

LEVERAGE:

THE ARCHER JOB!

So sure, you love Leverage. We all do. But maybe Leverage isn't showing in your country. Maybe your players don't like Leverage. Or maybe you or they just like Archer better. That's where this comes in. This document contains tools to run a game (or several) of Leverage set in the universe of the Archer TV show. You'll need to own Leverage to understand it, so go get it now from Margaret Weis Productions. It's awesome. Leverage is copyright MWP. Archer is created by Adam Reed and is copyright his Floyd County company. No copyright infringement is intended. Don't steal stuff.

Character sheets are provided for most of the main characters who staff the halls of ISIS: Sterling, Lana, Mallory, Cyril, Pam, Cheryl/Carol, Krieger and Ray. Most groups won't have eight players, so you can let them choose. Some active types won't want to play "sideliners" like Pam, Cheryl or Ray, others will clamour for them for the comedy potential (Cherly is the perfect PC for me, because of her tendency to just destroy everything madly). Whatever they choose, you'll need to make sure everyone can share enough spotlight compared to bad-asses like Sterling and Lana. If you are more comfortable running an action game, consider limiting the list to the more spy-types like Sterling, Lana, Krieger and Ray. On the other hand, you can keep Sterling and Lana off stage (presumably they are off saving the world) and play with the office drones. Also, if your players are not readily self-driven, consider having Mallory be an NPC, as she is perfect for driving players around (and driving them crazy). Lots of options, basically.

The characters are written with the assumption that the players know the show at least a bit. Anyone who doesn't will need a brief on what their character does at ISIS and on the show.

The characters are followed by an episode in which they can star. It uses the Leverage conceit, in that the focus is on pulling off a "heist" of sorts. Archer fans should have that explained going in so they know to do spy stuff instead of say, staging a union dispute or writing a screenplay for Man-Dingo 2. Expectations, people! Of course, if it helps the job, writing a screenplay should definitely be encouraged.

If you'd like to prepare your own Archer-style documents, the font the show uses is called Baveuse and can be found online for free. If you have any ideas, suggestions, corrections, feedback or experiences with using this document, please send them into me at tinstargames@gmail.com. – Steve Darlington, Sep 2012



STERLING MALLORY ARCHER, WORLD'S MOST DANGEROUS SPY



PLOT POINTS: 1

“Call Kenny Loggins because you’re in the DANGER ZONE!”

ROLES

Grifter	d6
Hacker	d4
Hitter	d10
Mastermind	d4
Thief	d8

ATTRIBUTES

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

SPECIALITIES: Guns and Bows (Hitter), Never Listens to Anything or Anyone So Can Barge In Anywhere (Thief)

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

DISTINCTIONS: Gator Issues, Playboy, Mommy’s Boy

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

TALENTS:

Did You See That? (Everything is a Weapon)

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

Oh My God I Am So Frickin’ Awesome (The Bigger They Are)

If the Fixer is rolling a Complication against you, spend a Plot Point to cancel the Complication and add it to your own die roll as an Asset.

BACKGROUND:

Born to an workaholic alcoholic single mother and raised in privilege by a trusted manservant, Archer can blame his background on many of his extensive character flaws. Others, though, are all his own work. Yet he remains ISIS’s top agent, and he never makes a mess on the carpet. Because that’s how you get ants, people.

Lana Kane, AGENT OF I.S.I.S.

PLOT POINTS: 1

"I hate it when he's right"

ROLES

Grifter	d8
Hacker	d4
Hitter	d10
Mastermind	d4
Thief	d6

ATTRIBUTES

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



SPECIALITIES: Automatic Weapons (Hitter), Actually Reads The Mission Briefs (Grifter)

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

DISTINCTIONS: Train-Wreck Love Life, Smoking Hot, Still Has A Thing For Archer

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

TALENTS:

Enormous Man-Hands (Haymaker)

When about to roll dice in a Fight, step down your Hitter, add a d4, and if you still win, you knock them out.

Her Two Giant Cannons (Put That Gun Away)

If the Fixer is rolling a Complication die because an opponent is heavily armed, spend a Plot Point to take the Complication out of play because you are always more heavily armed.

BACKGROUND:

It was an easy step from angry young black grad-student to angry young black covert assassin, but neither left time for a reasonable love life. Nor does being addicted to danger and dangerous men, nor does being surrounded by assholes. It's a hard life, being this beautiful and this deadly at the same time.

