

Race	Human	
Gender	Female	
Height		
Weight		
Build		
Skin Tone		
Hand		
Age		
Birthday		
Eye Color		
Hair Color		
Hair Style		
Posture		
Upkeep		

For the Cowboy, leaving the farm was an easy choice: too much land, too few people, but mostly not enough doctors. Struck with an ailment no local quack could diagnose and a new found desire to experience life, she traded away wrangling flesh and blood bulls for mechanical ones.

Stoic in the face of an unknown illness, she seeks answers through medical specialists. She needs to know what and why—maybe even whom. Daisy, seeing this willingness to upturn her life for a greater good, selected the Cowboy as an ideal candidate for the TPA.

Agility	4 6 8 00	10 12 00	Mod	_	Spirit		$\begin{array}{c} 4 6 8 10 12 \\ \bullet \bullet \bullet \bullet \bullet \bullet \bullet \bullet \bullet \bullet$	Mod
Boating Driving Fighting Lockpicking Piloting Riding					Guts Intimidation Persuasion Strength Climbing	-		-2
Shooting Stealth Swimming Throwing					^{Vigor} Gear		0.000	
Smarts	• 0 0	00			TPA Field Un	ifor	m (2 Armor)	
Gambling Healing Investigation Notice Repair Streetwise Survival Taunt Tracking	2 P	ace 6	-2 /" P	Parr	KnightStick			(2)
Attacks		Die	Damage	AP	Range I	RoF	Notes	
Knightstick (Stun Knightstick (Tase		d6 d6	2d6 2d6	0 0	0 3/6/-	- 1	nonlethal Shots 2, nonlethal	
Knightstick (Pepp		-	Special	0	Cone	1	Shots 1, Vigor roll o	r Shaken
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Combat Notes								

Hindra Overconfider Foul Mouth (Habit (Minor	nt (Major) Minor)	Description Suffering from a terminal disease, she is not afraid of death. -1 Charisma; Laces her speech with profanity. Charisma -1; Smoking.
Edges	1	
Luges		Description
	Ambidexterity	Ignore –2 penalty for using off-hand.
	Quick	Discard draw of 5 or less for new card.
	Quick Draw	May draw weapon as a free action.
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00000 20 S		
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00000 35		
00000 40 V		
00000 45		
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00000 <i>60 H</i>		
00000 65		
00000 70		
00000 75		
00000 <i>80 L</i>		
Wound	ls -1 -2	-3 INC -2 -1 Fatigue



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From birth the Gadgeteer has been a fiddler, the moment he was able to disassemble items he began to recombine them in new, yet (much to his parents dismay) typically non-functional ways.

Over the years his aptitude and curiosity have only increased.

Anything he can get his hands on gets changed. Give him two bits of string, some gum, and a paperclip and he'll make you a nuclear bomb and then go on to tell you how you're too slow to understand the finer details of cognitive architecture and how it'll strongly influence the future.

Significant Details Description	0
History	
Attitudes	
Motivations	
Relationships	C



Curious (Ma	jor)	Character wants to know about everything.		
Habit (Minor)		Charisma –1 (Gambling).		
Quirk (Mino	r)	Talks down to those he deems less intelligent.		
Edges		Description		
Q	Jack-of-all-Trades	Ignore –2 for rolls on untrained Smarts-based skills.		
	McGyver	May improvise gadgets. See Savage Worlds rulebook.		
	Attribute	Smarts Increase to d12.		
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Agility	4 6 8 000	10 12 • O	Mod	S	Spirit		$\begin{array}{c} 4 6 8 10 12 \\ \bigcirc $	Mod
Boating Driving	000	000			Guts Intimidati	ion	00000	
Fighting	00	00			Persuasio		00000	
Lockpicking Piloting				S	Strength		0000	
Riding Shooting	000	00			Climbing		00000	
Stealth		000		V	Vigor		0000	
Swimming Throwing					Gear			
Smarts	•00	000				nifor	m (2 Armor)	
Gambling	000	000			KnightStick		· ·	
Healing Investigation	• 00							
Notice Repair								
Streetwise	0000							
Survival Taunt								
Tracking	000	000						
Charisma +		ace	5″ P	arr	y 6	Te	oughness 8	(2)
Attacks		Die	Damage	AP	Range	RoF	Notes	
Knightstick (Stun		d8	2d6	0	0	-	nonlethal	
Knightstick (Tase Knightstick (Pepp	,	d10 _	2d6 Special	0	3/6/– Cone	1 1	Shots 2, nonlethal Shots 1, Vigor roll of	or Shaken
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Combat Notes		v 0000	- v	v		- V		V

