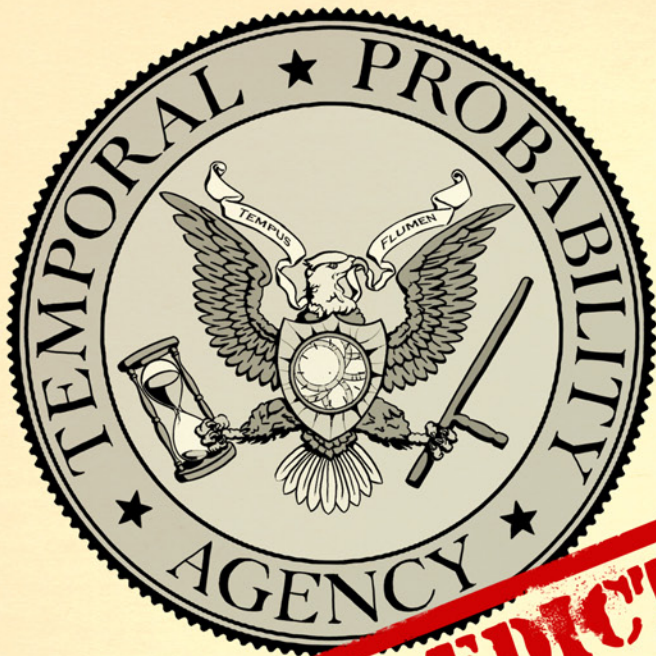




Apathy Games



**TO PREDICT  
AND SERVE**

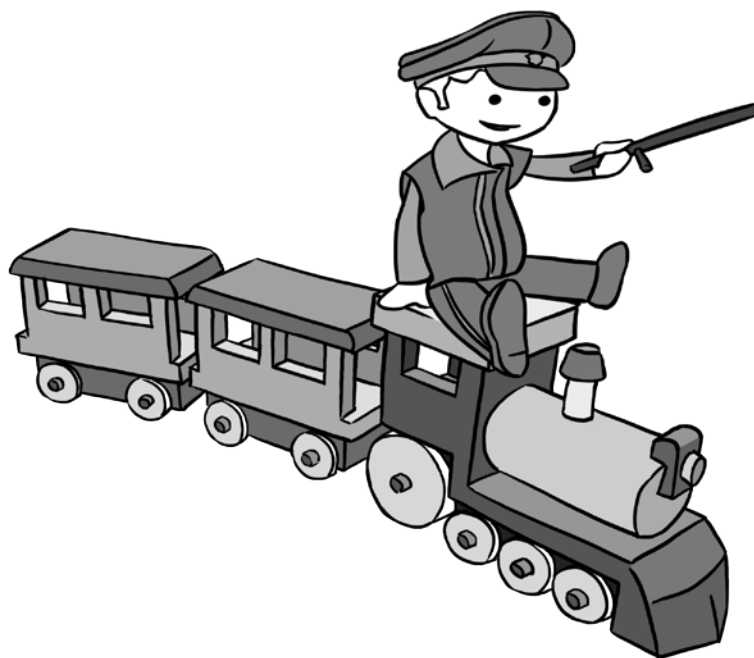


A Function  
of Probability

Rate of Change

Approaching the Limit

Broken Arrow



## *This Adventure is on Rails*

*We don't want you or your players to have any misconceptions. This is not a sandbox adventure. It's designed to be easy to prep and easy to play. It can be spectacular so long as everyone knows what they're getting into in advance.*

*The players are part of an agency and they receive specific objectives. The fun is trying to stay on the rails in the face of challenges.*

*Whatever your taste, we hope you enjoy the adventures and stories herein.*

*Game on!*



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## 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.

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# *How to Run this Game*

---

## *Inside secrets from the developers*

Temporal Probability Agency is intended to be a turn-key experience for both the Game Master and the players while still allowing for the flexibility that experienced players demand. This means little to no prep-work before each session and adventures that provide spotlight time to a variety of character archetypes.

It also means handouts. Plenty of handouts.

For experienced players, TPA is a bit backwards. In most games the players do everything in their power to derail your story while you try to gently railroad them back to the plot. On a TPA mission, however, the players' primary objective is to stay on the rails while conflicts try to knock them off. You, as a GM, have three goals:

- Don't let the players run amok.
- Make reasonable actions a path to success, even if the adventure did not anticipate them.
- Success is expected, but make it challenging.

## *Keeping the Players in Line*

---

Daisy makes this possible. Not only has it processed a variety of probability data, it has also pulled the agents' after-action reports for the current mission from multiple plausible timelines. Thus, the computer can predict the agents' actions and needs and prepare for most eventualities, both positive and negative. This allows you the flexibility to control the flow of the game with the same iron fist typically reserved for fantasy settings (i.e. God says no!). Even better, when you use that iron fist, players like it. They know they are playing in a setting which involves information traveling through time, and they expect you to use that plot device. They don't expect or want to get away with anything; they want to see how you, as Daisy, deal with their actions.

## *The Chosen Few*

---

The agents were chosen because of the choices they will make of their own free will. Aside from the mission's laundry list, Daisy rarely tells them what to do. Instead, she facilitates their actions. In other words, your iron fist should hold a scalpel, not a hammer. What this means to you is that the turn-key adventures we have built for you are a guideline. If the players deviate from them, their actions should somehow lead them back to the plot. Let the agents build and execute their plans, and support them through the the computer. Does the team need a specific weapon or piece of equipment? Perhaps a Notice roll reveals the TPA logo carved on the door to a cabinet. Open the door and, voila!, there it is. The equipment provided to the agents can keep them on the track you want, support their need to

make detailed plans we could never have anticipated, and bring them back on track in time for the next scene.

## *Handlers: The GM's Voice*

---

In many cases, the players will try to sound the GM out, trying to get them to reveal if a plan is flawed. These questions can be addressed internally through the usage of the agents' handler, Edmond Gates. Gates exists to give the GM a voice inside the game, giving the players someone to bounce their ideas off without breaking the integrity of the game. For this reason, it is important to foster a good relationship between Gates and the agents. He should attempt to answer the agents' questions, keep them on the rails without being obvious, and support the agents morally. Many actions the agents take may be grating upon certain archetypes (such as the Patriot pregenerated character), and it is up to Gates to reassure them that they are doing to right thing. To do this, reveal some of the underlying plot devices (usually found in each adventure's overview). The best time to do this is during an after-mission debriefing.

## *Player Code of Conduct*

---

The main thing that keeps TPA moving is the social contract between the player and the GM. The player agrees to play a character who will generally follow the rules of society and do what they were told. No other type of character is acceptable, because Daisy knows the future. If a character would disrupt missions or work against the TPA, Daisy never would have selected them. If a player suddenly decides to buck the system, talk to them out of game. Explain that their character's actions are unacceptable, and that if they cannot change the character, they will have to retire them (or have them be retired) and play a different character. This is not to say that characters should not question their orders or that players should not attempt to play their characters, it just means that, like in any game where the characters answer to a superior, they must walk a fine line between robot-like obedience and insubordination.

## *GM Responsibility*

---

If those are the players' responsibilities, what are the responsibilities of the Game Master? Simple. The GM must allow the players to poke at the system and test its limits. The GM must attempt to keep the game on track and deal with the actions of the agents.

The GM must attempt to foster the agents' success. Even more than normal, TPA is not the setting for a GM versus Player style of play. Unlike most games, in TPA the fact that



the agents should generally overcome every obstacle does not stretch credibility. When Daisy can see what the agents face and then prepare them to better overcome that challenge, failure, as they say, is improbable.

actions as acceptable. If the players deviate grossly from those predictions, the computer may not be willing to bail them out if they get in a tight spot.

## Extracurricular Activities

The computer knows that people are people, and it anticipates illegal actions being committed by them under the protection of their TPA shield. The GM should attempt to figure out roughly what the agents will do and treat those

# How to Read a Stat Block

## Name

This is the character's name. A ♠ next to the name indicates that this character is a Wild Card.

A red stat block indicates an enemy. Green indicates an ally.

## Description and Significant Details

Here, the character is described. The italicized text can be read aloud if you desire.

Below the italic text is a list of significant details that can be dropped into your descriptions, followed by Hindrances and Edges that describe the character's personality but have no effect on combat.

## Traits

The top includes all natural and derived Attributes so you know just where to look for what you need.

Below that is an alphabetical list of Skills, followed by any Edges or Hindrances that effect Traits.

## Categories

Edges, Hindrances, and special abilities often go unnoticed when you need them. They have been broken down into categories so you can easily find them.

These categories include Leadership, Initiative, Movement, and Defense.

## Actions

Each combat action, such as a weapon, power, or special maneuver, has its own heading so that it is easy to find. All relevant statistics and edges for each action are included under the heading.

The number in parenthesis after a weapon's damage is the weapon's Armor Piercing. This is designed to resemble Toughness when comparing the two.

### ♠ Vladislav

*Vladislav is angry at how the Americans have been treating his people. He wants only to free his Abkhazian brothers from their slavery and is using this hijacking to spread his message.*

**Appearance:** 37/Male/Abkhazian.

**Sight:** Sweaty football shaped man.

**Sight:** Three-ring binder with speech notes.

**Sound:** Slavic Accent. Quick sharp words with barely a break between them.

**Smell:** Body odor and cologne.

**Touch:** Cheap fabric suit. Sweaty, clammy skin.

**Attitude:** Nervous, but in control.

**Delusional (major):** Vladislav thinks hijacking this plane will actually accomplish something.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d4	d6	d8	+0	6"	6	5

**Skills:** Driving d6, Fighting d8, Gambling d6, Intimidation d8, Notice d8, Shooting d10, Stealth d8

### Defense

**Combat Reflexes:** +2 to recover from being Shaken.

**Hard To Kill:** No wound penalties for Vigor rolls on Injury or Knockout tables.

Uzi	Shooting	Damage
12/24/48, RoF 3, Shots: 32+1	d8	2d6 (1)

**Notes:** Auto. Rubber Bullets. Non-lethal.

Switchblade	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

**Notes:** -2 to be noticed.

# Apathy Adventure Format

## Objectives

Each scene has certain objectives that the players must accomplish to move forward, but there are also a number of goals the Game Master has, such as establishing the proper tone or providing foreshadowing.

## Flavor Text

This text is designed to establish tone and provide entertainment. You can keep it to yourself or read it aloud. It is written from the point of view of a nonspecific agent so that if you choose to read it to your players, they don't have to accept it as their own thoughts.

## Aftermath

Pete's landing strip is quaint, rustic, and absurdly small. Our jumbo jet is nearly hanging off the end of it.

We practically landed on top of Pete. Part of me wishes we had. The sad part is, today this festering sewer of a man is a big damned hero.

Maybe he'll get an award.

### Player Objectives

- Spill Pete's beer.
- Meet Section Director Karen Hashimoto and Handler Edmond Gates.
- Go home.

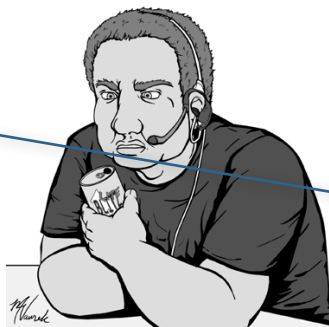
### Game Master Objectives

- Make sure to tell the players about the open beers on top of the console panel.
- Play up Pete's slovenliness.
- Make sure the agents come away with good feelings for Gates, as he will be their primary contact within the TPA.

## Significant Details

Reading block-text descriptions to your players makes it difficult to engage them. This list presents a list of details you can drop into your descriptions.

Don't try to use them all at once; sprinkle them in over time for the best effect.



Pete Blanc

## Summary

The agents get off the plane and go visit Pete, where they will get a beer. Then they meet their handler and get a ride home.

## Pete's Beer

Once the plane has landed at the air strip, the agents must do an emergency slide in order to exit the plane. Once off the plane, they should proceed to Pete's control room.

**Sight:** A dimly lit room with beer bottles everywhere.

**Sight:** A couple of open beers on top of the console.

**Sound:** Beeping, some radio chatter, and a belch that bellows forth from Pete.

**Smell:** Beer and garbage.

The place is a rat's nest of junk. Pete is behind his desk with his feet kicked up, and he is sipping a beer as the agents walk into the room. He is obese, with huge jowls and a large red nose.

Pete looks a little surprised when the agents enter, but quickly turns to his passive stupor. He'll continue being rude and demanding recognition for "saving the day."

Spilling the beer on top of the control board will cause it to short out. Pete will become enraged and demand that the agents leave before he "gets him into real trouble."

## The TPA Arrives

When the agents exit the control room, they find that the fire department and local police have arrived and are currently helping passengers disembark from the plane.

An unmarked black van and a dark Lincoln Continental are parked next to the control tower, and two people, a man and a woman wearing TPA Dress uniforms, are standing in front of them.

As the agents approach, the woman speaks to them. It's a prepared speech she has given dozens of times, delivered with a slightly faltering enthusiasm.



Karen Hashimoto

More Information: See page 10.

## Game Master Notes

The margins are filled with page references and notes for improving a scene or altering an encounter for different groups.

## Encounter Based Organization.

All scenes, even those that don't involve combat, are broken into encounters to make navigation easier.

Combat Encounters have red headings and margin text to call them out.

## Balanced Use of Color

Feel free to print the whole document in color without fearing for your ink supplies or wallet. Spot color and light backgrounds provide visual appeal but remain printer friendly.

### t Class

When the agents go through the curtain, they are showered with a full of rubber bullets from Vladislav. He is standing behind the divider in the passenger cabin and the cockpit and is using the binder-passenger as a human shield.

I: Fevered assertions from Vlad.

I: Panicked murmuring from the other travelers.

I: Covering passengers hunched down in their seats.

I: Gun smoke and airline food.

Vladislav has heavy cover, providing a -4 to Shooting rolls against him. If you're trying to shoot him, you run the risk of shooting the passenger. Refer to the Innocent Bystanders section of the Savage Worlds rulebook for rules on firing into melee. Once Vladislav is disabled, the agents can reach the cockpit door.

Agents charging Vladislav with the beverage cart have heavy cover, as well as the possibility of running him over. Of course they will also crush the passenger. Hitting someone with the cart at running speed deals 10 damage. ■

### Learning the Rules

Uzi is a Wild Card and has two of his own to spend. His Uzi is a good time to teach the agents how to use Tests of Will and to weaken an opponent.

Refer to the Savage Worlds rulebook for the following:

Automatic Fire: See "Special Rules."

Innocent Bystanders: See "Special Rules."

Master Bennies: See "Bennies."

Test of Will: See "Tests of Will."

See "Special Rules."

Vladislav is standing here and using the passenger as cover. Hit.

Agents enter through these doors.



### ▲ Vladislav

Vladislav is angry with the Americans over how they have been treating his people. He only wants to free his Abkhazian brothers from their slavery and is using this hijacking to spread his message.

**Appearance:** 37/Male/Abkhazian.

**Sight:** Sweaty, football-shaped man.

**Sight:** Three-ring binder with speech notes.

**Sound:** Slavic Accent. Quick sharp words with barely a break between them.

**Smell:** Body odor and cologne.

**Touch:** Cheap suit. Sweaty, clammy skin.

**Attitude:** Nervous but in control.

**Delusional (Major):** Vladislav is willing to hijack a plane to convey a message that nobody will ever listen to.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d4	d6	d8	+0	6"	6	5

**Skills:** Driving d6, Fighting d8, Gambling d6, Intimidation d8, Notice d8, Shooting d10, Stealth d8

### Defense

**Combat Reflexes:** +2 to recover from being Shaken.

**Hard To Kill:** No wound penalties for Vigor rolls on Injury or Knockout tables.

Uzi	Shooting	Damage
12/24/48, RoF 3, Shots 32+1	d10	2d6 (1)

**Notes:** Auto, rubber bullets (nonlethal).

Switchblade	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

**Notes:** -2 to be noticed when concealed.

## Stat Blocks in the Encounter

We've placed all relevant stat blocks and maps on the same page as the encounter so you don't have to flip pages during a fight.

Enemies are red, while allies are green.

## Read-Aloud Text

Sometimes having text that can be read directly to the players is pertinent. In this case, the text will be italicized and colored, like this.



# To Predict and Serve

## Synopsis

*To Predict and Serve* is a campaign composed of ten adventures divided into three acts and a finale. Each adventure should be playable in one or two four hour sessions. Characters should receive five experience points every adventure.

The three acts are as follows:

- *Act 1: A Function of Probability*
- *Act 2: Rate of Change*
- *Act 3: Approaching the Limit*
- *Finale: Broken Arrow*

A more detailed synopsis of each act is located in its introduction, and a detailed summary of each adventure is located at its beginning.

## Overview

Three years ago, Daisy revealed an imminent domestic nuclear event. This event, unlike many other such catastrophic events, took place on every probable timeline, forcing Daisy to focus on bringing to pass one of a number of highly unlikely timelines to avoid it. Tragically, bringing one of these unlikely timelines to pass would require a number of highly objectionable actions by the TPA, as well as a number of grossly unorthodox missions. For this set of missions, Daisy tapped Edmond Gates, a rising star among the ranks of the TPA handlers, as the person most likely to succeed. He was given control of a number of TPA cells and the authority to do whatever he thought was necessary. Up until now, he has fought a never-ending string of delaying actions, pushing the likely date of the event further and further into the future while attempting to put all the pieces in place for a decisive victory.

In real world terms, a militaristic Abkhazian separatist group known as the Holy Abkhazian Revolutionary Movement (H.A.R.M.) intends to detonate a nuclear device in Washington DC in protest for the West's perceived inaction. They are well funded, well connected, and will stop at nothing to achieve their goals. The difficulty is that H.A.R.M. seems to be capable of quickly recruiting minions; direct attacks on them by the TPA or others have only ever resulted in a delay or hastening of the detonation. A case in point is that of Mrs. Chopman, a woman who was going to join H.A.R.M., be martyred, and then be "avenged" via the bombing. As the clock ticked down to the point of no return, the TPA had no choice but to kill her. Any other action in some way hastened the detonation, but removing her still only delayed the inevitable.

After watching the ripples caused by many recent missions, Daisy has determined a possible solution and

commanded Gates to bring in a set of new recruits who will be instrumental in preventing the bombing once and for all. These recruits (the players) will be central to the success or failure of the TPA's entire long term strategy, as well as integral to its execution. To ease their integration into the Agency they will not be informed of these facts until they have had time to come to grips with their new lives as TPA agents.

### *Act 1: A Function of Probability*

In the first act, the agents will set the ground work for the following acts, meet important future characters, and become aware of Daisy's methodology. As the act progresses, the agents will become more comfortable with what it is to be a TPA agent, create a number of unlikely allies through their actions, and effect small but positive changes.

### *Act 2: Rate of Change*

In the second act, the action really heats up, forging the agents and preparing them for the dangerous finale. The agents will also meet some of the forces arrayed against them and start the ball rolling for the next act by providing H.A.R.M. the tools they need to act and, in so doing, cause them to expose themselves.

### *Act 3: Approaching the Limit*

In the third and final act, the agents will take a much needed break while forces begin to move in the background. They will prevent a company from destroying Daisy's ability to predict the future and finalize an essential alliance.

### *Finale: Broken Arrow*

In the finale, the agents will call in every favor they ever accumulated and receive some unexpected help. The previous three acts have brought them to this point, and now they must take full command of the situation—exploiting the vulnerability they created in H.A.R.M.'s organization to end the threat once and for all. Failure is not an option; the lives of millions hang in the balance. ■

# *A Function of Probability*

## Synopsis

*A Function of Probability* is the first in a series of three progressive acts. It is composed of three adventures:

### ***Flight 101***

This adventure starts with the agents winning a sweepstakes they didn't enter and enjoying an all expenses paid vacation in Hawaii. On their return trip, their plane is hijacked by members H.A.R.M., an Abkhazian freedom organization (a hijacking is possible because 9/11 never happened). The Abkhazians are led by a man named Vladislav and do not wish to hurt anyone. They are using nonlethal weapons and see the hijacking as a way to raise awareness and preach to a captive audience.

