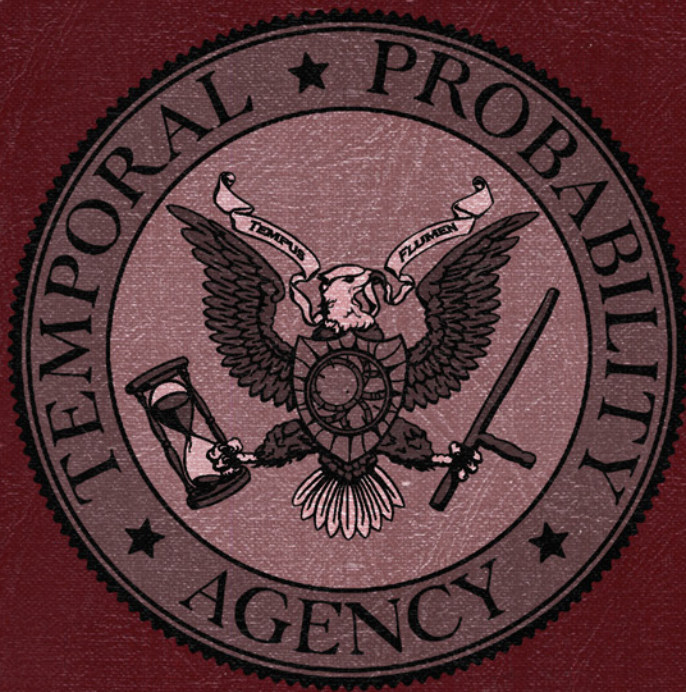
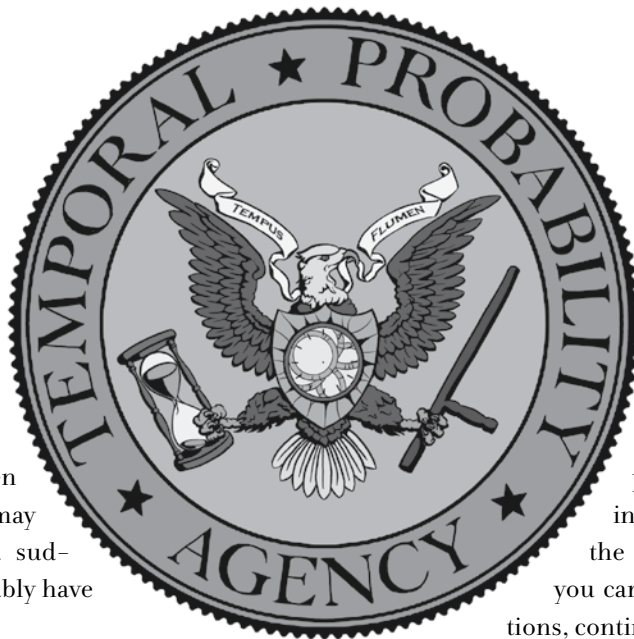




Agent's Handbook





Welcome to the TPA!

You have been chosen as our latest recruit. This may be quite unexpected and sudden for you, and you probably have many questions.

What is the TPA?

You have probably heard of us. We have been around since the year 2000, making small changes to the timeline. Perhaps you have seen our substation in your local mall. Since our inception, we have prevented terrorist attacks, space shuttle explosions, wars, and simple accidents. We have a computer that keeps track of multiple news and data sources, and then analyzes that information for ways the recent past could be changed to make things better. It sends those objectives back in time, and it is our job to effect those changes.

A time computer?

Yes! The computer is called the Temporal Probability Analysis and Manifest Destiny Enforcement Synthetic Intelligence, or TPAMDESI, but like the rest of us, you can just call it Daisy. Daisy cannot send objects through time, only information. And no, it cannot be used for personal reasons.

Why was I selected?

Because you are unique. Daisy determined that in the entire population of the world, you had the absolute best probability of successfully completing a group of connected, upcoming missions. It was then simply a matter of making sure you got this information at the correct time.

What do I do?

Chances are this pamphlet came with additional instructions. Just carry out the objectives given to you. If you cannot find additional instructions, continue with your day as normal, and instructions will be provided when needed. Don't worry about doing something wrong; Daisy has already taken your personality into account.

Does this mean I can kill indiscriminately and rob banks?

No. Despite what TPA antics you may have seen on TV, it is expected that you will behave in accordance with the rules of society. You are given plenty of leeway, and a certain degree of immunity, in how you accomplish goals, but we do not appreciate a lack of common sense.

What about compensation?

Generally, you will be notified beforehand of the amount you will be paid for completing goals. When your tasks are complete, just report to the nearest mall substation to receive your pay.

What about equipment?

We will provide you with the tools that are most statistically likely to ensure your success. They may be issued to you at a substation, or provided to you on location when needed.

What if you get me killed?

While that has happened on occasion, it is rare. Daisy's knowledge of events both limits harm and allows emergency help to be dispatched prior to an actual injury. Even if you are harmed, help should arrive shortly. If the worst should happen, all field agents have an extensive medical and life insurance program. Ask at a substation for more information.

Table of Contents

Characters 1

Character Creation 4

New Hindrances 5

New Edges 5

Gear 7

Currency 7

Buying and Selling Goods 7

Armor 7

Weapons 8

Tools 9

Vehicles 9

Pregenerated Characters 10

The Cowboy 10

The Gadgeteer 11

The Patriot 12

The Wireman 13

The Boxer 14

The Scalpel 14

The Stuntman 15

The Dropout 15

About the TPA 17

For the New Agent 19

Becoming an Agent 19

Provisional Period 19

Becoming a Field Agent 19

Your Cell 19

Getting to Know your Handler 19

Performing Missions 20

Receiving Missions 20

Standard Gear 20

Objective Lists 20

Objective Classifications 21

Volatile Acts 22

Agents and the Law 22

How Time Works 23

History and Organization 24

History of the TPA 24

The TPA Structure 24

Writing

Jeff Carlsen, Hillary Crenshaw, Tyson J. Hayes, Paul von Meerscheidt.

Art

Hillary Crenshaw, Ian Schemp, Marie Vavrek.

Cartography

Jeff Carlsen, Tyson J. Hayes.

Editing

Paul von Meerscheidt

Layout

Jeff Carlsen

Playtesters

Kyle Alexander, Ian Buchanan, Brendan Crosser-McGay, Frank Fishbach III, Cameron Hudson, Tara Hudson, Jason Johnson, Brandon Keel, Matt Lindner, Matthew Maas, Jonathan Matyasovski, Katharyn von Meerscheidt, Mark Pelletier, Oliver Ramirez, Matthew A. Rivera, Howard Robinson, Ian Schemp, William Wallace, Sean Willoughby, Elizabeth Yandl.

Special Thanks

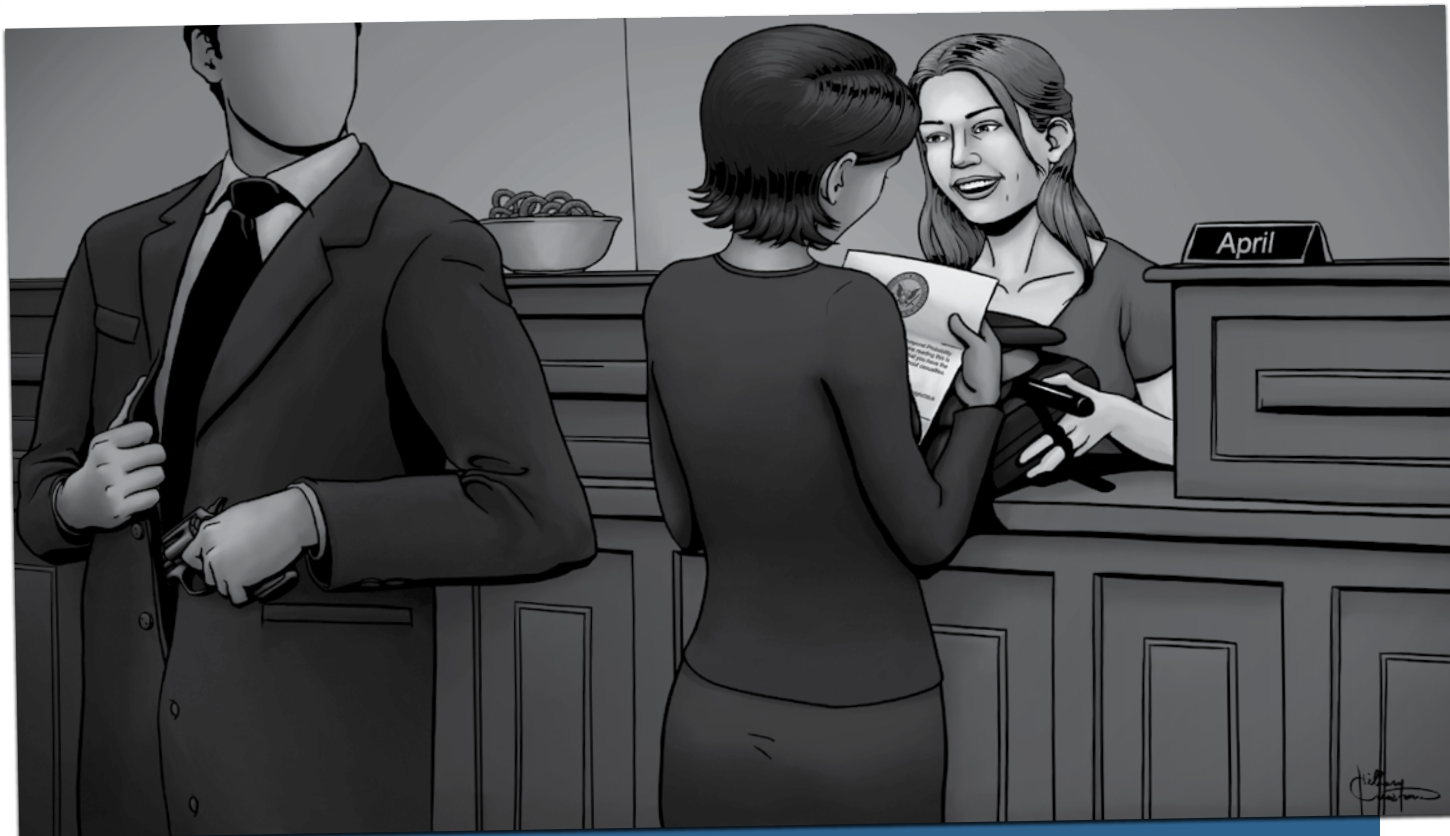
Our respective wives get the first thanks for many heartfelt reasons, and because we fear the couch. Our various mothers for, you know, raising us and all. Dr. Klahn for his fighting force of extraordinary magnitude. The Fifth Element for making orange cool. Snow Crash for showing us Reason. Finally, our small but awesome fanbase for being there even when we weren't.