The Patriot is a TPA man through and through.

After being honorably discharged from a decade of military service, he grew restless. He tried anything: private security, bodyguard, high-risk international courier. Wherever there was need, he was there, but he grew consumed with a sense that he was intended for something more.

The TPA didn't find him. He found them. He trained until he could handle any challenge, and then put himself anywhere danger might arise, knowing that Daisy would have to choose him eventually. Now he serves with the heart of a man who has found his destiny.

Significant Details	
Description	
History	
Attitudes	
Motivations	
Relationships	

Hindrances Description Code of Honor (Major) The Patriot keeps his word and acts like a gentleman. Loyal (Minor) The Patriot tries to never betray or disappoint his friends. Stubborn (Minor) He always wants his way. Edges Description Attribute Agility Increase to d10. Attribute Spirit Increase to d8 Hard to Kill Ignore wound penalties for rolls on Knockout or Injury tables. 00000 5 00000 10 00000 15 00000 20 S 00000 25 00000 30 00000 35 00000 40 V 00000 45 00000 50 00000 55 00000 60 H 00000 65 00000 70 00000 75 00000 80 L -2 -3 -1 INC Wounds Fatigue



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Just because you're retired doesn't mean the TPA won't call upon you. The Wireman is an ex-intelligence operative who remembers a time when "getting the wire" was the difference between knowing and bluffing. Despite a sordid and interesting past, she is a true professional, and is unlikely to disclose much of her history as a trained interrogator.

For the Wireman, words and knowledge are power; she has seen her fair share of situations, none of which she couldn't talk her way into or out of. When the TPA needs someone where they shouldn't be, the Wireman is a perfect asset.



Hindra	nces	Description			
Cautious (Minor)		Character is overly careful.			
Elderly (Major)		Pace -1 ; -1 die type to Strength and Vigor, see rules.			
Hard of Hear	ing (Minor)	-2 to Notice sounds.			
Edges		Description			
Ŭ	Charismatic	Add +2 to character's Charisma.			
	Command	+1 to troops recovering from being Shaken.			
	Interrogator	Add +2 to Persuasion or Intimidation when interrogating.			
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00000 35					
00000 40 V					
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00000 75					
00000 <i>80 L</i>					
Wound	ls -1 -2	-3 INC -2 -1 Fatigue			

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Name

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Hair Color Hair Style

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Agility	4 6 8 00	10 12 OO	Mod	S	Spirit		4 6 8 10 12 Mod
Boating Driving	000	00			Guts Intimidat		
Fighting Lockpicking					Persuasio Strength	-	
Piloting Riding	000				Climbing		00000
Shooting Stealth Swimming	000			V	/igor		0000
Throwing	0000	000		(Gear		
Smarts	• 0 0	00		_	TPA Field U	Inifor	rm (2 Armor)
Gambling	• 0 0	00			KnightStick		
Healing	000	00					
Investigation Notice							
Repair							
Streetwise	ŎŎŎ	ŎŎ					
Survival	000	00					
Taunt							
Tracking K.							
Charisma +		ace 6		Parr	27	T	oughness 7 (2)
Attacks		Die	Damage	AP	Range	RoF	Notes
Knightstick (Stun	Rod)	d10	d8+d6	0	0	-	nonlethal
Knightstick (Tase		d4	2d6	0	3/6/-	1	Shots 2, nonlethal
Knightstick (Pepp	per Spray)	-	Special	0	Cone	1	Shots 1, Vigor roll or Shaken