As the hijacking commences, the agents are drafted into the TPA and ordered to stop the hijacking and land the plane safely. After they do so, they are formally inducted into the TPA and made provisional agents.

### ***Mall Rats***

The agents have gotten together at one of their homes to discuss their new job when a pizza they didn't order is delivered. The box contains instructions for their next mission. They are to provide support for an ongoing long-shot mission which is expected to cause unintended ripples at the nearby mall. They will go to the mall and complete a series of strange objectives. The next day they will receive orders to retrieve a wayward laundry list from a group of teenage wannabe gangsters under the command of Jack Stab, a 15 year old punk, and then lose a fight with a drunk at a nearby bar.

After completing these objectives, the agents will return to the home of the agent where they started the adventure and be attacked by a group of misguided pizza boys under the command of Billy Chopman, whose mother was killed by the TPA. They will defeat him and receive a debrief from their handler, Edmond Gates.

### ***Labor Leader***

Sometime after the events of Mall Rats, the agents are going about their lives when they get a call from Gates, who orders them to report to the TPA substation at the nearby mall. They will go to a store in the mall and meet with John MacGuffin, whom they have been ordered to protect. They will then go to the food court and insult one of the local gang leaders, Cobalt. Upon leaving the mall they will be attacked by Cobalt and some of her thugs.

Following this, they will get MacGuffin squared away, possibly placing him in protective custody, and head to the

SweetCo candy factory. They will meet with the owner, Sylvester Sweet, and the ominous overseer Elio Passagero. As they are leaving the factory, MacGuffin will receive a phone call from wherever his daughter is at the time (probably a friend's house) but all he will hear is indistinct shouting.

MacGuffin will insist on going to check on his daughter, heading straight into a trap. MacGuffin and the party will defeat the hit men and begin to search for his daughter. Sweet will arrive and confess that he has allowed the Mob to use an old factory of his in return for financial support, and that he is willing to lead them there. The agents will get some new equipment and go to the secret factory. Upon arriving they will engage in an epic battle, free some enslaved Abkhazian workers, and rescue Nicole MacGuffin from the clutches of the Mob. Elio will escape to cause further mischief later.

As the dust settles, a local news team will arrive, headed by a reporter named Robert "Gatling" Jones. He will agree to keep the agents' identities secret. The agents will be taken to a local hospital for observation due to their smoke inhalation. There they will receive a debriefing from their handler and see Cobalt recuperating from her injuries and deciding to turn her life around. ■

### ***Print. Pour. Play.***

*To Predict and Serve is the first adventure series following our "Print. Pour. Play." initiative.*

*Print out the adventure.*

*Pour some drinks.*

*Play the game.*

*You don't have to put a lot of time into preparation in order to use these adventures. The adventures give you the information you need as you need it.*

*Nonetheless, you should read the following section on characters and organizations and familiarize yourself with the Apathy adventure format before your first session.*

*Of course, if you have the extra time, reading the adventure beforehand will benefit you. If you don't, though, you'll be fine.*

# Important Characters

The following characters play a significant recurring role in *To Predict and Serve*, and will reappear in the later acts. Their biographies describe who they are and why they're important. Feel free to use them regularly, but keep their future in mind and try to keep them alive.

## ♠ Billy Chopman

*A wild-eyed young man, driven to the edge of madness by unfortunate circumstances.*

### Appearance Young, Male

**Attitude:** Crazy. Only amazing roleplay or an opposed Persuasion roll with a raise will get Billy to not immediately attack, and the same again will be required to make him walk away.

**Motivation:** Take out his rage on these "Time Cops." People in their organization killed his mom.

**Death Wish (Major):** Billy wants to get vengeance for his mother. He is assaulting a group of armed law enforcement officers with pizza boys for backup.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d6	d8	d8	+0	6"	6	6

**Skills:** Driving d8, Fighting d8, Notice d6, Persuasion d8, Shooting d10, Streetwise d6

.357 Magnum (.357)	Shooting	Damage
12/24/48, RoF 1, Shots 6	d10	2d6+1 (1)

**Notes:** Revolver, Double Tap, 1 extra speedloader.

**Quick Draw:** May draw weapon as a free action.

Baseball Bat	Fighting	Damage
Parry 0, Reach 0	d8	d8+d6

**Quick Draw:** May draw weapon as a free action.



## Billy Chopman

Sometimes the TPA is forced to take an action that flies in the face of accepted morality. The most difficult of these actions was the murder of Billy Chopman's mother. The TPA struggled against having to take this action for several months, losing a number of good agents in the process. Eventually they were left with no choice; to not act would have meant the death of millions.

This action was bad enough. Worse was the fact that the Watchdogs somehow learned of the TPA's action, and they told Billy Chopman. In one fatal moment, Billy turned from a young man, content to work a pointless minimum wage job for the rest of his life, into a firebrand.

Since that time, he has done everything asked of him by Simon Preston, leader of the local Watchdogs cell. He is dedicated to shutting down the TPA, but his anger keeps him from planning anything with any chance of significantly affecting the agency. If he ever determines the identities of any TPA agents, he will likely lash out in the most violent way possible.





## Cobalt

Cobalt has led a tough life, and the streets are what she knows. She started at the bottom when she joined the Blue Bastards gang, then lead by a brutal ganglord named Kimberlite. Kimberlite was the current owner of the Mantle, making him the recognized leader of the local street gangs. When Cobalt was sixteen, she mouthed off to Kimberlite until he assaulted her. Then she knifed him, and in so doing, inherited the Mantle.

Cobalt is on a path to self destruction and that of those around her. However, her life will be turned around by the agents during the events of Labor Leader. She will start college and apply her tenacity and leadership skills to reach a better life. The power vacuum she leaves behind will lead to a street war between the various gangs, culminating in the agents claiming the mantle and taking control. These events will take place in *To Predict and Serve Act 3: Approaching the Limit*, during "Beat Walker."

### ♠ Cobalt

*The leader of a group of gang punks.*

**Appearance:** Tall, thin, mid twenties Native American woman.

**Sight:** A well-worn white longcoat covered in burns and artistic patches over torn up cargo pants and a bright blue tank top.

**Sight:** Tribal tattoos cover her face and arms.

**Sound:** Lilting, sing-song voice.

**Outsider (Minor):** -2 Charisma. Treaded badly by those of dominant society.

**Wanted (Minor):** Cobalt is a criminal.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d8	d6	d8	-2	6"	6	6

**Skills:** Fighting d8, Intimidation d6, Notice d6, Shooting d8, Taunt d8, Throwing d6

#### Leadership

**Command:** Blue Bastards receive +1 to recover from being Shaken.

**Natural Leader:** Cobalt may give bennies to the Blue Bastards.

Sling	Shooting	Damage
4/8/16, RoF 1, Shots ∞	d8	d6+d4

Brass Knuckles	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

*Notes:* Considered an Unarmed Attacker.

Test of Will	Intimidation	Taunt
	d6	d8



## ***Edmond Gates***

Edmond Gates believes that TPA agents work best when forced to think quickly and make intuitive leaps, preferring agents who flourish in a hands-off environment. As such, he contacts agents rarely, relying on their native abilities to steer them through their missions. If they contact him, he will help them to the best of his ability but will not direct their actions or pull their strings from afar, no matter how much they want him to.

Before his rise to handler, Gates was one of Daisy's best field agents. He seemed to be in tune with his missions to an uncanny degree, achieving exceptional success in almost every mission. Eventually he took unofficial command of his cell and led them to higher completion rates than ever before. His success was rewarded and he was moved from field work to management.

Placed in charge of a small network of cells in the hope that he could expand his uncanny success over a wider cross section of the TPA, Gates has been tasked with manipulating events to prevent a major disaster. So far, total success has eluded him, and the best he has been able to manage have been delaying actions. Given the cost of failure, if he does not pull off one of his phenomenal successes, it is likely he will take total blame for any failure, at which point only the direct intervention of Daisy will be able to protect him.



## ***Karen Hashimoto***

Karen Hashimoto spent several years as a brilliant, high-powered business woman, riding the dot-com wave to ever increasing success. Unfortunately for her, every wave eventually crests, collapsing under its own weight. After several months of frantic job searching and futile networking, she was at her wit's end. She found herself at the bank, waiting in line to cash her severance check. The teller handed her a bundle that would change her future forever. Contained therein was the uniform of her new life. A quick change and an averted bank robbery later, Karen Hashimoto was on her way to a new life in the TPA.

Hashimoto vaulted from provisional agent to senior field agent in less than a year, making snap decisions and operating at a high level of efficiency. Within another five years she was named section director for her region, bypassing a sizeable number of more senior but less capable agents. Hashimoto doesn't make friends in the Agency, however she does command respect. Clearly, Daisy saw that her particular demeanor and skill set would be best suited to direct her section in the coming years, ignoring the standard seniority-based guidelines. As for Hashimoto, she has never been happier. She directs the actions of hundreds of people, lives hang in the balance, and in her position, she can really stamp a size five footprint in the area under her control.



## Stitches

There used to be three different Japanese gangs in town. Now there is only one: the Slicers. This is the legacy of Stitches.

His name comes from the multitude of scars on his face and arms. He's always had the name, as far as anyone can tell, but the number of scars has increased over the years. He earned one or two for each gang he brought under his control.

And he isn't done. He intends to rule the streets in a way that hasn't been done since Rain Dance took over and first created the Mantle, a longcoat that symbolizes street leadership like a crown once did kings. Stitches wants that coat, but if he can't get it, he'll settle for subjugating the other gangs by force. He will make this attempt in *To Predict and Serve Act 3: Approaching the Limit*, during "Beat Walker."

### ♠ Stitches

A half-japanese man weaing a kimono and carrying daisho (Katana and Wakizashi). His face, head, and arms are covered in scars from previous mistakes with his blades.

**Appearance:** 21/M/Half-Japanese

**Sight:** Covered in scars.

**Sound:** Gives commands in fluent Japanese.

**Attitude:** Thinks those outside his gang are only half-human.

**Motivation:** To gain power in any way possible

**Vengeful (Major):** Holds a grudge and will kill.

**Wanted (Major):** Wanted for murder, and other crimes.

A	SM	SP	ST	V	C	P"	P	T
d12	d6	d6	d10	d8	+0	6"	8	6

**Skills:** Fighting d12, Notice d8, Shooting d4, Intimidation d6.

#### Defense

**Florentine:** Ignore 1 point of gang up bonus.

Katana	Fighting	Damage
Reach 0, Parry 0	d12	d10+d6+2 (2)

**Notes:** Fights with both Katana and Wakizashi.

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

**Florentine:** +1 vs. foes with single weapon and no shield; ignore 1 point of gang up bonus.

Switchblade	Fighting	Damage
Reach 0, Parry 0	d12	d10+d4+1 (1)



## ♠ Twenty-One

*Covered from the neck down in thick leather, this Sioux native American man has flowing black hair and a stern look.*

**Appearance:** 21/M/Sioux

**Sight:** lit cigarette in his mouth.

**Attitude:** Calm. Confident.

**Motivation:** To bring all those willing into the Blackjacks, and to keep the mantle out of the hands of the Slicers.

**Code of Honor (Major):** Keeps his word and acts like a gentleman.

A	SM	SP	ST	V	C	P"	P	T
d8	d4	d6	d10	d6	+0	6"	5	6 (1)

**Skills:** Fighting d8, Gambling d12, Notice d4

### Leadership

**Command:** +1 to troops recovering from being Shaken.

### Defense

**Motorcycle Helmet:** +3, 50% chance vs head shot.

**Sledge Hammer**      **Fighting**      **Damage**

Reach 0, Parry -1      d8      d10+d8 (2\*)

*Notes:* AP 2 vs. rigid armor. 2 hands.

### Gear

Leather Armor (+1), Motorcycle Helmet



## Twenty-One

Having watched too many road movies as a kid, the young boy who would one day grow up to be Twenty-One saw no future more romantic than a violent life of crime and honor-bound camaraderie. Starting young, he assembled groups of playground friends into a “posse” and proceeded to rule the playground with a Play-Doh stained fist.

The same held true in high school (minus the Play-Doh). On graduation day, he cast off his former allies, donned his trademark jacket and took to the road, never looking back. Today he runs the Blackjacks, one of the four major gangs in town. He keeps with the traditions of his idols, starting fights with those who speak out against him or his gang.

During the last three years, he has cultivated quite the rivalry with Stitches, leader of the Slicers. If he survives the inevitable confrontation with Stitches, he may ride down the blacktop into the sunset and get a real job—or he may not. The agents will find out in *To Predict and Serve Act 3: Approaching the Limit*, during “Beat Walker.”

### Abkhazia and H.A.R.M.

A former Soviet republic, the country of Abkhazia is now a small independent country on the western side of the Caucasus. In modern times, Russia has taken to publicly acknowledging Abkhazia's independence while covertly positioning themselves to bring it and other former Soviet possessions back into the fold, removing any strong leaders and breaking up nationalist groups. In many cases, the leaders and members of these groups disappear.

### Holy Abkhazian Revolutionary Movement

A nationalist group known as the Holy Abkhazian Revolutionary Movement (H.A.R.M.) believes that these people have been sold into slavery and shipped to countries around the world, including America, to work in the drug factories and sweat shops of organized crime. Their mission is to raise awareness and sympathy for their enslaved countrymen, and indeed their country, through violent protest. They believe that people only pay attention to bad news. They have been responsible for a string of protests and terrorist attacks across America, most of which have been preempted or curtailed by the TPA. The members of H.A.R.M. hate the TPA with a passion. Their mounting hatred and feelings of inadequacy and impotence in pursuit of what they believe to be a good cause has raised their fanaticism to a fevered pitch. Each time they are stopped, they respond in a flashier, more violent way, and it is certain that they will not stop until they get freedom for their people, or they are all killed.

### The Watchdogs

The Watchdogs are a group of activists that are trying to get the TPA outlawed. They feel that the TPA is infringing upon basic human rights, mainly freedom of choice. They organize via social networking and have their own network of news hounds watching for TPA actions and tracing their effects.

The Watchdogs work out of casinos all over the world. Because Daisy cannot predict the future in these areas, they can work in relative peace. They live their lives through randomization, deciding what action to take based on the results of dice rolls, card games, or simple electronic random number generation. The most die-hard members use this method to determine everything they do: when to get up in the morning, where to buy lunch, what house or car to buy, or which stories to publish. They try to randomize their lives as much as possible so Daisy and the Temporal Probability Agency cannot interfere.

Simon Preston is the leader of the local chapter of the Watchdogs. His brother was an agent that was killed in the line of duty. Simon hates the "Time Cops" for getting his brother killed and is seeking vengeance. He spends his spare time investigating his brother's death, believing it to be a contract killing performed by a woman named Tony the Eel. ■

### Daisy in Control

*Unknown to the Watchdogs, Daisy is their main informant. Daisy has predicted that they will one day be of great use to the Agency, and until that time, they provide a controllable political "opposition" for the TPA in the political arena.*



# Flight 101

## A Temporal Probability Agency Adventure

### Commentary: The Domino Effect

Geeks are a self-referential breed. We find enormous amounts of joy in quoting obscure references to works most everyone else has never read. When I came up with the concept of *Flight 101*, I wanted to write about a hijacking without your typical hijackers—something thrilling to kick off the act but still containing references to our humor and nods to our inspirations.

A description from Neal Stephenson's *Snow Crash* always made us chuckle: "Inside, a football-shaped Abkhazian man is running to and fro, holding a three-ring binder open, using his spare tire as a ledge to keep it from collapsing shut; he runs with the gait of a man carrying an egg on a spoon." Vladislav was birthed fully formed out of these words.

His background story inspired the creation of H.A.R.M. and the plight of Abkhazia, which became the overall conflict that's played out in *To Predict and Serve*'s three acts. By the time the events of "Broken Arrow" (the explosive finale to Act 3) occur, we are able to clearly trace the dominoes back to one man loading rubber bullets into his gun—and one writer smiling at a clever description.

—Tyson J. Hayes

### Adventure Overview

The agents are on a plane that gets hijacked. They must stop the hijackers and land the plane successfully. No matter the outcome of this adventure, the agents are drafted into the TPA. The idea is to get your players moving and developing their characters, then expand on the idea of the agency after the plane lands (or crashes).

### What the TPA Knows

The plane is being hijacked, and the TPA wants it stopped.

### What's Really Happening

The plane is being hijacked as a protest against the treatment of the Abkhazian people, specifically those in secret factories. The hijackers are freedom fighters from the Republic of Abkhazia. They would rather not kill anyone and have loaded their weapons with rubber bullets to defend themselves (the Abkhazians also believe rubber bullets will prevent explosively decompressing the plane).



## The Assignment

Each character receives a notice in the mail. They have won an all expenses paid trip to the sunny island of Oahu. The soon to be agents get on the plane and go enjoy their vacation. On the return journey, all hell breaks loose.

### *Laundry List*

- Contain the situation.
- The tools are under the seat.
- Spill Pete's beer.

### *Gear*

A TPA uniform and KnightStick™ Users Manual have been inserted into each agent's checked luggage. In addition, the agents will find the following:

- 1 fully loaded KnightStick™
- 1 TPA FAQ
- 1 TPA pamphlet

A stealth based character, such as the Scalpel pregenerated character, receives an pneumatic injector with a single dose of sodium pentothal (see Agent's Handbook page 8).

### *Pay*

If the agents complete their primary objective, they will each be paid \$4000. If they complete all tasks successfully and keep unnecessary damage and bodily harm to a minimum, they will receive a bonus of \$2000.

## Scene by Scene Summary

### *Scene 1: Fight in the Passenger Cabin*

The agents are introduced to the deus ex machina that is the TPA. After this they will find each other in the crowd, become equipped, and consider their options.

The agents must take out the hijackers while enduring a torrent of babble over the PA system.

Finally, the agents will take out Vladislav.

### *Scene 2: Landing the Plane*

The pilot is out cold, and no one knows how to land this beast. The players must fix the radio and rely on help from a surly man named Pete.

### *Scene 3: Aftermath*

The agents get off the plane, go visit Pete, then meet their handler and get a ride home. ■



# Fight in the Passenger Cabin

## Scene 1

It is an honor to join the TPA. Some are notified at a young age that they will be future agents. They train for years waiting to be called upon to do their duty. Others, like my squad and I, find out just before the first mission that they've been chosen to save the world—one spilled beer at a time.

### Handout: Free Trip Flyer

Flight 101 – Oahu.pdf can be found in the Handouts folder that came with this book.

You have entered or been entered in the Wisconsin Family Publishers sweepstakes, and you have been selected as one of our grand prize winners! You've won an all expenses paid trip to sunny Oahu!



The agents may look around the plane to determine who is speaking. A successful Notice roll allows them to observe other travelers looking around in confusion (presumably the other TPA agents). The agents didn't travel as a big group, and this gives them a chance to identify each other.

If any player complains that their character did not check any luggage, do not argue with them. Instead, look at them mysteriously and murmur, "In Daisy we trust," then move on. After the agents have been home for a few days, a piece of luggage that they lost years ago will arrive on their doorstep with their uniform inside.

### Player Objectives

- Get the list and find planted equipment.
- Eliminate the hijackers.
- Take out Vladislav and get to the cockpit.

### Game Master Objectives

- Let the agents discover that the Abkhazians are using nonlethal ammo.
- Keep the action hopping. If the agents entrench or otherwise slow down without a valid reason, have one or more Abkhazians charge their positions.
- Keep Vladislav ranting to the end. Punctuate his words with barrages of Uzi fire.

## Summary

The agents will get introduced to the deus ex machina that is the TPA. After this they will find each other in the crowd, become equipped, and consider their options.

The agents must take out the hijackers while enduring a torrent of babble over the PA system.

Finally, the agents will take out Vladislav.

## Hijack!

The agents are quietly listening to their headphones, which greatly reduces the dull white noise of the engine.

