

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.

Description	

Charisma -2 Pace 6" Parry 5 Toughness 7 (2)

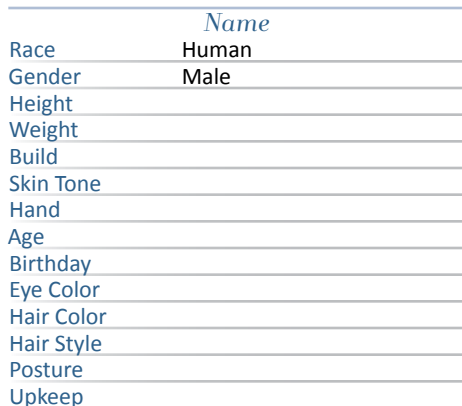
<i>Attacks</i>	Die	Damage	AP	Range	RoF	Notes
Knightstick (Stun Rod)	d6	2d6	0	0	–	nonlethal
Knightstick (Taser)	d6	2d6	0	3/6/–	1	Shots 2, nonlethal
Knightstick (Pepper Spray)	–	Special	0	Cone	1	Shots 1, Vigor roll or Shaken

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Overconfident (Major)	Suffering from a terminal disease, she is not afraid of death.
Foul Mouth (Minor)	-1 Charisma; Laces her speech with profanity.
Habit (Minor)	Charisma -1; Smoking.

	Ambidexterity	Quick	Quick Draw
ooooo 5			Ignore -2 penalty for using off-hand.
ooooo 10			Discard draw of 5 or less for new card.
ooooo 15			
ooooo 20 S			May draw weapon as a free action.
ooooo 25			
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ooooo 35			
ooooo 40 V			
ooooo 45			
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ooooo 80 I			

Wounds -1 -2 -3 INC -2 -1 Fatigue



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.

Description

History

Attitudes

Motivations

Relationships

Charisma -1 *Pace* 6" *Parry* 2 *Toughness* 7 (2)

Diagram illustrating a sequence of 16 blocks, each containing 1000 elements. The blocks are arranged in two rows of eight. The top row is labeled 'Block 1' through 'Block 8' and the bottom row is labeled 'Block 9' through 'Block 16'. The blocks are represented by a series of small circles, with the first block in each row containing a diamond shape.

Curious (Major)	Character wants to know about everything.
Habit (Minor)	Charisma -1 (Gambling).
Quirk (Minor)	Talks down to those he deems less intelligent.

Wounds -1 -2 -3 INC -2 -1 Fatigue

Relationships

Wounds -1 -2 -3 INC -2 -1 Fatigue

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.

Significant Details

Relationships

Charisma (+2)

Pace (5"

Parry (4

Toughness (7 (2)

Attacks	Die	Damage	AP	Range	RoF	Notes
Knightsstick (Stun Rod)	d4	d4+d6	0	0	–	nonlethal
Knightsstick (Taser)	d4-2	2d6	0	3/6/–	1	Shots 2, nonlethal
Knightsstick (Pepper Spray)	–	Special	0	Cone	1	Shots 1, Vigor roll or Shaken

Hindrances

Cautious (Minor)	Character is overly careful.
Elderly (Major)	Pace -1; -1 die type to Strength and Vigor, see rules.
Hard of Hearing (Minor)	-2 to Notice sounds.

Edges

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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Wounds -1 -2 -3 INC -2 -1 Fatigue

The Boxer

	<i>Name</i>
Race	Human
Gender	Male
Height	
Weight	
Build	
Skin Tone	
Hand	
Age	
Birthday	
Eye Color	
Hair Color	
Hair Style	
Posture	

An amateur-circuit champion tout-ing 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.

Description	
History	
Attitudes	
Motivations	
Relationships	

	4	6	8	10	12	Mod
Agility						
Boating						
Driving						
Fighting						
Lockpicking						
Piloting						
Riding						
Shooting						
Stealth						
Swimming						
Throwing						
Smarts						
Gambling						
Healing						
Investigation						
Notice						
Repair						
Streetwise						
Survival						
Taunt						
Tracking						
K.						

[illegible]

Charisma +0 Pace 6" Parry 7 Toughness 7 (2)

Knightstick (Stun Rod)	d10	d8+d6	0	0	–	nonlethal
Knightstick (Taser)	d4	2d6	0	3/6/–	1	Shots 2, nonlethal
Knightstick (Pepper Spray)	–	Special	0	Cone	1	Shots 1, Vigor roll or Shaken



All Thumbs (Minor)	-2 Repair; Roll of 1 causes malfunction.
Clueless (Major)	-2 to most Common Knowledge rolls.
Cocky (Minor)	Must brag at the beginning of a combat or lose a benny.

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 80 I	

Wounds -1 -2 -3 INC -2 -1 Fatigue

The Dropout

	4	6	8	10	12	Mod
Agility	●	○	○	○	○	
Boating	○	○	○	○	○	
Driving	○	○	○	○	○	
Fighting	●	○	○	○	○	
Lockpicking	●	○	○	○	○	
Piloting	○	○	○	○	○	
Riding	○	○	○	○	○	
Shooting	○	○	○	○	○	
Stealth	○	○	○	○	○	
Swimming	○	○	○	○	○	
Throwing	○	○	○	○	○	

Smarts	○	○	○	○	○	
Gambling	○	○	○	○	○	
Healing	○	○	○	○	○	
Investigation	○	○	○	○	○	
Notice	○	○	○	○	○	
Repair	○	○	○	○	○	
Streetwise	○	○	○	○	○	
Survival	○	○	○	○	○	
Taunt	○	○	○	○	○	
Tracking	○	○	○	○	○	
K.	○	○	○	○	○	

	4	6	8	10	12	Mod
Spirit	○	○	○	○	○	
Guts	○	○	○	○	○	
Intimidation	○	○	○	○	○	
Persuasion	○	○	○	○	○	
Strength	○	○	○	○	○	
Climbing	○	○	○	○	○	
Vigor	○	○	○	○	○	

Gear

TPA Field Uniform (2 Armor)
KnightStick

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

Growing up in the city's low-rent housing was rough at the best of times.