MALLORY ARCHER, DIRECTOR OF I.S.I.S.



PLOT POINTS: 1

“If I wanted to sit around going nowhere, I would become a teacher!”

ROLES

Grifter	d6
Hacker	d8
Hitter	d4
Mastermind	d10
Thief	d4

ATTRIBUTES

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

SPECIALTIES: Total Bitch (Hitter), A Backer And His Money Are Soon Parted (Grifter)

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

DISTINCTIONS: Razor-Sharp Tongue, Chequered Past, Another Tom Collins

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

TALENTS:

Micromanager (Archangel)

With you in their ear, any Agent you’re in contact with, and yourself, can spend Plot Points to give an Asset to another agent.

Everything is Always About Me (Social Centre)

If you are in a scene with an employee, you can give or take up to three Plot Points from that person.

BACKGROUND:

Black ops, handsome men, a young child, a world to save and an entire intelligence agency to build – Mallory Archer always had a lot of balls in play. So she dropped a few when it came to raising her son. Like you could do any better, you pack of disease-ridden whores.

PAM POOVEY, DIRECTOR OF HUMAN RESOURCES



PLOT POINTS: 1

“HEY! HOSTILE WORK ENVIRONMENT!”

ROLES

Grifter	d4
Hacker	d8
Hitter	d4
Mastermind	d6
Thief	d10

ATTRIBUTES

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

SPECIALITIES: Access to the Files (Hacker), Up For Anything (Grifter)
Add a d6 to your pool in situations where you particularly shine.

DISTINCTIONS: Cannot Keep Her Mouth Shut, Desperate and Dateless,
Farm Girl In The Big City

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

TALENTS:

Gossipmonger (Tactical Eye)

If you pass a Notice roll on an NPC, learn their traits at d10. Spend a Plot Point to also learn their d4 traits.

Kleptomaniac (Pickpocket)

Add a d8 whenever you're stealing something small like a wallet or a diary.

BACKGROUND:

Pam is a beautiful woman with a lot of love to give to basically anyone. Being bisexual and surrounded by total hotties most of whom despise her, her workdays at ISIS are basically torture. And yet she is calm, stoic and endures by gossiping at levels few humans could achieve.

CYRIL FIGGIS, I.S.I.S. COMPTROLLER

PLOT POINTS: 1

"I moved in with my last girlfriend after only four weeks!"



ROLES

Grifter	d4
Hacker	d10
Hitter	d4
Mastermind	d6
Thief	d8

ATTRIBUTES

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

SPECIALITIES: Has a Way With The Ladies (Grifter), Actually Went to College (Hacker)

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

DISTINCTIONS: Sex Addict, Nervous Nelly, Total Geek

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

TALENTS:

Nobody Cares About Cyril (I Just Work Here)

Cyril is forgettable enough that he can blend into the background. If he's disguised as some nobody, nobody will remember his face.

Cooking the Books (PDQ Rembrandt)

Cyril's good with computers. Good enough to make anything look real, be it a stock sheet or a passport.

BACKGROUND:

Cyril is a big man when it comes to corporate accounting but at ISIS he lives forever in the shadow of field agents like Sterling Archer. Threatened even when dating Lana, he ended up boning everything in a skirt, and falling into a cycle of sex addiction and binge eating. But at least most of his drugs are from a doctor.

CHERYL/CAROL TUNT, SECRETARY TO MS ARCHER



PLOT POINTS: 1

“On Saturday I watched a house burn down”

ROLES

Grifter	d10
Hacker	d8
Hitter	d4
Mastermind	d4
Thief	d6

ATTRIBUTES

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

SPECIALTIES: Sleeps With Anybody (Thief), Slippery As An Eel (Hitter)

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

DISTINCTIONS: Crazy, REALLY Crazy, Bitchy Too

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

TALENTS:

Sex Maniac (How You Doing?)

When making a Face roll based on attraction, you can add a d10, but add a d4 if you do.

You Left The Computer On (Over the Shoulder Hacker)

People tend to forget you're there and you get to see their passwords, phone numbers, diary entries, etc.

