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Name/Alias: Sgt. Paul Langlois "L'Électricien" ("The Ele	ectrician")		o wou	NDS O
Sex: Male Nation/Ethnicity: Canadian	Ht.:	5' 10" Wt.: 157 lb	s 1()
Age: 24 Date of Birth: 2/18/1919	Date of Manifestatio			
·		n. <u>12/14/1945</u>	5-6	3-4
Education: High School	Profession: Electrician			
Motivations: Excell in the face of perceived discriminat	tion of French Canadians in the army.			
Brains> 3	Body	> 2	7-	9
$\mathbf{Command} \longrightarrow \boxed{2}$	Coordination	> 2		
$\operatorname{Cool} \longrightarrow 2$	Sense	\rightarrow $\left(1 \right)$		T
Base Will> 5	>05 (10	/ /	(
		30		
		50	2 🗌 ()	0 1
O SKILLS O	Attribute Dice Pool	Running 2	B	Body / 4d
Brawling 2	Body / 4d	Sight 1		ense / 2d
Dodge 2	Coord. / 4d	Stealth 2		/
Driving [Car/Truck/Universal Carrier] 2	Coord. / 4d	Submachine Gun 2		/
Endurance 2	Body / 4d	Survival 1	B	rains / 4d
Grenade 2	Coord. / 4d	Tactics 2		rains / 5d
Health 2	Body / 4d			/
Language [English] 0	Brains / 3d			/
Language [French] 3	Brains / 6d			/
Map Reading 1	Brains / 4d			/
Mental Stability 2	Cool / 4d			/
Navigation (Land) 3	Brains / 6d			/
Radio Operation 2	Brains / 5d			/
Rifle 1	Coord. / 3d			/
O TALENTS O	d hd wd Spent	Flaw: Only Shock	Damage	-2 • -4 • -8
Stun 8d (AR)	3 • 6 • 12 16		Damage	
Extra: Headhunter	$3 \cdot 6 \cdot 12$ 10			
Flaw: Glow	-1 • -2 • -4			
Flaw: Loud	$-1 \bullet -2 \bullet -4$			
Flaw: Peace of Mind (Angry)	-2 • -4 • -8			
Regeneration 8d (RU)	3 • 6 • 12 8			•••
Extra: Endless	1 • 2 • 4			• •
Flaw: Only works with Stun	-1 • -2 • -4			•••
• WEAPONS •		Range nage Close/Max	• ARMOR •	
Rifle No. 4 Mk. 1 (Slow 1)		in SK 550 / 3000	Mk. II Helmet (LAR 2)	
Pistol No. 2 Mk. 1	//13 WSK			
No. 36M Grenade		in SK <u>15</u> / <u>30</u>		
Hawkins Grenade	/ 4 / 6 Win			
M1 Thompson SMG 1/				
Bren Mk. 2 LMG 0/2		in SK 200 / 1850		
Bayonet	//W+1	<u>in K - / -</u>		

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APPEARANCE AND PERSONALITY

Paul Langlois was an automotive mechanic in Quebec City when the war broke out. Although his separatist

father was against the war, Paul considered himself "his own man" and joined the army. Regardless of

what his father thought, he believed that fighting the Nazis was a just cause.

Paul belonged to the Royal 22e Régiment (known to English Canadians as the "Van Doos") where he rose

to the rank of sergeant. It was in action around Casa Berardi, in the fight for The Gully, that he

became the first French Canadian Talent. A grenade went off near him, stunning him and making his ears ring. Unconsciously, Paul rose up and sent electricity arching at the German who threw the grenade. The

German fell, unconscious, and Paul's befuddlement cleared instantly.

The Canadian Army is heavily English speaking. In spite of the valour of the Van Doos (the first

Canadian Victoria Cross in Italy would go to Langlois' commander), Paul sees discrimination,

particularly from the older officers. Paul is determined to prove -- as the only French Canadian member

so far of the Talent Platoon -- that Quebecois are at least the equal of Anglos.

• NOTES •

Paul can send loudly sizzling bolts of lightning at opponents. The opponent takes twice the width in Shock damage to the head (regardless of the hit location targeted). Paul must be angry for this to work. Paul can also regenerate Shock points. He can turn this power on at any time with a dice roll. He does not regain Shock until he hits someone with his lightning attack. When that happens, at a cost of 1 Will, Paul loses all Shock

damage. This Regeneration power fails if injured , when it

has to be reactivated.

• EQUIPMENT •

-

Mk. II Helmet	
Pattern 37 Battle Dress, with boots and gaiters	
Pattern 37 web gear with 2 ammo pouches	
Ankle-high "ammunition" boots	
Web gaiters	
No. 4 Mk. 1 spike bayonet and frog	
Haversack with groundsheet, rations,	
mess tin, eating utensils, shaving kit, sewing kit,	
gas cape	
Mk. II respirator bag with 1943 Light	
Weight Assault Respirator	
Entrenching tool carrier and entrenching tool	
Water bottle with carrier	
Pistol No. 2 Mk. 1	
M1 Thompson Submachine Gun	

• ASSETS •

100 rounds of ammo in 5 twenty-round magazines
Two magazines (26 rounds) of pistol ammunition
10 No. 36M grenades
2 No. 75 "Hawkins" anti-tank grenades

\bigcirc MORE WEAPONS \bigcirc	Spray/Pen/Area		Cap	Damage	Close/Max	
	/	/			/	
	/	/			/	
	/	/			/	
	/	/			/	
	/	/			/	
	/	/			/	
	/	/			/	
	/	/			/	
	/	/			/	

Range

• MORE SKILLS •	Attribute	Dice Pool	• MORE TALENTS •	d ho	d wd Spent
	/	/		•	•
	/	/		•	•
	/	/		•	•
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