silver Tongue (+3 to Deception & Fast-Talk Rolls, Can Distract a Target Once per Mission for a Free Move Action), "Lucky Streak" (Once per mission, may substitute a failed roll with a natural 10 if it fits the narrative), "Reformed... Mostly" (If Jack rolls a 6+ on any deception-based check, he can reroll to push his luck further, but failure means he gets caught instantly)

Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
James Sterling	Counter-Intelligence / FBI Agent	Digital/ Intel Specialist	4	5	4	4	4	6	3	Cautious	Silenced .45 ACP Pistol (1D8, Armor Piercing, 10" Range), Throwing Knives (1D6, Silent, +1 Stealth Attacks)	Foxhound Voice Scrambler (+2 to Deception Rolls When Impersonating Voices), High-Grade Body Armor (+2 Toughness, -1 Speed)	"Too Smart for You" (+4 to Tactical Planning and Investigation Rolls, Can Identify Fakes and Lies Instantly), "I Always Catch My Man" (Once per mission, can predict an enemy's next move, forcing them to reroll an action if needed), Interpol's Finest (May Call in a Favor Once per Campaign, Providing a Temporary Law Enforcement Backup or Intel Bonus)



Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Kirkwood "Chaos"	Cyber Warfare / Rogue Tech Specialist	Digital/ Intel Specialist	4	4	4	2	3	6	4	Tactical	None (Relies on hacking and cyberwarfare instead of combat)	Ghost Protocol Cyberdeck (+2 to Hacking, Can Disable Security on a 5+), Disruptive Signal Scrambler (Prevents Reinforcements for 1D3 Turns)	"Master of Disaster" (+4 to Hacking & Cyber Sabotage Rolls, Can Completely Disable One Target's Electronic System per Mission), "Unpredictable Mad Genius" (Once per mission, may declare an unexpected event that disrupts both teams—effects determined by GM), "What's Yours is Mine" (Can Override an Enemy's Hacked System and Take Control Instead of Simply Disabling It on a Roll of 6+)

Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Liam	Hitter / Rival Combatant	Standard Combat	4	6	5	5	5	3	3	Aggressive	Heavy Combat Baton (1D8, Stun on 5+), Silenced .45 ACP Pistol (1D8, Armor Piercing, 10" Range)	Tactical Gloves (+1 to Grappling and Melee Rolls), Enhanced Combat Visor (+1 to Aimed Shots, Ignores Partial Cover)	"Precision Violence" (+4 to Melee Attacks, Gains Free Counterattack if Attacked in Melee), "Brutal and Efficient" (Can Reroll One Failed Combat Roll per Mission but Must Declare a Target as 'Marked' Before Engaging), "Rivalry with Eliot" (If Eliot is on the mission, all combat between them must be resolved first before engaging other enemies)



Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Maggie Collins	Intelligence / Counter-Sabotage	Digital/ Intel Specialist	3	5	4	2	3	6	3	Tactical	None (Prefers persuasion and social manipulation)	Blacklight Counterfeit Scanner (+2 to Detecting Forgeries), High-Grade Diplomatic Credentials (+2 to Social Rolls When Dealing with Governments)	Master Negotiator (+3 to Social Manipulation & Persuasion Rolls, Can Turn Enemies into Allies Once per Mission if Reasonable), "I Know How the System Works" (May Reroll One Failed Bureaucratic or Legal Maneuver per Mission), "You Can't Con a Woman Who's Been Conned Before" (Immune to Deception Attempts from Non-Leverage Factions)

Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Mikel Dayan	Master Thief / Rival Infiltrator	Infiltration Specialist	4	6	6	4	3	6	4	Tactical	Seraph Silenced SMG (1D6, Suppressive Fire, 12" Range), Covert Ops Tactical Knife (1D6, Silent, +1 to Stealth Attacks)	Phantom Veil Cloak (+2 to Stealth, Reduces Enemy Detection Range by 3"), Titanium Lockpick Set (+2 to Lockpicking, Auto-Passes Basic Locks)	"The Ghost No One Sees" (+4 to Stealth and Disguise Rolls, May Reroll One Failed Concealment Check per Mission), "I Take Because I Can" (May Steal High-Value Items Undetected on a 5+ Even Mid-Mission), "Rivalry with Parker" (If Parker is on the mission, all stealth-based rolls between them turn into opposed checks instead of standard difficulty rolls)

Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Nathan "Nate" Ford	Mastermind / Tactical Planner	Command	4	5	4	3	3	6	4	Tactical	None (Relies on team coordination and manipulation)	Forged Interpol Badge (+2 to Deception Checks when impersonating law enforcement), The "Dammit Hardison" Backup Plan (Once per mission, may reroll any failed Tactical Planning roll)	Mastermind Planning (+4 to Tactical Planning Rolls, allies gain +1 to all checks when following his lead), "Because I Said So" (Once per mission, may issue a free reroll to a teammate), "The Long Con" (May set up an advantage at the start of a mission that provides an automatic success for one action later)



Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Parker	Thief / Infiltration Expert	Infiltration Specialist	4	6	6	4	3	6	4	Tactical	Combat Knife (1D6, +1 to Stealth Attacks), Silenced 9mm Handgun (1D6, Silent, Quick Draw)	Silk Line Grappling System (Negates Climbing Penalties, Allows 6" Reposition in Combat), Chameleon Contact Lenses (+2 to Disguise Rolls, Can Spoof Basic Retina Scanners)	Master Thief (+4 to Lockpicking and Stealth Rolls, May Reroll Failed Disguise or Concealment Checks Once per Mission), "I Work Better Alone" (May ignore group penalties when operating solo, gains +1 to Savvy Checks when acting independently), Acrobat Extraordinaire (Ignores Movement Penalties for Difficult Terrain, Can Traverse Obstacles without Slowing Down)



Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Sophie Devereaux	Grifter / Social Engineering Expert	Digital/ Intel Specialist	3	5	5	3	3	6	4	Tactical	None (Relies on social manipulation rather than direct combat)	Agent X Disguise Kit (+2 to Deception Rolls when impersonating a new identity), Forged Diplomatic Passport Set (+2 to Evading Authorities)	"A Different Accent Every Day" (May reroll a failed Deception or Social Check once per mission), Seduction & Deception (+3 to Social Rolls, can distract one target per mission for a free move action), "I Am Who You Want Me to Be" (May impersonate any high-status figure and gain +2 to interactions with their known associates)



Character Name	Specialty	Role	Specialist Role Level	Reactions	Speed	Combat	Toughness	Savvy	Luck	Default AI Type	Weapons	Gear	Special Rules
Special Agent Taggart	Intelligence / Counter-Sabotage (Ally)	Digital/ Intel Specialist	1	3	3	3	3	3	3	Cautious	9mm Handgun (1D6, Quick Draw, 12" Range)	Fake ID (+2 to Deception/Social Checks), Voice Modulator (Mimics Voices with 90% Accuracy)	FBI Overconfidence: Gains +1 to Deception checks when attempting to pose as an authority figure, but suffers -1 to Tactical Planning rolls due to misplaced trust in "official procedures." Book Smarts, Not Field Smarts: Can reroll one failed Intelligence roll per mission, but takes a -1 penalty to Reactions when under fire.
Special Agent Todd McSweeten	Intelligence / Counter-Sabotage (Ally)	Digital/ Intel Specialist	1	3	4	3	3	3	3	Cautious	9mm Handgun (1D6, Quick Draw, 12" Range)	Disguise Kit (Allows assuming a different identity), Tracking Device (Allows tracking of a target or vehicle)	Unintended Competence: Once per mission, may accidentally succeed on a failed roll if rolling a natural 1 (Narrative Justification Required). Federal Bureau of Cluelessness: -1 to Spotting Hidden Enemies, but may unknowingly reveal crucial Intel to the team with a Lucky Roll (5+ on a D6).

Leverage Weapon Tables

Leverage Faction-Specific D10 Weapon Table

(Melee Weapons, Sidearms, and Rifles)

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Retractable Blackjack	Melee	1D6, Stun on 5+	N/A	N/A	Concealable, Non-Lethal	Common
2	Fletcher's Custom Cuffs	Melee	Grapple (Forces Reactions Check 4+)	Touch	N/A	Auto-Locks on 6+, Requires Strength Check to Break Free	Uncommon
3	The "Trust Me" Special	Sidearm	1D6, Quick Draw (+1 to Initiative)	12"	15	Concealed, Blanks Available (Non-Lethal)	Common
4	Parker's Favorite Stiletto	Melee	1D6, Serrated (Causes Bleeding on 5+)	N/A	N/A	Silent, Lightweight	Uncommon
5	Silencer-Coated Pistol	Sidearm	1D6, Armor Piercing (Ignores 1 Armor)	10"	7	Silenced (No alert on 6), Concealed	Black Market
6	The Grifter Special	Sidearm	1D6, Distraction (Forces Reaction Check)	10"	6	If Fired Near Enemy, They Must Pass Reactions Check (4+) or Lose Their Next Move	Rare
7	Hardison's Overclocked Taser	Melee	1D6, Stun on 4+, Overcharge (2D6 on 6)	Touch	N/A	Causes Short-Term Electronics Failure on 5+	Experimental
8	Lockbuster SMG	Rifle	1D6, Suppressive Fire (-1 Enemy Reactions)	12"	20	Can Fire Non-Lethal Rounds (Beanbag, Stun, Riot)	Uncommon
9	The "Oops" Shotgun	Rifle	2D6, Spread (Hits Adjacent Target on 5+)	10"	6	Knockback (Pushes Target 1"), Non-Lethal Option Available	Black Market
10	Leverage Tactical Carbine	Rifle	1D8, Versatile (+1 Snap Fire or Aimed Shot)	20"	12	Can Load Tranquilizer Rounds	Rare

Leverage Faction-Specific Weapon Traits Glossary

Trait Name	Effect
Armor Piercing (Ignores X Armor)	Reduces enemy armor by X when calculating damage.
Blanks Available	The weapon can fire non-lethal rounds without modification.
Concealed	Easier to hide; grants +2 to Deception checks for smuggling.
Distraction	Forces enemies to pass a Reactions Check or be temporarily confused.
Grapple	Restraints a target until they pass a Strength Check.
Knockback (Pushes Target X")	Forces the target back X inches on a hit.
Lightweight	No movement penalties when equipped.
Non-Lethal	The weapon is designed to incapacitate rather than kill.
Quick Draw (+1 to Initiative)	The weapon can be drawn faster than normal.
Serrated (Causes Bleeding on 5+)	If hit, the target takes 1 additional damage per turn until treated.
Silent	Firing does not trigger enemy alerts unless visually detected.
Silenced (No Alert on 6)	On a roll of 6, the weapon remains undetected.
Spread (Hits Adjacent Target on 5+)	A shotgun-like effect that can hit multiple targets.
Suppressive Fire (-X to Enemy Reactions)	Targets hit by this weapon suffer a penalty to their Reactions check.
Versatile (+1 Snap Fire or Aimed Shot)	Grants +1 bonus to either quick reaction shots or precise aimed shots.