Temporal Probability Agency is a trademark of Apathy Games. All material in this product is © 2011 Apathy Games. All rights reserved.

Permission is granted to print this electronic book for personal use. In addition, the owner of the book is granted a "Site License" to print a copy of this book (The Agent's Handbook) for each person in his or her active game. All other distribution of this book, either electronically or in print is expressly forbidden.

This is a work of fiction. Any resemblance to persons living or dead is purely coincidental.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.



Characters

Becoming an agent

Karen Hashimoto flipped her wrist over and glanced at her watch. There went another five minutes. Her glare shot past the line of bank patrons in front of her and focused on the flighty young teller. Hashimoto's hand pinched her five hundred dollar final paycheck from Newton eSystems. She had intended to frame it next to her management awards and sales-record certificates as a shrine to irony. That was in March. Apparently, all the dot-coms were going under. Here it was September, her savings had run low, and food was starting to become a concern.

The line moved forward another step. Another glance at her watch and glare at the teller. She could just walk out and come back later. It wouldn't change anything. But then, it's not as if she had anything else to do.

Nobody said anything in line. They just stared at their phones, or at the silent television suspended over the teller, which was showing the evening news. An overly made-up reporter was flapping her lips while a video played over her shoulder depicting TPA agents detaining a group of Arabic men at some airport.



The closed-captioning mentioned something about an attempted hijacking and redirection to New York earlier that day.

Hashimoto yawned. "Nothing ever changes," she murmured.

Twenty minutes went by before she finally reached the flighty teller. Her name tag said April. She tried to force a smile as she handed over the check but thought better of it. The teller took the check and flipped it over to check the endorsement. Her eyes got wide. "Uh, just a moment," said April.

Hashimoto was taken aback. Had it been so long that she'd forgotten how to cash a check?

The teller, instead of opening the cash register and handing over five hundred dollars in crisp bills, reached under the desk and pulled out a bundle of dark clothing.

"I was told to give you this when you got here," said April, pushing the bundle toward Hashimoto. It appeared to be a folded uniform with a black rod sticking out the sides. On top rested small manila envelope with "Karen Hashimoto" scrawled on top of it. Hashimoto opened the envelope and pulled out a printout with an official looking logo emblazoned on it. The first line of text read, "Read this in the restroom."

She looked up at April, who was already pointing toward the ladies room across the way. Karen hesitated for a moment, then grabbed the uniform and headed off to the room with a stick figure woman by the door.

Safely inside a stall, she read the rest of the printout.

You have been chosen to do a job for the Temporal Probability Agency. The banking institution in which you are reading this is about to be held up. It has been determined that you have the highest probability of subduing the situation without casualties.

Pay: \$2,000 upon completion of objectives.

Equipment: 1 Agent's Uniform. 1 KnightStick™. 1 KnightStick™ Instruction Manual.

Objective List #000112

- Put on the supplied uniform.
- Wait until you hear the holdup.
- Subdue the masked man.

Two thousand dollars had a certain appeal, so she shrugged and began to disrobe. The uniform, when she had it on, was a perfect fit. She even liked the look of it. The KnightStick, on the other hand, was a mystery. It looked like a regular police nightstick, but had a number of prongs, sockets, and triggers. She picked up the instruction manual she'd found in the bundle and flipped through it. Device Warnings. No, she thought. Care and Maintenance. No. Charging and Loading. Damn it! She

just wanted to know how to use the damn thing. She flipped to the back. Oh. Just hit someone with it. Why wasn't that the first thing in the book?

"Everybody on the ground!" It was a muffled shout from outside the restroom. That sounded like her cue. Suddenly she wasn't so sure about this. She picked up the KnightStick and took a deep breath. She took a tentative step toward the bathroom door. Then another.

She heard a different door open, followed by another shout, this one closer. "Stop pissin' and get on the floor out here!" Ahh, the men's bathroom, she thought. That means I'm next. She stepped back from the door and pointed the short end of the KnightStick at it like a short-barreled shot-gun, bracing the long end against her shoulder like a stock.

It took forever. Waiting in line hadn't taken this long

Eventually the door to the woman's bathroom opened. A man wearing a black ski mask poked his head in, his mouth open to shout. Hashimoto pulled one of the triggers, hoping for the best.

A violent aerosol spray erupted from the end of the KnightStick and hit the man square in the face, both his eyes and mouth open.

"Ahhhhggg!" he shouted, grabbing his face. Seeing an opportunity, Hashimoto leapt forward and clubbed him in the head. A deep thud was accompanied by a loud electrical zap, and the man fell to the floor with a thump. She thwacked him a few more times to be certain, then stepped out of the bathroom.

Men and women were on the floor with their hands over their heads, but many were looking toward her and the recent commotion. April peeked out from behind her desk. Hashimoto stood there, suddenly very aware of her uniform and the weapon in her hand.

She stumbled for words for a moment, then realized that she was essentially in charge of the situation. Falling back into a familiar management role, she said, "It's alright. The threat has been eliminated. You may continue with your business."

They began to get up. Hashimoto felt good. Someone started to clap. It was April. Somewhere, a patron joined her. Then another, and a few more. Soon everyone was applauding. Hashimoto wanted to blush.

As the applause died down, April ran over, holding the check. "You never finished cashing this," she said.

Hashimoto took the check and inspected it. "That's okay," she said, knowing, somehow, that she had a new career. "I think I'm going to frame it." ■

Character Creation

Agents aren't born—they're made

Character Creation In Brief

- Come up with a concept. Some ideas are presented on the next page.
- Your Race is Human. Don't forget your free Edge.
- 5 points for Attributes.
- 15 points for Skills.
- You character knows a number of languages equal to half his Smarts die.
- Charisma is +0 and Pace is 6" unless modified by Edges or Hindrances.
- Parry is equal to 2 plus half your Fighting Skill.
- Toughness is equal to 2 plus half your Vigor.
- You may take up to 1 Major Hindrance and 2 Minor Hindrances. A Minor Hindrance grants you 1 Hindrance point, and a Major Hindrance grants 2.
- 1 Hindrance point will raise a Skill that is lower than its linked Attribute by one die type. 2 points will raise a Skill above its linked Attribute by one die type, raise an Attribute by one die type, or buy an Edge.

Character Creation Rules: See "Character Creation" in the Savage Worlds rulebook.

Prebuilt Characters: See page 10.

Poor Character Concepts

While most character concepts will work for TPA, there are a couple of things that are assumed in order to make the adventures playable:

The character must mesh well with the group: While this matters in most games, there is a practical, setting-driven reason in TPA. If a group can not function together, Daisy does not select them. That is not to say there can't be intraparty conflict, but ultimately the agents will need to work together.

The character must ultimately do what the computer wants: This is key to the whole style of play, and the motivating factor for every adventure. If a character's goal is to disrupt the TPA and its plans, Daisy will not choose that character.

While these guidelines can be violated if you're careful, our adventures assume they are being followed.

Character creation follows the standard rules presented in Savage Worlds rulebook. A brief rundown of the process is presented in the sidebar.

Starting Gear

Characters start with clothing and normal everyday items, such as a cell phone or wallet. They may have a house, vehicle, and any other item that fits their character. All other equipment will be provided by the agency.

Character Concepts

A TPA agent can come from any walk of life. Use these example concepts for character ideas, or create your own. Complete prebuilt characters are also provided at the end of this chapter.

Retired Military: After leaving the service, this character has stayed fit and kept in practice. With general knowledge and experience with weapons, tactics, and taking orders, this character is an obvious choice for the TPA.

CEO: Powerful connections in the business world and a working knowledge of business politics allows this character to get into places where no normal person could go.

Housewife: This character will likely go out for her daily errands and come back a TPA agent. Having never trained for this, she'll likely rely on her knowledge of daytime soaps and gossip to talk her way through anything.