Just as they surrender to sleep, an unaccented voice interrupts their

**Sight:** The gray fabric of the next seat forward.

**Sight:** Dim lights. Darkness and rain outside the window.

**Sound:** The dull roar of the engines. Hushed whispers.

**Smell:** Recycled air, clean and crisp.

music. The man speaking sounds middle-aged, and his words are practiced and smooth.

"Welcome Recruit."

The agents snap awake. Give them a moment to react. After the agents have done so, the voice continues:

"Welcome to Flight 101. I am sure your flight has been comfortable.

"You are sitting down, which is good, as the plane you are riding in has just been hijacked by the Holy Abkhazian Revolutionary Movement, a separatist group known colloquially as HARM.

"The Airborne magazine in front of you contains a TPA FAQ and your laundry list. They should answer most of your questions. Below your seat is your KnightStick. Your uniform has been added to your checked baggage, as you will need it for future missions.

"Please take a minute to read over the FAQ and the laundry list. Some suggestions have been scrawled on your laundry list that have proven successful in our projections. You should note, however, that they all have a chance of failure. Use them at your own risk."

## Penciled in Suggestions

If your players are having difficulty deciding what to do, give them suggestions. The TPA has been able to predict their most likely actions and have provided them the necessary tools. Essentially, use this as an excuse to give them whatever they need. Do so within reason, though. If your players are asking for a missile launcher, advise them to use more imagination. The following suggestions are penciled on their individual laundry lists:

- **The Boxer (or similar):** PUSH LITTLE CART!
- **The Cowboy (or similar):** You've been working on your rope-tying skills. Trip wires anyone?
- **The Dropout (or similar):** Remember that great Wikipedia article on Abkhazia discussing the finer points of the revolution and the repercussions thereof? This would be a great time to distract the hijackers by discussing it at length.
- **The Gadgeteer (or similar):** There is a fire extinguisher below the seat in front of you along with some string. A trip wire should cause a bit of a distraction.
- **The Patriot (or similar):** You've been waiting for this your whole life. Go kick some ass!
- **The Scalpel (or similar):** Under your seat is a experimental type of chemical injector that can function through clothing. It is labeled "sodium pentothal", which will cause a heart attack. The dosage is designed to disable a grown man without killing him. Pretending to give first aid to a collapsed hijacker might get you a better position.
- **The Stuntman (or similar):** Do you remember that stunt you did where the hero stuck a pen behind the trigger of an Uzi? Well, here is a pen!
- **The Wireman (or similar):** Years of training in persuasion and subtle manipulation have served you well so far. Who doesn't need a new "friend" in a stressful situation? Conversely, use your finely honed verbal skills to shock and demoralize your opponents.

## Handout: Laundry List

Flight 101 - Laundry List.pdf can be found in the Handouts folder that came with this book.

### TPA Objective List

#003928

The agents to which this list is assigned are to complete the following objectives:

- Contain the Situation.
- The tools are under the seat.
- Spill Pete's Beer.

**Pay:** \$4,000 upon completion of objectives, with possible bonus.

#### Equipment:

- 1 Agent's Uniform (in checked baggage).
- 1 KnightStick™.
- 1 KnightStick™ Instruction Manual (in checked baggage).
- You may have specifically chosen equipment depending on your capacity to use it.

*Remember that it is TPA policy that all paper be shredded when no longer in use.*

## Handout: TPA FAQ

A basic FAQ on TPA agents and operations, with penciled in objectives for each character.

TPA - FAQ.pdf can be found in the Handouts folder that came with this book.



**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 TPA-MDSI. Just 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 where 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.

## Handout: TPA Pamphlet

TPA Pamphlet.pdf can be found in the Handouts folder that came with this book.





## 1 Abkhazian Hijacker per Wild Card

*Fighting for awareness and the freedom of his Abkhazian brothers, he will follow Vladislav to the end.*

**Appearance:** 30s/Male/Abkhazian. Rough hands and features, accustomed to a hard day's work.

**Sound:** Speaks English with a slavic accent.

**Smell:** Clean. Smells of soap.

**Attitude:** A mixture of angry and nervous. He seems set on his task but might have slight reservations.

**Motivation:** To free his brothers from slave labor!

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d4	d6	d8	+0	6"	6	5

**Skills:** Fighting d6, Guts d6, Intimidation d8, Notice d6, Stealth d8, Shooting d8

Springfield XD (9mm)	Shooting	Damage
10/20/40, RoF 1, Shots 15+1	d8	2d6 (1)

**Notes:** Semi-Auto, Double Tap, rubber bullets (nonlethal).

## Intercom Speech

*Vlad is trying to raise awareness about the slave trade of the Abkhazian people and explain why Abkhazia should retain its independence from Russia and Georgia (who are constantly trying to reannex them). Below are some things Vlad could say:*

*"For too long our brothers have been held captive, working in your secret factories! And what have you or your government done? NOTHING!"*

*"You, as a people, should be putting a stop to this!"*

*"Our country was better when it was in charge of its own destiny! Now the Russians sell our leaders into slavery in your country, and you do nothing about it!"*

*"We are threatened on all sides by countries that only want to absorb us, and you and your precious UN do nothing!"*

*"My brothers and I did not want it to come to this, but there must be action!"*

*"You're coddled and haven't lived the hard life! Let my people go, and let us work and live in peace!"*

## Not so Mortal Combat

After the agents have had a minute to read over the FAQ, laundry list, and suggestions, start the blood pumping by having one of the terrorists take a flight attendant hostage. The hijackers have already taken over the cockpit and knocked the pilots unconscious. The flight attendant will scream and be distressed, but her training has taught her to go along with the hijackers to prevent panic.

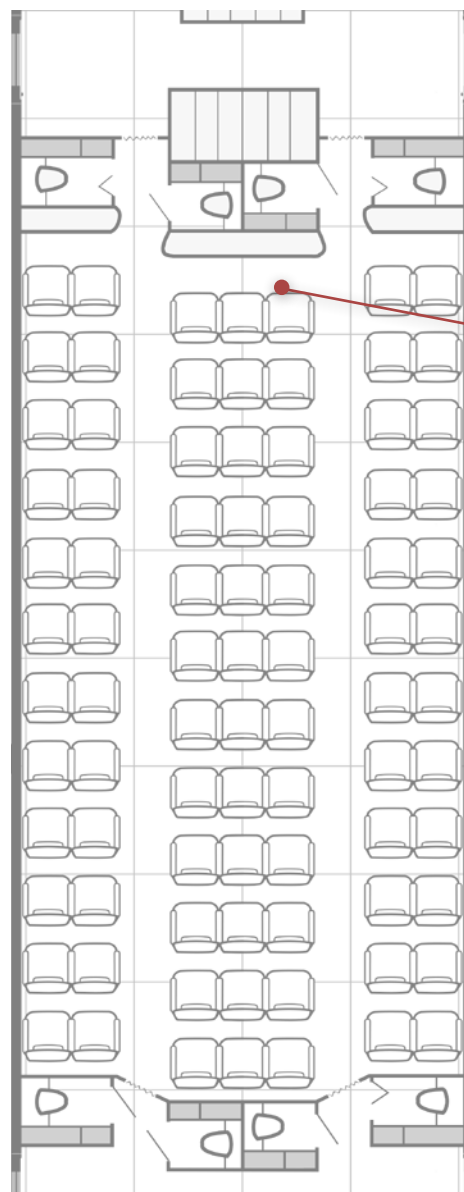
**Sound:** Rubber bullets bouncing off the interior of the plane.

**Sight:** Abkhazian men waving their guns around and yelling at people.

**Sound:** The flight attendant screaming, along with a couple of other people once they notice the brandishing of guns.

**Smell:** Recycled air from the ventilators.

At this point, Vladislav gets on the microphone at the head of the plane (in first class) and begins broadcasting his message. He has the plane microphone in one hand, a gun in the other, and has recruited one of the passengers to hold a three ring binder with notes for him while he speaks.



Cockpit ↑

## Scale

*Each square equals approximately 1".*

*The Abkhazian hijackers start the encounter near the front of the plane and wander down the isles.*

*The players should pick where they want to sit, but don't allow them to sit together.*

## Explaining the Rules

*If you or your players are new to Savage Worlds, this fight will help you get up to speed.*

*Go over basic Fighting and Shooting attacks, and show the players the value of Ganging Up.*

*See the Combat chapter of the Savage Worlds rulebook for the following:*

**Fighting and Shooting:**

*See "Attacks."*

**Ganging Up:**

*See "Special Rules."*

## First Class

When the agents go through the curtain, they are showered with a full spread of rubber bullets from Vladislav. He is standing behind the divider between the passenger cabin and the cockpit and is using the binder-holding passenger as a human shield.

**Sound:** Fevered assertions from Vlad.

**Sound:** Panicked murmuring from the other travelers.

**Sight:** Cowering passengers hunched down in their seats.

**Smell:** Gun smoke and airline food.

Vlad has heavy cover, providing a -4 to Shooting rolls against him. Agents trying to shoot him run the risk of shooting the passenger. Reference the Innocent Bystanders section of the Savage Worlds rulebook for characters firing into melee. Once Vladislav is disabled, the agents can approach the cockpit door.

Agents charging Vladislav with the beverage cart have heavy cover, as well as the possibility of running him over. Of course they will also crush the passenger. Hitting someone with the cart at running speed deals Str+d6 damage. ■

### Explaining the Rules

This is a Wild Card and has two bennies of his own to spend. His Uzi uses the Automatic Fire rules.

Now is a good time to teach the players how to use Tests of Wills and Tricks to weaken an opponent.

See the Savage Worlds rulebook for the following:

**Automatic Fire:** See "Special Rules."

**Innocent Bystanders:** See "Special Rules."

**Game Master Bennies:** See "Bennies."

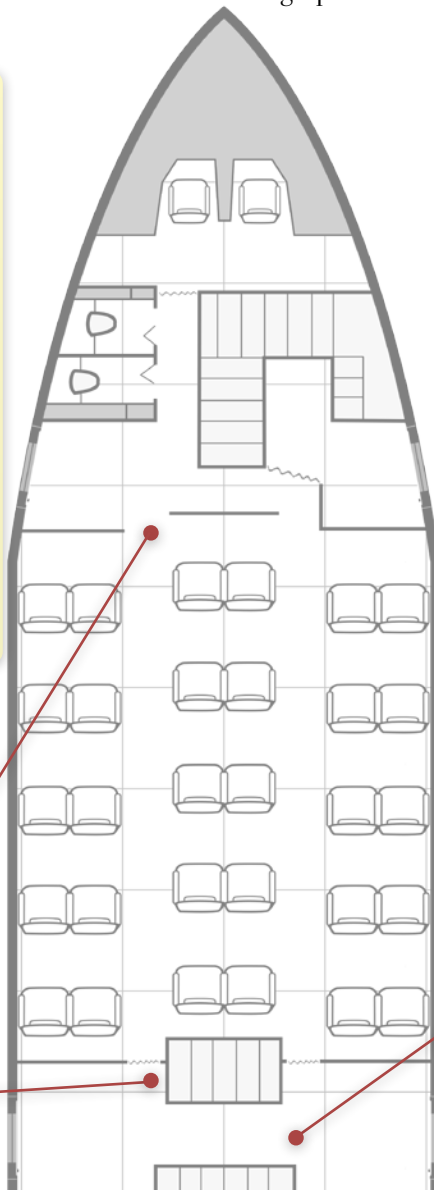
**Tests of Will:** See "Tests of Will."

**Tricks:** See "Special Rules."

Vladislav is standing here and using a passenger as cover.

-4 to hit.

The agents enter through these curtains.



### ♠ Vladislav

Vladislav is angry with the Americans over how they have been treating his people. He only wants to free his Abkhazian brothers from their slavery and is using this hijacking to spread his message.

**Appearance:** 37/Male/Abkhazian.

**Sight:** Sweaty, football-shaped man.

**Sight:** Three-ring binder with speech notes.

**Sound:** Slavic Accent. Quick sharp words with barely a break between them.

**Smell:** Body odor and cologne.

**Touch:** Cheap suit. Sweaty, clammy skin.

**Attitude:** Nervous but in control.

**Delusional (Major):** Vladislav is willing to hijack a plane to convey a message that nobody will ever listen to.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d4	d6	d8	+0	6"	6	5

**Skills:** Driving d6, Fighting d8, Gambling d6, Intimidation d8, Notice d8, Shooting d10, Stealth d8

#### Defense

**Combat Reflexes:** +2 to recover from being Shaken.

**Hard To Kill:** No wound penalties for Vigor rolls on Injury or Knockout tables.

Uzi	Shooting	Damage
12/24/48, RoF 3, Shots 32+1	d10	2d6 (1)

**Notes:** Auto, rubber bullets (nonlethal).

Switchblade	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

**Notes:** -2 to be noticed when concealed.

This area is full of supplies the flight attendants use. There are many potentially useful items here, including:

- Serving Carts
- Fire Extinguishers
- Hot Coffee
- Peanuts

# Landing the Plane

## Scene 2

Landing a Boeing 777 without proper training is much like trying to grow a tree without dirt. It moves in the proper direction well enough on its own, but has a unsettling tendency to slam into the ground.

There is a difference, though. With a tree, the leaves aren't crying, screaming, or complaining about service. We, apparently, have that problem.

### Player Objectives

- Repair the Radio.
- Convince Pete Blanc to help them land the plane.
- Land the plane.

### Game Master Objectives

- Convey a sense of eminent doom.
- Keep throwing small challenges at all the players to keep them on edge.

## Summary

The plane is going to crash if your players don't land it. They will have to repair the radio and convince Pete Blanc to help them land the plane at his airstrip.

## The Cockpit

The door to the cockpit is not locked and opens easily. Inside, a hijacker is in the pilot's seat with a gun placed on the copilot's seat. When the hijacker sees that he is outnumbered, he will surrender.

**Sight:** The cockpit is lit only by the control panel.

**Sight:** Lights twinkle in various colors.

**Sound:** The white noise of jet engines.

**Sound:** Sobbing from a woman in first class.

**Smell:** The leather seats.

**Smell:** A general staleness to the air.

The radio channel is set to an encrypted frequency that the hijackers were using to communicate with their ground control, and the transponder guidance system has been damaged. The agents will need to remove the hardwired device and reconnect the wires to the radio; they will find the appropriate tools under the captain's chair. Instructions are also included which will add +2 to the Repair roll. Failure means the agents will have to find a technician among the passengers to fix the radio.

## Introducing Pete

After some fiddling with the dial, your players reach a grumpy air traffic controller. Pete Blanc mans a small hobby airfield in the middle of nowhere, typically while drunk. Today is no exception. He primarily uses this job as an excuse to get away from his wife, but today he happened to remember to turn on the radio.

Pete has a difficult time understanding that the players are dealing with a serious emergency, and he would much rather get back to his drinking than help them. The players will need to convince Pete that they are low on fuel and lost in the air with no idea how to land the plane. Even then, he might need to be threatened. Pete is uncooperative for purposes of Persuasion rolls.

*Pete Blanc is a dick, so play it up. His peaceful afternoon of drinking has been interrupted, and he's none to pleased about it. If he's speaking to a female character, try playing him as a chauvinist.*



If the agents fail to convince Pete, they can spin the dial and try to contact another air traffic controller. However, it will be impossible for the plane to land anywhere else with its current fuel, and they will be directed back to Pete. In this case, the other air traffic controller will call ahead and inform Pete of the situation, which will change him from uncooperative to very helpful as he tries to cover up his earlier mistake.

### *Landing the Plane*

Chances are, none of your players know how to land a Boeing 777. With the autopilot off, this will be a bumpy landing. Fortunately, Pete does know how and can instruct the players. When Pete is convinced, he'll begrudgingly lend a hand, providing a +2 bonus to all Piloting rolls.

They need one successful Piloting roll to reach the air strip and another to land the plane. Failure means they have to try again with less fuel. They have enough fuel for two failures. On a third failure, or on a critical failure, see "Crash Landing" below.

The landing strip is short. Make your players worry about the plane overshooting the landing strip, but don't actually let it do so.

### *Crash Landing*

If the players fail to land the plane safely, the plane will make a guided crash landing on a nearby body of water. This should be a traumatic experience, but the players and the passengers survive. The next scene takes place at the water when the TPA arrives. Skip everything that has to do with Pete. The players have failed that objective. ■

*"I have an idea how we can land this thing. Does anyone have any dental floss?"*



Pete's landing strip is quaint, rustic, and absurdly small. Our jumbo jet is nearly hanging off the end of it.

We practically landed on top of Pete. Part of me wishes we had. The sad part is, today this festering sewer of a man is a big damned hero.

Maybe he'll get an award.

### Player Objectives

- Spill Pete's beer.
- Meet Section Director Karen Hashimoto and Handler Edmond Gates.
- Go home.

### Game Master Objectives

- Make sure to tell the players about the open beers on top of the control panel.
- Play up Pete's slovenliness.
- Make sure the agents come away with good feelings for Gates, as he will be their primary contact within the TPA.

## Summary

The agents get off the plane and go visit Pete, where they will spill his beer. Then they meet their handler and get a ride home.

### Pete's Beer

Once the plane has landed at the air strip, the agents must deploy the emergency slide in order to exit the plane. Once off the plane, the agents should proceed to Pete's control room.

**Sight:** A dimly lit room with beer bottles every where.

**Sight:** A couple of open beers on top of the console.

**Sound:** Beeping, some radio chatter, and a belch that bellows forth from Pete.

**Smell:** Beer and garbage.

The place is a rat's nest of junk. Pete is behind his desk with his feet kicked up, and he is sipping a beer as the agents walk into the room. Pete is obese, with huge jowls and a large red nose.

Pete looks a little surprised when the agents enter, but quickly returns to his passive stupor. He'll continue being rude and demand recognition for "saving the day."

Spilling the beer on top of the control board will cause it to short. Pete will become enraged and demand that the agents leave before they "get him into real trouble."

### The TPA Arrives

When the agents exit the control room, they find that the fire department and local police have arrived and are currently helping all of the passengers disembark from the plane.

An unmarked black van and a dark Lincoln Continental are currently parked next to the control tower, and two people, a man and a woman wearing TPA Dress uniforms, are standing in front of them.

As the agents approach, the woman speaks to them. It's a prewritten speech she has given dozens of times, delivered with a slightly false sense of enthusiasm.



**Pete Blanc**



**Karen Hashimoto**

More Information: See page 10.

“Welcome to the TPA. My name is Karen Hashimoto, Section Director. You have been chosen for the most important task a citizen of the world can undertake. You will commit actions both focused and seemingly random, break the law and uphold it. You will go forth and preserve, not only the present, but the lives of people in futures that, God willing, will never come to pass. 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!”

After she finishes talking, Hashimoto looks each of the agents in the eye.

“Once again, welcome to the TPA.”

She motions to the man next to her.

“This is Edmond Gates, your handler. He will accompany you home and can answer any questions you may have.”

She then climbs into the Continental, which purrs away.

Gates looks after her, shakes his head slightly, then redirects his attention to the agents.

A successful Notice roll will show that his is the same voice that spoke to them on the plane. He will motion them to the van and ride home with them, answering any questions they have on the way.

If asked why they spilled Pete’s beer, he will smile and mention that Daisy has her ways. He then hands them a pair of scanned newspaper clippings.

“We found these scans in our archives. The obituary is what is going to happen to Pete in the next couple of months if you spilled his beer. The news clipping is what will happen if you did not.”

Gates collects any weapons the agents may have taken from the hijackers but not any other provided equipment. ■



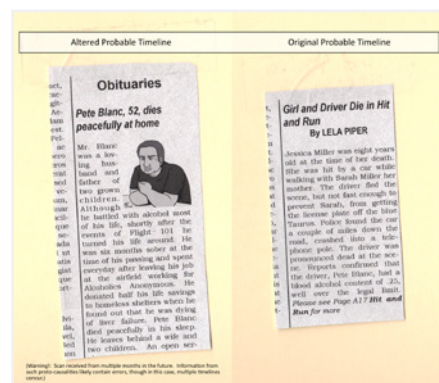
## Edmond Gates

More Information: See page 10.