Leverage Faction-Specific D10 Energy Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Hardison's "Glitch Gun"	Energy Pistol	1D6, Causes short-term electronic failures	12"	10	Silent, No Recoil, EMP Effect (Disables devices on 5+)	Uncommon
2	Pacifier Mk. III	Energy Pistol	1D6, Stun on 4+	12"	8	Non-Lethal, Silent, Vulnerable to EMP	Rare
3	The "Shut Up" Pulse Gun	Energy Pistol	1D6, Suppressive Fire (-1 Enemy Reactions)	12"	12	No Recoil, Vulnerable to EMP	Common
4	Gripper's Mirage Ray	Energy Pistol	1D4, Causes Distraction (Forces Reactions Check 4+)	10"	6	Non-Lethal, Creates Holographic Illusions on 6	Rare
5	Stiletto Arc Pistol	Energy Pistol	1D6, Armor Piercing (Ignores 1 Armor)	10"	6	Overheat (On 1, must cool down next turn), Vulnerable to EMP	Uncommon
6	Hardison's Pulse SMG	Energy SMG	1D6, Suppressive Fire (-1 Enemy Reactions)	12"	20	No Recoil, Silent, Vulnerable to EMP	Rare
7	The "Hands Off" Repulsor	Energy Carbine	1D8, Knockback (Pushes Target 2")	18"	10	Non-Lethal, Vulnerable to EMP	Experimental
8	Parker's Static Lance	Energy Melee	1D6, Stun on 5+, Overcharge (2D6 on 6)	Melee	N/A	Non-Lethal, Causes short-term electronics failure	Experimental
9	Echo Nullifier Rifle	Energy Rifle	1D8, Silenced, EMP Effect (Disables electronics on 6)	24"	8	Silent, No Muzzle Flash, EMP Shielded	Very Rare
10	Chameleon Beam Carbine	Energy Rifle	1D8, No Muzzle Flash, Adaptive Frequency	20"	10	Silent, Can bypass energy shields on 6+, EMP Shielded	Very Rare

Leverage Faction-Specific Energy Weapon Traits Glossary

Trait Name	Effect / Combat Bonus or Penalty
Adaptive Frequency	Adjusts energy output to counter shielding; on a roll of 6, bypasses energy defenses.
Armor Piercing (Ignores X Armor)	Bypasses X points of enemy armor, making the weapon more effective against armored targets.
Causes Reactions Check (X+)	Targets must roll above X to avoid an effect (e.g., Stun, Knockback, or EMP disruption).
Disruptive (Disables Electronics on X+)	On a roll of X+, electronic devices (e.g., turrets, drones) shut down for 1 turn.
EMP Effect (Disables Electronics on X+)	Creates an electromagnetic pulse that disables electronic devices, energy shields, and powered armor on X+.
EMP Shielded	The weapon is immune to EMP attacks and will not be disabled by them.
Extreme Penetration (Ignores 3 Armor)	Completely negates up to 3 points of armor, devastating against heavy armor targets.
High Impact (Pushes Target X")	Knockback effect forces the target X inches backward on a successful hit.
Ignores Cover	The attack bypasses traditional cover-based defenses, hitting targets even if behind obstacles.
No Muzzle Flash	Weapon does not produce visible muzzle flashes, making it harder to detect the shooter.
No Recoil	Weapon does not suffer accuracy penalties due to recoil after firing.
Overcharge (On 6, Double Effect)	If a 6 is rolled, the weapon delivers double its usual effect but risks a malfunction.
Overheat (On 1, Must Cool Down Next Turn)	If a natural 1 is rolled, the weapon overheats and cannot be fired the next turn.
Overpenetration (Can Hit X Targets in a Line)	If damage exceeds the first target's armor, the shot continues and can hit up to X additional targets in a straight line.
Precision (+1 to Aimed Shots)	Grants a +1 bonus when using Aimed Shots, increasing accuracy at long range.

Trait Name	Effect / Combat Bonus or Penalty
Silent	Weapon does not produce audible noise when fired and does not trigger enemy alerts unless visually spotted.
Suppressive Fire (-X to Enemy Reactions)	Forces enemies hit by this weapon to suffer a -X penalty to Reactions, making them less effective in combat.
Vulnerable to EMP	The weapon is susceptible to EMP attacks and may be disabled when exposed to an EMP effect.

Leverage Faction-Specific D10 Explosives & Throwables Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	Smoke & Mirrors Bomb	Throwable	N/A - Creates 6" dense smoke cloud	12"	1	Grants +2 to Stealth Rolls inside smoke	Common
2	Hardison's "Blackout Can"	Explosive	N/A - EMP Effect (Disables electronics for 1 turn)	12"	1	Disables cameras, alarms, and drones, Vulnerable to EMP	Rare
3	The "Distraction Special"	Throwable	N/A - Creates a loud, misleading sound	12"	1	Forces a Reactions Check (4+) or enemy investigates	Common
4	Parker's "Oops" Charge	Explosive	1D6 - Non-lethal concussive blast	8"	1	Knockback (Pushes Target 2"), Stun on 5+	Uncommon
5	Sleight-of-Hand Flashbang	Explosive	N/A - Blinds & Disorients for 1 turn	12"	1	Stun (Forces Reactions Check 4+), No Sound Alert	Uncommon
6	Grifter's Firestarter	Throwable	N/A - Creates 6" simulated fire projection	10"	1	Causes Panic (Forces Reactions Check 5+ or flee)	Rare
7	Cloak & Dagger Gas Capsule	Explosive	N/A - Creates 4" knockout gas cloud	12"	1	Requires Gas Mask, Stun on 4+ for 1D3 turns	Rare
8	"Fake Exit" Hologram Trap	Throwable	N/A - Projects a fake door or passageway	6"	1	Requires Reactions Check (4+) to see through it	Experimental
9	Echo Scrambler Mine	Explosive	N/A - Distorts all sound within 6" for 2 turns	Placed	1	No gunfire or voices heard in radius, Vulnerable to EMP	Rare
10	The "You're Over There" Bomb	Throwable	N/A - Holographic decoys appear for 1D3 turns	12"	1	Requires Reactions Check (4+) or enemies target decoys first	Very Rare

