

**WHITE  
LIES**



**ECHO TEAM**





ADMIN TOOLKIT

# ECHO TEAM

Creating new agents can be really quick. Players roll some dice, pick a class, and note some gear. If you are using it, they also pick an area of training from the supplemental training chapter. That's it. The first agent you build will take a half hour or so, but once you know what all the options mean your next agent shouldn't take you any more than 5 minutes.

But sometimes you want to get right into the action. You might be playing at a convention and don't have the time to spare. Or maybe an unplanned player pops over and doesn't have an agent and making him one while explaining all options will delay things too much. In these cases, you might want to place the agents of Echo Team out on the table and let the players each choose one.

Also, sometimes you'll have a game with too few players. A small team of agents can actually accomplish a lot if the players are clever, but nothing beats having a skilled confiscator or eliminator on hand when you need one. For these reasons, you might consider using the agents of Echo Team as a type of skilled backup, increasing the type of challenges you can throw at them. In such a case, assign each player one backup... an Echo agent... that he can control since he's assigned to that player's agent. Of course, you should step in if the player is abusing the Echo agent.

## THESE ARE ACTUAL PLAYER CHARACTERS

Just prior to release of the WhiteLies roleplaying game, the players which helped us test out the play balance of the game sat down and rolled these agents up right in front of us. They will be played regularly and updates to their characters may appear online at [dwdstudios.com](http://dwdstudios.com). Hope to see you there!

# AMELIA JACKSON

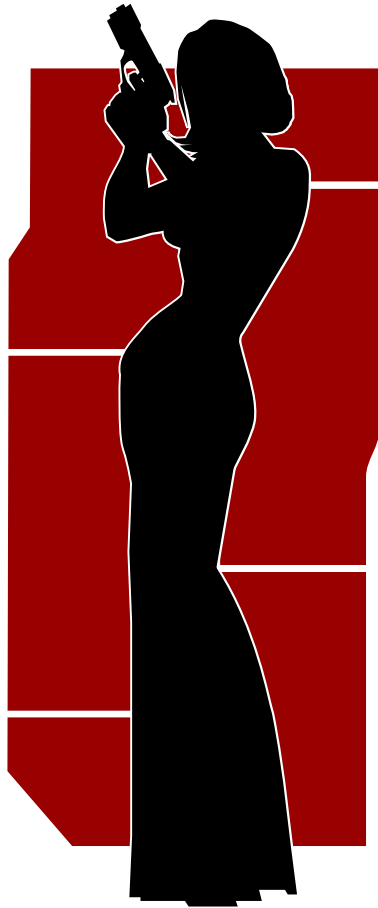
Sometimes a politician or criminal needs help getting out of a bind. When things got really bad, they would call Amelia Jackson, a fixer working for the highest bidder with no set of her own morals. At least that's what she thought. But one day she was hired to fix a problem: a prominent politician was involved in human trafficking and needed help hiding evidence that would have ended his career.

Amelia saw the captive women being forced into drug addiction and eventually various forms of slavery. She saw the things they were making them do. She couldn't do nothing and live with herself.

So Amelia Jackson infiltrated the organization by posing as an innocent traveler, attracted the attention of two cartel point men who grabbed her and threw her in their van. During the drive, she manipulated the two into killing one another, and walked away with what she hoped would be a clean conscience. It wasn't enough.

For the next year, Amelia waged a one-woman war against this cartel and eventually took down the politician who originally hired her. The impressive thing was that she did all this without having to do the shooting herself, and without getting caught.

This attracted the attention of Bureau 19, who saw potential in her ability to run a con, infiltrate, and leave no trace. They recruited her and trained her in the use of weapons, but she only uses them when all other options fail. She considers shooting a desperate act of the unimaginative.