Retail Employee: Never underestimate the power of the lowest person on the totem pole. If the TPA needs someone to get them into a store after hours, or needs to a store's security blind spots, this is the character for the job.

Personal Trainer: Self discipline runs through this character's blood. The Personal Trainer is tough and fit.

Ex-Criminal: Sometimes you need a crook to catch a crook. This character knows the ins and outs of the criminal world, and Daisy knows how exactly how to take advantage of that.

Immigrant: Fresh off the boat or plane, this character barely speaks the language and has already been drafted into the TPA.

Pop Star: People will listen to anything a star has to say and take it as gospel. The TPA chose this character for those unique powers of persuasion.

Local Police Officer: Some agents are members of the police force. Their training makes them ideal candidates for the TPA.

Athlete: With a focused mind-set and athletic physique, few are better suited to wear the uniform.

New Hindrances and Edges

Because nobody's perfect, but we all try

The Doubting Thomas Hindrance, as well as the Arcane Background, Arcane Resistance, Improved Arcane Resistance, Beast Bond, Beast Master, Champion, Holy/Unholy Warrior, Mentalist, New Power, Power Points, Power Surge, Rapid Recharge, Improved Rapid Recharge, Soul Drain, and Wizard Edges do not exist in Temporal Probability Agency.

Hindrances

Believer (Major)

The character has a great belief in an individual, organization, or faith and will not question its actions or orders.

Foul Mouth (Minor)

The character's speech is a rich tapestry of profanity full of crude imagery and cuss words never before heard by man. Most people are put off by such speech, giving the character a -1 to Charisma.

Teenager (Minor)

The character is a teenager. This hindrance works exactly like the Young Hindrance, except that the character gets 4 points to spend on Attributes and 12 points to spend on Skills. He still gets the additional ben-
nie until he turns 18.

Background Edges

Blessed Screw-Up

Requirements: Novice

Even when this character messes up completely, some unforeseen good comes of it. Daisy intends to capitalize on this. Whenever this character rolls snake eyes, in addition to the critical failure and usual terrible results, something very good but unrelated happens. Exactly what this may be is up to the Game Master.

For example, a character rolls snake eyes on a Shooting roll, ends up shooting a water main, causing collateral damage, but also providing a distraction. Another character rolls snake eyes on a persuasion roll, failing to convince a guard to let him past, but receiving a valuable tip toward an unsolved mystery.

Combat Edges

White Knight

Requirements: Novice

This character has dedicated years of study to disabling people without harming them. Whenever this character is using a weapon that only deals non-lethal damage, add +2 to the damage roll.



Making New Edges

If there isn't an Edge to fit your concept, make one. See "New Edges and Hindrances" in the "Creating Worlds" chapter of the *Savage Worlds* rulebook. In addition, there are three important factors to keep in mind when creating Edges:

Edges must fit the game: All Edges must be appropriate to the tone of TPA. Focus on Edges that fit the concept of a gritty, near-future special-operations organization. For the most part, this precludes weird Edges. While there is a time computer, avoid the temptation to create Edges that draw heavily upon this. Agents of the TPA receive limited information, which should already be built into the adventures. "Cell phone to Daisy" is not an acceptable Edge.

Edges must be balanced: When you create a new Edge, use the existing Edges as a guide for their power, scope, and prerequisites. If you wish to create an Edge which grants a bonus to a roll, Trait, or action, search for an Edge with a similar effect. Your Edge should convey a similar bonus and have similar requirements. A good example of this are the Acrobat, Ace, and Thief Edges, all of which grant a small bonus to a group of linked Skills. Avoid static bonus to combat rolls.

Avoid duplicate Edges: An Edge with a different name and description but identical benefit is an unnecessary complication and may lead to abuse (intentional or otherwise) as players may take both Edges and receive an unintended benefit. For the same reasons, be careful not to create Edges that seem to be different but have the same effect.

Inspiration for New Edges

If you feel the need to create new Edges but are lacking inspiration, here are several suggestions:

Watch action and spy movies: For a pulpy game like *Savage Worlds*, the stunts and maneuvers in most action movies can be a great source of inspiration.

Read thrillers or near-future sci-fi: Many characters in books of this type will have interesting abilities or combat styles. Make sure they fit the setting, but otherwise go nuts.

Create a concept: The purpose of an Edge is to either enhance a character's abilities or allow them to do something new. Spend some time trying to flesh out a new character concept based around a special tactic or type of equipment, then see if the existing Skills and Edges will support your concept. If they don't, build Edges that will! An improvised weapon Edge is a good example, allowing a character to use the things they find in their environment as weapons without a penalty.

Address game balance: This one is hard, because sometimes a perceived imbalance has more to do with Edge, Skill, and Attribute selection than a lack of Edges. Make sure that there is not a way for a character to be more proficient with written Edges before you start creating more. If an imbalance still exists, make an Edge to fix it.

Professional Edges

Been Here Before

Requirements: Novice

After a while, a TPA agent gets used to the strange things encountered on a daily basis. This character may make a Common Knowledge roll to attempt to determine some of the purpose behind any objective.

Gumshoe

Requirements: Seasoned, Investigator, Smarts d8, Investigation d8, Streetwise d8

Years of investigative experience has trained this character's subconscious mind to constantly take in and process information and look for clues. Once per session this character may choose to find an important clue or useful piece of information from seemingly nowhere. The exact details they get are up to the GM.

Interrogator

Requirements: Novice, Persuasion d8 or Intimidate d8

This character knows all the subtle mind tricks to get someone to spill the beans, and adds +2 to Intimidate or Persuasion rolls when interrogating someone.

Master of None

Requirements: Jack of all Trades, no Skill at a d12

This character really can do a little of everything, but has never mastered a single skill. The character takes no penalty for an unskilled attempt at any Skill, but may also never have a d12 in any Skill.

Social Edges

"Time Cop" Persona

Requirements: Seasoned

This character always looks like a person trying to save the world, and people respond to that. NPCs stay out of the way and often offer assistance without being asked. When asking someone for help or information, this

character rarely needs to make a persuasion roll unless the subject questioned has something important to lose.

Weird Edges

Manifest Destiny

Requirements: Seasoned

Fortune bends to this character's will when it's important. Whenever this character uses a benny to reroll any die, add 2 to the result.



Currency

The TPA uses the good old American Greenback. The Buck. Or, if you must, the Dollar.

Buying and Selling Goods

Most of the agents' equipment will be given to them by the TPA, who have a tendency of giving the agents exactly what they need just before they need it. Anything procured in the name of self-interest will probably be deducted from that agent's pay at the end of the mission.

Armor

TPA Armored Vest

This vest is issued to agents when Daisy determines they need additional protection. Designed to fit over normal clothing, it provides both identification and protection.

Probabilistic Field Armor™

When Daisy knows agents will be in the line of some serious fire, she sees to it that they are well protected. In addition to providing them with a selection of nastier weaponry, she will have armor custom assembled from ceramic plates inside the framework of a standard vest. The only difference is that the plates only cover the areas the agent is more than 20% likely to be shot in. In other words, if the agent has a 99% chance of being shot center mass just above the heart, they will have one ceramic plate in a baggy Kevlar fashion accessory. Obviously these changes are not visible to the casual (or interested) observer, as they would shoot for the less armored areas.

For game purposes, treat this as a Kevlar vest with inserts that only weighs eight pounds.

TPA Field Uniform

The uniform consists of a vest, a matching round flat-cap and trousers. In the interest of expediency, the vest and hat can be worn over civilian dress. The side-closing vest boasts an exaggerated, partially up-turned poet's collar with a hidden seam ideal for standard-issue listening and communication devices (listening and communication devices not provided by default). In addition to the seven uniquely shaped inside pockets, the vest is also lined with a light-weight weave of para-aramid polymer fiber, providing limited protection for minimal additional weight.

The main body of the vest is charcoal grey, while the collar is a medium blue. A matching stripe runs down both the center of the vest and the side seams of the trousers. All three stripes are reflective and can be removed in an emergency or stealth situation. The coordinated hat comes wired for surveillance apparatuses, the badge on the blue band concealing a pigeon-hole for use with standard-issue video recording equipment (video recording equipment not provided by default).

The American Greenback



TPA Armored Vest

Armor: +2/+4 vs. Bullets

Weight: 5 lb.

Notes: Covers torso. Reduces Armor Piercing from bullets by 4 points.

Probabilistic Field Armor™

Armor: +4/+8 vs. Bullets

Weight: 8 lb.

Notes: Covers torso. Reduces Armor Piercing from bullets by 8 points.

TPA Field Uniform

Armor: +2

Weight: 6 lb.

Notes: See description



Common Pistols

Springfield XD (9mm): ♦ 2d6 (AP 1),

10/20/40, RoF 1, Shots 15+1

Glock G26 (9mm): ♦ 2d6 (AP 1)

10/20/40, RoF 1, Shots 10+1

Beretta M92F (9mm): ♦ 2d6 (AP 1),

12/24/48, RoF 1, Shots 15+1

.357 Magnum (.357): ♦ 2d6+1 (AP 1),

12/24/48, RoF 1, Shots 6

Colt 1911 (.45): ♦ 2d6+1 (AP 1),

12/24/48, RoF 1, Shots 7+1

Shotguns

Mossberg 500 (12Ga): ♦ 1–3d6 Shot/2d10 slug,

12/24/48+ Shots 5+1

USAS12 (12Ga): ♦ 1–3d6 Shot/2d10 slug,

12/24/48+ Shots 12+1

Sawed-Off Winchester (12Ga): ♦ special, 5/10/20,

RoF 1–2, Shots 2

Buckshot does 3d6 damage at short range, 2d6 at medium range, and 1d6 at long range, and adds +2 to the users shooting roll. Slugs do 2d10 damage at all ranges and do not provide a bonus.