Leverage Faction-Specific Explosives & Throwables Traits Glossary

Trait Name	Effect / Combat Bonus or Penalty
Blinds & Disorients	Enemies caught in the blast must pass a Reactions Check or be blinded and unable to act for 1 turn.
Causes Panic	If an enemy fails their Reactions Check, they flee the area.
Creates X" Knockout Gas Cloud	Any character inside must pass a Reactions Check or be stunned for 1D3 turns.
Creates X" Simulated Fire Projection	An illusory fire appears, causing panic in enemies and forcing a Reactions Check to resist fleeing.
Creates X" Smoke Cloud	The area is obscured, granting +2 to Stealth Rolls for anyone inside.
Distorts All Sound	No gunfire, footsteps, or voices can be heard in the area for the duration of the effect.
EMP Effect (Disables Electronics on X+)	Shuts down nearby electronics, turrets, security systems, and energy weapons on a roll of X+.
Forces Reactions Check (X+)	Enemies must pass a Reactions Check or suffer a negative effect such as panic, blindness, or disorientation.
Grants +X to Stealth Rolls Inside Smoke	Smoke clouds provide concealment, making sneaking easier for those within.

Trait Name	Effect / Combat Bonus or Penalty
Holographic Decoys Appear for X Turns	Enemies must pass a Reactions Check or attack the decoys instead of real targets.
Knockback (Pushes Target X")	A successful hit forces the target back X inches, disrupting their movement and positioning.
No Gunfire or Voices Heard in Radius	Prevents all sound-based detection or enemy communication within the area of effect.
No Sound Alert	The item's effect does not trigger an enemy alarm when used.
Requires Gas Mask	The user must wear protection to avoid being affected by their own gas-based attack.
Requires Reactions Check (X+) to See Through It	The illusion is highly convincing unless closely examined and resisted.
Simulated Fire	The effect creates the illusion of fire but does not actually burn or cause damage.
Stun on X+	Target is stunned for a short duration if they fail a Reactions Check, making them unable to act.

Leverage Faction-Specific D10 Heavy Weapons Table

Leverage doesn't use Heavy Weapons by default...

Leverage Faction-Specific D10 Special Weapons Table

D10 Roll	Weapon Name	Type	Damage/Effect	Range	Ammo	Special Traits	Availability
1	The "Oh No You Don't" Baton	Melee	1D6, Stun on 5+	Melee	N/A	Non-Lethal, Shock Effect (Forces Reactions Check)	Common
2	Parker's Grapple Launcher	Special	N/A - Can pull user 12" or an enemy 6" on 6+	12"	3	Can be used in combat to disarm or relocate	Rare
3	Hardison's Shock Glove	Melee	1D6, Stun on 4+, Overcharge (2D6 on 6)	Melee	N/A	Short-term electronic failure	Experimental
4	The "Oops" Net Launcher	Special	N/A - Entangles Target (Forces Reactions Check)	10"	1	Target is restrained until they pass a check	Uncommon
5	Sonic Stun Wand	Melee	1D6, Stun on 4+, Causes temporary deafness	Touch	N/A	Non-Lethal, No Sound Alert	Uncommon
6	Echo Dart Gun	Special	1D4, Tranquilizer (Knocks out target on 6)	18"	3	Silent, Non-Lethal	Rare
7	Grifter's Neural Disruptor	Special	2D6, Stuns all targets within 6" on 5+	12"	1	Ignores Cover, No Effect on Machines	Experimental
8	The "You Forgot Me" Disguise Gun	Special	N/A - Instantly changes the user's appearance	6"	1	Requires Reactions Check (4+) to see through it	Very Rare
9	Flashstep Kinetic Boots	Special	N/A - Allows the user to move 6" instantly	Self	1	Can be used to escape melee or dodge bullets	Experimental
10	The "Disappear Act" Cloak Gun	Special	N/A - User becomes invisible for 1 turn	Self	1	Grants +3 to Stealth for the turn	Very Rare

Leverage Faction-Specific Special Weapons Traits Glossary

Trait Name	Effect / Combat Bonus or Penalty
Causes Temporary Deafness	Target is unable to hear commands, alarms, or gunfire for one turn.
Entangles Target	The target is restrained and must pass a Reactions Check to escape.
Forces Reactions Check (X+)	Targets must pass a Reactions Check or suffer a negative effect (e.g., Stun, Panic, Distraction).
Grants +X to Stealth for the Turn	The user becomes harder to detect after using this weapon.

Trait Name	Effect / Combat Bonus or Penalty
Ignores Cover	The attack bypasses traditional cover-based defenses, hitting targets even if behind obstacles.
Instantly Changes the User's Appearance	The weapon generates a disguise effect that requires a Reactions Check to see through.
Knockback (Pushes Target X")	A successful hit forces the target back X inches, disrupting their movement.
No Effect on Machines	The attack does not work on robotic or electronic targets.
No Sound Alert	The weapon does not trigger enemy alarm or detection when used.
Non-Lethal	This weapon is designed to incapacitate rather than kill.
Overcharge (On 6, Double Effect)	On a roll of 6, the weapon delivers double its usual effect but risks a malfunction.
Silent	Weapon does not produce audible noise when fired and does not trigger enemy alerts unless visually spotted.
Stun on X+	Target is unable to act for one turn if they fail their Reactions Check.
Target is Restrained Until Passing a Check	The target is immobilized and must roll a Reactions Check to break free.

