

Staff Sergeant Steven Bransen

Will 9 

Background Mechanic by choice, Talent by accident.

Nationality American.

Age 22.

Family A wife and daughter in Birmingham, Alabama.

Education Some High School, Army Trade School.

Motivation To get home...

Statistics

Body 7+1 Wiggle Die (1)

Brains 2

Coordination 2

Command 2

Sense 2

Cool 2

Base Will (Cool+Command)= 4

Skills (Total Dice Pool Rolled)

Brawl 1 (8d+1wd), Bazooka 2 (4d), Run 1 (8d+1wd), Drive 2 (4d), Language [English 2 (4d), German 1 (3d)], Mechanics (Motor Vehicles) 2 (4d), Rifle 2 (4d), Mental Stability 2 (4d), Throw 1 (8d+1wd), Pistol 1 (3d), Grenade 2 (4d), Dodge 2 (4d), Intimidate 2 (4d), Sight 1 (3d), Hearing 2 (4d).

Talents

You're inhumanly strong, able to consistently lift up to 4 tons. You can breach Heavy Armor 8 with a successful Body roll, and your shouts can shatter glass. After every battle, an additional 2 points of shock damage evaporate off every limb. Due to your great strength you can jump 24 feet horizontally, and 12 feet vertically.

Briefing

One day, you were fixing a jeep in the field, thinking about your wife and when you'd get to see her and little Christie again. It was a normal day, or as normal as things get near the front. Peter was telling you about his newborn son and his plans to go see him, when the shell hit.

It was the first of the barrage, a lucky shot. It took you completely by surprise, which was why you didn't even think about it before lifting the jeep off Pete and throwing it fifteen feet, to see if he was all right. He wasn't.

Since that time, your strength has only grown. Now you can throw a brick through a telegraph pole. That's all very well, but you really just want to get back to your wife and child. Luckily, up until this point, you've been used as a heavy lifter to move weapons and equipment to the front. But now, you're in the thick of it, and it's up to you to toe the line. You're second in command, under Captain Lund--as such, if something happens to Lund, you're in command, and the mission is in your hands.

If the Glazier is not killed, you may never get home again...

Equipment

Helmet : Removes all shock damage to head, then turns 2 killing damage into shock.

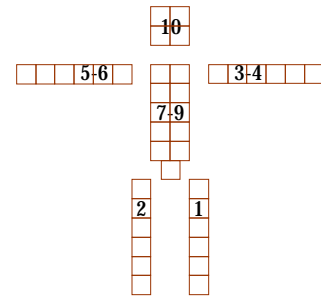
Weapons

Punch (Damage: Width+2 killing.)

(1) M1 Carbine (Capacity 30 rounds, Damage: Width+2 in killing and width+1 in shock.) 5 extra clips.

(2) M2A1 "Pineapple" Hand Grenades (Penetration 2, Area 3.)

Hit Location Chart

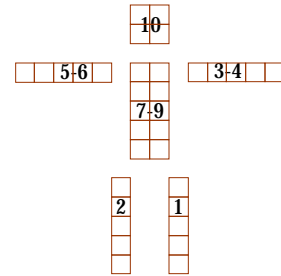


Corporal Maxwell Jennings

Will 9



Hit Location Chart



Background A new Jewish Talent...

Nationality American (Naturalized, originally German.)

Age 16.

Family A father, sister and brother in Chicago.

Education Army basic training.

Motivation To stop the Glazier and still live to see your 17th birthday.

Statistics

Body 2

Brains 2

Coordination 3

Command 1

Sense 1

Cool 3

Base Will (Cool+Command=) 4

Skills (Total Dice Pool Rolled)

Brawl 1 (3d), Bazooka 2 (5d), Drive 1 (4d), Language [German 2 (4d), English 1 (3d), Grenade 2 (5d), Mechanics 1 (3d), Mental Stability 3 (6d), Sight 1 (2d), Hearing 1 (2d), Pistol 1 (4d), Rifle 3 (6d), Dodge 3 (6d).

Talents

You can create a single duplicate of yourself. It wears your clothes but, for some reason, cannot duplicate guns or other equipment (though it may pick up your equipment.) If that double gets hurt, it pops like a soap bubble—vanishing in an instant— but you can always make a new one. When you create a duplicate your regular body goes to sleep—your mind “inhabits” the new body until it is killed or you choose to wake up. This doppelganger materializes anywhere you can see within ten feet of your real body. It can go at least a mile from your sleeping form, probably farther, but you don’t really know.

Briefing

Whenever your father would beat you, you’d wish you were somewhere else. It was the same when the Nazis caught you seven days ago. They beat you because you were a Jew, and you wished you were somewhere else. Suddenly you were. You were standing behind the German officer and – the strange part – you could see your body, tied down, as he beat you. He didn’t see you at all before you had your belt around his neck.

With your newfound “second self,” you were able to escape the camp and make it to U.S. V Corps where Captain Lund “saw” your Talent potential. You have no training, and little idea of what your power can do, but you want some revenge.

Next month, you turn seventeen—you lied about your age to get into the Army.

Equipment

Helmet: Removes all shock damage to head, then turns 2 killing damage into shock.

Weapons

Punch (Width in shock.)

(1) M1 “Garand” (Capacity 8, Damage: Width+3 in killing and shock.) 50 rounds of ammo.

(5) M2A1 “Pineapple” Hand Grenades (Penetration 2, Area 3.)