Rifles

Tikka T3 Tactical (7.62): ♦ 2d8 (AP 2),

30/60/120, RoF 1, Shots 5+1

Remington 700 (.30–06): ♦ 2d8 (AP 2),

24/48/96, RoF 1, Shots 4, bolt action

Submachine Guns/Assault Rifles

M–16 (5.56 NATO): ♦ 2d8 (AP 2),

24/48/96, RoF 3, Shots 30+1, Auto

Uzi (9mm): ♦ 2d6 (AP 1)

12/24/48, RoF 3, Shots 32+1, Auto

KnightStick™

Stun Rod: ♦ Str+d6, nonlethal. See text

Taser: ♦ 2d6 3/6/–, RoF 1, Shots 2, nonlethal

Pepper Gun: ♦ Special, Range Cone, RoF 1, Shots 1, nonlethal

Weight: 1 lb.



All three garments are made of a antimicrobial, hydrophilic, flame retardant, temperature-regulating, anti-static, and crease resistant polyester-cotton blend developed exclusively for the TPA.

TPA Senior Field Agent Uniform

The senior field agent uniform is much the same as the field uniform. It consists of the same sleeveless vest (now white in color) but with the addition of rank insignia on the left breast. It comes with a similar hat, also white, with video surveillance capacity, and it is made of the same TPA exclusive material. The key difference, aside from color, is that the officer's uniform always comes complete with the standard-issue TPA listening and communication devices embedded in the collar of the vest and standard-issue TPA video recording equipment installed inside the hat.

TPA Dress Uniform

The TPA dress attire is visually similar to the field uniform but differs in several prominent ways. While still gray in color and made of the same material, the dress uniform features a full coat with a row of brass buttons instead of a sleeveless vest.

The regulation buttons can be replaced with any number of useful explosives, ranging from incendiary charges to smoke grenades. A white stripe replaces the blue, but the reflective capabilities are not diminished. Attached to the shoulder loop is a braided purple cord that can be uncoiled to form a slender nylon rope 25 feet long with a tensile strength sufficient to support up to three hundred pounds. White gloves and spats complete the suit; the spats serving the dual purpose of looking dapper and protecting the regulation dress shoes from mud and grime.

Weapons

KnightStick™

This standard issue weapon is a combination stun rod, Taser, and high-capacity pepper spray launcher. It's gloss black and looks awesome on any belt.

The stun rod and Taser both only do nonlethal damage. The stun rod does damage equal to the user's Strength die plus d6 damage from electricity regardless of the user's Strength. The Taser has a maximum range of 6", and each cartridge contains two shots. Replacing the Taser cartridge takes an action.

The pepper gun uses the cone template. Anyone caught in the cone must succeed at a Vigor roll or be Shaken. Replacing the pepper cartridge takes an action.

Unless otherwise stated, the KnightStick is issued with two spare cartridges a piece for both the Taser and pepper function.

Pneumatic Injector

The melee weapon of choice for the stealthy agent, this small CO₂ fired injector can inject a substantial dose of any liquid through clothing or armor. Attacking with the injector takes a normal Fighting roll. However, instead of rolling damage, apply the effects of whatever substance the

injector was loaded with.

The pneumatic injector is small and silent, and using it can be done with stealth. Make a Stealth roll. The result is the target number for any Notice rolls to spot the injector being used.

The injector must be reloaded after every use, and the CO₂ cartridge is good for 5 uses before having to be replaced. Only a character with a d6 in Healing or Knowledge (Medicine) may effectively use the injector.

Injectable Substances

Sodium Pentothal: Affected characters must make an immediate Vigor roll or fall unconscious. This substance is normally unavailable to anyone, TPA agents included.

Curare: Derived from South African plants, this substance is less effective and less harmful than the Pentothal. Affected characters must make an immediate Vigor roll. If the roll is failed they take one nonlethal wound. A raise on the Fighting roll to inject the substance causes it to deal two nonlethal wounds. These wounds can be soaked as normal.

Home Made Chemicals: A character may make their own chemicals with a Knowledge (Chemistry) roll. On a raise, any roll to resist the substance's effects is penalized by -2. Making these substances is dangerous, however. A critical failure means the character is exposed to whatever substance he was attempting to create. The Game Master may add additional effects as appropriate.

Tools

Trauma Pack

The TPA trauma Pack contains all the hemostats, syrettes, bandages and equipment needed to keep an agent alive those few precious extra seconds. As long as a wounded agent has care administered within a number of rounds equal to 1/2 their Vigor die, they do not suffer the results of a roll on the incapacitation chart. Only a character with a d6 in Healing or Knowledge (Medicine) may effectively use the Trauma Pack.

Vehicles

TPA Van

When needed, the TPA will provide their agents with a modified Dodge Sprinter box van. This armored van comes with a sliding side door for fast deployment of agents. Its high-horsepower engine takes the added weight in stride, and the custom four-wheel drive means agents are not limited to the road.

The van is typically white in color with the TPA logo brazenly displayed on the side. It easily supports five agents and their gear, and if more passengers are necessary, the floor board lifts up to reveal three more seats. For missions with unique requirements, amphibious and stealth models are also available.

Pneumatic Injector

Damage: Variable by substance injected. -2 to notice if hidden.

Notes: Ignores armor

Weight: .5 lb.



Trauma Pack



TPA Van

Acc/TS: 20/40

Toughness: 14 (3)

Passengers: 1+4 (7)

Special: Four-wheel drive, air bags

Cost: Military



The Cowboy

Partial Build

For those who want to use a prebuilt character, but wish to do a little personalization, this partial build still has the following items to be chosen:

Attribute Points: 0

Skill Points: 6

Hindrances: 1 Minor if desired

Unspent Hindrance Points: 3

A	SM	SP	ST	V	C	P"	P	T
d8	d4	d6	d6	d6	-1	6"	2	7 (2)

Skills: Fighting d6, Notice d4, Repair d4, Riding d6, Shooting d6, Throwing d4

Hindrances

Overconfident (Major): Suffering from a unknown terminal disease, she is not afraid of death.

Habit (Minor): Charisma -1; Smoking.

Edges

Ambidexterity: Ignore -2 penalty for using off-hand.

Gear

TPA Field Uniform (2 Armor), KnightStick



Ready to Play Build

This build is completely ready to play for those who simply want to grab a character and go.

A	SM	SP	ST	V	C	P"	P	T
d8	d4	d6	d6	d6	-2	6"	5	7 (2)

Skills: Fighting d6, Gambling d4, Intimidation d6, Notice d6, Repair d4, Riding d6, Shooting d6, Throwing d4

Hindrances

Overconfident (Major): Suffering from a unknown terminal disease, she is not afraid of death.

Foul Mouth (Minor): -1 Charisma; Laces her speech with profanity.

Habit (Minor): Charisma -1 (Smoking).

Edges

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.

Gear

TPA Field Uniform (2 Armor), KnightStick

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.

The Gadgeteer



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.

Partial Build

For those who want to use a prebuilt character, but wish to do a little personalization, this partial build still has the following items to be chosen:

Attribute Points: 0

Skill Points: 4

Hindrances: 2 Minor if desired

Unspent Hindrance Points: 0

A	SM	SP	ST	V	C	P"	P	T
d6	d10	d4	d4	d6	-1	6"	2	7 (2)

Skills: Investigation d8, Notice d8, Repair d8, Shooting d6

Hindrances

Curious (Major): Character wants to know about everything.

Edges

Jack-of-all-Trades: Ignore -2 for rolls on untrained Smarts-based skills.

McGyver: May improvise temporary gadgets. See Savage Rules rulebook for more details.

Gear

TPA Field Uniform (2 Armor), KnightStick

Ready to Play Build

This build is completely ready to play for those who simply want to grab a character and go.

A	SM	SP	ST	V	C	P"	P	T
d6	d12	d4	d4	d6	-1	6"	2	7 (2)

Skills: Gambling d4, K (Robotics) d6, Investigation d8, Notice d8, Repair d10, Shooting d6

Hindrances

Curious (Major): Character wants to know about everything.

Habit (Minor): Charisma -1 (Gambling).

Quirk (Minor): Talks down to those he deems less intelligent.

Edges

Jack-of-all-Trades: Ignore -2 for rolls on untrained Smarts-based skills.

McGyver: May improvise temporary gadgets. See Savage Worlds rulebook for more details.

Attribute: Smarts Increase to d12.

Gear

TPA Field Uniform (2 Armor), KnightStick

The Patriot

Patriot Partial Build

For those who want to use a prebuilt character, but wish to do a little personalization, this partial build still has the following items to be chosen:

Attribute Points: 0

Skill Points: 5

Hindrances: 2 Minor if desired

Unspent Hindrance Points: 0

A	SM	SP	ST	V	C	P"	P	T
d8	d4	d8	d6	d6	+0	6"	6	8 (2)

Skills: Driving d6, Fighting d6, Healing d4, Notice d4, Shooting d8, Taunt d4

Hindrances

Code of Honor (Major): The Patriot keeps his word and acts like a gentleman.