Leverage Equipment, Loot, and Rewards Tables

Equipment Notes:

- “Experimental” items will malfunction/fail on 1-4 on 1D12 on their first use in a mission and no longer available until a repair (is attempted) between missions.

D10 Leverage Equipment Table

D10 Roll	Item Name	Type	Effect	Availability
1	Hitter's Reinforced Vest	Armor	+1 Toughness, concealed under clothing	Common
2	Mastermind's Bluetooth Rig	Utility	Grants +1 to Tactical Planning rolls	Uncommon
3	Grifter's Disguise Kit	Disguise	+2 to Deception rolls, includes face molds, voice modulation, and IDs	Uncommon
4	Thief's Tactile Gloves	Utility	+1 to Pickpocketing, Lockpicking, and Climbing	Common
5	Hacker's Mini-Terminal	Electronic	+2 to Hacking rolls, remote access to basic security feeds	Rare
6	Inside Man's Skeleton Key	Utility	Bypasses electronic locks on a roll of 5+	Uncommon
7	Bribe Envelope	Special	Can be used once per mission to auto-succeed a Social Check against a low-level NPC	Uncommon
8	Retractable Grappling Wire	Utility	Allows fast repositioning up to 10", negates fall damage	Common
9	Surveillance Scrambler	Electronic	Disrupts enemy communications or security feeds for 1D3 turns	Rare
10	The "Forget-Me-Now"	Special	Single-use gas capsule that forces a Reactions Check (4+) or target forgets last 1D3 minutes	Very Rare

D10 Leverage Experimental Weapons & Equipment Table

D10 Roll	Item Name	Type	Effect	Ammo	Availability
1	Chameleon Shift Suit	Equipment	Grants +2 to Stealth rolls, can activate full invisibility for 1 turn on a roll of 6	N/A	Experimental
2	Blackout Hacking Deck	Electronic	+3 to Hacking rolls, allows remote disabling of cameras and alarms (5+)	N/A	Rare
3	Magnetic Grip Climbing Pads	Utility	Allows climbing smooth surfaces, negates climbing penalties, grants +1 to Grappling rolls	N/A	Experimental
4	Neural Scrambler Baton	Weapon (Melee)	1D6 Damage, on 5+ forces target to forget last 1D3 rounds	N/A	Experimental
5	The "Forget-Me-Now"	Special	Single-use gas capsule that forces a Reactions Check (4+) or target forgets last 1D3 minutes	N/A	Very Rare
6	Double Bluff Refractor Watch	Equipment	Once per mission, can replay a pre-recorded action to fool surveillance or enemies	N/A	Experimental
7	Surveillance Scrambler	Electronic	Disrupts enemy communications or security feeds for 1D3 turns	N/A	Rare
8	Pulse Disruptor SMG	Weapon (Sidearm)	1D6 Damage, Fires twice per turn without penalty, Overheats on 1	24	Experimental
9	Retractable Grappling Wire	Utility	Allows fast repositioning up to 10", negates fall damage	N/A	Common
10	High-Octane Adrenaline Shot	Medical	Instantly restores 1D3 lost Reactions for the mission, single-use	N/A	Rare

D10 Leverage Gear Table

D10 Roll	Item Name	Type	Effect	Availability
1	Master Key Lockpick Kit	Utility	+2 to Lockpicking attempts, bypasses most mechanical locks automatically	Common
2	Grifter's Fake ID Kit	Disguise	Grants +2 to Deception rolls, includes multiple forged identities	Uncommon
3	Hitter's Shock-Resistant Gloves	Utility	+1 to Grappling, Melee, and Climbing rolls	Common
4	Thief's Motion Sensor Jammer	Electronic	Disables basic motion sensors and alarms within 10 feet for 1D3 turns	Uncommon
5	Earpiece Comms Scrambler	Electronic	Secure encrypted communication, prevents interception or tracing	Rare
6	The 'Slip' Escape Tool	Utility	Can free the user from handcuffs, zip ties, or rope restraints instantly	Uncommon
7	Micro-Wire Snake Cam	Electronic	Can be fed under doors or through vents to provide a live visual feed	Uncommon
8	Double Bluff Wallet	Disguise	If searched, presents a convincing fake identity and misdirects captors on a roll of 5+	Uncommon
9	Silent Step Gel Pads	Utility	Negates sound from movement, +1 to Stealth rolls	Rare
10	Skyhook Bungee Harness	Utility	Allows instant vertical repositioning up to 12" without movement penalties, ignores fall damage	Very Rare

D10 Leverage Loot Table

(Items found from Looting Leverage personnel, safe houses, bases, etc)

D10 Roll	Item Name	Type	Effect	Availability
1	A Bricked Crypto Wallet Labeled 'Chaos Mainframe'	Intel	The encryption is nearly unbreakable, but if cracked, could contain millions—or something far worse. Requires a Tech Specialist or Hacking Tool to decrypt	Very Rare
2	"The Nigerian Prince's Laptop"	Intel	Secure laptop filled with offshore banking details. Can be hacked for resources or used to blackmail a rival faction	Rare
3	Prototype Riot Shield	Defense	+2 Toughness vs ranged attacks, collapsible for easy transport	Uncommon
4	"Borrowed" Military-Grade Parachute	Utility	Allows a safe fall from any height, deploys automatically if unconscious	Uncommon
5	The Dagger of Aqu'abi	Weapon (Melee)	1D6 Damage, Serrated (Causes Bleeding on 5+), also a priceless artifact	Rare
6	Signed Baseball by Mickey Mantle	Special	Valuable collector's item, can be sold or used to sweet-talk certain high-profile NPCs	Rare
7	A Casino's Master Keycard	Disguise/Utility	Grants +2 to Deception and Lockpicking rolls when infiltrating luxury buildings or secure locations	Very Rare
8	Gold-Plated .45 Pistol	Weapon (Sidearm)	1D8 Damage, Quick Draw (+1 to Initiative), Can be re-rolled once per mission	Uncommon
9	Confidential Dossier on a Corrupt CEO	Intel	Can be leveraged for favors, forces a rival faction to suffer -1 Reactions in a future mission	Very Rare
10	An Original Van Gogh (That Was Stolen Three Times Already)	Trade Goods	If sold, grants a free roll on the Equipment or Gear table but has a 1-in-6 chance of being a forgery	Very Rare

D10 Leverage Mission Rewards Table

(Rewards granted to factions that successfully complete a mission against Leverage.)

