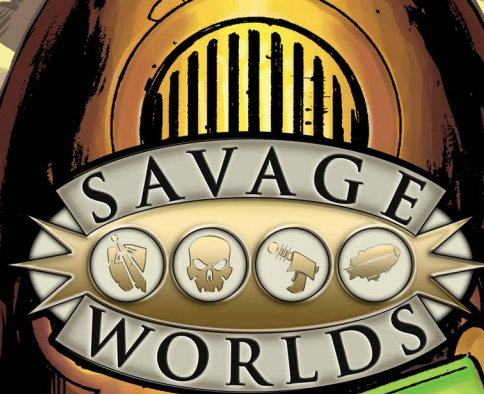
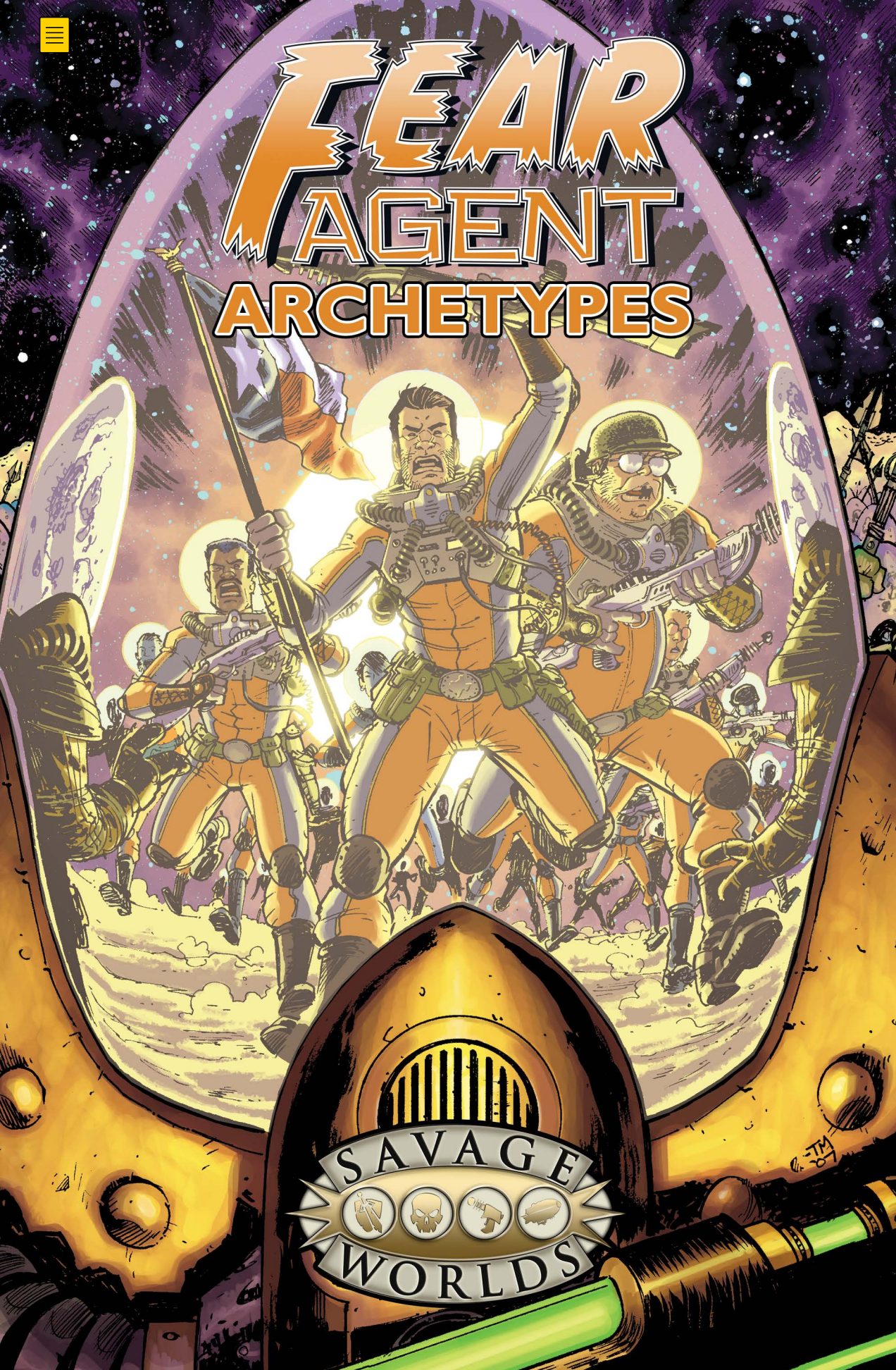