BACKGROUND:

Being crazy as all hell and dumb as a rock, Carol and/or Cheryl is not much of an asset to ISIS. She is overlooked by most of the office, and was cast aside by both Cyril and Archer. She amuses herself with intricate plans of revenge, kinky BDSM sex fantasies and saying the bitchy things that nobody else will. Her enormous family wealth also helps.

RAY GILLETTE, INTELLIGENCE ANALYST



PLOT POINTS: 1

“A blow job is something a grown-up does to another grown-up”

ROLES

Grifter d4
Hacker d6
Hitter d4
Mastermind d10
Thief d8

ATTRIBUTES

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

SPECIALTIES: Not Just a Sex Bomb (Thief), Olympic Athlete (Hitter)

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

DISTINCTIONS: Fabulous, Gay, Actually Competent

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

TALENTS:

I See Your Knock-off Versace Drawers! (Have You Got That Thing?)

Spend a Plot Point to give another team member a d8 to roll because of your expertise over the radio. If it is a Flashback (or you're very Fabulous) make it a d10.

Oh Darling Please (Sea of Calm)

When a teammember fails a Contested Roll or Timed Action, they or the next one you talk to can add your Mastermind to their roll.

BACKGROUND:

Bronze-medallist skier, ex-Christian, ex-husband – look, Ray has had a colourful life. But he's in a good place now. He's single, stylish, fabulous and the most qualified analyst in I.S.I.S. And anyone who brings a frown to the parade is a mister fat face.

DR ALGERNOP KRIEGER, HEAD OF APPLIED RESEARCH



PLOT POINTS: 1

“It’s so cool that I have an erection that doesn’t involve homeless people”

ROLES

Grifter d4
Hacker d10
Hitter d8
Mastermind d6
Thief d4

ATTRIBUTES

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

SPECIALTIES: We Can Test It On The Interns (Hacker), Heavy Weapons (Hitter)

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

DISTINCTIONS: Total Geek, Drug Habit, Mad Scientist

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

TALENTS:

I Have One Of Those, For Some Reason (Shut Down The Garbage Mashers)

When the GM uses a Location die in a roll against one of your Team. spend a Plot Point to shut down that Location die for the rest of the Job.

Most Death Rays Have Limited Applications To Public Health (I Can Kill You With My Mind)

In a Fight, while rolling Hitter, spend a Plot Point to add your Intelligence die, and include a third die in your total.

BACKGROUND:

He’s not actually a doctor of anything. He may be a clone of Adolf Hitler. He’s killed more interns than you’ve had hot meals. He’s got a LOT of LSD. So basically your average scientist.

ISIS assignment: NO RETREAT, NO SURRENDERING!

THE BRIEF:

THE PROBLEM:

Meet Senator Robert Dufrayne. Senator Dufrayne is in charge of the House Committee for Security Spending, which means he's holding the purse strings that keep ISIS in coffee and donuts. Thing is, he's also a good old boy Republican from Florida and likes to run on Family Values, and he's downright disturbed by some of the reports (and explicit footage and VERY explicit email transcripts) he's been shown that reflect negatively on the behaviour of ISIS staff members. He feels that before he writes another billion dollar check from Uncle Sam, that ISIS should do its best to prove they can be the kind of model, upright, Godfearing spies that America deserves. To prove this, they have to attend a special weekend-long company character building retreat and total employee wellness audit at the Corporate Culture Enrichment Spa and Hotel Complex.

The fact that Senator Dufrayne is the majority stock holder of the Corporate Culture Enrichment Spa and Hotel Complex is obviously just a coincidence. As is the fact that almost all US Senators and big business tycoons come there for their retreats and business planning meets, which always seems to coincide with the owner of the CCES&HC buying the right stock at the right time. That's Leeza Deetz, a blonde bombshell with a tiny dog who wants you to underestimate her so she can steal everything you own.

THE PLAN:

Nobody is happy about the Senator's requirements, least of all Mallory Archer. She wants to be back in her office in New York drinking a Tom Collins and ruling I mean saving the world. But if they leave they don't get their big fat check, so the plan is to make a fool out of the Senator so he has to pay up no matter what. While her staff are pretending to care about whatever insanity they are passing off as therapy in the board room prayer circle, she will also demand that they prove conclusively that ISIS are needed elsewhere. Firstly, by staging a terrible threat to America's security and second by staging a secondary crisis or attack on ISIS headquarters so they definitely have to leave. Exactly how her staff accomplish this is up to them, of course.