D10 Roll	Reward Name	Type	Effect
1	Eliot's Secret Recipe & Knife	Equipment	A combat knife (1D6, +1 to cooking rolls). If used in downtime, it grants +1 to Morale for the next mission. However, the recipe itself is incomprehensible—requiring 1D6 Savvy to even attempt. A failed roll results in either a kitchen fire, mild food poisoning, or an abomination that defies the laws of culinary physics.
2	Hardison's Blackmail Server	Intel	You've gained access to a backup drive of classified blackmail material. +1 to a future Social or Deception check when negotiating with corporate, criminal, or intelligence groups.
3	Parker's Emergency Exit Plan	Utility	A pre-set escape route scouted by Parker. Before combat starts, roll a D6: On a 4+, your squad gets one free Move action before initiative is rolled.
4	Sophie's Legendary Disguise Kit	Disguise	Includes multiple high-end disguises and fake credentials. Grants +2 to Deception and Social rolls when impersonating high-profile figures. Comes with at least one ridiculous but oddly effective outfit.
5	Leverage Team Playbook	Intel	A dossier detailing past cons and tactics used by the Leverage crew. +1 to Tactical Planning rolls before a mission. If used against a faction that has already been conned by Leverage, reroll one failed check during the mission.
6	Sterling's "Insurance" File	Intel	A collection of classified leverage over a corrupt government, corporate, or criminal group. Once per campaign, you can use this to force a target to stand down, surrender, or provide key information.

D10 Roll	Reward Name	Type	Effect
7	The Van Gogh Job Heist Painting	Loot	You somehow acquired a lost masterpiece from a past Leverage heist. You can sell it for high-value resources, trade it for intel, or use it as leverage in a future mission.
8	The “Dammit Hardison” Backup Plan	Tactical Advantage	If a mission goes south, Hardison’s emergency tactical backup allows you to reroll one failed escape attempt, hacking check, or deception roll per mission.
9	McSweeten & Taggart’s “Confiscated” Briefcase	Intel	You recovered a briefcase “seized” by the FBI’s two least effective agents, who never actually realized it was stolen. Contains half-eaten donuts, a single cufflink from a senator, and a dossier with redacted details about a classified black-market deal. The intel can be sold, used to force an NPC to reroll a Deception check, or accidentally left in a diner booth, like they probably did anyway.
10	Leverage “The Big Score” Stunt Bonus	Narrative Bonus	You pulled off a ridiculously cinematic stunt worthy of a Leverage finale. Gain one automatic success on a high-stakes action, infiltration, or deception check in a future mission.

Leverage Campaign & Mission Framework

How The Mission Antagonist System Works in Missions

- Mission Setup:** When a mission requires a Mission Antagonist, roll a **D10** on the **Mission Antagonist Random Table**.
 - Primary Antagonist?** Rare appearance—big event!
 - Named NPC?** Roll on the **D10 Leverage Named Mission Antagonist Table**.
 - Nobody?** Your faction lucked out—no direct Leverage leadership this time.
- Mission-Specific Antagonists:** If a mission strongly suggests a **specific Named NPC**, use them **instead of rolling**.
- Stat Boosts & Thematic Effects:** Mission Antagonists gain a **role-specific bonus**, making each **named Leverage NPC** feel **unique** in their encounters.

D10 Mission Antagonist Random Table

(Roll 1D10 to determine the Mission Antagonist unless a mission specifies a Named NPC.)

D10 Roll	Mission Antagonist	Notes
1	Campaign Primary Antagonist	This antagonist makes a rare appearance, reinforcing their importance to the overall campaign.
2-6	Named NPC (Roll on the Named NPC Table)	The backbone of FACTION opposition. Roll on a separate table to determine who it is.
7-8	2 Named NPCs (Roll on the Named NPC Table)	Like the above, but roll twice
9-10	Nobody (Blank Result)	This time, your faction is lucky—no key Leverage figure is directly leading this mission!

D10 Leverage Named Mission Antagonist Table

(Roll when the **Mission Antagonist Random Table** indicates a Named NPC. Some missions may pre-select an NPC based on their Mission Theme.)