Edges

Attribute: Spirit Increase to d8

Hard to Kill: Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables.

Gear

TPA Field Uniform (2 Armor), KnightStick

Patriot Ready to Play Build

This build is completely ready to play for those who simply want to grab a character and go.

A	SM	SP	ST	V	C	P"	P	T
d10	d4	d8	d6	d6	+0	6"	6	8 (2)

Skills: Driving d6, Fighting d8, Healing d4, Investigation d4, Notice d6, Shooting d10, Taunt d4

Hindrances

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): Hero always wants his way.

Edges

Attribute: Agility Increase to d10.

Attribute: Spirit Increase to d8

Hard to Kill: Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables.

Gear

TPA Field Uniform (2 Armor), KnightStick



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.

The Wireman



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.

Wireman Partial Build

For those who want to use a prebuilt character, but wish to do a little personalization, this partial build still has the following items to be chosen:

Attribute Points: 0

Skill Points: 6

Hindrances: 1 Minor if desired

Unspent Hindrance Points: 3

A	SM	SP	ST	V	C	P"	P	T
d4	d10	d8	d4	d4	+0	5"	4	7 (2)

Skills: Fighting d4, Intimidation d6, Investigation d10, Persuasion d8, Shooting d6, Streetwise d6, Taunt d6

Hindrances

Elderly (Major): Pace -1; -1 die type to Strength and Vigor, and they may not be increased; 5 extra points to spend on Skills linked to Smarts.

Edges

Command: +1 to troops recovering from being Shaken.

Interrogator: Add +2 to Persuasion or Intimidation when interrogating someone.

Gear

TPA Field Uniform (2 Armor), KnightStick

Wireman Ready to Play Build

This build is completely ready to play for those who simply want to grab a character and go.

A	SM	SP	ST	V	C	P"	P	T
d4	d10	d8	d4	d4	+2	5"	4	7 (2)

Skills: Fighting d4, Intimidation d6, Investigation d10, Notice d8, Persuasion d8, Shooting d6, Streetwise d6, Taunt d8

Hindrances

Cautious (Minor): Character is overly careful.

Elderly (Major): Pace -1; -1 die type to Strength and Vigor, and they may not be increased; 5 extra points to spend on Skills linked to Smarts.

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 someone.

Gear

TPA Field Uniform (2 Armor), KnightStick

The Boxer

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.

Dropout Partial Build

For those who want to use a prebuilt character, but wish to do a little personalization, this partial build still has the following items to be chosen:

Attribute Points: 1

Skill Points: 4

Hindrances: 1 Minor and 1 Major if desired

Unspent Hindrance points : 1

A	SM	SP	ST	V	C	P"	P	T
d4	d10	d4	d4	d4	+0	6"	4	6 (2)

Skills: Fighting d4, Investigation d6, Notice d6, Streetwise d6, Taunt d4

Hindrances

Teenager (Minor): 4 Points for Attributes, 12 skill points, +1 benny per session.

Edges

Luck: Character receives an additional benny per session.

Gear

TPA Field Uniform (2 Armor), KnightStick

Dropout Ready to Play Build

This build is completely ready to play for those who simply want to grab a character and go.

A	SM	SP	ST	V	C	P"	P	T
d4	d10	d6	d4	d4	+0	6"	4	6 (2)

Skills: Fighting d4, Investigation d8, Lockpicking d4, Notice d6, Streetwise d8, Taunt d6

Hindrances

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

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.

Gear

TPA Field Uniform (2 Armor), KnightStick

Boxer Partial Build

For those who want to use a prebuilt character, but wish to do a little personalization, this partial build still has the following items to be chosen:

Attribute Points: 0

Skill Points: 5

Hindrances: 2 Minor if desired

Unspent Hindrance points: 2

A	SM	SP	ST	V	C	P"	P	T
d6	d4	d6	d8	d6	+0	6"	6	7 (2)

Skills: Driving d4, Fighting d8, Gambling d4, Intimidation d6, Notice d4, Shooting d4

Hindrances

Clueless (Major): -2 to most Common Knowledge rolls.

Edges

Ambidextrous: Ignore the -2 penalty for using off-hand.

Gear

TPA Field Uniform (2 Armor), KnightStick

Boxer Ready to Play Build

This build is completely ready to play for those who simply want to grab a character and go.

A	SM	SP	ST	V	C	P"	P	T
d8	d4	d6	d8	d6	+0	6"	7	7 (2)

Skills: Driving d6, Fighting d10, Gambling d4, Intimidation d8, Notice d4, Shooting d4, Taunt d4

Hindrances

All Thumbs (Minor): -2 Repair; Roll of 1 causes malfunction.

Clueless (Major): -2 to most Common Knowledge rolls.

Cocky (Minor): Must brag about own superiority at the beginning of a combat or lose a benny.

Edges

Attribute: Agility Increase to d8.

Two-Fisted: No multi-action penalty when attacking with a weapon in each hand.

Ambidextrous: Ignore the -2 penalty for using off-hand.

Gear

TPA Field Uniform (2 Armor), KnightStick

The Dropout

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.

The Scalpel

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.

Stuntman Partial Build

For those who want to use a prebuilt character, but wish to do a little personalization, this partial build still has the following items to be chosen:

Attribute Points: 0

Skill Points: 0

Hindrances: 2 Minor if desired

Unspent Hindrance Points: 0

A	SM	SP	ST	V	C	P"	P	T
d8	d4	d8	d4	d6	+0	6"	5	7 (2)

Skills: Driving d6, Fighting d6, Notice d4, Piloting d4, Repair d4, Shooting d6, Throwing d4

Hindrances

Overconfident (Major): The hero believes he can do anything.

Edges

Ace: +2 to Boating, Driving, Piloting; may make soak rolls for vehicle at -2.

Hard to Kill: Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables.

Gear

TPA Field Uniform (2 Armor), KnightStick

Stuntman Ready to Play Build

This build is completely ready to play for those who simply want to grab a character and go.

A	SM	SP	ST	V	C	P"	P	T
d10	d4	d8	d4	d6	+0	6"	6	7 (2)

Skills: Driving d8, Fighting d8, Notice d4, Piloting d4, Repair d4, Shooting d6, Stealth d6, Throwing d6

Hindrances

Hard of Hearing (Minor): Years of ignoring OSHA-approved hearing protection on set have left the Stuntman somewhat deaf. -2 notice to hear things.

Overconfident (Major): Believes she can do anything.

Wanted (Minor): Many unpaid speeding tickets.

Edges

Ace: +2 to Boating, Driving, Piloting; may make soak rolls for vehicle at -2.

Attribute: Agility Increase to d10.

Hard to Kill: Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables.

Gear

TPA Field Uniform (2 Armor), KnightStick

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.

Scalpel Partial Build

For those who want to use a prebuilt character, but wish to do a little personalization, this partial build still has the following items to be chosen:

Attribute Points: 0

Skill Points: 6

Hindrances: 1 Minor and 1 Major if desired

Unspent Hindrance Points: 0

A	SM	SP	ST	V	C	P"	P	T
d6	d6	d6	d6	d6	+0	6"	6	7 (2)

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

Hindrances

Death Wish (Minor): Currently plans to end her own life once her service to the TPA is done.

Edges

Attractive: Add +2 to Charisma.

Skill: Fighting Increase to d6.

Gear

TPA Field Uniform (2 Armor), KnightStick, pneumatic injector

Scalpel Ready to Play Build

This build is completely ready to play for those who simply want to grab a character and go.

A	SM	SP	ST	V	C	P"	P	T
d8	d6	d6	d6	d6	+0	6"	6	7 (2)

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

Hindrances

Believer (Major): TPA missions are the Scalpel's only reason to live, and she believes that Daisy will not let her fail. She will follow the laundry list without question or hesitation.

Death Wish (Minor): Currently plans to end her own life once her service to the TPA is done.

Vengeful (Minor): She cannot let even the smallest injustice against her or a friend pass, but she limits her vengeance to small, legal actions.

Edges

Attribute: Agility Increase to d8.

Attractive: Add +2 to Charisma.

Skill: Fighting Increase to d8.

Skill: Lockpicking Increase to d4.

Gear

TPA Field Uniform (2 Armor), KnightStick, pneumatic injector

The Stuntman

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.



About the TPA

A brief introduction for the new agent

Snow crunched under Edmond Gates's feet. Frost-encrusted cars roared by as he weaved between bundled-up shoppers on the sidewalk. He shivered, his TPA uniform doing a poor job of keeping him warm. He wondered if he had enough time to buy some gloves.

At the next intersection he spotted a cheaply dressed Santa Claus ringing a bell and standing by a red pot. Santa wasn't particularly jolly looking, nor was he fat, and his beard was attached to his ears by string. The donation pot was rusted in spots where the paint had chipped off, and Gates noted that there was no sign displaying who the donations were for.

The objective list in his pocket simply said, "Check Santa's bag," and sure enough, Santa had a faded green backpack by his feet. Daisy wanted what was in that bag, and what Daisy wanted, Gates wanted.

The light changed, and he stepped into the crosswalk. Santa glanced up at those now crossing the street. Santa would see Gates at any moment. Gates awaited his response. Did he know he was a target?

Santa's eyes locked on Gates and went wide. There! So he did know. Santa's weight shifted to one foot. He was prepared to run but didn't move. Gates looked away, feigning disinterest.