THE TWIST:

DRAMATIS PERSONAE:

THE MARK: SENATOR ROBERT EDWARD LEE DUFRAYNE

Sanctimonious Jackass d12, On the Intelligence Committee d12

Built His Campaign On Homophobia d4, And Loves the Cabana Boys d4

Ardent Creationist d8

DuFrayne is your classic neo-conservative ultra-right-wing family values creationist loon. He believes in the prosperity gospel, which basically means more Jesus = more money. Especially when you have shares in every bible channel, rock group, merchandising house and Creationist Museum in the South. If his moral hypocrisy doesn't make you hate him, his endless talk about the truths in Genesis will.



THE OTHER MARK: LEEZA DEETZ, CORPORATE SPY

Illegally Blonde d12, With Fingers In Every Pie d12

Too Many Double-Crosses d4, Oh God I Broke A Nail d4

Fru-Fru Needs His Din-Dins d8

Leeza is very much the evil version of Elle Woods in Legally Blonde: relentlessly, indefatigably likeable – or else. You either go away smiling with a gift bag in your hand and a large deduction on your credit card, or she finds a way to crush you completely, without dropping her smile. Her gift for browbeating people into doing what she wants allowed her to turn her parents' hippy snake-oil colonic business into a gigantic and powerful corporation. And when that got boring, she switched to selling secrets to the highest bidder. If she lives, Leeza would make an excellent recurring villain or even a Foil.



AGENTS: MITZI UND FRITZI, ENRICHMENT COUNSELLORS / DEADLY SPIES

Unstoppable Enthusiasm d8, Buns, Thighs and Forearms of Steel d8, Can't Miss Their Tae-Bo Session d4

Mitzi and Fritz look like something out of a seventies sci-fi film. They're blonde, Germanic and exact copies of each other. Except Fritz works out so much his bosoms are even bigger than Mitzi's. They can also summon an endless army of **Masseuse Goons d8**.

AGENT: MASTER OF THE THREE-BLADES-CUTTING SCHOOL

A Decapitation So Smooth I Bought the Company d10 Fanatically Devoted to the Destruction of the Legion of Schick d6 A Bit Too Eager To Go Die For The Cause d4

The Sensei of the Ninja is particularly keen to wipe himself out for the good of Gilette, so he can die with honour and inspire his crew of **Three-Blade Ninjas d8**. He will go to great lengths to do so. He will fail embarrassingly.

THE FIVE ACTS:

Obviously, Archer doesn't use a five act structure, it's usually more like three or four. But we're using Leverage here, and it has provided an excellent guide to building and running episodes, so we're using its structural guidelines, so there's five.

ACT ONE - THE PROBLEM: AND THE PLAN:

You have to cut to the chase. Have Mallory explain the problem (if she's a PC, you'll need to brief her first privately) as the team travel to the Spa and Hotel in a taxi from the airport (ie when its far too late to back out). If they complain too much the sight of the deluxe swimming pool, gorgeous room service staff and five star services should shut them up. Give them a few moments to cause trouble by enjoying the accommodation in the tremendously wrong ways they all can, then summon them to the Economic Enema Room for their first group task.

The session is led by Mitzi and Fritz, two over-enthusiastic Germanic twins who are there to provide eye candy motivation, gushing romantically over whoever they have to get them to engage in the stupid, idiotic activities. The Senator is here so unless Mallory is forcibly trying to seduce him, everyone has no way to get out of doing these things. First up is an honesty exercise: everyone has to turn to their left and explaining what they like and don't like about the person to their left. The first person to use this as an excuse to talk about how much they hate Pam gets a Plot Point. Two for Pam if she does it herself.