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

Attitudes

Motivations

Relationships

Charisma	+0	Pace	6"	Parry	4	Toughness	6 (2)
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Attacks

	Die	Damage	AP	Range	RoF	Notes
Knightstick (Stun Rod)	d4	d4+d6	0	0	—	nonlethal
Knightstick (Taser)	d4-2	2d6	0	3/6/-	1	Shots 2, nonlethal
Knightstick (Pepper Spray)	—	Special	0	Cone	1	Shots 1, Vigor roll or Shaken

Combat Notes

Hindrances

	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
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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Wounds	-1	-2	-3	INC	-2	-1	Fatigue
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The Scalpel

	4	6	8	10	12	Mod
Agility	○	○	●	○	○	
Boating	○	○	○	○	○	
Driving	○	○	○	○	○	
Fighting	○	○	○	○	○	
Lockpicking	●	○	○	○	○	
Piloting	○	○	○	○	○	
Riding	○	○	○	○	○	
Shooting	○	○	○	○	○	
Stealth	○	○	○	○	○	
Swimming	○	○	○	○	○	
Throwing	○	○	○	○	○	

Smarts	○	○	○	○	○	
Gambling	○	○	○	○	○	
Healing	○	○	○	○	○	
Investigation	○	○	○	○	○	
Notice	○	○	○	○	○	
Repair	○	○	○	○	○	
Streetwise	○	○	○	○	○	
Survival	○	○	○	○	○	
Taunt	○	○	○	○	○	
Tracking	○	○	○	○	○	
K. (Medicine)	○	○	○	○	○	

	4	6	8	10	12	Mod
Spirit	○	○	○	○	○	
Guts	○	○	○	○	○	
Intimidation	○	○	○	○	○	
Persuasion	○	○	○	○	○	
Strength	○	○	○	○	○	
Climbing	○	○	○	○	○	
Vigor	○	○	○	○	○	

Gear

TPA Field Uniform (2 Armor)
KnightStick
pneumatic injector

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

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

Charisma	+0	Pace	6"	Parry	6	Toughness	7 (2)
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Attacks

	Die	Damage	AP	Range	RoF	Notes
Knightstick (Stun Rod)	d8	2d6	0	0	—	nonlethal
Knightstick (Taser)	d6	2d6	0	3/6/—	1	Shots 2, nonlethal
Knightstick (Pepper Spray)	—	Special	0	Cone	1	Shots 1, Vigor roll or Shaken

Combat Notes

Hindrances

	Description
Believer (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

	Attribute	Description
	Attractive	Agility Increase to d8.
	Skill	Add +2 to Charisma.
		Fighting Increase to d8. Lockpicking Increase to d4.
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00000 60 H		
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00000 70		
00000 75		
00000 80 L		

Wounds	-1	-2	-3	INC	-2	-1	Fatigue
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The Stuntman

Agility	4	6	8	10	12	Mod
Boating	○	○	○	●	○	+2
Driving	○	○	●	○	○	+2
Fighting	○	○	○	○	○	
Lockpicking	○	○	○	○	○	
Piloting	○	○	○	○	○	+2
Riding	○	○	○	○	○	
Shooting	○	○	○	○	○	
Stealth	○	○	○	○	○	
Swimming	○	○	○	○	○	
Throwing	○	○	○	○	○	

Smarts	4	6	8	10	12	Mod
Gambling	○	○	○	○	○	
Healing	○	○	○	○	○	
Investigation	○	○	○	○	○	
Notice	○	○	○	○	○	-2 hear
Repair	○	○	○	○	○	
Streetwise	○	○	○	○	○	
Survival	○	○	○	○	○	
Taunt	○	○	○	○	○	
Tracking	○	○	○	○	○	
K.	○	○	○	○	○	

Spirit	4	6	8	10	12	Mod
Guts	○	○	○	○	○	
Intimidation	○	○	○	○	○	
Persuasion	○	○	○	○	○	
Strength	4	6	8	10	12	Mod
Climbing	○	○	○	○	○	
Vigor	4	6	8	10	12	Mod
	○	○	○	○	○	

Gear

TPA Field Uniform (2 Armor)

KnightStick

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

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.

Significant Details

Description

History

Attitudes

Motivations

Relationships

Charisma	+0	Pace	6"	Parry	6	Toughness	7 (2)
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Attacks

	Die	Damage	AP	Range	RoF	Notes
Knightstick (Stun Rod)	d8	d4+d6	0	0	-	nonlethal
Knightstick (Taser)	d6	2d6	0	3/6/-	1	Shots 2, nonlethal
Knightstick (Pepper Spray)	-	Special	0	Cone	1	Shots 1, Vigor roll or Shaken

Combat Notes

Hindrances

	Description
Hard of Hearing (Minor)	-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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Wounds	-1	-2	-3	INC	-2	-1	Fatigue
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