FEAR AGENT ARCHETYPES



FEAR AGENT™

ARCHETYPES

**Fear Agent™ Created by Rick Remender,
Tony Moore, and Jerome Opeña**

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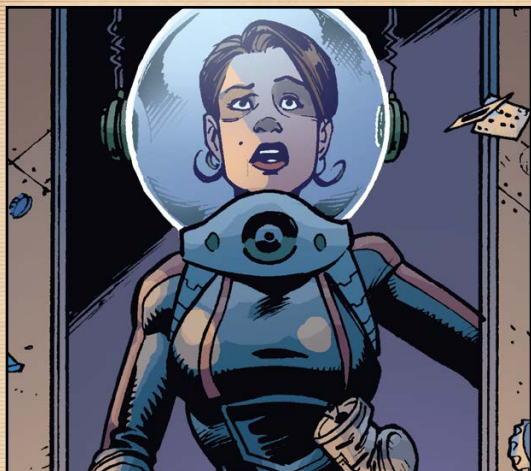
Savage Worlds Created by Shane Lacy Hensley

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Ali Leavitt

Warp Scientist

Quote: “To understand the problem, you’re going to need a background in quantum mechanics...”

Background: Thanks to your security clearance, you knew aliens existed before the invasion. You even worked with tech recovered from a crashed spaceship or two. Keeping your head on a swivel and your wits about you kept you alive throughout the war. With the mysteries of the entire universe now open for you to study, there’s no way you’re staying on boring, old Earth.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Astrogation d6, Fighting d4, Investigation d6, Knowledge (Engineering) d8, Knowledge (Warp Science) d8, Notice d6, Piloting d4, Shooting d6, Taunt d4

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Curious, Trouble Magnet, Quirk (over-explains everything)

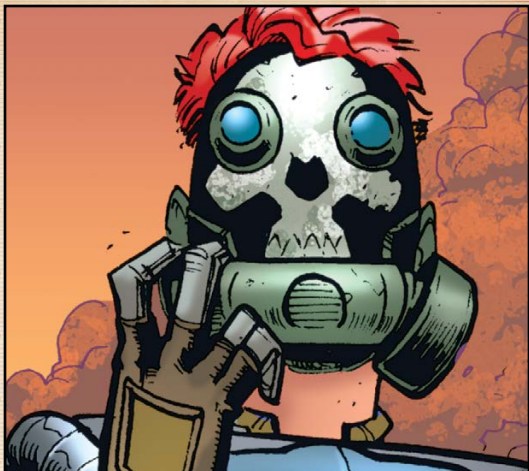
Edges: Alertness, Jack of All Trades, Top Secret Scientist, Warp Scientist

Gear: Spacesuit (+1), laser pistol (Range 15/30/60, Damage 2d6, AP 2), earbud translator, commlink, handheld computer, repair patch, 2 energy packs, \$190.

Experience: 20

Advances:

- Jack of All Trades
- Skill Improvement: Knowledge (Warp Science), Notice
- Alertness
- Warp Scientist



Jesse Blackwell

Medic

Quote: “Put some ointment on it. It’ll be fine.”

Background: When a bunch of aliens brought their war to your doorstep, your experience as a paramedic kept more than a few survivors around past their expiration dates as well. Now, you’re headed into unknown space, because even with fancy ray guns and warp drives, people still need their holes patched.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Healing d8, Knowledge (Medicine) d6, Notice d6, Shooting d6, Stealth d6, Survival d6, Throwing d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Death Wish (saving another), Heroic, Pacifist (Minor)

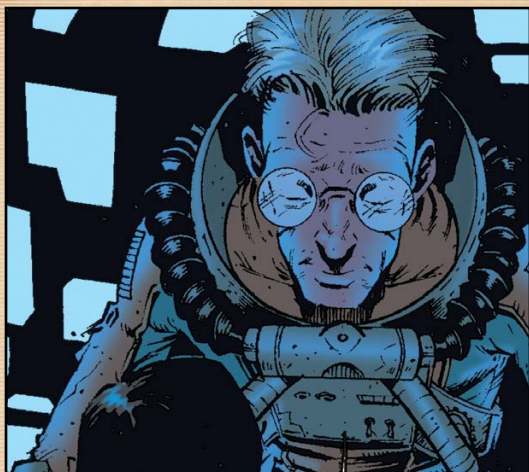
Edges: Combat Reflexes, Common Bond, Elan, Healer

Gear: Spacesuit (+1), laser pistol (Range 15/30/60, Damage 2d6, AP 2), earbud translator, commlink, medikit, GR-12 (2 doses), repair patch, 2 energy packs, \$140.