There were two ways Santa could run: directly away or to the right, down the street Gates was crossing. He'd probably go to the right because the sidewalks were mostly clear of people. Gates wasn't sure he could catch Santa in an all-out run. He needed him to go straight.

Fortunately, a car pulled forward to attempt a free right turn and stopped. Gates stepped around behind the car, Santa watching him the whole time. He was definitely going to run. Just as Gates set foot on the sidewalk, Santa grabbed his bag and took off, but going the direction Gates wanted him to. Gates pursued.

At least the exercise would warm him up.

Gates paid extra attention to his steps as he ran down the icy sidewalk. His boots crushed snow underneath with each step. Ahead, Santa slipped on some ice, losing momentum, but not falling.

Move to the right for three steps, then to the left, thought Gates. There's an A-frame sign ahead. Santa will go around it and though an ice patch. Faster to jump over.

Gates cleared the sign without difficulty, gaining half a second on Santa. Ahead, a crowd of shoppers were standing outside the door of a department store. The door appeared to be locked, which was strange.

Santa was clearly planning to barrel through. He was shouting at people to move aside. Gates had a better plan. A bus was coming up behind him. It would take Gates three seconds to jump into the street, go around the crowd, and get back on the sidewalk. The bus wouldn't be there for five seconds. Plenty of time.

Gates stepped into the street and ran hard. The bus didn't seem to react. No brakes. No horn.

Don't panic, thought Gates. You've got this.

He passed the crowd of people and leaped back onto the sidewalk. The bus roared right up beside him. Gates took a moment to look at the driver. He was wearing a full TPA uniform, and nodded at Gates as he went by.

Going around the crowd had worked. Gates had gained two whole seconds on Santa. Unfortunately, the sidewalk ahead was clear for a long ways. There was another cross street ahead, but the light would be in Santa's favor by the time he got there.

The bus driver, though, had other plans. He pulled his bus into a right turn, blocking the entire crosswalk, and then stopped. Santa paused for a moment at the corner, then turned right.

Gates reached the corner just in time to see Santa duck into the alley behind the department store. Gates followed.

He smiled to himself. The end of the alley was blocked off with an eight foot tall fence. It would take Santa at least six seconds to climb that fence. Six seconds he didn't

have.

Santa seemed to recognize his mistake, but instead of stopping, he ducked inside an open access door into the department store. Gates got to the door just in time to see another door slam shut behind Santa. He ran to it and tried the knob, but the door was locked.

"Damn!" said Gates. He looked around for another way in.

The room he was in was some sort of waiting room, possibly for couriers, that had been partially converted into storage. There were bent and rusted lockers, and one wall was covered with white cabinets. The cabinets with filthy, caked with years of grime that had never been washed off. Except one, which had recently been brushed clean. It also had a familiar stamp on it.

The TPA logo. So, it's all part of the plan, thought Gates. He strode over to the cabinet and flung it open. Sitting inside, on top of cleaning supplies and an old box of pretzels, was a TPA Kevlar vest, a key, and a .357 revolver—just like the one he kept in his nightstand.

Apparently, chasing Santa was about to get deadly. ■



For the New Agent

Life in the TPA



You probably woke up today with a plan. You were going to go to work, shuffle some papers, and maybe hit up that greasy burger joint for lunch. Now you're wearing a Temporal Probability Agency uniform and being asked to break some poor guy's window or something equally extraordinary. You're wondering why you agreed to all this. To be frank, Daisy selected you in part because of your probable willingness to cooperate. You're probably questioning how much Daisy knows about you. More than you would like, probably. Sorry. You're also probably wondering how all this happened and what it means for your future.

Becoming an Agent

It is true that some people train to be agents. They fill out an application and sit for an interview. Chances are, though, you're not one of them. That is because most of our agents are selected as needed from the general population based on their skills, personality, or for simply being at the right place at the right time. You were picked because you have the highest probability of success for whatever it is that needs to be accomplished.

By now, you know this. You've read the pamphlet and probably even accomplished your tasks. You need to know what's next.

Provisional Period

Most TPA agents are only selected for a single mission. A select few, though, are put on the path to being full time field agents. If you are reading this, then you are one of them.

You are a *provisional agent*. During your provisional period, you will be assigned additional missions, each gradually increasing in difficulty. The goal is to teach you the ropes and effectively train you to be a TPA agent.

We don't show videos or have meetings. There isn't a lot of training we can give you because the value you provide the agency is in your individual approach to solving problems. Instead we give you work that allows you to develop your own, individualized, methods.

Remember, you are being tested. Failure to perform at your best will not reflect well upon your final evaluation. Also, it could get you killed. Be alert.

During this period, you will receive payment per mission, medical coverage in case of injury, and sufficient additional funds for your role on each mission. It is suggested that you do not quit your day job during your provisional period.

Becoming a Field Agent

Eventually the Agency will determine whether or not you are ready for full *field agent* status. If you do not make the cut, we will release you with a small severance and wish you the best of luck; not everyone is cut out to be an agent. Conversely, if you are determined to be agent material, you will be fully instated, receive a substantial salary, and be given more challenging and dangerous missions. Your medical and life insurance policies will be commensurately increased to reflect the greater risk.



Timmy the Time Cop Says:

Romantic relationships between two field agents must be registered with your handler.

Don't bother trying to keep things secret. Daisy probably already knows the name of your firstborn

child, so your dalliances will not likely go unnoticed.

On that note, maternity leave is available for agents who need it. Please ask your handler for more details.

Your Cell

Agents rarely work alone. If you have not been assigned to a team, you soon will be. A team of agents is called a *cell*. Missions are typically assigned to a cell based on their location and abilities. Most likely, your cell will be from your hometown and comprised of provisional agents like yourself. Get to know your teammates. You'll be spending a lot of time together, relying upon one another for success and safety.

Getting to Know your Handler

You've probably met your handler already. This man or woman is directly responsible for the success and well being of you and your entire cell. Your handler will get to know you, and you should get to know him or her. They are your immediate superior, and the first person you should go to for advice or equipment.

Each TPA cell is assigned a handler who is in charge of issuing orders and keeping missions running smoothly. Your handler reviews probability information from Daisy and uses it to customize your orders, laundry lists, and advice. This allows them to ensure or encourage mission success, shepherding you in the right direction and away from any pitfalls. In addition, your handler is the go-to guy for any problems or questions that may arise and is the highest ranking member of the TPA that you are likely to have regular contact with.

More about Handlers

Each handler approaches their job differently. Some treat their agents as simple foot-soldiers, expecting them to follow every order to the letter with no deviation. They expect certain pre-established levels of success and objective completion. This type of handler will only be given the most simple and straightforward missions by Daisy. Others take a hands off approach, allowing their agents to blaze their own trail through the eddies of time. These handlers will orchestrate complicated missions with many variables in which outcomes are unclear and split second decisions may be required from each agent. Not every handler falls into one of these extreme categories. Most fall somewhere between them.

The specific proclivities of each handler are not the only factor involved in mission or team assignment. Daisy understands that different people function well in different situations and builds teams accordingly. Thus, Daisy would not place a rebel under the command of a by-the-book handler, nor an agent who requires specific orders and constant supervision under the command of a handler who expects personal determination. The only exceptions to this (and they are very rare) are situations where the friction between a handler and their agent will cause a specific desirable outcome either in mission results or individual development.

Handler Edmond Gates



Performing Missions

It's more than just looking good in a uniform

Life as an agent is filled with long moments of quiet wherein you can go about your day, engage in hobbies, sit around and chat with intellectuals and professionals over coffee, or just watch James Bond on TV for 48 hours straight. It's also sprinkled with moments of extreme danger and times when the fate of the world is in your hands. It's a big responsibility, so try to relax.

Receiving Missions

You can never be certain how or when you are going to receive your missions. To make calculations easier, Daisy prefers that everyone remain as close to their normal lifestyles as possible. A TPA agent is most valuable when they go about their daily business until they are needed; you'll likely be somewhere, enjoying a drink and chatting with the bartender when he hands you a uniform and objective list. Your KnightStick™ is probably under your bar-stool.

You might be thinking that it takes a lot of work to set things up in such a convoluted manner when another agent could simply be sent to meet you. You would be right. This has to do with how time works and how Daisy makes predictions. At its most basic, the more we change natural events the less we can predict the future, so we usually let things be and hide materials where our agents will find them.

Sometimes, though, we do just call and have you report to the nearest TPA substation for you mission.