**NAME** Amelia Jackson

**LANGUAGES**

English, Russian, German, French, Spanish

XP 0

**LEVEL** 1

XP BONUS +15%

**CLASS** Infiltrator

**ABILITIES / NOTES**

**Combat Training:**  
All weapons and armor.

**Skill Training:** +1 to action checks involving Impersonation, Disguise, Forgery, Persuasion, and Scholar.

**Cover Identities:** One Masterwork Cover Identity per level, no cost.

8

**STR**

--

14

**INT**

+1

12

**WIS**

--

9

**DEX**

--

11

**CON**

--

16

**CHA**

+1

**SUPPLEMENTAL TRAINING**

Cleaner

**ARMOR**

9[10]  
AC

No Armor

**SAVING THROWS**

16  
ST

+1 to all Saving Throws while maintaining the ruse of a cover identity role.

6

HP

**EQUIPMENT**

\$ 565

Operative Kit

Masterwork Cover Identities:

Cleaner Kit

- Amelia Jericho, internationally recognized art critic.

Semi-auto Pistol

To-Hit: +1, Damage: 1d6, ROF: 2, Ammo: 10, Range: 75 ft

Upgrades: Spare Ammo, Calibrated Sights, Concealed Spring Holster

Stun Gun

To-Hit: +0, Damage: Stun, ROF: 1, Ammo: 10, Range: --

Unarmed

To-Hit: +0, Damage: 1d6-2

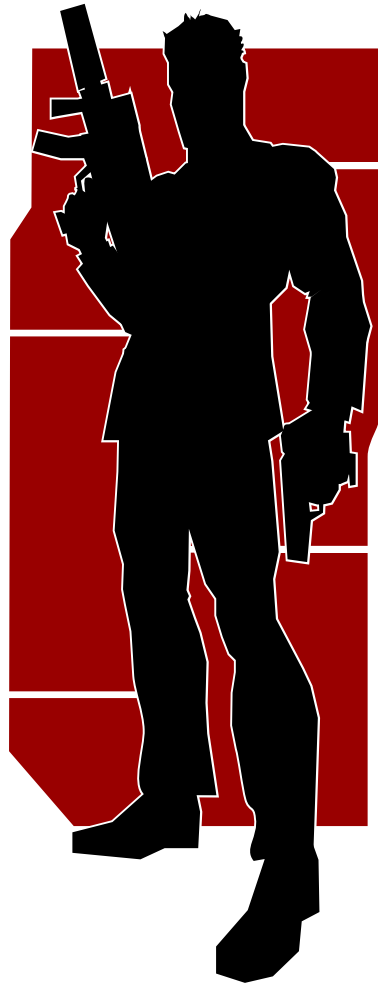
# GRANT VAHN

Sergeant Vahn was a recon scout working for the Special Forces of an undisclosed United States military service. His skills were impressive, but not worthy of particular note while in the presence of such amazing and highly trained Special Forces soldiers. It wasn't his soldering that got him noticed by Bureau 19. It was his something else.

A CIA stealth helicopter went down in the jungles of South Africa and Vahn planned a rescue op for its pilot, who was captured by a rogue warlord with reasons to hate the CIA. The op went smoothly and the pilot was under his unit's protection, no team casualties and only minimal presence detected. That's when the second stealth helicopter showed up, eager to make the situation disappear. They blew up the warlord's camp and wrecked helicopter, no love lost there. But then they turned their crosshairs on Vahn and his team, including the now disavowed pilot. Vahn tried to radio for assistance but only static responded. Even his exfil was gone. He and his unit had been burned.

Rather than accept this fate, Vahn sought out and rescued the warlord, negotiated a temporary alliance, and fought for survival. He armed the warlord and his men then turned them against the tactical cleaner unit sent to cover everything up. In the chaos, Vahn and his unit, along with the rescued pilot, boarded and captured the second stealth helicopter, dumped its crew, took out the warlord and his men, and made off into the night.

This unit and the rescued pilot all went their separate ways after the escape, but Vahn was sought out and recruited by Bureau 19 for his cunning and innovation in the field, his ability to turn certain death into a fighting chance to survive, and his uncanny sense of brotherhood and loyalty to his team. To date, Vahn has never said what he did with the prototype stealth helicopter.