Private First Class Roland "Flyboy" Fitzsimmons

Will 6



Hit Location Chart

	10		
5	6	3	4
	7	9	
2			1

Background A regular Joe, with a little extra.

Nationality American.

Age 21.

Family A brother in Omaha, Nebraska.

Education Airborne training.

Motivation To do your duty, and to get a grip on your power.

Statistics

Body 2

Brains 2

Coordination 2

Command 2

Sense 2

Cool 2

Base Will (Cool+Command)= 4

Skills (Total Dice Pool Rolled)

Brawl 2 (4d), Athletics 2 (4d), Language [English 2 (4d)], Grenade 2 (4d), Dodge 2 (4d), Parachute 2 (4d), Rifle 2 (4d), Pistol 2 (4d), Sight 1 (2d), Radio Operation 1 (3d), Navigate (Land) 1 (3d), Endurance 1 (3d), Mental Stability 2 (4d).

Talents

You can fly as long as you're reciting an Act of Contrition. ("Oh my God, I am heartily sorry for having offended thee. I detest all my sins because of your just punishment but most of all because they offend you, my God, who art all good and deserving of all my love. I firmly resolve, with the help of your grace, to sin no more and to avoid the near occasion of sin.") No prayer=no flight. Your power is counted as 2 Hard Dice in flight. Your top speed is 30 yards a round (or about 20 MPH.)

Briefing

You were dropped along Skyline Drive in northern Belgium along with the rest of the 101st Airborne, just three days before you were due to be reassigned to Commando training—your group was to reinforce the flagging Allied defense in the area, but by the time you got there, it was already too late. After the first big German breakthrough just seven days ago, you were separated from your group and found yourself at V Corps after flying for more than three hours in search of friendlies.

Now you have to stop a powerful German Talent who threatens the entire Allied forces in Belgium...

Equipment

Helmet: Removes all shock damage to head, then turns 2 killing damage into shock.

Weapons

Punch (Width in shock.)

(1) M1 "Garand" (Capacity 8, Damage: Width+3 in killing and shock.) 50 rounds of ammo.

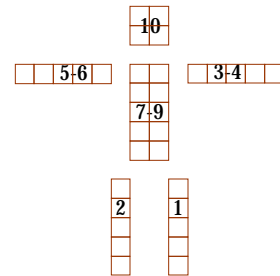
(2) M2A1 "Pineapple" Hand Grenades (Penetration 2, Area 3.)

Private Maurice “Bakelite” Grenier

Will 7



Hit Location Chart



Background A Free French soldier fighting for French pride.

Nationality French.

Age 26.

Family A mother and sister in Algiers.

Education French Army Training.

Motivation To destroy the Germans.

Statistics

Body 2

Brains 2

Coordination 3

Command 1

Sense 1

Cool 3

Base Will (Cool+Command)= 4

Skills (Total Dice Pool Rolled)

Pistol 2 (5d), Rifle 3 (6d), Grenade 3 (6d), Bazooka 2 (5d), Machine gun 2 (5d), Run 2 (4d), Sight 1 (2d), Hearing 1 (2d), Mental Stability 2 (5d), Language [French 2 (4d), English 2 (4d)].

Talents

You can make any solid, inanimate matter within a radius invisible. Your “Transparenting” dice pool is 6d. You can choose to make all such matter invisible, or just a certain type (that is, all metal turns invisible, all wood, all stone, wood and stone but not metal, etc.) You can’t make living creatures invisible, nor liquids or gasses.

Some things to consider...

- An invisible tank cannot fire its weapons.
- Anyone who tries to fire an invisible weapon takes a penalty to his attacking traits equal to the width of your roll (in your case, two).
- If you hide behind cover and make it invisible, there’s a good chance that your enemies will try and shoot through it anyway.
- Invisible hand grenades are much less alarming to the enemy, and they can’t be thrown back.

The radius of your power is 10 meters times the height of your roll. (That is, if you get a pair of 3s, you can make everything in a 30m radius transparent. If you roll a pair of 7s, it’s a 70m radius.) The center of the area of effect is limited by your vision. You must, however, concentrate to maintain your power. If you’re making things invisible, you can’t do anything else.

Briefing

You joined up after the Allied invasion of North Africa, and trained in England for D-Day. You landed on Juno beach and have fought non-stop for months. Now, in Belgium, you make the Germans pay for what they did to your homeland. You discovered your power just nine weeks ago during a heavy German push on Allied lines near the Netherlands. Since then, Free French officers have made several offers to you, to move up in the FF ranks—but you chose to stay with your unit.

Since the offensive, you have been fighting your way cross-country in an attempt to get to the battle at Spa—but it seems unlikely you’ll arrive in time. Now you find yourself at U.S. V Corps in central Belgium, under the command of a Belgian Captain no less! The Germans have a new Talent who can turn metal to glass.

It’s up to you to stop him...

Equipment

Helmet: Removes all shock damage to head, then turns 2 killing damage into shock.

Weapons

Punch (Width in shock.)

- (1) M1 “Garand” (Capacity 8, Damage: Width+3 in killing and shock.) 50 rounds of ammo.
- (1) .45 M1911 Pistol (Capacity 7. Damage: Width+1 in killing and shock.) 4 extra clips.
- (1) M2A1 “Pineapple” Hand Grenades (Penetration 2, Area 3.)