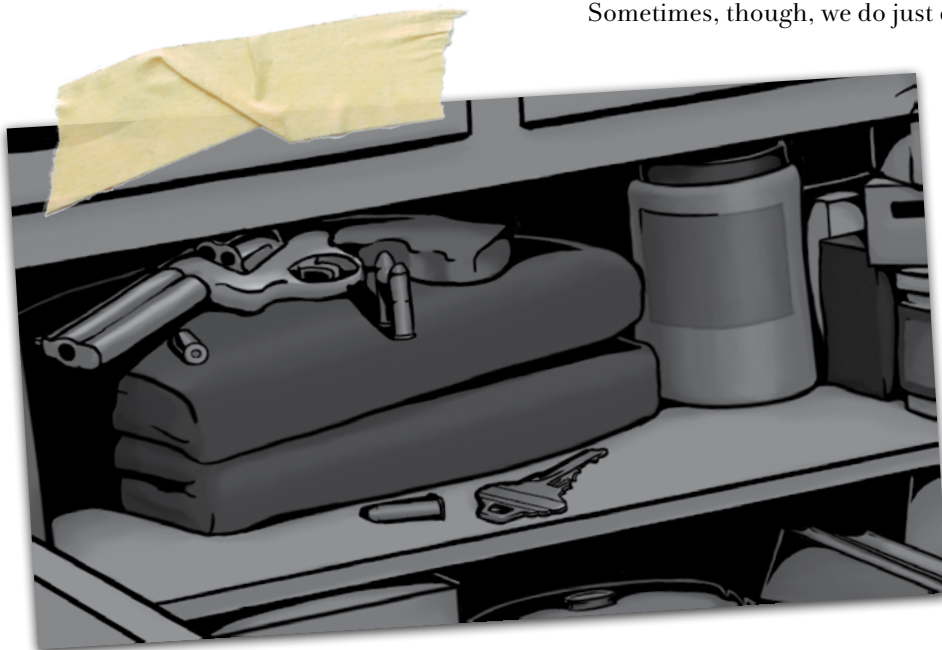
Standard Gear

Most often, you will have no TPA gear on you when you receive a mission. As such, you will be given what you need in the field, usually including a uniform and a KnightStick™ with two recharges each for the pepper spray and the Taser. In addition, you will often receive specialized equipment to support the skills of individual members of your cell or for specific needs of a mission.

Laundry Lists

During most missions you will receive a list of objectives referred to as a *laundry list*.

Your laundry list will contain a primary objective and a number of additional objectives. Obviously, the primary objective is the most critical. If another objective conflicts with the primary somehow, choose the primary. Often, secondary objectives are designed to aid you in accomplishing the primary objective, either directly or by setting up a situation that makes your job easier. It is best to attempt to complete every objective on the list. You will usually receive additional pay for doing so.





Objective Classifications

Not all objectives work the same way. There are four different classifications based on degrees of separation between the action and the intended consequence. Daisy uses complicated algorithms and reports from the future to determine the effects of TPA involvement and then decides how far separated the Agency needs to be based on a complicated metric of public awareness and probable outcomes. In most cases, missions with a higher degree of separation are designed to not only complete the primary goal but also cause unrelated positive effects. Let us use the following example for reference:

Daisy has decided that James Wilson needs to be late for an appointment. After some calculation, agents are assigned to stop him in one of the following ways:

Direct Objective: A direct objective has zero degrees of separation.

Example: Find Mr. Wilson and stop him in some way, perhaps shooting out his tires while he is in route, crashing into his car or merely distracting him with a fake sales pitch.

Indirect Objective: These are objectives with one degree of separation.

Example: Do something that will cause him to miss his appointment. Tip off the police, get a crack addict to steal his car, get him fired or sign him up for unsolicited phone calls.

Oblique Objective: These objectives cause a mild butterfly effect and have multiple degrees of separation.

Example: Cut off a soccer mom in a parking lot. She goes home angry and gets in an argument with her husband who storms off in a huff. Later

that night, as he drives home drunk, he crashes his car into Mr. Wilson's car. They are both uninjured but Mr. Wilson cancels his appointment. The drunk man has his license suspended and enters a recovery program. He doesn't quit drinking but stops driving drunk, preventing him from killing several people later that year.

Long-Shot Objective: The ultimate example of Daisy's power, a long-shot objective is very difficult to predict and pull off because it requires at least five degrees of separation. These are usually only tried when the TPA really wants their part in things to be a secret, or when anything more direct would be a volatile act. They are only attempted in dire circumstances because they take a majority of Daisy's processing power to predict and typically have wide reaching consequences.

Example: Spill water on a 4 year old at the food court. His parents blame him and apologize profusely. Because the child is so "uncontrollable," they start using a leash to keep him under control. A college student sees this and decides it is the most terrible thing they have ever seen. They write a thesis on it which no one reads. Discouraged, they throw the paper copy of the thesis in the garbage can. After garbage collection, the paper falls off the garbage truck. Mr. Wilson's boss slips on the slimy paper and sprains his ankle. He takes two days off from work and cancels the meeting.

As you can imagine, each degree of separation adds more complications and possible outcomes. During a mission involving long-shot objectives, one or more secondary teams may be kept on active reserve to fix any unforeseen consequences.

Volatile Acts in the Game

The effects of a volatile act are typically oblique or long-shot in effect, causing an entire web of consequences as opposed to a single reaction. Because of the nature of these acts, their commission or avoidance may be found on the laundry list as part of an overarching goal set, but they will be few or far between.

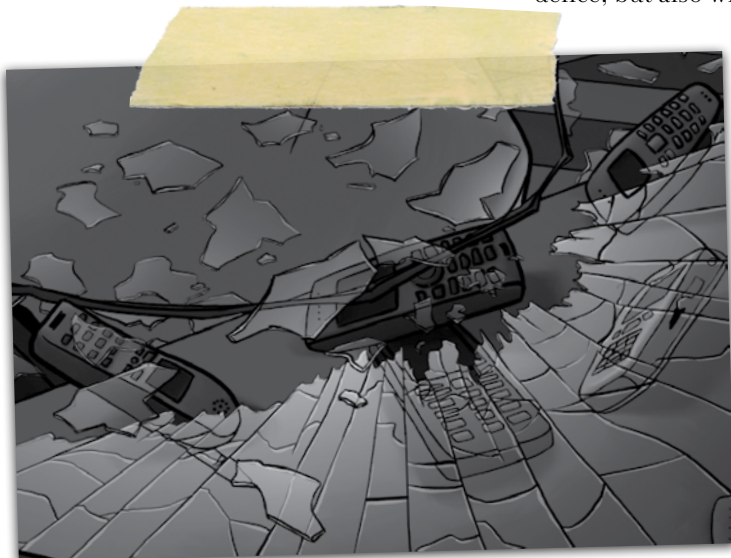
In other words, volatile acts will be on the laundry list, but all acts on the laundry list will not be volatile. In most cases, the laundry list will not contain any volatile acts. In addition, Daisy may provide more information regarding these objectives, to aid the agent in committing or avoiding the act in question. Also, a volatile act will be something the agents will definitely be confronted with. It will never be something they might find if they do something else.

Thus, a volatile act is contained within a situation found on the laundry list that the agents are guaranteed to encounter, comprises an act the agents would actively either commit or avoid during the course of play, has direct instructions regarding it from Daisy, and will have wide reaching consequences, some of which will be immediately apparent to the agents.

Avoiding a volatile act is not always, but in some cases can be, a volatile act.

Small Crimes and You

In truth, the Agency will usually protect its agents against any small crimes they may commit. Daisy weighs the probable actions of each agent against their usefulness to the TPA; a small amount of graft and theft is tolerated as long as the agent is doing good work and so long as nobody catches on and it begins to tarnish the TPA's reputation.



Volatile Acts

If time is a river, a volatile act is like dropping a box of rocks in the middle of said river. A volatile act is an act that triggers dozens, if not hundreds, of unforeseen consequences (sometimes very unpleasant ones). Typically, volatile seem innocuous. Daisy does everything possible direct agents away from them.

In some cases, Daisy will take the time to fully compute the repercussions of a volatile act then decide to have you commit said act. Whatever the computer decides, you will receive specific, labeled instructions regarding any volatile acts you may encounter during a mission and what actions you are expected to take or avoid. Understanding or judging the results of a volatile act is not your responsibility. You will never be held personally responsible for them.



Agents and the Law

While we're on the subject of responsibilities, let us talk for a moment about what you are personally responsible for. We have authority within most major municipalities to conduct our affairs as we see fit, and our agents operate under a degree of immunity. As a rule, if you commit a nonmajor crime in order to complete an objective, the Agency will protect you and assume responsibility. We will not, however, protect you against charges for clearly unjustified or flagrant crimes. Overall, act with confidence, but also with common sense.

One special law does apply directly to all agents. No agent may gamble in any casino or gambling institution without direct written permission from the institution's owner.

Timmy the Time Cop Says:

Destruction of property is a crime. It's also fun! Just don't do it if you don't have to.

While the TPA is responsible for any damages you cause, it's more important that you get the job done.



How Time Works

A field guide to temporal mechanics

For most agents, it is enough that Daisy knows what the future probably holds. It doesn't matter how time works, only that the objectives matter for the future. Nonetheless, the Temporal Probability Agency expects all nonprobationary agents to have at least a metaphorical understanding of time.

Imagine you are in a riverboat, moving upstream. Behind you is the past. Ahead of you is the future. While the past is a huge, unalterable ocean of what has happened, the future is still in motion. As you look upstream, the river branches into smaller rivers. They themselves branch into streams which slowly get smaller and less distinct until they fade away into non-existence. Each of these branches is a distinct possible future. Each future becomes less complete the further away from you it is.

Daisy exists *now*, and is in the boat with you. Daisy also exists at every point upon every branch of the river ahead. Information is sent back in time using particles called tachyons. The water of the metaphorical river is this information flowing back through time from every possible future. This information is analyzed by Daisy as it travels, and the results of that analysis are also sent back down the river to be processed again, and again, until they finally reach the boat. Here, a tremendous amount of processing is done, utilizing personal profiles of people and every other piece of data in Daisy's database, to make decisions as to how to navigate up the river.