**NAME** Grant Vahn

**LANGUAGES**

English

XP 0

**LEVEL** 1

XP BONUS +5%

**CLASS** Eliminator

**ABILITIES / NOTES**

Combat Training:  
All weapons and armor.

Skill Training: +1 to action checks involving Demolitions,  
Strategy & Tactics.

Combat Machine: +1 attack per round per level against 1HD or  
weaker foes. Against stronger foes, only 1 extra attack.

**SUPPLEMENTAL TRAINING**

Scout

(note: against mixed enemies, the  
number of extra attacks per round is  
determined by the highest HD of the  
foes the agent can attack this  
round)

**STR**  
17  
+2

**INT**  
8  
--

**WIS**  
9  
--

**DEX**  
14  
+1

**CON**  
15  
+1

**CHA**  
7  
-1

**ARMOR**

4[15]  
AC

Medium Armor

**SAVING THROWS**

14  
ST

+2 to all Saving Throws  
against Stun or Poison  
effects.

8  
HP

**EQUIPMENT**

\$ 0

Operative Kit, Survival Kit

Semi-auto Pistol

To-Hit: +1, Damage: 1d6, ROF: 2, Ammo: 10, Range: 75 ft  
Upgrades: Spare Ammo

Submachine Gun

To-Hit: +1, Damage: 1d6+1, ROF: 2, Ammo: 20, Range: 60 ft  
Upgrades: Spare Ammo x2. Notes: Burst is 5 bullets, +2 To-Hit, x2 Damage

Unarmed

To-Hit: +2, Damage: 1d6

# CHERRY BELLE

Cherry started off her life of crime as a car thief. She didn't care about cars, but her boyfriend at the time did. Then her boyfriend got pinched and sent off to serve time and she got bored.

She then started running with a group of burglars who did small time stuff. They stole from rich people but they weren't Robin Hood; they did it for themselves. Then they got pinched and sent off to serve time and once again she got bored.

Cherry decided she needed to stop working with other people and started planning heists of her own. She stole diamonds, paintings, cash, and soon became one of Interpol's most wanted.

She was lying low for a while when they caught up with her. Her car thief ex-boyfriend had hooked up with the burglars in prison and they spoke about Cherry. They recognized her talent and knew she'd be doing well for herself.

When released they managed to track her down and break into her place. They beat her up and stabbed her a few times. That sucked. They took everything she was sitting on – diamonds and paintings. They left her bleeding out on the tile floor of her kitchen. She hated those tiles.

This could have been a tale of violent vengeance, but it's not. Cherry doesn't work that way. She managed to drag herself to the hospital and got fixed up. She planned a few successful jobs and made a large deal of cash. She used the money to hire forgers, commissioned counterfeits of every piece of art and every gem that was stolen from her. She tracked down her old "friends" and broke into their places to swap out the counterfeits for the stuff they took. Then she tracked down a fence and offloaded the stuff for pennies on the dollar (it's not really about the money), informing him of counterfeits on the market. The fence, who had been following Cherry's efforts for some time now, was actually a recruiter for Bureau 19 who happily offered her a job.

Cherry's not bored anymore.





**NAME** Cherry Belle

**LANGUAGES**

English

XP 0

**LEVEL** 1

XP BONUS +10%

**CLASS** Confiscator

**ABILITIES / NOTES**

Combat Training: 1H Melee & Thrown weapons, Revolvers, Semi-auto Pistols, Tasers, Bows, Crossbows, Light Armor

Skill Training: +1 to action checks involving Stealth, Sleight-of-Hand, Acrobatics, and Security Systems.

Backstab: If attack from stealth, +2 To-Hit, +Level Damage

8

**STR**

--

9

**INT**

--

11

**WIS**

--

14

**DEX**

+1

8

**CON**

--

13

**CHA**

--

**SUPPLEMENTAL TRAINING**

Computers

**ARMOR**

6[13]

AC

Light Armor

**SAVING THROWS**

15

ST

+2 to all Saving Throws against Explosions or Security Systems.