The next exercise is a trust fall. Again, this is designed to give everyone a chance to talk about how fat Pam is. And that Cheryl can't be trusted. Nor can Cyril. Generally, everyone should be bickering by now. Soon enough, the facilitators will end that exercise and get everyone to form small groups to draw a picture of what their company would look like if it was a landscape (previous pictures in the book show big Gilette land ruling over tiny Schick City). This is the chance to do some research, make their plan and start putting it into action. The Senator will sneak off as soon as he can and head to the steam room, and making it even easier for the ISIS crew to sneak out themselves and start faking the terrorist attack on US soil or whatever else they come up with. But don't let them get too far before -

ACT TWO - THE PLAN IN MOTION:

Very quickly, the drawing ends. Everyone now has to get dressed up as their favourite animal and explore the landscape they've drawn. However, due to a backlog at the drycleaner after some messy accidents and some costumes suddenly going missing, there are only seven costumes to go around. They are: alligator, horse, cat, racoon, possum, badger, and platypus. It is important to note that without the face-masks, the cat, racoon, possum, badger and platypus costumes are identical. Especially from the back. You want everyone in these costumes to allow them to shoot people by mistake, particularly when the Gilette Ninjas strike wearing the mole, otter and badger costumes (they stole these earlier to slip in unseen).

You also really, really want someone wearing the alligator costume because it is terrifying in general (unlike all the others, it is very realistic) and particularly to Archer, our resident alligator-phobe. Give a Plot Point to anyone who wears the gator costume because they have spotted the purpose and have volunteered to be shot by Archer later on, and their willingness to go into the DANGER ZONE for comedy should be rewarded. If you need help convincing people, again, Mitzi and Fritzi are both into it in the most disturbing way.

Again though, while this is going on, the team should be putting their plan into operation. If there are any big steps to take, there's plenty going on to distract their hostess – the Senator needs more towels, Bill Gates is on the phone, her team is right now tunnelling into ISIS and the Gilette Ninjas have just broken the perimeter. In fact, if their plan is being particularly awesome and throwing up its own Complications, hold off on the ninjas. You want them for Act Four.

However, while the gang are snooping, make sure they find evidence of the scams the Spa is running – business cards from white slave traders, free Nike merchandise everywhere, stock tips from Rupert Murdoch and of course, blueprints of the PowerBlade on the hard-drive or in the safe.



ACT THREE - EVERYTHING GOES TO HELL:

Eventually, the team is going to make their hostess panic or stumble onto her plans by accident or get suspicious when she tries to do everything possible to stop them going back to ISIS. She's not about to let her entire operation go down the tubes because of a few nosy spies so she summons Mitzi, Fritzi and her army of Masseuse Goons and tells them to kill. They prefer to use Tae-Bo, but if the ISIS gang bring the guns, they have them too. Like most episodes of Archer, this probably devolves into a gigantic gun battle. The noise probably disturbs the Senator and reveals his peculiar peccadillo. It might be funny if just moments after they realise they can make the Senator be their bitch now, somebody kills him and makes things suddenly far worse.

The important thing in this act is to move things back to ISIS, as it's a little too early for the big finale. That means that Ms Deetz or one of her goons should announce that it's too late anyway, because by now her men have taken everything in the ISIS computers and it'll be on the black market by morning. It's a little old school but the scene change is important or you'll never get to the second heist in Act Four.

ACT FOUR - BREAKING INTO ISIS:

By now the players' blood should be up and you'll need to do very little. As experts in ISIS, they know the place's defences better than you do, and they have two enemies behind and one within. Any reasonable plan to break in will work, but it will get thrown off-kilter when the Gillette Ninjas show up and start murdering everyone and demanding the head of the Schick-traitors. Also, if any of the characters weren't chosen as PCs, they should be inside ISIS, possibly as hostages. If nobody is playing Cheryl, she definitely should be in there because she's liquid crazy. If Cheryl and a male character are there, they should probably be having weird kinky sex.

Ideally, what you're aiming for eventually is a katana bloodbath in the conference room. This will kill the bad guys but also destroy the rug and the beautiful hardwood table. Because nothing is free, people. Not even freedom.

ACT FIVE - CLEAN UP:

Mallory can call her other government contacts and tells them whatever story they can fake about DuFrayne, and probably Deetz as well. If they're both dead or have had their brains replaced with dolphin brains, they won't be able to deny that they were colluding or whatever. It's up to Sterling and Lana to dump the bodies and replace the rug and the table or to make somebody else do it. Don't spend too long on it. It doesn't matter if the plan doesn't cover all the loose ends, because you can cut to those at the end for a quick joke. Remember that unlike *Leverage*, *Archer* and co usually leave the world a lot more messed up, chaotic and bullet-ridden than they found it. Neat solutions are for competent people!