Edmond Gates, as the agents’ handler, will be an invaluable asset to them. You want him to be informative and helpful so that the agents are willing to turn to him when they need information in the future.

## Handout: Newspaper Clippings

Flight 101 – Newspaper Clippings.pdf can be found in the Handouts folder that came with this book.



## Spilled Beer

### Pete Blanc, 52

Pete Blanc was a loving husband and father of two grown children. Although he battled with alcohol most of his life, shortly after the events of Flight 101, he turned his life around. He was six months sober at the time of his passing and spent every day after leaving his job at the airfield working for Alcoholics Anonymous. He donated half his life savings to homeless shelters when he found out that he was dying of liver failure. Pete Blanc died peacefully in his sleep. An open service will be held one week from this printing.

## No Spilled Beer

### Girl and Driver Die in Hit and Run

Jessica Miller was eight years old at the time of her death. She was hit by a car while walking with her mother, Sarah Miller. The driver fled the scene of the accident, but not fast enough to prevent Sarah from getting the license plate off the blue '02 Ford Taurus. Police found the car a couple of miles down the road, crashed into a telephone pole. The driver was pronounced dead at the scene. Autopsy reports confirmed that the driver, Pete Blanc, had a blood alcohol content of .25, well over the legal limit. Please see page A17, Hit and Run for more information.





# Mall Rats

## A Temporal Probability Adventure

### Commentary: Volatile Conceit

One of the common conceits in time travel is that any tiny change in the past will cause unimaginable ripples in the future. While that may be awesome in noninteractive forms, it isn't something that a GM or group of players could be expected to deal with, so we decided that most actions would have limited run-on effects, few ripples, and limited scope. We looked upon this and decided it was good. For a while.

Then we decided we wanted those ripples, the possibility that a single act could be immensely disruptive, because it was really cool. The compromise we came up with was volatile acts. These were the mythical acts of time travel fiction, capable of destroying the most probable timeline with a misplaced word or an unpurchased pretzel. Given the strength of the ripples caused by a volatile act, it was logical that the TPA would assign cells to damage control. These cells would not be given a laundry list, but instead go out and do completely random things on command. With this decision, Mall Rats was born.

—Paul von Meerscheidt

### Adventure Overview

The group is assigned a support mission by the TPA. The agents will follow specific objectives as they are assigned. Uniforms and gear will be provided based on their objectives. The agents start at home and are then directed to the local mall where they receive a smartphone. They will split into teams and break into two stores in the mall. One team will escape leaving no trace, and the other will be arrested. They will leave the police station with all their loot, then be commanded to the local pound to retrieve a lost laundry list. After completing all of the instructions on the recovered laundry list, the agents will go to one of their homes, only to have their evening disturbed by vengeance-seeking pizza boys.

### What the TPA Knows

The agents are to be the support team for a long-shot mission. Unfortunately, this mission is comprised of many volatile acts that are very likely to cause unwanted ripples. Daisy has determined that one of the focal points for these ripples is the local mall and wants the squad on scene to provide damage control. Due to the nature of time, many of the things she will require the agents to do may seem quite nonsensical.

## The Assignment

Go to the game store at the local mall. Follow the instructions given.

### *Gear*

All of the gear needed for this assignment will be provided on site and when needed.

All agents should still have a KnightStick™ and TPA uniform from a previous mission but are not instructed to bring them.

### *Pay*

The agents will be allowed to keep what they stole while performing their objectives. In addition, they will each be paid \$4000. If they complete all tasks successfully and keep unnecessary damage and bodily harm to a minimum, they will receive a bonus of \$2000.

## Scene by Scene Summary

### *Scene 1: Opening*

It is early evening, and the agents have assembled at one of the agent's homes to talk about the TPA and their new duties. A pizza boy will arrive unexpectedly, and they will receive an assignment printed on the inside of a pizza box.



### *Scene 2: Mall Rats*

The agents will report to the mall and mill about while visiting stores. While there, they will retrieve a smartphone from the video-game store Destruct-O-Noid, which will inform them of their objectives.

### *Scene 3: Destruction of Property*

The agents will divide into teams in order to complete two discrete objectives. One team will provide a noisy diversion while the other team sneaks into a different store and commits some larceny.

### *Scene 4: Pound Puppies*

A TPA agent has lost his notebook, and the agents need to get it back. The agents must intercept the thieves at the local pound, retrieve the laundry list, and then complete any remaining objectives. Completing the final objective will involve a trip to the bar across the street.

### *Scene 5: Home Bodies*

The agents have just left the pound and have decided to assemble at one of their homes to relax. As they are sitting around, they will be assaulted by a cadre of delivery drivers. The boys are lead by Billy Chopman, whose mother was killed by the TPA. Apparently she would have joined H.A.R.M., become highly placed in that organization, gotten killed, and become a martyr. In response, H.A.R.M. would have nuked Washington DC. ■

Somebody always has to be a joker. Unwanted pizza delivery—extra anchovies, of course. When I catch whoever ordered it, I'm going to exercise my rights before God and Man to beat the living snot out of them.



### **Timmy the Time Cop Says:**

*Beating the snot out of people is not a right—even if the pizza does have extra anchovies. Please, be responsible*

*and report unwanted pizza deliveries to the proper authorities.*

### **Player Objectives**

- Get the pizza box.
- Call the number.

### **Game Master Objectives**

- Make sure the agents get the pizza box.

## **Summary**

It is early evening, and the agents have assembled at one of the agent's homes to talk about the TPA and their new duties. While they are there, the doorbell rings, and a pizza is delivered. The pizza has been paid for by credit card, but the agents are not the owners of said card. This is the correct address. Opening the pizza reveals a note printed (not written) on the inside of the box asking them to call a number. Calling the number gets a briefing. Nothing else occurs this evening.

## **Delivery or Takeout**

When the bell rings, the agents discover a delivery driver for It's Delivery!, a local pizza chain, lingering on their doorstep. They did not order a pizza. He looks at them expectantly. The pizza costs \$23.76 after taxes.

**Sight:** Greasy and despondent pizza boy.

**Sound:** Whiny Honda with a fart can.

**Smell:** Delicious fresh pizza, with anchovies, from an oven less than five minutes away (at pizza boy speeds).

Several things can happen at this point:

- The agents can persuade their way into a free pizza.
- The driver can refuse to give over the pizza on a failed persuasion roll by the agents.
- The agents can be enticed by the smell of delicious pizza and cough up the dough.

If the agents do not accept or pay for the pizza, the driver will make a "special delivery" to their largest window of the empty but sauce-soaked box.

Whatever the agents tip the pizza guy, it is never enough.

## **The Phone Call**

When they call the number, the caller will be greeted by last name and receive a briefing from another agent reading a script.

**Sight:** Greasy pizza box with cheese stuck to the bottom.

**Sound:** Monotone instructions delivered by a bored TPA agent.

**Smell:** Tomato sauce and flatbread.



He reads it verbatim and refuses to engage in other conversation:

“You and several other cells have been selected to provide support for a very important long-shot mission with possibly drastic ramifications for this and several other timelines.

*Volatile Acts: See Agent's Handbook page 22.*

“As the primary cell proceeds with their objectives, they will commit what are termed **volatile acts**, acts that cause wide reaching and unpredictable changes to the flow of time.

“Therefore, you will be responsible, at a moments notice, for performing many seemingly incomprehensible actions based on events related to the primary cell and other secondary cells.

“Because the nature of this mission is to repair damage done by other teams on the fly, you will not be provided a laundry list.

“If you perform your assigned tasks to the best of your ability, failure is improbable.

“As this mission may take several days, you are advised to clear your calendar.

“Tomorrow at 6:15 p.m., report to the game store in the local mall wearing civilian clothes to begin your mission.

“Bring a book.”

At this point, the players will likely try to contact Edmond Gates for more information. He's exceptionally busy at the moment trying to handle dispatches to multiple cells. He will try to quickly put the players at ease. He just needs the team to go to the mall and wait for instructions. ■

*“The mall is a shrine to capitalism. It brings a tear to my eye.”*



Waves of seething, unwashed masses break upon the shores of commerce with the crashing of a thousand tides.

### Player Objectives

- Wander around the mall until called upon.
- Follow instructions.

### Game Master Objectives

- Allow the agents to wander the mall aimlessly until the players are bored. This could take two minutes or an hour, depending on the moods of the players and the level of roleplay they wish to engage in.

## Summary

The agents will report to the mall and mill about while visiting stores. While there, they will retrieve a smartphone from the video-game store Destruct-O-Noid, which will inform them of their objectives.

## The Mall

The agents report to the mall as instructed.

**Sight:** Teeming masses of humanity throwing themselves under the relentless wheels of commerce.

**Sight:** Underdressed fourteen-year-olds.

**Sight:** Wannabe thugs.

**Smell:** Strong cologne, perfume, and body odor.

**Sound:** Murmuring conversation.

The agents may do several things while here:

- Visit the TPA booth.
- Hit the game store Destruct-O-Noid.
- Go to the food court.
- Browse the various stalls and stores until boredom sets in.

## Destruct-O-Noid

When the agents enter the store, the clerk motions them over to the checkout counter. He will tell them that he was ordered by “some TPA assholes” to give a special advance copy of a new game (provided by said assholes) to a group of people matching the agents’ descriptions, no charge.

**Sight:** Posters proclaiming the glory of the newest games.

**Sight:** Pimpily nerds. Jocks pretending not to be browsing for the latest Madden.

**Sound:** Gunfire and screaming. Metallic point-award noises.

Once the agents take the game, it will start to vibrate and make obnoxious noises until it is opened, at which point the agents will see a cell phone inside. Examination of the phone reveals that a preset alarm was set to go off the moment the agents received the phone.



*Stitches*

*Stitches:* See page 11.

*Stitches and Twenty-One are both leaders of local gangs who will feature prominently in “Beat Walker,” an adventure in To Predict and Serve Act 3: Approaching the Limit.*

## The Food Court

When the agents enter the food court, they notice a young Native American man of Sioux descent wearing all leather and sitting at one of the tables. His name is **Twenty-One**. His jacket is covered with playing card symbols. Any agent that succeeds at a Notice roll sees a dozen other people in the food court with similar symbols on their clothing.

**Sight:** Citizens in various states of food consumption.

**Sound:** Mothers chastising squalling infants.

**Sound:** Teenage girls comparing purchases.

**Smell:** Hamburgers, teriyaki, cinnamon rolls, and soft pretzels.

After a few moments, a heavily scarred, half-Japanese man wearing a kimono enters the food court from outside, followed by five people wearing long coats covered in Kanji. His name is **Stitches**.

Stitches approaches Twenty-One and proceeds to posture loudly for the benefit of his troops. Twenty-One stoically endures the verbal barrage for a minute or so and then gestures to his own troops with a subtle movement of his head. Stitches looks around, realizes he is outnumbered three to one, and leaves with a few parting insults.

## TPA Substation

The agents will probably check out the TPA substation. Most TPA substations are built to an identical floor plan, and this one is no exception. Plate glass windows reveal a counter manned by a TPA associate, a half height door restricting access to the area behind the counter, and a door leading to some back offices.

**Sight:** *Temporal Probability Agency* in large letters above the storefront.

**Sight:** Dozens of wall clocks showing the time in areas of TPA influence.

**Sight:** A young Hispanic man in a TPA uniform typing on a computer with a privacy screen.

**Sound:** Ticking clocks. Clicking keys.

Julio, a young Hispanic man, sits behind the counter. He will happily give the agents more background information on the TPA and assure them that they are following their orders correctly (assuming they are). If necessary, he will assure them that staying on site is the correct course of action. He has no additional information regarding the current mission.

## Bored at the Mall

The agents will be wandering the mall, wasting time.

**Sound:** Overhead speakers announcing closing time.

**Smell:** Coffee mingling with waxy floor polish and stringent solvents.

**Sight:** Last-minute shoppers scurrying about.

Allow the agents plenty of latitude to gripe and make nuisances of themselves when they are dragged to stores they have no interest in. Ten minutes before the mall closes, the computer sends them a message via the cell phone telling them to report to a service hallway. ■



### Twenty-One

*Twenty-One: See page 12.*

### Talking to Twenty-One

*If the players approach Twenty-One, he will converse with them politely.*

*He will tell them that he and Stitches are leaders of two of the local gangs and that there are a total of four gangs, as follows:*

- *The She-Devils, under Betty the Bitch*
- *The Blue Bastards, under Cobalt*
- *The Slicers, under Stitches*
- *The Blackjacks, under Twenty-One*

*Twenty-One may mention that someone is in charge of all the gangs, and it isn't him, although he would like it to be.*

*Apparently leadership of the gangs is signified by ownership of a white longcoat covered in burns and patches known as the Mantle and is transferred through combat. The current owner of the Mantle is missing and presumed dead, although if a gang member took him out, they have not attempted to claim leadership.*

### A Game of Cards

*The players may wish to play cards with Twenty-One. He is always up for a game and has expensive cards and poker chips on hand, though he won't play for anything less than a \$10 stake.*

*Twenty-One has a d12 in Gambling.*

*Gambling: See "Gambling" in the "Skills" chapter of the Savage Worlds rulebook.*



# Destruction of Property

## Scene 3

I was called to this job like some are called to a holy order. I do what I must for the greater good. Lucky for me, the greater good currently involves stealing thirty grand in fancy watches and laying a beat down on rent-a-cops.  
God bless America!

### Handout: The Two Notes

Mall Rats – Destruction of Property Objective Lists.  
pdf can be found in the Handouts folder that came with this book.

#### Team One will do the following:

- Ten minutes after lights out, go to the department store service alley.
- You will find uniforms and KnightSticks™.
- Enter "Stepping Out" by using the KnightStick™ Taser to short out the alarm and melt the locks on the security gate.
- Steal everything in the Rolex case.
- Talk down or defeat Mall Security when they arrive.
- Steal anything you can carry by hand.
- Wait for the police. Get arrested. Go to jail.

#### Team Two will do the following:

- Ten minutes after lights out, enter "The Haughty Damsel" through the unlocked side door.
- Steal the necklace worth \$5973.
- Steal the most expensive cologne from the perfume counter.
- Steal something nice for each of your mothers.
- Delete video and inventory records from the server room (instructions will be provided).
- Cover your tracks and get away.

#### Team One will do the following:

- Ten minutes after lights out, enter The Haughty Damsel through the unlocked side door.
- Steal the necklace worth \$5973.
- Steal the most expensive cologne from the perfume counter.
- Steal something nice for each of your mothers.
- Delete video and inventory records from the server room (instructions will be provided).
- Cover your tracks and get away.

*Perfume and cologne are not the same thing, as cologne is for men. The players must specify that they are looking for a men's fragrance or always refer to it as cologne.*

### Player Objectives

- Read and understand assigned objectives.
- Divide into two teams and break into two stores.
- Don't get caught, or do get caught, depending on your instructions.

### Game Master Objectives

- Deliver the objectives to the agents.
- Bounce back and forth between the two groups.
- Try to keep everyone involved.

## Summary

The agents will divide into teams in order to complete two discrete objectives. One team will provide a noisy diversion while the other team sneaks into a different store and commits some larceny.

## Service Hallway

The agents enter an employees-only service hallway.

**Sound:** Muted sounds of people leaving the mall.

**Sound:** The clattering of security gates being closed.

**Sight:** A dimly lit corridor with several closed doors.

**Smell:** Dust bunnies and stale air.

They soon find two printed notes pinned to the wall. The party will split into two. Team One will provide a distraction while Team Two will do a stealth run. Take a look at the next two encounters, as they are meant to be run simultaneously.

## Team One, The Haughty Damsel

The Haughty Damsel is a high end women's store, specializing in the rare and imported.

**Sight:** Deserted high end store with the lights off.

**Sight:** Glass cases full of loot. Lots of loot.

**Smell:** Cleaner.

**Sight:** Fixed cameras in various locations.

See the objective list in the sidebar. Once the agents have deleted the video records, describe the security monitor, which shows fixed camera angles with dead spots leading conveniently to the exit. The agents must make their way out of the store without appearing on camera.

## Team Two, Stepping Out

Stepping Out is a store dedicated to the appointment and needs of gentlemen of all stripes, including a last minute gifts section.

**Sight:** Puffed up rent-a-cops.

**Sound:** Approaching sirens.

**Smell:** Strong cologne mixed with Pine-Sol (floor cleaner).

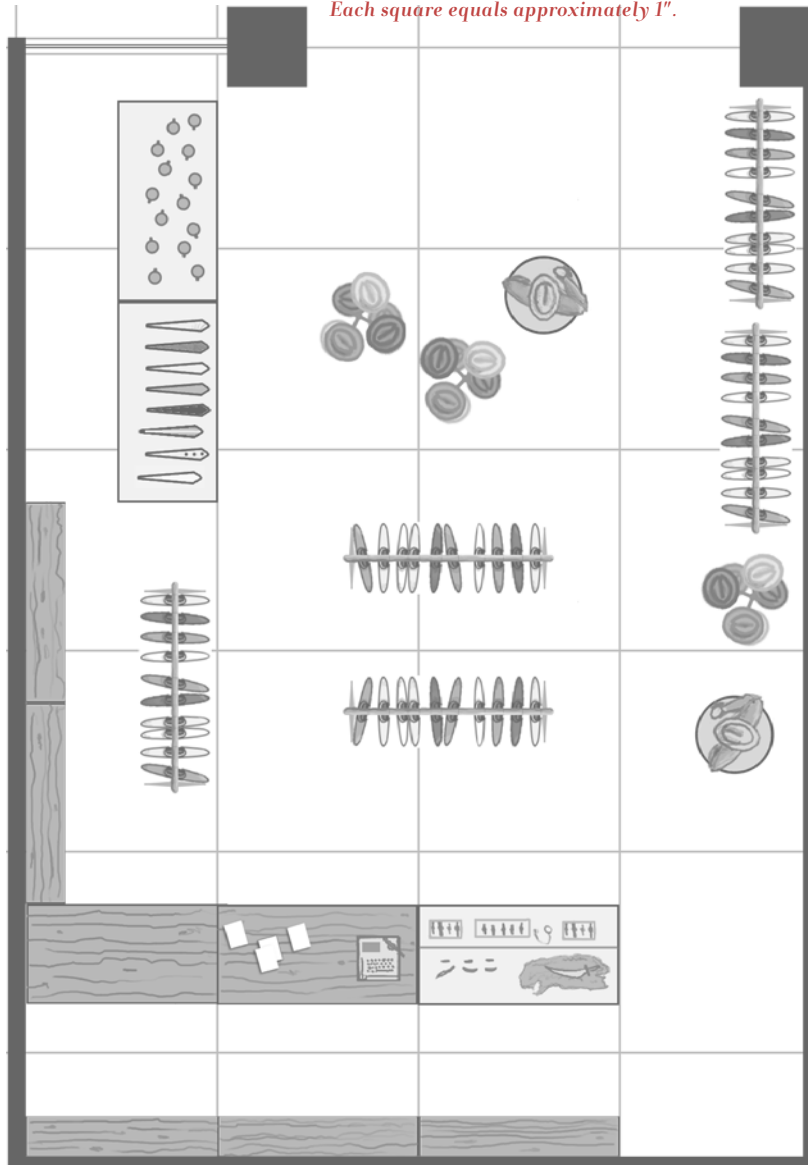
**Sight:** Fancy men's store with all the trimmings.

**Sight:** Manikins wearing three piece suits.

See the objective list in the sidebar. If the agents stole nothing but the contents of the one case, they will have no problem convincing the police to let them go once they reach the station. This is fine. If they loaded their pockets, allow social characters an opportunity to talk their way out of it. If the agents fail to convince the police to let them go they will spend the night in jail, but Daisy will bail them out in the morning. Agents get to keep what they stole, as returning it would defeat the purpose of the theft, which has it's own purpose beyond being a distraction. ■

### Scale

Each square equals approximately 1".