6

HP

**EQUIPMENT**

\$

200

Operative Kit, Burglar Kit

Semi-auto Pistol

To-Hit: +2, Damage: 1d6, ROF: 2, Ammo: 15, Range: 75 ft

Upgrades: Spare Ammo, Silencer, Extended Magazine, Calibrated Sights

2 Flash-bang Grenades, To-Hit +1

2 Smoke Grenades, To-Hit +1

Unarmed

To-Hit: +0, Damage: 1d6-2

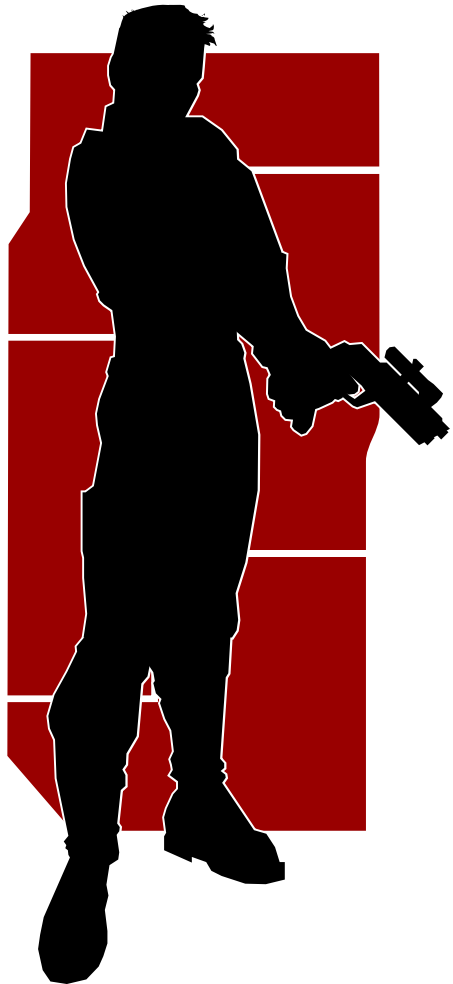
# THOMAS REINHARDT

Thomas is a mystery. He seems qualified to pilot, drive, and operate any type of vehicle, but has no memory of ever having been trained at any of it. He can disassemble an engine and put it back together, and can field-strip pistols of just about any make. He can speak Arabic and Mandarin. But he doesn't know where he learned those skills.

His first memory is as a grown man living on the streets of a city, dirty and covered in tattered clothes. But freshly shaven and with a military haircut. His life was confusing, but it got more confusing when he was arrested for vagrancy.

He was fingerprinted and he saw his name show up on the computer screen with the words "CLASSIFIED" flashing in red. It's like alarm bells went off. They put him in a room and after an hour of waiting, the precinct went dark and a tactical unit raided the place, shooting innocent policemen and seeking Thomas. In the chaos, Thomas reacted. With instinct and brutality he escaped, leaving the tactical unit searching an empty precinct.

Thomas was eventually sought out by Bureau 19. They don't know who trained him, but believe he holds the key to finding out who they are and what they did to Thomas. After two years of caution (and plastic surgery to change his appearance), the bureau has finally allowed Agent Reinhardt to join an ops team where his uncanny and unexplainable skills are of extreme usefulness. The bureau keeps a close eye on him, and even his team is instructed to report on any unusual activity he engages in. This should bother Thomas, but he's used to it. He's just as eager to discover the secrets of his past as is the bureau, and worries his presence can endanger a team, despite the extreme measures taken to conceal him.



**NAME** Thomas Reinhardt

**LANGUAGES**

English, Mandarin, Arabic

XP 0

**LEVEL** 1

XP BONUS +5%

**CLASS** Transporter

**ABILITIES / NOTES**

Combat Training: Knives, Revolvers, Semi-Auto Pistols, Tasers, Grenades, Submachine Guns, any Vehicle-Mounted Weapons, and Light Armor.