Experience: 20

Advances:

- Elan
- Skill Improvement: Healing
- Common Bond
- Combat Reflexes



Bob Dorsey

Engineer

Quote: “I need some quiet here, people. If I connect this wrong, we’ll all die horribly. And painfully”

Background: You always had a knack for building and fixing things and had a promising career as an engineer ahead of you, when the alien bombs destroyed your world. Your ability to keep almost anything working made you an irreplaceable resource to your guerrilla band. With the war over, you get to tinker with things you couldn’t even imagine less than two years ago, like warp engines, teleportation devices, and freeze rays!

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Demolitions) d6, Knowledge (Electronics) d6, Knowledge (Engineering) d6, Notice d6, Repair d10, Shooting d6, Throwing d6.

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident, Bad Eyes, Quirk (talks to tools and machines)

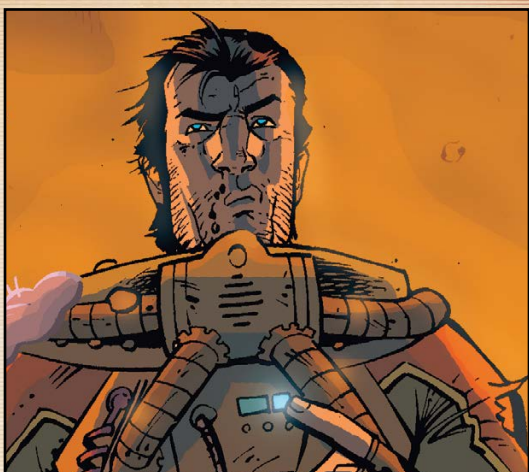
Edges: McGuyver, Hard to Kill, Wrench Spinner

Gear: Spacesuit (+1), laser pistol (Range 15/30/60, Damage 2d6, AP 2), earbud translator, commlink, tool kit, repair patch, handheld computer, spare energy pack, \$10.

Experience: 20

Advances:

- **Skill Improvement:** Fighting, Shooting
- **Skill Improvement:** Repair
- **Wrench Spinner**
- **McGuyver**



Dallas Ames

Fear Agent

Quote: “I ain’t met a bug yet I can’t kill—but I’m happy to keep lookin’.”

Background: You did plenty of things you ain’t proud of during the war, but you made those alien jerks pay. You still take pride in the Fear Agent name, but not necessarily everything you did while you wore it. The alcohol helps you forget what you’ve done and what you lost. Now, you’re ready to head out into space...and probably do more stuff you’ll need to forget.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d4, Shooting d8, Stealth d6, Survival d4, Throwing d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Habit (Major—Alcohol), Loyal, Xenophobe

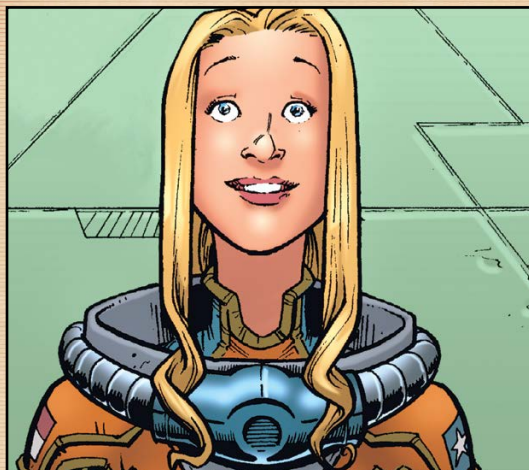
Edges: Elan, Fear Agent, Hard to Kill, Liquid Courage, Luck

Gear: Spacesuit (+1), laser pistol (Range 15/30/60, Damage 2d6, AP 2), earbud translator, commlink, 2 frag grenades (3d6, HW, LBT), 1 thermal grenade (3d10, HW, SBT), 1 EMP grenade (MBT, HW), vibro saw (Str+2d6), repair patch, 4 spare energy packs, small battery, \$75.

Experience: 20

Advances:

- **Ability Improvement:** Vigor
- **Elan**
- **Liquid Courage**
- **Fear Agent**



Rebecca Burke

Diplomat

Quote: "I'm certain we can come to an arrangement more than acceptable to both of us."

Background: Before the Annbius Conflict, you were a real estate agent. You fell back on your good looks and charm to ingratiate yourself with a group of fighters until you figured out how to not get sliced, diced, or flat-out disintegrated. With the war over, you're putting your original skillset to use greasing the bureaucratic wheels of the United Systems for your crew. You just hope they never find out the deals you made to stay alive during the early days of the invasion...