### Team Two will do the following:

- Ten minutes after lights out, go to the department store service alley.
- You will find uniforms and KnightSticks™.
- Enter Stepping Out by using the KnightStick™ Taser to short out the alarm and melt the locks on the security gate.
- Steal everything in the Rolex case.
- Talk down or defeat mall security when they arrive.
- Steal anything you can carry by hand.
- Wait for the police. Get arrested. Go to jail.

### 1 Mall Cop per Wild Card

A low-paid, undertrained mall security official.

**Appearance:** Kevin James in a recent film about mall police.

**Sound:** Reedy voice trying to be commanding.

**Smell:** Cheap cologne.

**Attitude:** In charge.

**Motivation:** Keep his job.

A	SM	SP	ST	V	C	P"	P	T
d6	d4	d6	d6	d6	+0	6"	4	5

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

Mace	Shooting	Damage
1/2/-, Shots 1	d8	Special
Notes: On a hit, the target must make a Vigor roll or be shaken.		

### 1 Cop per Wild Card

A well-trained social-conformity officer.

**Appearance:** Young and fit.

**Sight:** Red Hair.

**Attitude:** Generally calm and congenial. Will follow procedure during arrest.

**Motivation:** Protect and serve.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d6	d8	d8	+0	6"	6	6

**Skills:** Fighting d8, Guts d8, Knowledge (Law) d6, Notice d8, Persuasion d10, Shooting d10, Streetwise d10

Glock G26 (9mm)	Shooting	Damage
10/20/40, Rof 1, Shots 10+1	d10	2d6 (1)
Notes: Semi-Auto, Double Tap		

Police Baton	Fighting	Damage
Parry 0, Reach 0	d8	d8+d4

No one but I can do this job worth beans. Someone lost a laundry list, and it fell into the hands of some juvenile delinquents. What if it had been the Mob? Or some commie pinkos? Disaster. Once again I have to go clean up someone else's mess.

### Player Objectives

- Get the laundry list from Jack Stab without allowing anyone to contact the police or wounding any gang members.
- Complete the objectives at the pound.
- Go to the bar across the street for the fight with Connor McDunn.

### Game Master Objectives

- Convey the need to avoid police involvement or injury to the gang.
- Do not allow the agents to make changes to the computer files without accessing Janey Dover's computer.
- Keep the agents from reporting the codes to the government.
- Tell the agents about the bar.

### Handout: Laundry List

*Mall Rats - Stolen Laundry List.pdf can be found in the Handouts folder that came with this book.*

### TPA Objective List

#003986

The agents to which this list is assigned are to complete the following objectives:

- Avoid communists.
- Don't catch fire.
- Modify the physical and digital records for cages 12,17,24 and 39. Change the capture date to two weeks ago.
- Escape with the Nuclear Launch codes.
- Lose a fight with Connor McDunn.

**Pay:** This mission doesn't pay beyond your field agent salary.

#### Equipment:

- 1 fully loaded KnightStick™.
- 2 additional Taser cartridges.
- 2 additional pepper spray cartridges.

*Remember that it is TPA policy that all paper be shredded when no longer in use.*

## Summary

A TPA agent has lost his notebook, and the agents need to get it back. Daisy knew this would happen, but changing it was a volatile act. Given the repercussions of a volatile act against the backdrop of the long-shot mission being attempted, Daisy allowed the notebook to be stolen. The agents must intercept the thieves at the local pound, retrieve the laundry list, and then complete any remaining objectives. Completing the final objective will involve a trip to the bar across the street.

## The Wire

After getting out of jail, the agents have the day to themselves. That evening, however, their services are needed once again. The smartphone given to the agents in Scene 2 informs them of their mission.

**Sight:** Illuminated state-of-the-art smartphone.

**Sound:** Jaunty symphonic jingle.

The call goes as follows:

"A notebook given to another agent, which contains a laundry list of objectives to be completed at the local pound, has been stolen. The perpetrators are a gang of low life scum, twelve to fifteen years old, who have little understanding of the forces they are meddling with. They plan to break into the pound tonight and attempt to complete the laundry list. You are to stake out the pound, intercept the malcontents, achieve the objectives on the laundry list you find, and leave. It is imperative that no police or aid response occur and that none of the gang members are killed or seriously wounded. Begin immediately."

Haste is necessary at this point. If the agents dilly dally more than thirty total minutes before they head to the pound, the gang members will already have committed their heinous acts. Use words such as *immediately*, *right now*, or *posthaste* to get the agents inspired while giving them their assignment. Then sit back and start counting.



## Stake Out

Assuming the agents leave in a reasonable amount of time, they will arrive with sufficient time before the gang arrives to hide or prepare as they see fit. During this time, allow them to build hidey-holes, jimmy the locks to break in to the pound, or otherwise prepare for the upcoming conflict.

**Sight:** A small, one-story building with a fenced-off backyard.

**Sight:** A shiny laser-surgery machine.

**Sound:** Racing traffic from the nearby highway.

**Smell:** Pine trees and mowed grass.

The pound contains a laser-surgery machine for fixing animals, which can be turned into a spark gap generator by an agent with the McGyver edge. This would block the gang's cell phones and prevent them calling any authorities.

The agents finish their preparations mere seconds before the gang arrives, long before the boredom of a stakeout could take hold.

## Comes the Reaper

The gang shows up in a stolen VW Bus, entering the parking lot with a squeal and parking across several spaces. Allow the agents to carry out their contrived ambush plans.

**Sight:** Unorganized band of prepubescents with too much time on their hands.

**Sound:** Jeers and insults from Jack.

**Smell:** Burned rubber and asphalt.

The only serious weapon among the kids is a vicious looking pocket knife possessed by Jack, but the rest will pick up nearby sticks if a fight breaks out. If any of the agents talk down to Jack, or otherwise belittle him, he will attempt to shank them. He gets the drop on them for the purposes of this attack. If they kill Jack in response, the computer will gladly allow the players to go to jail for murder. With overwhelming numbers and nonlethal weaponry available to them, they have no justification for doing so. As soon as Jack is down, the other kids scramble.

Once the gang is subdued, the agents will get the laundry list.

## Laundry List

- Avoid communists.
- Don't catch fire.
- Modify the physical and digital records for cages 12,17,24 and 39, changing the capture date to two weeks ago.
- Escape with the nuclear launch codes.
- Lose a fight with Connor McDunn.



### ♠ Jack Stab

15-year-old wannabe punk.

**Appearance:** Young.

**Attitude:** Filled with piss and vinegar. He thinks he's a badass.

**Motivation:** Do what it says on the time dude's list.

**Attitude (Minor):** Jack has a serious attitude problem, especially with authority figures who treat him like a child. -1 Charisma.

**Wanted (Minor):** Jack is wanted for some minor crimes.

**Young (Major):** 3 points for Attributes, 10 Skill points, +1 benny per session.

A	SM	SP	ST	V	C	P"	P	T
d8	d4	d8	d4	d6	-1	6"	6	6

**Skills:** Fighting d8, Notice d4, Streetwise d8

**Pig Sticker (knife)**      **Fighting**      **Damage**

Parry 0, Reach 0      d8      2d4

**Notes:** -2 to be noticed when concealed.

**Quick Draw:** May draw weapon as a free action.

**No Mercy:** Jack may use bennies to reroll damage rolls.

### Adolescents

A group of 12- to 14-year-old punks who follow Jack out of fear.

**Appearance:** Young suburban kids in Gap and Abercrombie.

**Comportment:** Scared, but following Jack—at a distance.

**Attitude:** This Jack guy is one bad motherfucker!

**Motivation:** Get away from parents.

A	SM	SP	ST	V	C	P"	P	T
d6	d4	d6	d4	d4	+0	6"	4	4

**Skills:** Fighting d4, Notice d4, Streetwise d6

**Stick**      **Fighting**      **Damage**

Parry 0, Reach 0      d4      2d4 (2)

### Nuclear Launch Codes

No matter what the agents do, they are currently at a dead end regarding the codes. Jane Doe sent on the codes and fled, and an investigation of her or her circumstances uncovers nothing of consequence.

Modifying or deleting the file accomplishes nothing. However, if an agent copies down the codes and succeeds at an Investigation roll to determine how such codes are formulated, they will have the key to disarm the missiles in "Broken Arrow," the final adventure in To Predict and Serve Act 3: Approaching the Limit.

If they go blabbing their mouths to anyone about the launch codes, the government will change them and H.A.R.M. will get a different set. Assist players who are thinking about reporting the codes by repeating the objective "Escape with the codes." Do not tell them explicitly not to report them, but guide them in that direction.



### ♠ Connor McDunn

A young man who seems tied up in his own uselessness.

**Appearance:** 29/Male/Irish. Red Hair. Depressed and hunched over. Rumpled clothes.

**Attitude:** Leave me alone.

**Motivation:** Get drunk and stagger home.

**Yellow (Major):** Believes he is a failure and will allow himself to be bullied mercilessly.

**Cautious (Minor):** Character is overly careful.

**Loyal (Minor):** Character tries to never betray or disappoint his friends.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d8	d8	d6	-1	6"	6	6

**Skills:** Fighting d8, Notice d4, Streetwise d8

#### Initiative

**Quick:** Discard draw of 5 or less for new card.

Fists	Fighting	Damage
Parry 0, Reach 0	d8	d8

## The Pound

The laundry list involves several mundane tasks around the pound. The agents must finish these objectives fairly quickly and remove themselves from the pound.

**Sight:** A darkened run-down pound across from a dive bar.

**Smell:** Disinfectant and excrement.

**Sound:** Barking dogs, meowing cats, and crowing aardvarks?

If any form of authority has been called, the agents must finish their list very quickly. The only computer still logged onto the network, and capable of making the changes required by the laundry list, is at the desk of one Janey Dover (Jane Doe). As the agents sit at her desk, a successful Notice roll reveals brochures about the sad plight of the Abkhazians. If they proceed to search her computer, they will find correspondence with a shadowy group using the name H.A.R.M. If they dig deeper into her computer and succeed at an Investigation roll, they find a hidden file with a 62 digit string of characters. This contains the nuclear launch codes. Unfortunately for the world, H.A.R.M. has already received the codes due to the original agent failing to complete the laundry list in time.

## A Refreshing Beverage

After the agents complete their objectives at the pound, they should go across the street to the bar. When they enter, everyone inside will look up for a moment then return to their drinks. The only exception is a very Irish looking man sitting alone at the bar, who remains hunched over his drink looking like he has been beaten by the world. This man is Connor McDunn, whom the agents must pick a fight with and lose.

**Sound:** Clinking glasses and mumbled conversations.

**Sight:** A dimly lit, sparsely populated dive.

**Sight:** Overstuffed vinyl booths and rickety wooden tables.

**Smell:** Stale beer, peanuts, and sawdust.

Connor has self esteem issues and will not be easily provoked. The agents will have to pull out all the stops to get him to attack. Multiple successful Taunt rolls and good roleplaying are required. Once the fight is started, the agents must fight for a few rounds then surrender. Connor will accept their apology, stand up straight, and walk out of the bar with a smile on his face. ■

# Home Bodies

## Scene 5

### Player Objectives

- Deal with the It's Delivery! pizza boys.

### Game Master Objectives

- Run the pizza boys as scared and willing to run if they take any serious casualties. They didn't think Billy would take things this far and are on the verge of leaving.
- Allow the pizza boys to escape.

*The snotty pizza boy was back for more. We would have to see about that—this time with prejudice.*

## Summary

The agents have just left the pound and have decided to assemble at one of their homes to relax. As they are sitting around, they will be assaulted by a cadre of delivery drivers. The boys are lead by Billy Chopman, whose mother was killed by the TPA. Apparently she would have joined H.A.R.M., become highly placed in that organization, gotten killed, and thus martyred. In response, H.A.R.M. would have nuked Washington DC.

## Special Delivery

The agents hear the siren call of two dozen Hondas of various vintages converging on their domicile. Allow suspense and terror to build. If the agents engage at this point, it is the worst thing they could do. Try to keep them from doing anything precipitous, but allow them to prep however they see fit. They can set traps, call in police codes, etc.

**Sight:** Masses of greasy despondent pizza boys.

**Sight:** Decaying Hondas.

**Smell:** Strong cologne, pizza, and body odor.

**Sound:** The siren song of Hondas at redline.

As the agents scurry to take up positions, describe the sound of the cars growing closer and closer. After you deem enough time has passed (no more than 3 minutes in-game) any characters looking out of the house see the Hondas start to pour onto the street. When they are a few houses away, the leading half (or more if the party is very combat light) are violently disabled by spike strips placed by other TPA agents. The drivers are pissed and scared by this display of force, and lose their desire to continue. Everyone with a disabled vehicle leaves (or calls a tow truck). Whatever they do, they are out of the fight.

**Sound:** Tires blowing out as cars pass over spike strips at high speed.

**Sight:** Cars skidding every which way on bare rims and crashing into each other.

The non-disabled Hondas come over the sidewalks and through neighbors' lawns to avoid the spike strips and converge around the house. Billy runs his car up over the curb and parks it sideways on the lawn. He then approaches the door. At this point the agents may attempt to talk him down. Success will stall Billy temporarily, but don't let the agents browbeat him. These TPA bastards killed his mom, after all, and this is

*Map and Stat Blocks: See pages 36–37.*

*If the agents are very combat heavy, up the ante. Instead of bats and pipes, the pizza boys have brought several guns and use them. Be careful to avoid a TPK here. Daisy is not that dumb.*

*This is supposed to be a fight, but if the agents are very talk-centric, you may choose to let them defuse this situation, despite what the adventure says. If you do this, pressure them with way too many pizza boys so the act of talking them down feels more powerful.*

*If characters are Incapacitated, an ambulance is on break one block away. They will be able to bring any character back from Incapacitation, and heal any injuries on the incapacitation chart, as long as the character is not dead.*

*If the agents start to fall too quickly, have some of the scared pizza boys run away.*





### ♠ Billy Chopman

*A wild-eyed young man driven to the edge of madness by unfortunate circumstances.*

**Appearance:** Young, Male

**Attitude:** Crazy. Only amazing roleplay or a persuasion roll with a raise will get Billy to not immediately attack, and the same again will be required to make him walk away.

**Motivation:** Take out his rage on these "Time Cops." People in their organization killed his mom.

**Death Wish (Major):** Billy wants to get vengeance for his mother. He is assaulting a group of armed law enforcement officers with pizza boys for backup.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d6	d8	d8	+0	6"	6	6

**Skills:** Driving d8, Fighting d8, Notice d6, Persuasion d8, Shooting d10, Streetwise d6

**.357 Magnum (.357) Shooting Damage**  
12/24/48, RoF 1, Shots 6 d10 2d6+1 (1)

**Notes:** Revolver, Double Tap, 1 extra speedloader.

**Quick Draw:** May draw weapon as a free action.

**Baseball Bat Fighting Damage**  
Parry 0, Reach 0 d8 d8+d6

**Quick Draw:** May draw weapon as a free action.

### 1 Angry Pizza Boy per Wild Card

*Angry young delivery driver.*

**Appearance:** Angry OR Gleeful.

**Attitude:** Either fired up about the TPA killing Billy's mom or simply looking for an opportunity to beat someone up and get away with it.

**Motivation:** Do all the damage they can.

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

**Skills:** Driving d8, Fighting d8, Notice d6, Shooting d8, Streetwise d6

**Saturday Night Special (.38) Shooting Damage**  
8/16/32, RoF 1, Shots 6 d8 2d6 (1)

**Notes:** Revolver, Double Tap

**Baseball Bat Fighting Damage**  
Parry 0, Reach 0 d8 2d6

AMERICA goddammit! These guys got away with murder!

Unless the agents channel Shakespeare or roll really well, they fail to talk Billy down, at which point he and two others enter through the front door, shoving anyone in the doorway into the house. The sound of glass breaking comes from every room as more pizza boys come in through the windows.

After two rounds (or one if all the drivers in the main wave have been defeated), one more driver per player comes from any back room not occupied by an agent. Presumably the pizza boys in the other rooms are busy.

When the agents defeat Billy, allow them another opportunity to talk down the pizza boys. Call for a Notice roll to determine morale in order to break the agents out of combat.

## Aftermath

Once the fight is over, the paramedics sweep in to pick up any and all injured characters. Most likely some, if not all, of the agents go to the hospital.

After they have been seen to, and all the agents are conscious, Edmond Gates will arrive to debrief them. Their mission is over, and the projections look good so far, however the results of long-shot missions are not always clear. He will confirm that Billy's mother was killed by the TPA because there was no other way to prevent DC from being nuked. He will reveal that the TPA has been trying to prevent that event for some time and has not yet been able to fully avert it. They have delayed it and increased the chances of stopping it, but have not yet prevented it. The long-shot mission the agents were supporting was another attempt to restack the deck more advantageously.

Billy is currently in jail and will go from there to an institution, where they will try to help him. The TPA will show him that there was no other way to save millions of lives, and that they really did try every possible alternative. Gates does not know what will happen to Billy in the end, but promises that the TPA will do everything in their power to help him.

If the players ask Gates about the nuclear launch codes, he will suggest that they do some research but hold onto them for now. ■

### 1 Scared Pizza Boy per Wild Card

*Scared young delivery driver.*

**Appearance:** Nervous, and ready to run.

**Attitude:** Billy convinced them he just wanted to scare these people, but when the violence starts, they will defend themselves.