Combat Notes

An amateur-circuit champion touting a no-loss record, the Boxer is hounded by people looking for favors or offering a shot at "The Big Time." These well-wishers see the Boxer as a tool to be used for their own benefit, a tool easily discarded after his usefulness is concluded. One could argue that Daisy sees him the same way, but it seems that he is willing to forgive as long as he gets to hit people for a good cause.

While perhaps lacking brains, the Boxer does pack brawn. Years of fighting have left the Boxer clueless about most things—except punching people in the face.

Hindra	nces	Description					
All Thumbs (Minor)		-2 Repair; Roll of 1 causes malfunction.					
Clueless (Ma	jor)	-2 to most Common Knowledge rolls.					
Cocky (Mino	r)	Must brag at the beginning of a combat or lose a benny.					
Edges		Description					
0	Attribute	Agility Increase to d8.					
	Two-Fisted	No multi-action penalty with a weapon in each hand.					
	Ambidextrous	Ignore the -2 penalty for using off-hand.					
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00000 10							
00000 15							
00000 <i>20 S</i>							
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00000 35							
00000 40 V							
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00000 <i>80 L</i>							
Wound	ls -1 -2	-3 INC -2 -1 Fatigue					

The \supset Dropout \supset	
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Agility	$\begin{array}{c} 4 6 8 10 12 \\ \bullet \mathbf{O} \mathbf{O} \mathbf{O} \mathbf{O} \\ \end{array}$	Mod	Spirit	4 6 8 10 12 Mod
Boating Driving	00000		Guts Intimidat	00000 ion 00000
Fighting Lockpicking			Persuasio	n 00000
Piloting	00000		Strength	0000
Riding Shooting	00000		Climbing	00000
Stealth	00000		Vigor	•0000
Swimming Throwing			C	
Smarts	000.00		Gear	niform (2 Armor)
Gambling	00000		KnightStick	
Healing Investigation				
Notice	0000			
Repair Streetwise				
Survival Taunt	00000			
Tracking	00000			
К	00000		\frown	
Charisma (+	0) <u>Pace</u> (6	5") <u>P</u>	$\frac{\operatorname{arry}}{4}$	$\underline{Toughness} (6 (2))$
Attacks	Die	Damage	AP Range	RoF Notes
Knightstick (Stun	Rod) d4	d4+d6	0 0	– nonlethal
Knightstick (Tase Knightstick (Pep		2d6 Special	0 3/6/- 0 Cone	 Shots 2, nonlethal Shots 1, Vigor roll or Shaken
Kinghtstick (Pep		Special	o cone	

Description

Combat Notes

Growing up in the city's low-rent	
housing was rough at the best of times.	
By any air the Dropout found	

By age six, the Dropout found sanctuary in libraries. He consumed knowledge voraciously, focusing on practical survival skills. He learned to navigate, outsmart, deal, and beat his way through life.

Even when his parents were home they weren't there for him. Repeatedly coming home to find a locked door encouraged him to learn ways into and out of places where he wasn't wanted.

Daisy sees the Dropout as a versatile tool in the TPA arsenal. While young and occasionally troubled, he is endlessly curious and ready for action.

Significant Details

Description		
History		
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Relationships		

Hindrances

marances		Description					
Big Mouth (Minor)		Unable to keep secrets, blabs at the worst time.					
Overconfident (Major)		This character thinks he is as capable, if not more, as any adult.					
Teenager (Minor)		4 Points for Attributes, 12 skill points, +1 benny per session.					
Edges		Description					
0	Jack of all Trades	Ignore –2 for rolls on untrained Smarts-based skills.					
	Luck	Character receives an additional benny per session.					
	Great Luck	The Character receives yet another benny per session.					
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00000 10							
00000 15							
00000 <i>20 S</i>							
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00000 30							
00000 35							
00000 40 V							
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Wound	ls -1 -2	-3 INC -2 -1 Fatigue					

The -	S Scal	bel

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The Scalpel saw her parents murdered before her eyes. Although she saw the killer brought to justice, the experience left her hollow and angry.