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Healing d4, Notice d6, Persuasion d8, Shooting d6, Stealth d6, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Dark Secret, Amorous, Stubborn

Edges: Attractive, Charismatic, Connections (United Systems), Danger Sense, Extraction

Gear: Spacesuit (+1), laser pistol (Range 15/30/60, Damage 2d6, AP 2), earbud translator, commlink, handheld computer, repair patch, 2 spare energy packs, \$190.

Experience: 20

Advances:

- Danger Sense
- Ability Improvement: Agility
- Extraction
- Connections (United Systems)



Glenn Coleman

Pilot

Quote: "If it's got wings, I can fly it. If it doesn't, I probably still can."

Background: You learned to fly in the Air Force. You didn't like being bossed around, but it paid for college. You'd just finished your tour and had a sweet job lined up with the airlines when the aliens came and blew the world up. Worse, those lizards with jet packs stole your family. The quick reflexes and steady hands that made you a great pilot saw you through the war. Now, you're behind the controls of an actual star ship now, and nothing is going to keep you from getting the back.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Electronics) d6, Notice d6, Piloting d8, Repair d6, Shooting d6, Stealth d4, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Impulsive, Rebellious, Vow (Major: find & rescue family)

Edges: Ace, Level Headed, Quick, Quick Draw, Steady Hands

Gear: Spacesuit (+1), laser pistol (Range 15/30/60, Damage 2d6, AP 2), earbud translator, commlink, handheld computer, repair patch, 2 spare energy packs, \$190.

Experience: 20

Advances:

- Quick
- Quick Draw
- Steady Hands
- Level Headed



Nick Sutton

Scout

Quote: "If it ain't nailed down, it's fair game. If I can pry it up...it ain't nailed down."

Background: You used to be a petty thief, and truth be told, your fingers are still a little sticky. Being small and sneaky kept you alive more than once, and a gun don't care how big the finger pulling the trigger is anyway. You came out of the war respected scout and sniper—even a valued member of your guerrilla band. Now you're just wondering what they use for money out in space...and how to get your hands on as much of it as possible.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Shooting d8, Stealth d8, Streetwise d4

Cha: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 5 (1)

Hindrances: Cautious, Greedy (Minor), Small

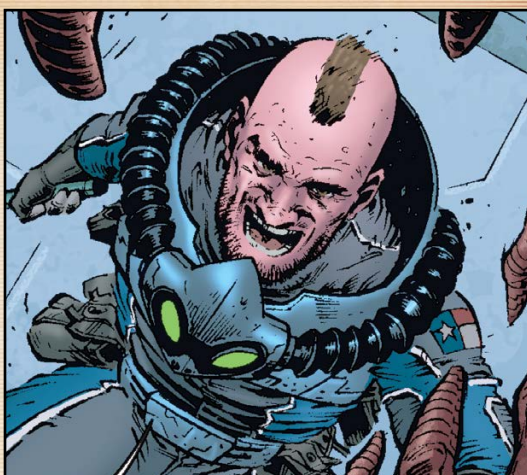
Edges: Ambidextrous, Fleet-Footed, Marksman, Quick, Thief, Two-Fisted

Gear: Spacesuit (+1), laser pistol (Range 15/30/60, Damage 2d6, AP 2), earbud translator, commlink, repair patch, lockpicks, digital binoculars, repair patch, spare energy pack, \$10.

Experience: 20

Advances:

- Fleet-Footed
- Thief
- Two-Fisted
- Marksman



Jim "Bruiser" McKay

Muscle

Quote: "Everything falls down if you hit it hard enough."

Background: Holding down a job was tough, at least before the aliens came. You were more than tough enough to be a bouncer, but bar owners tend to frown on you hospitalizing customers on a regular basis. Those aliens killed everyone and everything you ever loved, right down to your dog. Now that the invasion's ended, you've got a chance to even the score. Who knows? Maybe you'll even get the chance to run up a few points for humanity's side while you're at it.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Streetwise d4, Shooting d6, Stealth d4

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (4)

Hindrances: Loyal, Ugly, Vengeful (Major)

Edges: Berserk, Brawny, Frenzy, Iron Jaw, Nerves of Steel

Gear: Spacesuit (+1), body armor (+4) laser pistol (Range 15/30/60, Damage 2d6, AP 2), Dressite energy spear (Str+d8, Parry +1, Reach, AP 4, 2 hands), earbud translator, commlink, 2 frag grenades (3d6, HW, LBT), repair patch, 2 spare energy packs, small battery, \$65.

Experience: 20

Advances:

- Iron Jaw
- Nerves of Steel
- Skill Improvement (Fighting)
- Frenzy