**Morale:** A successful taunt, intimidate, or persuasion will make these boys break and run.

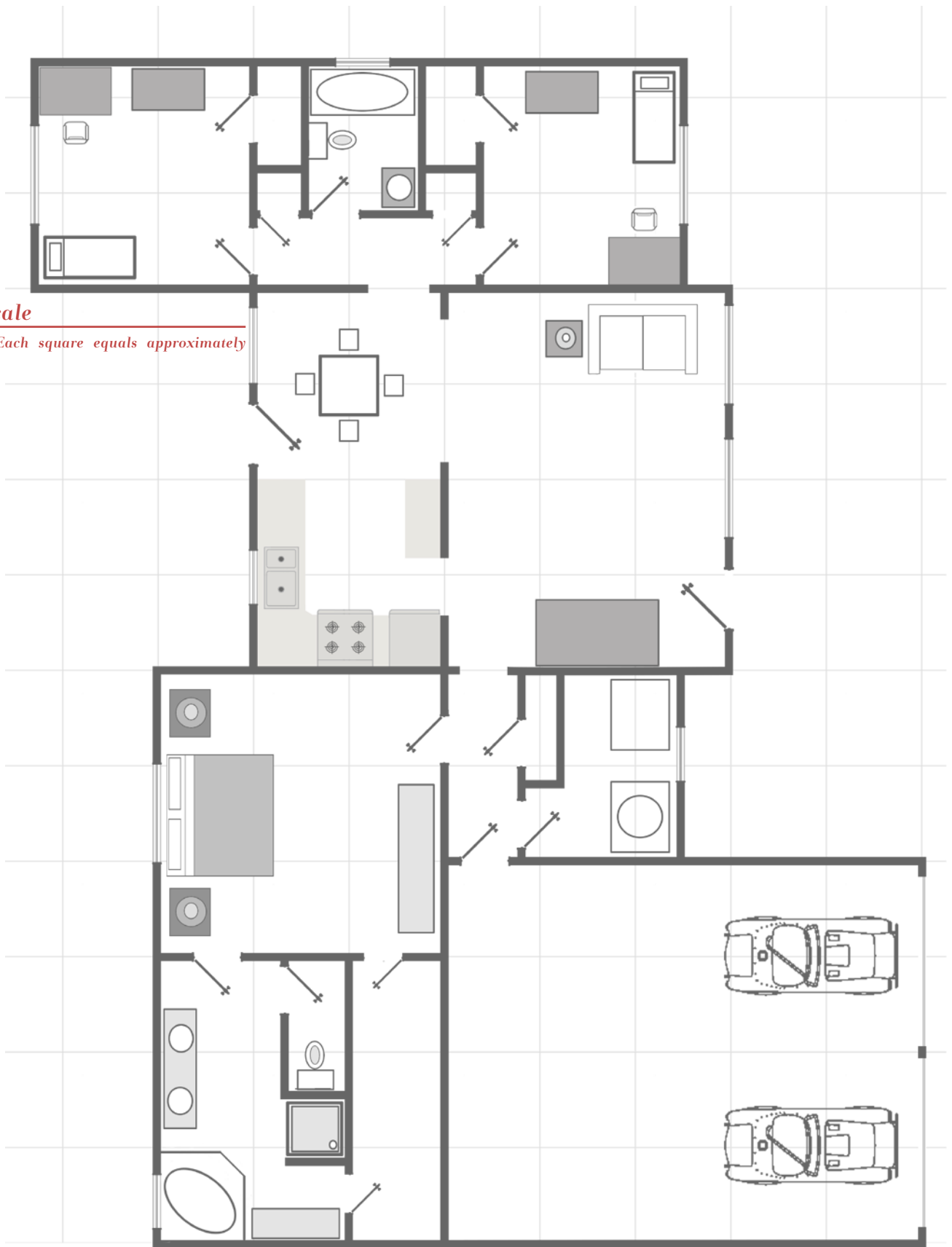
A	SM	SP	ST	V	C	P"	P	T
d8	d4	d6	d6	d6	+0	6"	6	5

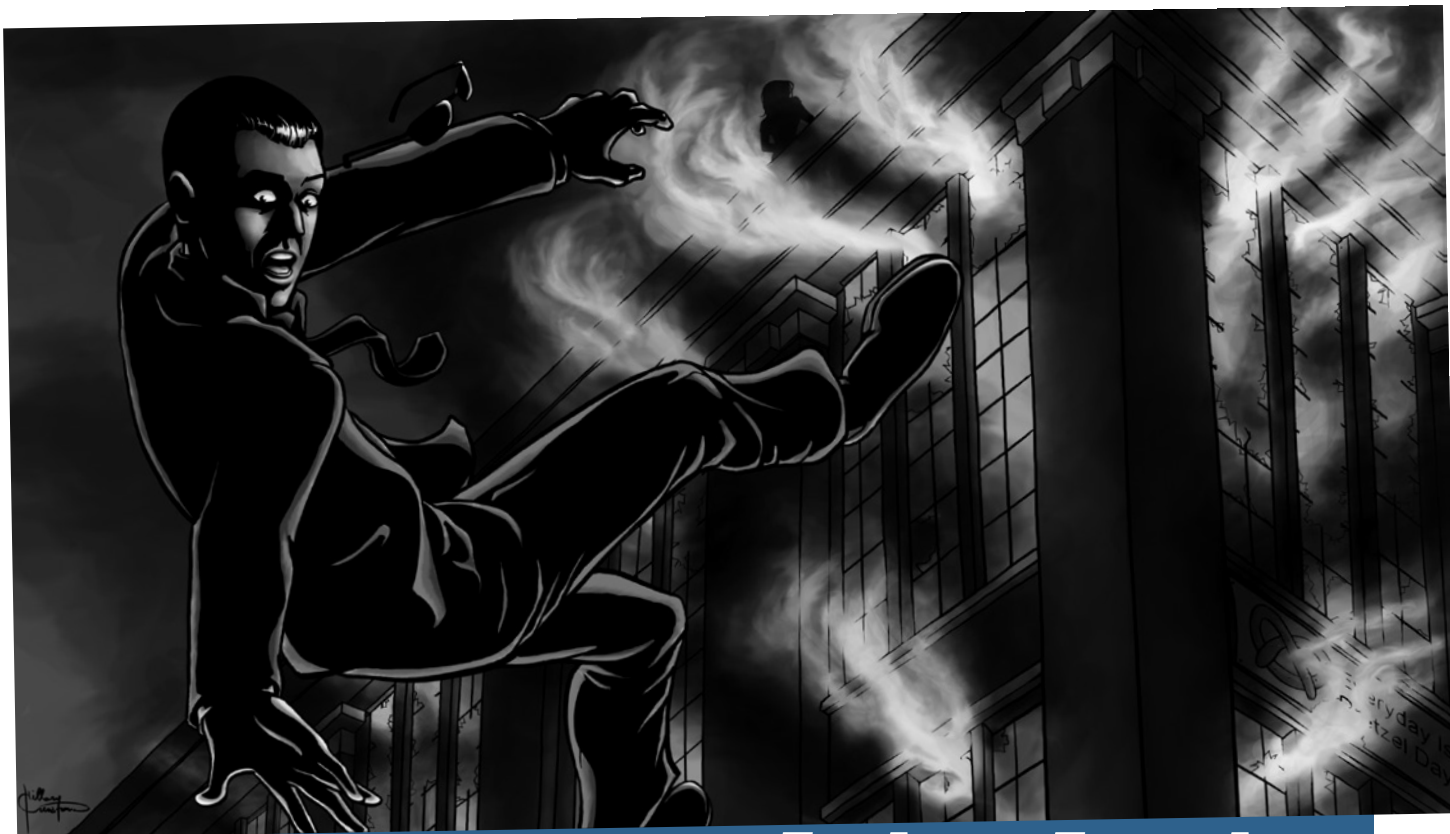
**Skills:** Driving d8, Fighting d8, Notice d6, Shooting d8, Streetwise d6

**Baseball Bat Fighting Damage**  
Parry 0, Reach 0 d8 2d6

*Scale*

*Each square equals approximately  
1".*





# Labor Leader

## A Temporal Probability Agency Adventure

### Commentary: Mixed Genres

TPA started with the concept of time police that used the butterfly effect to control the future. When we started, most of our ideas were very tongue-in-cheek. Then we each went off and created an adventure to help build the concept.

While Tyson and Paul wrote adventures based on our original concept, involving a plane hijacking and crazy antics at the local mall, I insubordinately went my own way and told the story of detectives solving a murder before it happens, and to make things worse, I wrote it in a noir style.

*Labor Leader* was the result, and it changed the tone of the entire game. It turned out that TPA was a platform for writing in any modern genre. The trick was to exaggerate the style a little.

*Labor Leader* was also a chance for me to experiment with various adventure writing techniques. Here is where you'll see significant details as I imagined them, and the introduction of what we internally call "snarky text," the in-character introduction at the beginning of each scene.

I'm still very proud of this adventure.

—Jeff Carlsen

### Adventure Overview

#### What the TPA Knows

In two days, union leader John MacGuffin will be dead—shot three times in his own home for reasons unknown. Daisy has taken an interest and gives the agents the responsibility of protecting MacGuffin and investigating the predicted murder.

#### What's Really Happening

MacGuffin has been leading the SweetCo Candy Union for years, winning many labor disputes. Unfortunately, the workers' greed has pushed the company to the edge. Instead of cutting costs or reducing benefits, Sylvester Sweet, owner of SweetCo, cut a secret deal with a Mafia don. Together they started a second factory using illegal immigrants from Abkhazia, and using the profits to pay the labor costs of the primary factory.

Unsurprisingly, the Mafia had other plans and turned the second factory into a drug production facility. Profits skyrocketed, and the Mafia began a hostile takeover of SweetCo. Using threats and intimidation, they have started pushing Mr. Sweet to reduce costs in his primary facility, and they have appointed a new overseer to "assist" him.

Meanwhile, MacGuffin is now pushing for better pay and personal holidays, but negotiations are falling apart due to Mob pressure on Mr. Sweet. The workers are considering a strike. The Mob intends to murder John MacGuffin the night before the vote to strike. The agents arrive three days before the vote, forcing the Mob to attack early.



## *The Assignment*

### *Laundry List*

- **Primary Objective:** Discover who murdered John MacGuffin and why.
- Go to the Fashion Crevasse.
- Find the woman named Cobalt in the food court and insult her.
- Talk to the fat man.
- You will be threatened by a cold man. Be cautious.
- Prevent the murder.
- Bring the girl home.

### *Gear*

Your players should have the following from previous missions. If not, replenish their supplies:

- 1 Service uniform per agent
- 1 KnightStick™ (fully loaded) per agent
- 2 additional Taser cartridges per agent
- 2 additional pepper spray cartridges per agent
- 1 Trauma Pack
- 5 Injector Reloads (curare)

### *Pay*

If the agents complete their primary objective, they will each be paid \$4000. If they complete all tasks successfully and keep unnecessary damage and bodily harm to a minimum, they will receive a bonus of \$2000.

## *Scene by Scene Summary*

### *Scene 1: The Mall*

The agents go to the mall, receive their mission, and meet John MacGuffin and his daughter. At some point, they find a gang leader named Cobalt and insult her, leading to a fight when they leave.

### *Scene 2: Meeting Mr. Sweet*

The agents visit the SweetCo factory to talk to MacGuffin's boss, Sylvester Sweet. After a friendly conversation, they are confronted by Elio Passeggero and should develop a bad feeling about him. Afterwards, MacGuffin asks them to accompany him home.

### *Scene 3: The Hit Men*

MacGuffin receives an alarming call from his daughter, and a team of Mob hit men ambush the agents at the house where she is staying. Afterwards, Mr. Sweet arrives at the house to tell MacGuffin that his daughter has been kidnapped and taken to a secret factory, and he offers to show the agents the way.

### *Scene 4: The Secret Factory*

The agents assault the Mob-run drug factory, receiving help from the workers. A final confrontation with Elio on the roof of the burning factory leads to him leaping off and disappearing. The scene ends with the agents and allies running back through the burning, collapsing building.

### *Scene 5: Resolution*

The players recover at the hospital and receive their pay and a promotion. ■



The mall. They always start me here. People scuttle about everywhere, slipping in and out of stores, drawn by spectral claws towards end shelves, kiosks, and computer-perfect advertisements. A girl sits on a bench eating ice cream. She's the third this hour.

You watch long enough, you see the patterns. Throngs of consumers move in waveforms. Parabolic arcs of shopping, wallets nearing the limit as  $x$  approaches zero. It makes sense that Daisy starts us here, where you can see the ripples of change in real-time.

### Player Handout: Laundry List

Labor Leader - Laundry List.pdf can be found in the Handouts folder that came with this book.

#### TPA Objective List

\*003999

The agents to which this list is assigned are to complete the following objectives:

- **Primary Objective:** Discover who murdered John MacGuffin and why.
- Go to the Fashion Crevasse.
- Find the woman named Cobalt in the food court and insult her.
- Talk to the fat man.
- You will be threatened by a cold man. Be cautious.
- Prevent the murder.
- Bring the girl home.

**Pay:** For completing the primary objective, each agent will be paid \$40000, with up to a \$20000 bonus for additional objectives completed and for a minimum of harm and damage being caused.

#### Equipment:

- 1 Service uniform per agent.
- 1 KnightStick™ (fully loaded) per agent.
- 2 additional Taser cartridges per agent.
- 2 additional pepper spray cartridges per agent.
- 1 Trauma Pack.
- 5 Injector Reloads (Curare).

Remember that it is TPA policy that all paper be shredded when no longer in use.

### Player Objectives

- Go to the mall and visit the TPA substation.
- Find John MacGuffin shopping with his daughter.

### Game Master Objectives

- Give the agents the laundry list.
- Introduce MacGuffin and his daughter.
- Make sure the agents have cause to suspect Mr. Sweet.
- Get the agents to anger Cobalt so she will later attack them.

## Summary

The agents go the mall and receive their mission from the TPA substation. They meet John MacGuffin and his daughter at the Fashion Crevasse. At some point, they find a gang leader named Cobalt and insult her. Once they have determined that Mr. Sweet is their first suspect, they will leave the mall and be attacked by Cobalt and her gang.

## A Call from Edmond Gates

The agents are doing whatever they like with their free time. You should take some time to let the players develop their characters' personal lives. Have them describe what their characters are currently up to.

**Significant Details:** Use this opportunity to practice coming up with details on the fly.

**Advice:** Remember to use Smell, Taste, and Touch.

After each player has had a turn in the spotlight, the agents receive a conference call from their handler, Edmond Gates. He tells them that he thinks they are ready for a more difficult mission. This one is an investigation of a future murder. He knows the basics of the mission, but the agents need to go to the mall substation for more information.

He also says that this would normally be a police matter, but Daisy has taken jurisdiction, and the police can't help the players. They need to deal with everything themselves.

## TPA Substation

The TPA substation takes up a small storefront with offices in the back. The young girl who works there is cute and nerdy, but you should feel free to play her personality however you wish.

**Sight:** A nerdy girl with tied-back hair and glasses.

**Sight:** A hint of freckles when she smiles.

**Sight:** Her eyes flit back and forth between papers.

**Sound:** Ruffling stacks of paper.

**Sound:** A copier in the back.

She gives the agents an envelope containing a list of tasks and a photo

### Handout: Picture of John MacGuffin, dead.

Labor Leader - Picture of John MacGuffin, Dead.pdf can be found in the Handouts folder that came with this book.



of John MacGuffin lying on the ground with three bullet holes in his back. The information attached says that this crime will happen at his home in the evening of the day after tomorrow. The envelope also contains the following laundry list:

### *Laundry List*

- **Primary Objective:** Discover who murdered John MacGuffin and why.
- Go to the Fashion Crevasse.
- Find the woman named Cobalt in the food court and insult her.
- Talk to the fat man.
- You will be threatened by a cold man. Be cautious.
- Prevent the murder.
- Bring the girl home.

### *The Fashion Crevasse*

MacGuffin has taken his daughter shopping and can be found at the Fashion Crevasse, a teen fashion outlet.

**Smell:** Flowery soap from a nearby bath and body store.

**Sight:** Preteen girls in slutty outfits.

**Sound:** Pop music song about a boy promising to move planets for a girl.

MacGuffin is friendly and will readily talk with the agents. If they tell him about the murder, he will believe them and answer any questions. He will also directly tell them that the person with the biggest reason to want him dead is Sylvester Sweet, his employer, but that he isn't sure Sweet has it in him. Sweet and MacGuffin, despite their disputes on labor costs, have always gotten along. His daughter is even wearing earrings that Sweet gave her for her birthday.

MacGuffin has a **picture of Sweet** in his wallet that he'll show the agents. Sweet should be described as a jovial, well-dressed, but extremely corpulent man. He says that if the agents wish to meet Mr. Sweet, they should accompany him to work tomorrow, though it is possible that Sweet is working late tonight and may be at the factory now.

If the agents tell MacGuffin about his murder, he will ask them to accompany him home for protection, and he'll have his daughter stay at a friend's house. Your players may have other ideas.

*You want both John and Nicole to be likable people. Much of the tone of this adventure depends on it. Remember that he loves his daughter, and her kidnapping should be a driving force later in the adventure.*



John MacGuffin



Nicole MacGuffin

*Picture of Mr. Sweet: see page 44.*

### *Off the Rails*

The agents may also take MacGuffin to a hotel or one of their personal homes. They might also follow him in secrecy, or even leave him and try to find Mr. Sweet. Players have a tendency to be creative about these things. If they get off track, just work to make them meet up with MacGuffin again. You want them sticking with him by the end of Scene 2.



*Cobalt should be as personal as possible with her insults, but here are a few generic ones you can use:*

*"I'd grind your face on the curb, but it looks like someone beat me to it."*

*"You still talkin'? Did you get your schoolin' in stupid?"*

*"I'll beat your ass till you look like your mother."*



## ♠ Cobalt

*The leader of a group of gang punks.*

**Appearance:** Tall, thin, mid-twenties Native American woman.

**Sight:** A well-worn white longcoat covered in burns and artistic patches over torn up cargo pants and a bright blue tank top.

**Sight:** Tribal tattoos cover her face and arms.

**Sound:** Lilting, sing-song voice.

**Outsider (Minor):** -2 Charisma. Treated badly by those of dominant society.

**Wanted (Minor):** Cobalt is a criminal.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d8	d6	d8	-2	6"	6	6

**Skills:** Fighting d8, Intimidation d6, Notice d6, Shooting d8, Taunt d8, Throwing d6

### Leadership

**Command:** Blue Bastards receive +1 to recover from being Shaken.

**Natural Leader:** Cobalt may give bennies to the Blue Bastards.

Sling	Shooting	Damage
4/8/16, RoF 1, Shots ∞	d8	d6+d4

Brass Knuckles	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

**Notes:** Considered an Unarmed Attacker.

Test of Will	Intimidation	Taunt
	d6	d8

## Finding Cobalt

Cobalt is the leader of the Blue Bastards, a local gang that hangs out at the mall. She can normally be found in the food court, but if the agents don't seek her out, she should run into them somewhere else.

**Smell:** The mixed fragrance of teriyaki, Cajun sauce, and fry oil.

**Sight:** Shoppers giving the punks a wide berth.

**Sound:** A kid spilling his food tray.

When she's in the mall, Cobalt only has a couple of her cronies with her. She's confrontational. If the agents don't approach her, she'll come to them ready to pick a fight. She's clever with her insults but will ultimately storm off in anger.

## Leaving the Mall

When they leave the mall they will be confronted in the parking lot by Cobalt and her gang. Cobalt will insult and attack the agent who most offended her.

**Sight:** Cobalt slowly twirling a rock-filled sling, grinning at the agents.

**Sight:** Gang punks pounding bats on cars.

**Sound:** Intimidating laughter from the punks and rhythmic pounding of bats on car hoods.

Start the fight off with a shouting match. Cobalt likes to posture. She owns the streets, and she loves to say as much.

Keep the insults flying throughout the combat, and play up the punk nature of the kids. They like to feel powerful and will do all sorts of things to intimidate and taunt. Any of the following would grant a +1 bonus to any Tests of Will they make:

- Rhythmic pounding of baseball bats.
- Smashing of windows.
- Chanting "Blue Bastards!"

You should feel free to create your own as well, as the opportunity arises.

This fight is a turning point in Cobalt's life. It is expected that she will lose, have her pride shattered, and require a trip to the hospital.

This isn't the last time the players will meet Cobalt. She returns needing help in *To Predict and Serve Act 3: Approaching the Limit*. ■

*Cobalt does not die, even if Incapacited, unless one of the players specifically executes her after she's rendered unconscious. This act, since she is helpless, would be unjustified by law, and the player character will be convicted of aggravated murder and be spending the rest of the campaign in prison.*

## Tactics

### Before Combat

The Blue Bastards have been waiting and working themselves up in preparation for a fight.

### During Combat

Cobalt will target the agent who insulted her the most. She only wants to hurt them, not kill them. She will also regularly use Tests of Will on her opponent.

The Blue Bastards will generally gang up two to a player but will let Cobalt take on her target alone. None of them will target MacGuffin or Nicole.

MacGuffin only cares about protecting his

daughter, who will try to find a place to hide. He won't otherwise involve himself unless necessary. If the agents ask for his help, he will keep an eye out and shout warnings, allowing him to use his Natural Leader Edge.

### Morale

Cobalt is stubborn. She won't give up the fight unless seriously wounded.

The Blue Bastards will fight until Cobalt is rendered unconscious, at which point any remaining will flee.

If Cobalt or any of the Blue Bastards are seriously injured, they will call for medical help.

## ♠ John MacGuffin

A labor leader at SweetCo and a single father of Nichole MacGuffin.

**Appearance:** Middle-aged, tall, and lanky man.

**Sight:** Red hair and light stubble on face.

**Sound:** Clicks his tongue while thinking.

**Attitude:** Generally calm and congenial.

**Motivation:** To earn better pay and personal holidays for SweetCo employees.

**Motivation:** To provide for and protect his daughter.

**Charismatic:** Charisma +2

**Loyal (Minor):** MacGuffin will never betray his friends.

A	S	SP	ST	V	C	P"	P	T
d6	d6	d10	d6	d6	+2	6"	4	5

**Skills:** Fighting d4, Guts d8, Knowledge (Law) d6, Notice d8, Persuasion d10, Shooting d8, Street-wise d6

### Leadership

**Followers:** Attract 5 henchmen (union workers).

**Natural Leader:** May give bennies to troops in command.

Glock G26 (9mm)	Shooting	Damage
10/20/40, RoF 1, Shots 10+1	d8	2d6 (1)

Notes: Semi-Auto, Double Tap

## Nichole MacGuffin

Teenage daughter of John MacGuffin.