Skill Training: +1 to action checks involving Drive, Drive Water Vehicles, Pilot, or Technician.

Gear Head: Start with a vehicle worth \$50k or less.

11

**STR**

--

12

**INT**

--

9

**WIS**

--

14

**DEX**

+1

14

**CON**

+1

9

**CHA**

--

**SUPPLEMENTAL TRAINING**

Streetwise

At 2nd level and each subsequent level, gain one free vehicle upgrade.

**ARMOR**

6[13]  
AC

Light Armor

**SAVING THROWS**

15  
ST

+1 to all Saving Throws when behind the controls of a vehicle.

7

HP

**EQUIPMENT**

\$ 100

Operative Kit, Technician Kit, Medic Kit

Black SUV (Control +0)

Upgrades: Oil Slick

Semi-auto Pistol

To-Hit: +1, Damage: 1d6, ROF: 2, Ammo: 10, Range: 75 ft

Upgrades: Spare Ammo

Unarmed

To-Hit: +0, Damage: 1d6-2

# IAN DANE

Detective Dane was good at what he did. He closed more cases than most other detectives. He possessed an amazing ability to draw facts from seemingly few clues. He trusted his gut and those instincts often paid off. He could get the truth out of a perpetrator even when listening to his lies and his silence. He was good.

But his problem was that he liked to gamble. The sacred geometry of chance. He did well in the casinos, and soon attracted the attention of a criminal organization firmly entrenched in the city's gambling businesses.

They banned him from the tables, claiming his winning streak could only be explained by cheating. Then they told him he had to pay back every penny he "stole" from them. And when he couldn't come up with the money on a city detective's salary, they tried to break his wife's legs. She later died from an undetected blood clot that went to her heart, but before she died she made Dane promise he wouldn't do anything stupid, and that he'd do the right thing no matter the cost. It was that promise that kept him from doing what he really wanted to do. Instead, he did his job.

He tried to get help from other cops on the force, but found that many were corrupt. He went to the District Attorney and discovered she too was on the take. Despite all the corruption, Detective Dane won the day. He quit the police force and conducted an almost obsessed-level of surveillance. He gathered indisputable evidence of the mob's criminal activity that would hold up in any court. He took it all to the FBI and within months the mob and the network of corruption in the police force and DA's office was exposed and justice was enforced. Dane was sought out and recruited by Bureau 19 and now lives his life dedicated to the promise he made to his dying wife. He leads Echo Team well, doesn't do anything his wife would call stupid, and does the right thing, no matter the cost.



**NAME** Ian Dane

**LANGUAGES**

English, Japanese, Korean

XP 0

**LEVEL** 1

XP BONUS +10%

**CLASS** Investigator

**ABILITIES / NOTES**

Combat Training: Knives, Revolvers, Semi-Auto Pistols, Tasers, Grenades, Shotguns, Light and Medium Armor.

Skill Training: +1 to action checks involving Perception, Interrogation, and Computers.

Network of Informants: One informant per level.

**SUPPLEMENTAL TRAINING**

Gambling

Informant: Sarah Slade. ex-FBI partner, still friends even though I left to work for Bureau 19. Help each other on cases.

9

**STR**

--

12

**INT**

--

15

**WIS**

+1

12

**DEX**

--

7

**CON**

-1

14

**CHA**

+1

**ARMOR**

5[14]  
AC

Medium Armor

**SAVING THROWS**

13  
ST

+2 to all Saving Throws versus Interrogation or Deception.

5

HP

**EQUIPMENT**

\$ 0

Operative Kit, Forensics Kit, Surveillance Kit

Semi-auto Pistol

To-Hit: +0, Damage: 1d6, ROF: 2, Ammo: 10, Range: 75 ft  
Upgrades: Spare Ammo

Shotgun

To-Hit: +0, Damage: 1d6+3, ROF: 1, Ammo: 5, Range: 30 ft

Unarmed

To-Hit: +0, Damage: 1d6-2

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