D10 Roll	Named NPC(s)	Default Role in Mission	Mission-Specific Stat Boost	Preferred Mission Themes
1	Nate Ford	Mastermind / Tactical Planner	+1 to Tactical Planning rolls, may force an enemy to reroll a successful attack once per mission.	Heist & Retrieval, Espionage, High-Stakes Conflict
2	Sophie Devereaux	Social Engineering Expert	+1 to Deception, may automatically pass one social challenge per mission.	Covert Operations, Social Manipulation, Intel Recovery
3	Eliot Spencer	Combat Specialist / Enforcer	+1 Combat, may reroll one failed melee attack per mission.	Guerrilla Warfare, War of Attrition, Close Quarters Combat
4	Parker	Infiltrator / Heist Specialist	+1 Stealth, may bypass one security roll per mission.	Heist & Retrieval, Sabotage, Covert Operations
5	Alec Hardison	Tech & Hacking Expert	+1 Savvy, may reroll one failed Hacking attempt per mission.	Intel Recovery, Sabotage, Cyber Warfare
6	Sterling	Counter-Intelligence / FBI Agent	+1 to Tactical Planning, may force one enemy to reroll a successful Deception check.	Espionage, Heist Interception, High-Stakes Conflict
7	Chaos & Dubenich (Roll 1D2 to determine the lead antagonist)**	Corporate Sabotage / Rogue Tech Specialist	Chaos: +1 to Cyber Warfare, forces enemy to reroll one Initiative roll. Dubenich: +1 to Social Manipulation, may override enemy faction's Tactical Planning bonus once per mission.	Intel Recovery, Corporate Espionage, Betrayal
8	Moreau	Arms Dealer & Ruthless Warlord	+1 Toughness, immune to first Suppression effect in combat.	War of Attrition, Escalating Conflict, Heist & Retrieval
9	Tara & Quinn (Leverage Mercenary Duo)	Tactical Operative & Muscle-for-Hire	Each gains +1 to Combat, may swap positions once per mission.	High-Stakes Conflict, Covert Operations, Assassination
10	Pick Any Named NPC, THEN Roll Again & Stack Another Named NPC (Repeat if 10 is Rolled Again!)	Varies—Potential Multi-Antagonist Disaster	Each antagonist retains their usual stat boost. If this result is rolled again, keep adding more antagonists.	Any

D10 You Vs. Leverage Campaign Table

(Roll 1D10 to determine the campaign theme when fighting against Leverage.)

D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
1	The Kansas City Shuffle Job	Covert Operations	The Leverage crew is manipulating events behind the scenes to turn your allies against you. Uncover their schemes before they dismantle your operations.	Nate Ford (<i>Special Rule:</i> Once per mission, may reroll any one failed Tactical Planning check.)	Gain +1 to Tactical Planning rolls in all deception-based missions for the next 1D3 campaigns.	Leverage has successfully infiltrated your faction—apply a -1 penalty to all Social and Deception checks against them in future missions.
2	The Trojan Horse Job	Heist & Misinformation	A vital asset is being smuggled under your nose—disguised as something completely mundane. Discover the truth before it's too late.	Sophie Devereaux (<i>Special Rule:</i> May use a Fake ID or Disguise Kit without rolling once per mission.)	Gain a free roll on the Leverage Gear Table before the next mission.	Leverage gets away with the asset and uses it against you—suffer a -1 penalty to your next Intel Gathering roll.
3	The Nigerian Prince Job	Power Struggle	Leverage is running an elaborate con to get your organization blacklisted from high-value dealings. Unravel their network before your resources dry up.	Alec Hardison (<i>Special Rule:</i> Grants Leverage a +1 bonus to all Hacking and Counterintelligence rolls.)	Acquire a Leverage Experimental Weapon before the next mission.	Your faction's reputation takes a hit—your faction loses access to black-market resources for the next 1D3 missions.
4	The Inside Man Job	Espionage & Sabotage	Someone in your faction has flipped, feeding intel to Leverage operatives. You must find and stop them before critical data leaks.	Eliot Spencer (<i>Special Rule:</i> Gains +1 to Reactions when engaging in hand-to-hand combat.)	Your faction prevents a massive security breach—gain a +1 bonus to Counter-Sabotage for the next mission.	The traitor escapes—Leverage gains access to one of your faction's specialized weapons for future use.

D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
5	The Jailhouse Rock Job	Rescue & Extraction	One of your key operatives has been arrested due to a legal maneuver set up by Leverage. Either break them out or beat them at their own game.	Tara Cole (<i>Special Rule:</i> Once per mission, can force an enemy to reroll a successful Social Check.)	Your faction successfully outmaneuvers the legal trap—gain a free roll on the Leverage Loot Table.	Your operative remains imprisoned—lose access to one faction Specialist for the next 1D3 missions.
6	The Double Blind Job	Intel Recovery	Both your faction and Leverage are racing to recover a hard drive containing classified intel that could shift the balance of power.	Parker (<i>Special Rule:</i> Gains +1 to all Stealth and Lockpicking rolls.)	Your faction decrypts the data first—gain +1 to Hacking and Intel Gathering in the next mission.	Leverage decrypts the data first—they gain a +1 bonus to Deception-based rolls against your faction for the rest of the campaign.
7	The Manchurian Grift Job	Psychological Warfare	Leverage is using advanced psychological tactics to convince one of your key operatives to defect. Can you stop them in time?	Sterling (<i>Special Rule:</i> If not neutralized in the mission, can force an enemy operative to reroll one successful check per mission.)	Your faction successfully counters the manipulation—gain +1 to Morale-based rolls for the next 1D3 missions.	Your operative defects—remove them from your roster permanently.
8	The Black Box Job	Heist & Technology Theft	Leverage has stolen a prototype experimental device, and its capabilities could be devastating. Retrieve it before they use it against you.	Breanna & Harry (<i>Special Rule:</i> Their combined expertise grants Leverage a +1 bonus to Hacking, Deception, or Sabotage, depending on the mission setup.)	Your faction secures the prototype—roll on the Leverage Experimental Weapons & Equipment Table for a free item.	Leverage successfully reverse-engineers the prototype—apply a -1 penalty to your Tactical Planning rolls for the rest of the campaign.
9	The Long Con Job	Infiltration & Deception	Leverage has spent months embedding themselves into your operations. Your faction must root them out before they bring you down from the inside.	Sophie Devereaux & Parker (<i>Special Rule:</i> Their combined deception allows Leverage to deploy disguised operatives that cannot be detected until an enemy rolls a 10 on a Reactions Check.)	Your faction successfully identifies the infiltrators—gain a +1 bonus to Counter-Sabotage rolls for the next mission.	Your faction remains compromised—your opponents gain access to one mission of your Tactical Planning data, reducing your initiative by -1 in your next mission.