**Appearance:** A lovely 16-year-old girl.

**Sight:** Long, red hair and freckles.

**Sound:** Soft voice.

**Attitude:** Pleasant and kind, but a little full of herself.

**Motivation:** Wants to be the height of fashion.

A	S	SP	ST	V	C	P"	P	T
d6	d8	d6	d6	d4	+2	6"	2	4

**Skills:** Healing d4, Notice d10, Persuasion d6, Knowledge (Fashion) d6

Carries no Weapons

## 1 Blue Bastard per Wild Card

While dressed in a wide variety of ragged clothes and slogan crested t-shirts, they all are wearing various shades of blue.

**Appearance:** 16–24/Male and Female/Varied ethnicity.

**Attitude:** Rambunctious and violent.

**Motivation:** Loyal to Cobalt.

A	SM	SP	ST	V	C	P"	P	T
d6	d6	d8	d8	d8	+0	6"	6	6

**Skills:** Fighting d8, Notice d8, Intimidate d8

Louville Slugger	Fighting	Damage
Parry 0, Reach 0	d8	2d6

# Meeting Mr. Sweet

## Scene 2

Talk to the fat man. Subtle. When MacGuffin showed me that picture of his boss, I instantly knew my next step, for Mr. Sweet is man of a thousand meals. A man who likes his candy. But is he a killer? I'd have to go to the factory and find out.

There's something unsettling about a candy factory. The way people toil away forty-hour weeks making sweets, worrying about pensions and overtime while children eat the fruits of their labor without a care in the world. Bright colors and rainbows adorn time clocks and coffee pots. Maybe I'm too old.

*The Secret Factory: See Page 49.*



Sylvester Sweet

### Player Objectives

- Talk to Mr. Sweet.

### Game Master Objectives

- Convey Mr. Sweet's innocence and that he is very stressed about something.
- Indirectly convey the idea that MacGuffin's labor demands over the years have put the company in a real bind.
- Introduce Elio Passagero and make him feel sinister.

### Summary

The agents visit the SweetCo Factory to talk to Sylvester Sweet. After determining that he's probably not the killer, they are confronted by Elio Passagero, the factory overseer, who should raise their suspicions. John MacGuffin will ask the agents to accompany him home and will soon receive a frightening phone call from his daughter.

### Arrival at the Factory

The SweetCo factory is a busy place, making all sorts of taffies and chocolates. It's a bit run down, and there are many signs of cost-cutting. This factory is nearly identical to the **secret factory** in Scene 4, and this scene should help familiarize the players with the layout.

**Sight:** Open gate with dark, unused guard booth.

**Sight:** Workers in green ponchos at complicated machines.

**Sound:** Clangs and whirs. The hiss of pneumatic machinery.

**Smell:** Peppermint.

**Taste:** The air tastes like candy.

**Sight:** Second-floor office overlooking the factory floor, where Mr. Sweet probably is.

### Meeting Mr. Sweet

He should be found in his office on the second floor of the factory. He's generally a kindhearted individual and is willing to talk to the agents, but he's also very nervous about the upcoming union vote. He's in over his head with the Mafia, and is breaking down under the stress.

After talking to Mr. Sweet, the agents should feel that he isn't going to

**Sight:** A bag of cookies on the desk.

**Sound:** The muffled murmur of machinery.

**Touch:** A slight chill from the air conditioner.

commit the murder but that something strange is going on.



## The Overseer

When they leave Sweet's office, they run into Elio Passagero and his toady on the staircase. Elio is the overseer of the factory, put there by the Mob, and will demand to know what the agents are doing there. He is dangerous and intends to kill MacGuffin before the vote can take place as a message to the workers. Of course he won't tell the agents this, but they should suspect him by the end of the conversation.

**Sight:** Elio never touches anything, not even the walls.

**Sight:** Workers ducking out of Elio's path.

**Sound:** Even tapping of Elio's footsteps.

As soon as he's out of sight of the agents, he sends his toady to gather some men and kidnap MacGuffin's daughter. He then returns to the agents and offers them a tour of the facilities to delay them. Use the map and information in **Scene 4: The Secret Factory** as a guide, but feel free to fill in details.

## An Alarming Call

MacGuffin will talk to the agents as they try to leave, asking them to accompany him home in case anything should happen. In the middle of the conversation, he receives a phone call. It's from the friend's house where his daughter is staying, but all he hears is indistinct shouting.

**Sound:** A no-nonsense classical ringtone.

**Sound:** Indistinct shouting from the phone.

**Sight:** John MacGuffin visibly shaking.

**Smell:** Peppermint.

He knows something is wrong, but not what. In truth, his daughter is being kidnapped by Mob goons, and a trap is being set for MacGuffin and the agents. Roleplay his side of the "conversation" so that you can convey his sense of confusion and panic and convince the agents to help save his daughter. ■



**Elio Passagero**

*The Secret Factory: See Page 49.*

*The agents may have left someone behind to watch over Nicole. If they did, have at least three Lincoln Town Cars show up at the house full of goons. They cover all exits and enter the house. At this point, John MacGuffin receives the call. After the players are well on their way, have some of the goons leave, shielding hostages from sight as they guide them into one of the cars.*

*The agents may decide to follow Nicole and the goons. If so, run a chase scene. If the agents catch the goons, or the goons fail to lose them, feel free to skip the next encounter. If the agents lose sight of the goons, however, MacGuffin will insist they go to the house in order to find out where they took his daughter.*

*At the house, any character that succeeds on a Notice role will see that several goons stayed behind. This will not change MacGuffin's mind, but may give the agents an advantage.*

Early evening in suburbia. This is the time most civilized folks are sitting down to dinner with family. Me? I'm pulling up to a lonely, unlit split-level, hoping that tonight my organs won't be playing catch with a lead fastball.

MacGuffin fumbles with his keys before slamming the correct one home. The deadbolt releases with a hollow metallic clang. Inside, I smell Pine-Sol and cigarettes. The place isn't much to look at, just beige paint and brown furniture. A mundane middle-class existence enclosed by four walls. A death trap.

### Player Objectives

- Stay alive.
- Protect MacGuffin.
- Defeat the Mafia hit men.

### Game Master Objectives

- Convey a sense of ambush and desperation.

## Summary

The players arrive at the friend's house where Nicole was staying, but she is already gone. They are attacked by Elio's toady and Mob goons at the house.

Moments after the agents defeat the hit men, a panicked Mr. Sweet arrives at the house to tell MacGuffin that his daughter has been kidnapped and taken to a secret factory. He claims that she won't be released unless the labor vote fails. Mr. Sweet says that he's had enough of being under the thumb of the Mob—that they have gone too far. He will show the agents the way to the secret factory.

### ♠ Mafia Toady

Second in command to Elio. His twin brother is the overseer at the secret factory.

**Appearance:** Squat Italian man whose suit doesn't fit quite right.

**Sight:** Stupid grin on his face.

**Attitude:** Calm and collected.

**Motivation:** To win favor with the family.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d4	d6	d6	+0	6"	6	5

**Skills:** Fighting d8, Intimidation d6, Notice d8, Shooting d10

Beretta M92F (9mm)	Shooting	Damage
12/24/48, RoF 1, Shots 15+1	d10	2d6 (1)

Notes: Semi-Auto, Double Tap

Switchblade	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

Notes: -2 to be noticed when concealed.

### 1 Mafia Goon per Wild Card

Generic Mafia wiseguy in an expensive pin-stripe suit.

**Appearance:** 30's/Male/Italian. Dapper.

**Sound:** Speaks with a fake wiseguy accent.

**Attitude:** Kill for the Mob.

A	SM	SP	ST	V	C	P"	P	T
d8	d6	d8	d6	d6	+0	6"	5	5

**Skills:** Fighting d6, Intimidation d8, Notice d8, Shooting d8

Beretta M92F (9mm)	Shooting	Damage
12/24/48, RoF 1, Shots 15+1	d8	2d6 (1)

Notes: Semi-Auto, Double Tap

Knife	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

## Arrival at the House

Your players arrive at a rather normal and dull split-level home. The lights have been left off and the Mafia hit men are already there, hiding in various rooms in the house. There should be no outward evidence of exactly what is going on.

**Sight:** Peeling beige paint.

**Smell:** Pine-Sol and cigarette smoke.

**Sound:** A neighbor's television.

**Vibe:** Uneasy vulnerability.

MacGuffin will first go to the upper story living room, where Elio's toady will be sitting on a recliner, waiting. He's not hiding, but the agents will need to succeed at a Notice roll to do anything before he acts. He will fire his handgun at MacGuffin, at which point the rest of the goons will spring into action, appearing at each entrance to the room at the start of the next round.

### ♠ John MacGuffin

John has become a ragged, paranoid mess.

**Appearance:** Frantic

**Attitude:** Frantic.

**Motivation:** To save his daughter.

**Charismatic:** Charisma +2

**Loyal (Minor):** MacGuffin will never betray his friends

A	S	SP	ST	V	C	P"	P	T
d6	d6	d10	d6	d6	+2	6"	4	5

**Skills:** Fighting d4, Guts d8, Knowledge (Law) d6, Notice d8, Persuasion d10, Shooting d8, Street-wise d6

#### Leadership

**Followers:** Attract 5 henchmen.

**Natural Leader:** May give bennies to troops in command.

Glock G26 (9mm)	Shooting	Damage
10/20/40, RoF 1, Shots: 10+1	d8	2d6 (1)

Notes: Semi-Auto, Double Tap

## Tactics

### Before Combat

The toady and hit men have some time to prepare before the agents arrive. The hit men have taken cover, while the toady waits in an armchair, taking aim (+2 to his first shooting roll).

### During Combat

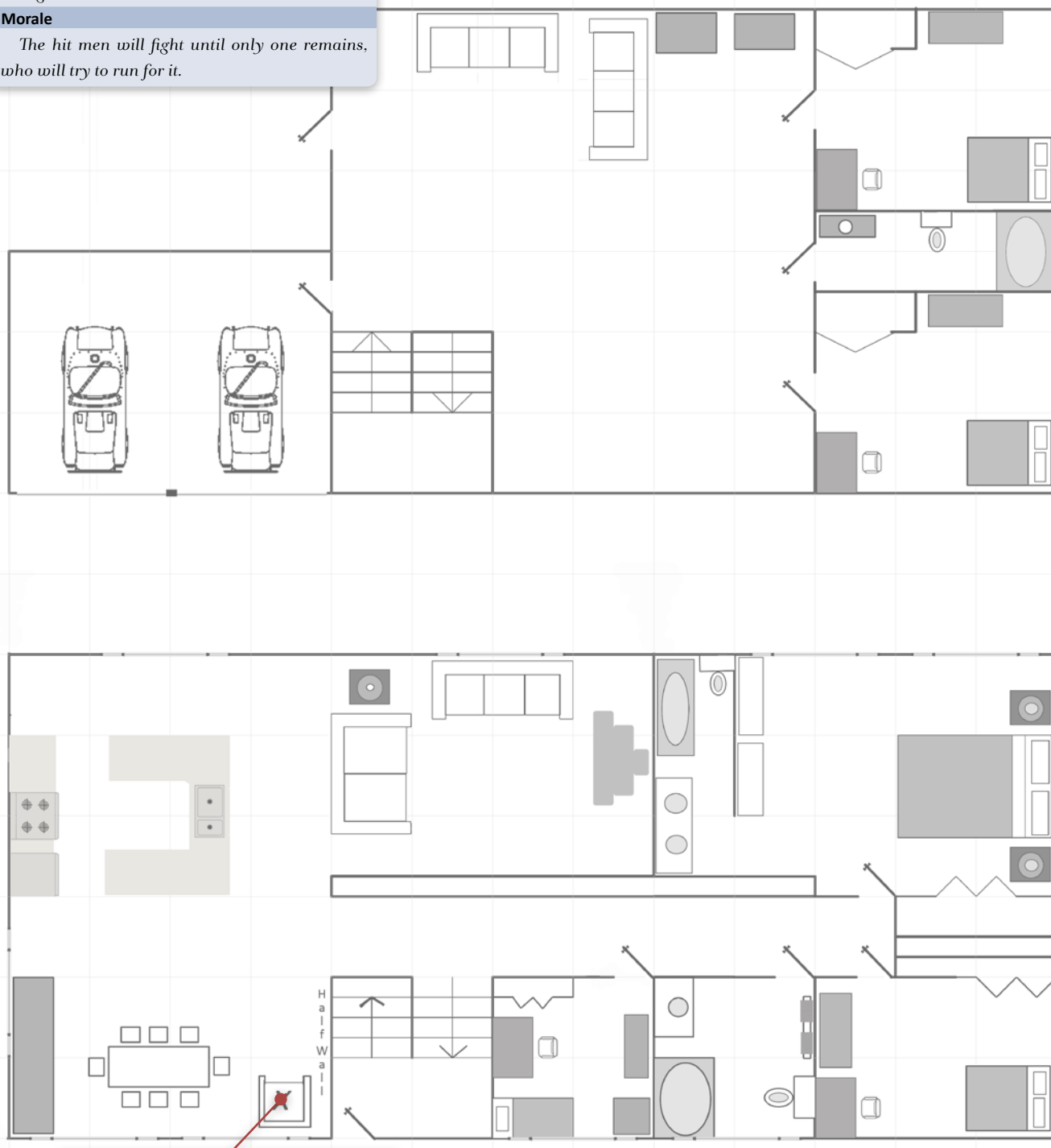
The hit men will use cover whenever possible, and will attempt to kill all the agents. If a goon has incapacitated a character and is not currently being threatened, he will take a turn to use a finishing move on them.

### Morale

The hit men will fight until only one remains, who will try to run for it.

## Scale

Each square equals approximately 1".



The Mafia Toady is sitting in a large recliner.  
His gun is pointing over the half-wall.



## Mr. Sweet Arrives

Just moments after the last hit man has been subdued, the agents hear screeching tires as a vehicle pulls into the driveway. The agents may assume that the vehicle contains more enemies, but instead Sweet lumbers out and lobs himself in a sort of run to the door, where he knocks.

**Sound:** Screeching tires and a wheel hitting a curb.

**Sound:** Ringing in the ears from gunfire.

**Sight:** Mr. Sweet's face, beet-red and sweating.

**Smell:** Meatloaf from the dining room.

Mr. Sweet is winded, exasperated, and panicked. He balks openly at any injuries he sees. If MacGuffin survived the fight, Sweet tells him that the Mob has his daughter. If MacGuffin did not survive the fight, Sweet breaks down in tears over his body, then tells the agents that MacGuffin's daughter has been kidnapped and will probably be killed to cover it all up.

If one of the agents is skilled at interrogation, then Sweet doesn't know the location of the secret factory, and the agents should retrieve that information from one of the goons. Otherwise, Sweet offers to show the agents the way to the factory, and will join them in the ensuing fight.

## The Mysterious Van

When the players step outside, they see a van parked across the driveway, blocking Mr. Sweet in. It has a bright TPA logo on the side and keys in the ignition but is unoccupied. Inside are a pistol, armor vest, helmet, and shotgun or rifle for each agent, as well as all the KnightStick™ refills their agents could want.

**Sight:** Gleaming white paint and large TPA logo.

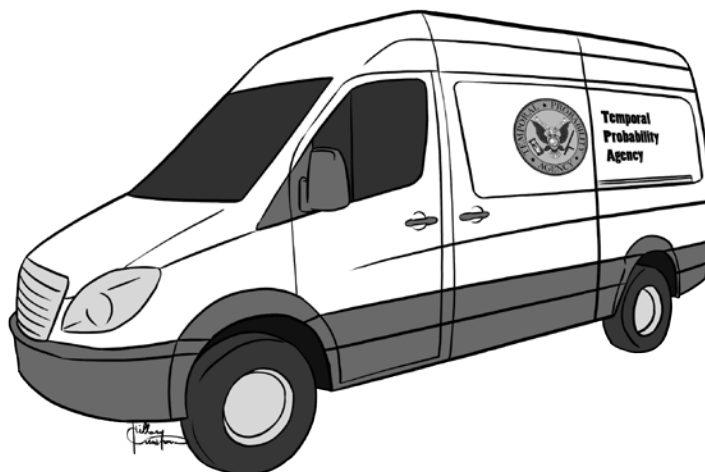
**Smell:** New car smell.

**Sound:** The roar of probably four hundred horsepower.

**Sound:** Metallic actions as they load their weaponry.

### Session Break

*This is a good place to end the session for dramatic purposes, as the next scene will take some time. If you still have a few hours to play, go ahead and continue.*



# The Secret Factory

## Scene 4

### Player Objectives

- Rescue Nicole MacGuffin.
- Escape the factory alive.

### Game Master Objectives

- Keep the action moving forward.
- Be cinematic. This should play out like an action film.
- Be aware of event triggers to keep actions paced.

## Summary

The agents arrive at the secret factory where Abkhazian workers are busily making drugs. The Mafia goons that aren't overseeing them are throwing a party over the presumed death of John MacGuffin. The most important goons are on the roof with Nicole MacGuffin, who has been made a dance partner. No harm has come to her yet.

As the agents make their way in, the goons will become alarmed and will move to kill them. The factory workers, seeing possible freedom, will assist the agents. In the meantime, specialized goons will grab flame-throwers and begin destroying the evidence, eventually setting the entire factory aflame.

Elio is in the upstairs office and will bolt for the roof as soon as combat starts. When it looks like he's about to lose, he'll take the girl hostage and move to the edge of the roof, which he will eventually fling himself from. The scene ends with the agents and allies running back through the burning, collapsing building.

## Arrival

The agents approach the factory through rocky hills down a long disused road. The factory is nestled in a cleft between rocky outcroppings.

A fence protects the exposed side of the factory with a closed gate. A single guard sits in a booth. He is distracted, suffering a -2 to Notice rolls. The button to open the gate is inside the booth.

**Sight:** Goon sitting in the booth with a porn magazine.

**Sight:** Overhead parking lights barely pierce the heavy fog.

**Sound:** Music from the roof of the building.

The agents will probably get The Drop on him (See Special Rules in the Combat chapter of the Savage Worlds rulebook. ). If not, he'll arrogantly confront them but not call anyone. If intimidated or otherwise overwhelmed, he will run for the factory door at a sprint.

*There is a lesson that every TPA agent learns: Fate is fickle. Toy with her and she bites you. We tried to set things right with MacGuffin, and now they have his daughter. Effort and good intentions amount to what?*

*Night has fallen like an obsidian guillotine. A blindfold of fog attempts to insulate my fear. It fails.*

*We pull up to a secret factory that only Mr. Sweet knows, nestled snugly into the foothills. There are lights on the roof. A lonely guards sits reading a magazine in his fog enshrouded booth. I hope it's a good article, because Daisy has given us the tools, authority, and incentive to make it his last.*

### Enemies

*The stat blocks for these characters can be found on page 51.*

- 1 Mafia Goon.