An Addendum for the Scientifically Inclined

If you understand the Uncertainty Principle, then you know that multiple timelines do concurrently exist, but only so long as there is no conflict between them (essentially, as long as they are unobserved). A person going through life can have two dramatically different futures branching from a single decision. Both of these futures actually exist in space-time until the critical decision is made and one of the futures collapses completely. Normally, these decisions happen when a person gets to them in the normal course of time.

Because Daisy receives information from the future, that changes. As soon as Daisy runs any decision-making routine upon the data, every single timeline comes into conflict with the others, and all but one collapse into nonexistence. When this happens, Daisy no longer receives information from them. As such, it becomes important to gather every bit of data possible before making a decision.

The river metaphor isn't perfect, because it implies that Daisy is choosing an existing path up the river. This is somewhat inaccurate. The future that occurs is one of Daisy's own making. In other words, Daisy actually creates entirely new branches in the river when making decisions. Branches that weren't even possible until the water had reached the boat and was processed. When this happens, every previous branch of the river instantly dries up; those timelines collapse completely.

In reality, Daisy doesn't know the future. One might say she uses memories of what might have happened to guide us towards a better future of our own making.

Don't Fret Over Time

The science fiction side of TPA may be interesting, but in the end this is still a game.

It's best not to spend time worrying about how temporal mechanics work and to just have fun.

But if you need a few basic guidelines, follow these:

- Only information can be sent back in time, not objects.
- The actions of the agents are supposed to improve the world.
- Daisy only seems to know everything.
- Sometimes she only has a vague idea of the truth.
- She always thinks in degrees of probability.
- Sometimes Daisy is intentionally obtuse.

Timmy the Time Cop Says:

The future just ain't what it used to be.

Or your money back!



History and Organization

The TPA: past and present

History of the TPA

The year was 1997. Deep in a research laboratory at MIT, Dawson Manford was developing a special computer. Manford's primary field of study was artificial intelligence in quantum computing, but he also had a minor degree in human psychology. His computer was an experiment in playing poker. The goal was to create an AI that could play like a person. Not only could it consider the probabilities involved in the cards, but it could learn the behaviors of the players and take advantage of them.

Down the hall, in another lab, Julia Law was studying tachyons, theoretical particles that travel backward through time. Her experiment was to try and receive information in the present that wouldn't be sent until a minute in the future.

Both students met each other while proclaiming their success in the cafeteria. They combined their experiments and created what would eventually become the TPAMDESI (Temporal Probability Analysis and Manifest Destiny Enforcement Synthetic Intelligence). Daisy.

The research project led to a relationship, then marriage, and finally to the formation of a new firm, Quantum Logistics Inc. Quantum Logistics quickly amassed a fortune offering investment prediction services.

Everything changed when Daisy predicted the death of an influential congressperson (who shall remain anonymous). Dawson and Julia Manford personally saved the congressperson's life. From that day on, they made it their personal mission to protect and improve the world.

To do this, they formed a new subsidiary of Quantum Logistics, the Temporal Probability Agency. Their recent good deeds endeared them to the United States Congress, and they were granted jurisdiction to operate a private force within the United States. Large scale upgrades were made to Daisy, and on March 27th, 2000, they began operations.

Today, the TPA operates globally and has protected humanity from terrorism, war, and financial crisis. Quantum Logistics Inc. is a multi-billion dollar organization, providing equipment research and allowing the TPA financial freedom to operate.

The TPA Structure

To the common populous, the Temporal Probability Agency is a nebulous entity that randomly pulls everyday citizens into its shadows. In actuality, it is not a very complicated organization.

TPA Director (1): At the top is a single director. Daisy doesn't have rank or give orders, so the TPA Director acts as final decision maker. All orders and objectives officially originate from the director, who works directly with Daisy to create missions, determine policy, and ensure proper operation of the computer. The director also handles all communications with national level authorities.

Deputy Director (4): Below the TPA Director are four deputy directors, each assigned control of a large region. deputy directors handle all communications with state or province level authorities and act as the connection between the TPA Director and the lower section directors, distributing missions based on Daisy and the TPA Director's recommendations, as well as their own judgment.

Section Director (30): Each region is broken up into smaller territories, each commanded by a section director. The section director is responsible for cooperating with regional authorities and overseeing a group of handlers. This means knowing each handler, providing advice and guidance, and assigning missions to specific cells. The section director also ensures that each section precinct operates smoothly, though some may delegate some of the managerial responsibilities to an executive officer.

Handler: Handlers are the heart of the TPA. Each handler is assigned to a cell or group of cells and directly interacts with the agents of each cell, providing guidance



and instruction. Most agents will never meet anyone in the Agency above their handler.

Cell: Agents are organized into cells, each under the direct control of a handler. A cell may work independently or in conjunction with other cells under the control of the same handler.

Senior Field Agent: This is the highest rank an agent can achieve while remaining in the field. A senior field agent is assigned direct control of a cell, acting as an officer between the handler and other agents in the cell. Occasionally, a cell will have multiple senior field agents in order to effectively manage large numbers, such as when a team of external specialists is hired for a mission. In such a case, each specialist will be assigned to the cell under control of a specific senior field agent.

Field Agent: After their probationary period, an agent is either let go or becomes a field agent. Field agent is a permanent, full-time occupation that is only achieved with experience. A field agent is expected to be well versed in the ways of the TPA.

Provisional Agent: All agents start as provisional agents, and most never become anything more. The majority of agents are chosen for their unique probability of success in a particular mission, and never serve again. Those that do may spend several missions as a provisional agent, learning the ropes and proving their value. Such agents will be assigned simple missions with little chance of failure. These missions will build confidence while exposing them to progressively more danger and difficult decisions until they are ready to be full field agents. ■



Index

A

About the TPA
 chapter 16
 story 16–17
agent. *See also* field agent;
 See also senior field
 agent; *See also* pro-
 visional period; *See*
 also cell
 becoming an agent 18
Agents and the Law 22
armor 7
TPA armored vest 7
artificial intelligence 24

B

The Boxer 14
buying gear 7

C

cell 19, 25
character creation 4
 Character Concepts 4
 Hindrances 5
 Poor Character Concepts
 4
characters
 Chapter 2
 Story 2
 The Boxer 14
 The Cowboy 10
 The Dropout 14
 The Gadgeteer 11
 The Patriot 12
 The Scalpel 15
 The Stuntman 15
 The Wireman 13
The Cowboy 10
crime 22
curare 9
currency 7

D

Daisy 24
 character concepts 4
 handlers 19
 how time works 23
 selecting agents 18
 TPAMDESI 24

volatile acts 22
degree of separation 21
deputy director 24
direct objective 21
TPA dress uniform 8
The Dropout 14

E

Edges 5–6
 Inspiration for New Edges
 6
 Making New Edges 5
equipment. *See* gear

F

field agent 25
 becoming a field agent 18
TPA field uniform 7
For the New Agent 18

G

The Gadgeteer 11
gambling 22
Gates, Edmond
 image 19
 in "About the TPA" story
 16
gear 7
 standard 20
 starting 4

H

handler 24
handlers 19
Hashimoto, Karen 2–3
Hindrances 5
History and Organization
 24–25
history of the TPA 24
home made chemicals 9
How Time Works 23

I

indirect objective 21
injectable substances 9
 curare 9
 home made chemicals 9
 sodium pentothal 9

K

KnightStick 8
 in "Characters" story 3
 standard gear 20

L

laundry lists 20
law 22
Law, Julia 24
logo 25
TPA logo
 in "About the TPA" story
 17
long-shot objective 21

M

Manford, Dawson 24
MIT 24

N

nonplayer characters
 Hashimoto, Karen 2

O

objectives
 classifications 21
oblique objective 21

P

partial builds 10–15
The Patriot 12
Performing Missions 20
pistols 8
pneumatic injector 8
poor character concepts 4
primary objective 20
Probabilistic Field Armor 7
provisional agent 25
provisional period 18

Q

Quantum Logistics Inc. 24

R

ready to play builds 10–15
receiving missions 20
rifles 8

S

The Scalpel 15
section director 24
selling gear 7
senior field agent 25
TPA senior field agent uni-
 form 8
shotguns 8
sodium pentothal 9
structure of the TPA 24
The Stuntman 15
TPA substation 20
TPA Substation
 image 21

T

time 23
Timmy the Time Cop
 destruction of property 22
 the future 23
 romance 18
tools 9
TPA 24
 formation 24
 history 24
 logo 25
 structure 24
 substation 20
TPA Director 24
TPAMDESI 24
trauma pack 9

U

uniform
 in "Characters" story 3
 standard gear 20
 TPA dress uniform 8
 TPA field uniform 7
 TPA senior field agent
 uniform 8

V

TPA van 9
vehicles 9
volatile act 22

W

weapons 8
The Wireman 13



"... You are the first and last line of defense, the key that must fit all locks. No matter how dark your situation, or how overwhelming the odds, remember that you have the equipment, the skills, and the dedication to complete your task, even if you yourself do not realize it. Persevere!"

Upon hearing those words, you were officially inducted into the TPA. Shortly thereafter, you were given this handbook, which contains all the information you will need to discharge such duties as are assigned to you. You are both advised and required to review the information contained herein:

TPA Briefing

- New agent orientation.
- Mission profiles.
- Temporal mechanics.
- TPA organization and history.

Character Information

- Rules for character creation.
- Edges and Hindrances.
- TPA specific gear.
- Profiles of probable co-agents.