D10 Roll	Campaign Title	Campaign Type	Description	Primary Antagonist	Faction Bonus (Success)	Faction Penalty (Failure)
10	The Final Countdown Job	High-Stakes Conflict	Leverage has orchestrated a massive takedown operation against your entire faction. Either counter their play or risk losing everything.	Nate Ford (<i>Special Rule:</i> Once per campaign, may rewrite a single major consequence at the GM's discretion.)	Your faction foils their grand plan—gain access to Elite Tactical Gear for the next 1D3 campaigns.	Leverage executes their final move—apply a -1 penalty to all combat and social interactions against them for the rest of the campaign.

Campaign Missions

Campaign Special Rule:

All Primary Antagonists receive a +1 bonus to all stats (Reactions, Combat, Toughness, Savvy, Luck) for the duration of the campaign.

The Primary Antagonist may appear in campaign-specific missions, reinforcing their presence as a key challenge.

Each campaign will have **mission-specific encounters** that allow Named NPCs to interact directly with the ongoing events.

D10 Leverage Campaign-Specific Missions

(Missions where the player faction is fighting against Leverage operatives.)

D10 Roll	Mission Title	Mission Type	Description	Mission Antagonist Bonus	Mission Success Bonus	Mission Failure Penalty
1	The "It Wasn't Me" Job	Espionage / Infiltration	Leverage has framed your faction for a crime you didn't commit, and now you're being hunted. You must expose the deception before you're permanently marked as criminals.	Leverage operatives have an extra reroll on Deception-based rolls.	Your faction clears its name and gains a Fake ID for free.	Your faction is officially blacklisted—future Reactions checks suffer a -1 penalty due to scrutiny.
2	The Locked Room Job	Heist / Recovery	A high-value asset was stolen, and all evidence suggests it's hidden in an unbreakable safe. Find out where Leverage stashed it and retrieve it before they vanish.	Leverage operatives may reroll a failed Lockpicking or Hacking check once per mission.	Gain a random roll on the Leverage Loot Table as part of the recovered assets.	The asset is lost, and Leverage gains a free roll on the Mission Rewards Table.
3	The Shell Game Job	Intel / Counter-Intel	Leverage is running a high-stakes con using multiple identities and locations. If you don't track the real mastermind, they'll get away clean.	Leverage operatives may disguise themselves once per mission with no roll required.	Your faction recovers a valuable item from the Leverage Gear Table.	Leverage pulls off their con, and one of your faction's operatives starts the next mission Fatigued (Roll Reactions at -1).

4	The Fugitive Job	Extraction / Defense	A key operative from your faction is on the run from Leverage's tricks. Protect them until the heat dies down or get them to safety before they're captured.	Leverage operatives may deploy an extra hidden unit during this mission.	The operative is secured, and your faction gains a roll on the Gear Table.	The operative is caught, and your faction loses access to one specialist for 1D3 missions.
5	The Misdirection Job	Recon / Sabotage	Leverage is staging an elaborate deception, but the real job is happening somewhere else. You must uncover the true target before they finish.	Leverage can fake an objective once per mission, forcing an extra Reactions Check (4+) to detect it.	Your faction prevents a major heist and gains a free roll on the Equipment Table.	The distraction worked—Leverage successfully steals an asset, forcing -1 to Speed for the next mission.
6	The Payday Job	Supply Raid / Heist	Leverage is robbing a vault full of valuable assets. Your faction can stop them... or take the prize for yourself.	Leverage operatives gain +1 to Initiative for this mission.	Your faction secures one roll on the Mission Rewards Table.	Leverage gets away clean and your faction's next mission starts with 1 fewer Equipment item.
7	The Identity Theft Job	Espionage / Disguise	A Leverage agent has infiltrated your ranks and is passing as one of your own. If you don't unmask them, they'll dismantle your operations from the inside.	Leverage agents automatically pass their first Deception check in this mission.	Your faction uncovers the mole, gaining a free piece of Disguise Gear.	The agent escapes with classified intel—your faction loses a random gear item or specialist for 1 mission.
8	The Big Score Job	Heist & Counter-Heist	A priceless item is being transported, and both your faction and Leverage want it. Can you outplay the masters of the con?	Leverage can reroll one failed Infiltration or Lockpicking check per mission.	Your faction secures a free roll on the Leverage Experimental Weapons & Equipment Table.	Leverage wins the prize, and one of their operatives gains a permanent +1 to Speed against your faction.
9	The House Always Wins Job	Sabotage / Disruption	Leverage has rigged an entire operation against you, planting false intel, bribing contacts, and setting traps. You must untangle their web of deception before it's too late.	Leverage operatives force your faction to reroll their first successful Reactions check.	Your faction uncovers the scam, gaining a +1 bonus to Luck in the next mission.	Leverage executes the ultimate con—your faction loses access to its highest-value loot item from the previous mission.
10	The Final Act Job	High-Stakes Showdown	This is the endgame. Leverage has orchestrated every move leading to this moment. Can you break free from their master plan, or will you be another mark in their long list of victories?	Leverage can force one reroll on any mission-critical roll.	Your faction overcomes the con, gaining a roll on the Unique Mission Rewards Table.	Leverage completes their final play—your faction suffers -1 to Speed for all future missions against Leverage.

Leverage Elites: Standard Upgrade Rules

Some missions introduce Leverage Elites—a tougher variant of standard Leverage NPCs.

Elite Leverage NPCs receive the following upgrades:

- +1 to Savvy
- +1 to Reactions
- Access to superior gadgets, disguises, or hacking tools

These enhanced stats represent highly experienced members of the Leverage team, with exceptional tactical planning and improvisational abilities.