She had decided to end her own life when the TPA brought her into its embrace, and she feels indebted to them for giving her life meaning again. She sees her work as the only reason to go on living, and will end her life if the TPA dismisses her.

Daisy picked the Scalpel to be the surgical tool that her name implies. When the TPA is in need of stealth or a silent take-down, the Scalpel cuts through challenges like no other.

Significant Details Description History Attitudes Motivations Relationships

Agility	4 6 8 00	10 12 OO	Mod		Spirit		4 6 8 10 12 Mod
Boating Driving	000				Guts Intimidat		00000
Fighting Lockpicking		00			Persuasio		00000
Piloting Riding	000	00		2	Strength Climbing		
Shooting		00		τ.			00000
Stealth Swimming				V	/igor		0000
Throwing	ŏŏŏ	ŏŏ		6	Gear		
Smarts	0.0	00				Inifor	m (2 Armor)
Gambling Healing	000	00			KnightStick pneumatic	:	
Investigation	000	00			prieumatic	injec	
Notice Repair							
Streetwise	ŏŏŏ	ŏŏ					
Survival Taunt		00					
Tracking	<u>0</u> 00	<u>00</u>					
K. (Medicine)		00	· ·			T	
<u>Charisma</u> (+(D) <u>Po</u>	<u>ace</u> (6	") <u>F</u>	Parr	۷(6)	T	oughness 7 (2)
Attacks		Die	Domogo		Danga	DoF	Notos
	Pod)	d8	Damage 2d6	AP 0	Range 0	-	Notes nonlethal
Knightstick (Stun Knightstick (Tase		08 d6	2d6 2d6	0	3/6/-	- 1	Shots 2, nonlethal
Knightstick (Pepp			Special	0	Cone	1	Shots 1, Vigor roll or Shaken
0				-		-	

Combat Notes

HindrancesDescriptionBeliever (Major)She will follow the laundry list without question or hesitation.Death Wish (Minor)Plans to end her own life once her service to the TPA is done.Vengeful (Minor)She cannot let even the smallest injustice pass.

Edges

Lages		Description
Ŭ	Attribute	Agility Increase to d8.
	Attractive	Add +2 to Charisma.
	Skill	Fighting Increase to d8. Lockpicking Increase to d4.
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00000 <i>20 S</i>		
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00000 40 V		
00000 45		
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00000 55		
00000 <i>60 H</i>		
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00000 75		
00000 <i>80 L</i>		
Wound	ls -1 -2	-3 INC -2 -1 Fatigue

 The	Stur	ntma	n

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Following instructions piped through the car radio, the Stuntman drove her car over the wall of the studio lot where she was filming and dropped directly on top of a serial killer's Prius. She found herself suddenly looking for full-time employment, and the TPA happily obliged.

She can drive anything with wheels, and almost anything without. If you need to get somewhere in a hell of a hurry and don't care about your paint work, the Stuntman will make it happen. She has also made the Cannonball run, twice, and competes in any legal or illegal racing she can find.



CO	mb	at	INO	tes

Hindrances Hard of Hearing (Minor)	Description –2 notice to hear things.
Overconfident (Major)	Believes she can do anything.
Wanted (Minor)	Many unpaid speeding tickets.
Edges	Description
Ace	+2 to Boating, Driving, Piloting; may soak for vehicle at -2 .
Attribute	Agility Increase to d10.
Hard to Kill	Ignore wound penalties for Knockout or Injury tables.
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00000 <i>80 L</i>	