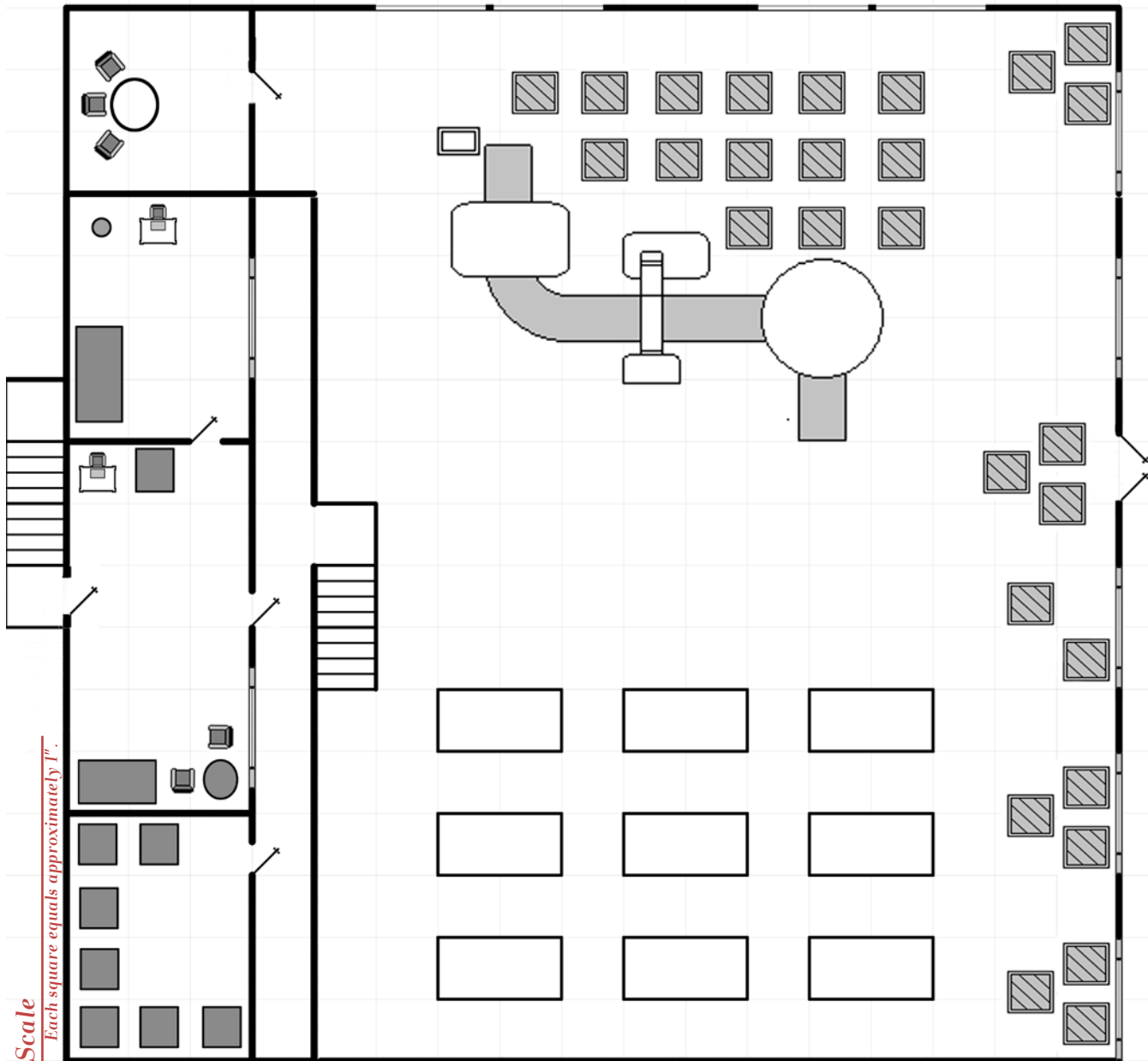
### Allies

*The stat blocks for these characters can be found on page 51.*

- John MacGuffin.
- Sylvester Sweet.

## Scale

Each square equals approximately 1".



## ♣ Elio Passeggero

Overseer at the primary SweetCo factory, and enforcer for the Italian Mafia.

**Appearance:** Late 20s/Male/Italian. Clean cut.

**Sight:** Always wears dark glasses and slicked back hair.

**Attitude:** Cold. Dislikes things that don't go smoothly.

**Motivation:** To make the factory run like a machine.

**Vengeful (Major):** Holds a grudge and will kill.

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

**Skills:** Fighting d8, Intimidation d8, Notice d8, Shooting d10, Stealth d8

### Initiative

**Quick:** Discard draw of 5 or less for new card.

### Defense

**Combat Reflexes:** +2 to recover from being Shaken.

**Armor +2:** Kevlar Vest. Armor +4 vs bullets and negates 4 AP, Torso only).

Uzi (9mm)	Shooting	Damage
12/24/48, RoF 3, Shots 32+1	d10	2d6 (1)

Notes: Auto

Switchblade	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

Notes: -2 to be noticed when concealed.

## Rotate These Pages

If you are viewing this on a computer, you can rotate these pages. In Adobe Reader, select View > Rotate View > Clockwise.



## Even More Epic!

If you would like to increase the epic nature of these scenes, and are willing to handle additional complication, have the labor union workers join up with the players. John MacGuffin has edges that aid him in leading them into battle.

As far as statistics go, treat them as Abkhazian Workers.

If you do this, increase the number of Mafia enemies to match the additional allies.

### ♣ John MacGuffin

*John has become a ragged, paranoid mess.*

**Appearance:** Frantic

**Attitude:** Frantic.

**Motivation:** To save his daughter.

**Charismatic:** Charisma +2

**Loyal (minor):** MacGuffin will never betray his friends

A	SM	SP	ST	V	C	P"	P	T
d6	d6	d10	d6	d6	+2	6"	4	5

**Skills:** Fighting d4, Guts d8, Knowledge (Law) d6, Notice d8, Persuasion d10, Shooting d8, Street-wise d6

#### Leadership

**Followers:** Attract 5 henchmen.

**Natural Leader:** May give bennies to troops in command.

Glock G26 (9mm)	Shooting	Damage
10/20/40, RoF 1, Shots: 10+1	d8	2d6 (1)

**Notes:** Semi-Auto, Double Tap

### ♠ Mafia Toady

*Overseer at the secret factory.*

**Appearance:** Squat Italian man whose suit doesn't fit quite right.

**Sight:** Stupid grin on his face.

**Attitude:** Calm and collected.

**Motivation:** To win favor with the family.

A	SM	SP	ST	V	C	P"	P	T
d10	d6	d4	d6	d6	+0	6"	6	5

**Skills:** Fighting d8, Intimidation d6, Notice d8, Shooting d10

Beretta M92F (9mm)	Shooting	Damage
12/24/48, RoF 1, Shots 15+1	d10	2d6 (1)

**Notes:** Semi-Auto, Double Tap

Switchblade	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

**Notes:** -2 to be noticed when concealed.

### Nichole MacGuffin

*Teenage daughter of John MacGuffin.*

**Appearance:** 16-year-old lovely girl.

**Sight:** Long red hair and freckles.

**Sound:** Soft voice.

**Attitude:** Pleasant and kind, but a little full of herself.

**Motivation:** Wants to be the height of fashion.

A	SM	SP	ST	V	C	P"	P	T
d6	d8	d6	d6	d4	+2	6"	2	4

**Skills:** Healing d4, Notice d10, Persuasion d6, Knowledge (Fashion) d6

**Carries no Weapons**

### Mafia Goon, Rifleman, Flamer

*Generic Mafia wiseguy in an expensive pin-stripe suit.*

**Appearance:** 30's/Male/Italian. Dapper.

**Sound:** Speaks with a fake wiseguy accent.

**Sound:** The crackle of fire when using a Flamethrower.

**Attitude:** Kill for the Mob.

A	SM	SP	ST	V	C	P"	P	T
d8	d6	d8	d6	d6	+0	6"	5	5

**Skills:** Fighting d6, Intimidation d8, Notice d8, Shooting d8

(Goon) Beretta M92F (9mm) Shooting	Damage
12/24/48, RoF 1, Shots 15+1	d8

**Notes:** Semi-Auto, Double Tap

(Rifleman) AR-15 (5.56mm) Shooting	Damage
24/48/96, RoF 1, Shots 30+1	d8

**Notes:** Semi-Auto, Double Tap

(Flamer) Flamethrower	Shooting	Damage
Cone Template, RoF 1	d8+2	2d10 (*)

**Notes:** Ignores Armor. See Savage Worlds rulebook.

Knife	Fighting	Damage
Parry 0, Reach 0	d8	d6+d4

### ♣ Sylvester Sweet

*Sweet is the CEO of SweetCo and loves his candy business. Normally a large, jolly man, recently life has been pushing him towards a heart attack and made him prone to fits of rage.*

**Appearance:** Middle-aged, corpulent man.

**Sight:** Light shines off his sweaty, bald head.

**Sound:** Bangs his wooden cane on the ground to emphasize points.

**Smell:** Expensive, pleasant cologne.

**Attitude:** Overly stressed and irritable.

**Motivation:** To be free of the Mafia, and of these labor disputes.

**Ugly (minor):** -2 Charisma due to appearance.

**Filthy Rich:** \$250K annual salary.

A	SM	SP	ST	V	C	P"	P	T
d4	d10	d6	d8	d6	-2	5"	5	6

**Skills:** Fighting d6, Intimidation d6, Notice d12, Knowledge (Business) d10, Knowledge (Food) d10

#### Movement

**Obese (Minor):** +1 Toughness, -1 Pace, d4 running die.

#### Defense

**Hard to Kill:** Ignore wound penalties for Vigor rolls on the Incapacitation Table.

Cane	Fighting	Damage
Parry 0, Reach 0	d6	d8+d4

### Abkhazian Worker

*Malnourished slave laborer.*

**Appearance:** 40s/Male/Abkhazian. Rough and beaten looking.

**Attitude:** Kill these Mafia guy and escape.

A	SM	SP	ST	V	C	P"	P	T
d6	d6	d8	d8	d10	+0	6"	4	5

**Skills:** Fighting d8, Notice d8

Makeshift Club	Fighting	Damage
Parry 0, Reach 0	d8	d8+d4

### Enemies (Just Inside the Door)

The stat blocks for these characters can be found on page 51.

- 2 Mafia Goons.

### Allies (Just Inside the Door)

The stat blocks for these characters can be found on page 51.

- John MacGuffin.
- Sylvester Sweet.

**Map and Stat Blocks:** See pages 50–51.

## The Candy Machinery

With a successful Repair roll, an agent can jump-start the conveyor belt and ride it through the ceiling at a rate of 6" per round, raining down random parts or simply shooting enemies.

It takes two rounds to repair, or one round on a raise.

At every intersection the agent may make an Agility roll to go the direction they want.

While someone is in the machine, they have heavy cover (–4 to hit).

Jump-starting the machine damages it. Every round, deal the conveyor belt a card.

On its turn, if the card is black, the conveyor runs smoothly.

If it is red, the conveyor starts to shudder, requiring an Agility roll for an agent to stay upright.

If dealt a face card, the belt changes direction.

If dealt an ace, the section the agent is on breaks, becoming a ramp to the ground which safely deposits the agent on the floor.

## Just Inside the Door

Two goons stand by the factory's double doors, watching to make sure none of the workers leave. It will take a round after they notice the agents before either one will think to call for help. If a second round is reached, one of the goons will shout an alarm, leading to the "Goon Arena" encounter. If both goons are taken out quietly in a single round, "Goon Arena" occurs when the agents move beyond the crates into sight of the workers.

**Sight:** Crates stacked and waiting to be loaded into trucks.

**Sight:** Rusty candy making machines, clearly in disuse but still functional.

## Goon Arena

As the agents proceed further into the factory, they can see workers standing at tables preparing drugs and loading bags into crates. Events in this encounter take place in specific rounds, so you'll want to read ahead. Feel free to adjust the pace of events as necessary. You don't want the agents bogged down, but they should always feel threatened.

**Smell:** Acrid chemicals, like a bad day in science lab.

**Sight:** Abandoned candy machines and conveyor belts leading up to the rafters.

### Round 1

When the agents move from behind the boxes, combat begins. Characters who succeed at a Notice roll see two riflemen on the balcony readying to fire, and are dealt in this round.

**Sound:** The loud crack of rifle-fire.

### Round 2

At this point all characters are dealt in.

### Round 3

Hearing gunfire, the rest of the goons take action. Group 1 comes out from a storage room to the far right and takes cover behind the disused candy machines.

**Sound:** Shouts in Italian.

**Sight:** Rust brushing off on expensive suit sleeves.

### Round 4

Group 2 bursts out of a breakroom on the bottom floor behind the stairs, and charges directly into the fight using switchblades. In the meantime, the Abkhazian workers will start grabbing random tools to use as clubs.

**Sound:** The spring and click of switchblades.

**Sound:** Glass beakers breaking on the ground and table legs being ripped off.

At the end of this round, give each player control of two Abkhazian workers. They will help the agents for the rest of the scene.

### Round 5

The Mob Flamers emerge from somewhere on the far left, and start attacking the work tables in order to destroy all evidence. They start at the far wall and will not engage the agents unless attacked. The agents may leave them alone, but if they don't, assume there are more somewhere in the building to finish the job.

**Sound:** The roar of flames.

**Sound:** The screams of a burning worker.

**Smell:** Burning plastic.

### Round 6

A girl screams from above before her voice fades into the distance. She was attempting to escape downstairs but was dragged back.

#### Enemies (Goon Arena)

The stat blocks for these characters can be found on page 51.

- 2 Mafia Riflemen.
- Group 1: 1 Mafia Goon per Wild Card.
- Group 2: 1 Mafia Goon per Wild Card.
- 1 Mob Flamer per Wild Card.

#### Allies (Goon Arena)

The stat blocks for these characters can be found on page 51.

- John MacGuffin.
- Sylvester Sweet.
- 2 Abkhazian Workers per Wild Card.

*“A team of amateurs and a washed up blue-collar ’gainst the whole eff’n Mafia?”*

*“Mama taught me better than this.”*





### Enemies (The Office)

The stat blocks for these characters can be found on page 51.

- 1 Mafia Toady.

### Allies (The Office)

The stat blocks for these characters can be found on page 51.

- John MacGuffin.
- Sylvester Sweet.
- Any remaining Abkhazian Workers.

### Social Characters

If you have a socially oriented agent with few combat skills, this is a chance to use those skills. It may be possible for a persuasive agent to convince the toady to stand down.

### Enemies (Firefight on the Roof)

The stat blocks for these characters can be found on page 51.

- Elio Passegero.
- 1 Mafia Goon per Abkhazian Worker.
- 1 Mafia Goon per Wild Card.

### Allies (Firefight on the Roof)

The stat blocks for these characters can be found on page 51.

- John MacGuffin.
- Sylvester Sweet.
- Any remaining Abkhazian Workers.

### Musical Suggestion

"La Revancha Del Tango" by The Gotan Project.

Try playing this (or another tango album) at the table during "Firefight on the Roof."

### Shooting Through the Tables

If the agents wish to shoot through the pressboard tables, they may ignore the cover penalty, but the target gains a +3 armor bonus.

## The Office

The overseer of the secret factory is the twin brother of Elio's toady, whom the agents killed in "The Hit Men." By now, the overseer has assumed that his brother is dead and is full of rage. He's waiting for the agents in the upper office and will shout, "You bastards killed my brother!" before attacking.

**Sight:** A door in the far wall is ajar.

**Touch:** A cool breeze from outside.

**Sight:** An angry, red faced man who looks identical to Elio's toady.

It's possible that some goons will be chasing the agents up the stairs. If not, feel free to add a few bursting in through the outside door a round or two into combat. As always, consider the mood of your players.

## Firefight on the Roof

Elio has arranged an ambush on the roof, and he and the goons have already taken cover behind overturned tables (Medium Cover -2) when the agents emerge.

**Sight** Glasses, snacks, and wine bottles litter the ground in front of upturned tables.

**Sound** Tango music from the party.

This would be a dead end, except all the goons are drunk and take a -2 to all actions. Elio has Nicole with him, and when things start to look bad, he will run for the far edge of the building, dragging her with him.

## Elio on the Edge

Elio doesn't like to lose. He is on the edge of the building with Nicole and his Uzi, threatening to kill her, jump, or both. If the agents shoot him, he falls off the edge of the building. If they succeed at an Intimidation or Persuasion roll, he tosses the girl at the agents and jumps.

**Touch:** Whipping wind.

**Sound:** A loud crack of concrete.

Before they get a chance to look over the edge, the center of the roof collapses, and flames can be seen through the dust. The Mob Flamers, without consideration for who is on the roof, have started burning the outside of the building.

## Race Through the Flames

The roof is high enough that a fall would probably be lethal, so the agents need to find another way down. They may attempt to rig up a ladder, try to make their way down the rocky outcropping the building it built against, or go back through the burning building.

**Sight:** Dust and flames obscure vision (-2 to Notice rolls).

**Sound:** Popping, creaking, and small explosions.

**Smell:** Smoke, chemicals, burning plastic, and cement dust. Have the agents occasionally roll Vigor or go into a coughing fit.

**Touch:** Dry heat, flames, and cement dust caking on to arms.

**Taste:** The air tastes of everything that is burning and cement dust.

Each round the agents are on the roof, deal every character a card. On a face card, the roof shakes underneath that character. On an ace, it collapses, and the character lands on the machinery below, taking 2d6 damage and having to escape the burning building.

Any characters inside the building are confronted by the Mob Flamers, who try to make sure they don't escape. The center support pillar has collapsed, and the floor is covered in rubble.

Here are a few events to add drama to the escape:

- The stairs collapse under one of the agents.
- One of the chemical covered tables explodes in the heat. Use either the small or large blast template as feels appropriate.
- Just after moving past a support pillar, it explodes, and the ceiling right behind the agents collapses.
- A character steps in a pool of melted chocolate leaking out of an old crate and has to succeed at an Agility roll or fall.
- A Mob flamer stands directly before the outer doorway.

When the agents finally get outside with as many workers as they are able to save, the building violently gives way and collapses. They may notice the red lights of emergency medical crews dispatched by Daisy, which arrive on the scene within one minute of the escape from the building.

As for Elio Passeggero, his body is nowhere to be found. ■

### Enemies (Race Through the Flames)

*The stat blocks for these characters can be found on page 51.*

- 1 Mafia Flamer per Wild Card.

### Allies (Race Through the Flames)

*The stat blocks for these characters can be found on page 51.*

- John MacGuffin.
- Sylvester Sweet.
- Nichole MacGuffin.
- Any remaining Abkhazian Workers.

My throat burns from the dust like a man who has been thirsty for so long he no longer knows what to do with water. Is this satisfaction?

I see Nicole smile occasionally. I haven't heard gunfire for hours. Maybe it is.

I'm at a hospital now. Why do places that do so much good feel so uncomfortable? Maybe it's a guilty collective conscience.

They say I should rest now. Who am I to argue?



**Robert "Gatling" Jones**

*Do not make Gatling obnoxious, as he is important for later adventures. If the agents are too banged up to talk, he can visit them at the hospital in the next scene instead.*

### Player Objectives

- Gather information about recent events.
- Get their injuries treated.

### Game Master Objectives

- Introduce the reporter Robert "Gatling" Jones as an important character.
- Give the agents a promotion to Field Agent.
- Convey how worn down everyone feels.

## Summary

The agents have been through a lot. The need to be patched up, and they will likely have questions as to what's been happening. They meet a sympathetic reporter, are taken to the hospital, and receive a promotion. They also discover some of what has become of Cobalt.

## Outside the Factory

As the players are waiting for police and aid to arrive, they are cautiously approached by a reporter and a cameraman.

**Sight:** Burning building in the background.

**Smell:** Soot, ash, and smoke.

**Sight:** Flashing lights of emergency vehicles.

The reporter's name is Robert "Gatling" Jones, and he is deeply concerned about the unknown plight of the Abkhazians. He came to the factory following an anonymous tip, and wants to know everything that went on inside. He is respectful of the agents' situation and will do everything he can to help, including getting them past the police without incident.

## A Hospital Stay

The paramedics take everyone to the hospital for an overnight stay.

**Sound:** Beeping hospital equipment.

**Sight:** Overworked nurses.

**Smell:** Sterilized everything. Rubber.

The next morning their handler, Edmond Gates, arrives to deliver payment and commend them on a job well done. Despite their best efforts, the Mafia was unable to remove the evidence, which has already led to many arrests higher up in the organization.

The players are then promoted to full field agents. Their probationary period is over.

As the agents are leaving the hospital, they happen to pass the room where Cobalt is recovering. Her brother is there, and the two of them are having a conversation with another patient—a professor at a nearby community college who is talking to them about the opportunities there.

Where the Agents go from here is up to you. The story continues in *To Predict and Serve Act 2: Rate of Change*. ■





## Temporal Probability Agency: To Predict and Serve

### Act 1: A Function of Probability

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