

Weird WWII Character Ideas

Commando Training:

At character creation you may decide to send the character to Commando Training.

Most characters will go through commando training at Achnacarry in Scotland. Because of the special nature of ATS a character need not be a commando to get the training. The training there focuses on overcoming physical obstacles, mental endurance, and hand to hand fighting. Because the training challenges all physical and mental aspects to complete commando training a character must have at least a d6 in all Attributes. Upon graduation from Achnacarry the character receives a Fairbairn/Sykes dagger, the right to wear a green beret, and the following skills:

Fighting d4, Climbing d4, Stealth d4, Survival d4, Swim d4

Characters that choose not to attend commando school instead have 5 skill points to spend on any skills and one piece of unique equipment approved by the GM.

British Commando / US Ranger:

WWII Commandos were among the greatest warriors to ever walk the globe. British commandos, and their American counterparts the Rangers, train to fight outnumbered behind enemy lines and to overcome any obstacle. They can master any military specialty or be leaders of squads of extras.

Skilled in shooting and melee combat, stealth, demolition, leadership, physical traits
 Minor skills in codes, personal interaction, language

Possible Hindrances	Blood Thirsty, Overconfident, Cautious, Enemy, Habit, Heroic, Mean, Code of Honor, Loyal, Outsider (Black or Indian) – avoid those that limit physical traits
Suggested Edges:	Fighting Edges, Leadership Edges, Ambidextrous, Alertness, Quick, Brawny, Woodsman

Special Operations Executive (UK) Agent / Office of Special Services (US):

The SOE has been tasked by Churchill to “set Europe ablaze” in order to take initiative away from the Nazis dominating Europe. Agents gather intelligence from behind enemy lines, organize resistance in occupied zones, and work closely with commandos in raids.

Skilled in stealth, language, “thief” skills, codes, personal interaction
 Minor skills in fighting, demolition, leadership, physical traits

Possible Hindrances	Cautious, Enemy, Quirk, Code of Honor, Loyal, Heroic, Wanted (Gestapo), Vow, Small – avoid those that lower Charisma or physical traits
Suggested Edges:	Luck, Leadership Edges, Investigator, Thief, Social Edges, Alertness, Quick

Scientist:

World War II saw great scientific leaps as Axis and Allied scientist strived to overcome the technology of their foes and desperately sought the new discovery that would bring quick victory to their side. A scientist character could be a traditional lab coat applying his genius in the field. Or maybe the scientist has developed one new technology, such as rocket pack or armored suit, which augments more direct action.

Skilled in Science, real and super
 Minor skills knowledge, history, trivia

Possible Hindrances	Pacifist (minor), Eldery, Bad Eyes, Hard of Hearing, Cautious, Curious, Habit, Lamé, Bad Luck
Suggested Edges:	Arcane Background – Weird Science, Power Points, Rapid Recharge, Gadgeteer, Scholar, Strong Willed
Suggested Powers:	Weird Science Powers – especially those that can be depicted with Tesla Coils (Barrier, Bolt) avoid those that are supernatural based (Fear, Detect Arcana, Dispel, Healing)

Holy Man:

Your faith demands that you take direct action to prevent the horrors of a Nazi dominated world. Taking your faith unto the battle field brings unique challenges but Axis supernatural threats quail before it.

Skilled in bolstering courage, defeating supernatural
 Minor Skills, real world medicine, knowledge skills

Possible Hindrances	Pacifist (major), Bad Eyes, Hard of Hearing, Cautious, Habit, Vow, Loyal, Clueless, Habit
Suggested Edges:	Arcane Background – Miracles, Power Points, Rapid Recharge, Scholar, Arcane Resistance, Luck, Inspire, Holy Warrior, Command/Inspire
Suggested Powers:	Subtle powers that are not attacks and can be explained away by skeptics, Dispel, Fear, Armor / Deflection (in the form of blessing) avoid those that are flashy or violent (Barrier, Bolt, Fly) Healing – Discuss with GM

Mistaken Transfer:

A bureaucratic SNAFU has landed you in a lunatic asylum disguised as an active duty unit. These people claim to be fighting against Nazi werewolves and sorcerers. Rubbish! Worse still, now that you “know the truth”, they won’t let you out of the unit! Whatever your prior military specialty, you’re in the Alternate Threat Section for the duration. They may be fighting an imaginary foe but you see enough action that the danger is all too real.

Skilled in military skills and a specific specialty (driving/flying, electrics/radio, tanks)
Minor skills – procurement, personal background

Possible Hindrances	Doubting Thomas, Wanted (by original service arm) Bad Luck, Cautious, Habit, Outsider (Black, Indian, Native American, etc.)
Suggested Edges:	Ace, Fighting Edges, Connections, Other ?

Saw Something

Your unit caught the brunt of an Alternate Threat. It happened. They are real. You survived. Maybe you talked and thought it was off to the nut house. Or maybe you didn’t talk – yet somehow they knew... Either way - now you’re serving with the one outfit that is ready to face these things.

Skilled in military skills and a specific specialty (driving/flying, electrics/radio, tanks)
Minor skills – procurement, personal background

Possible Hindrances	Wanted (by original service arm) Heroic, Clueless, Blood Thirsty, Vengeance, Outsider (Black, Indian, Native American, etc.)
Suggested Edges:	Ace, Fighting Edges, Connections, Luck, Arcane Resistance

Resistance Fighter

The occupation was horrible enough before those *things*. You took the risk, reported what you saw. Two nights later an RAF Lysander picked you up and whisked you to London. After a lengthy de-brief you were transferred to the Abbnor Home.

Skilled in civilian occupation (doctor, engineer, professor, woodsman, etc.) and detailed knowledge of home country and resistance organizations
Minor skills – combat skills, stealth, demolition

Possible Hindrances	Wanted (Gestapo), Enemy (collaborator), Heroic, Blood Thirsty, Vengeance, Cautious, Small, Bad Eyes, any
Suggested Edges:	Connections, Professional Edges, Charismatic, Danger Sense

Super Soldier:

Maybe you were born with powers and concealed them until the demands of the war forced you to reveal the truth. Or maybe you volunteered for an experimental treatment or serum that suddenly brought you great abilities. The natural place to apply your powers is where you can do the most good – with the Alternate Threat Section.

Skilled in super powers

Possible Hindrances	Any
Suggested Edges:	Arcane Background: Super Powers, Power Points, Rapid Recharge, Powers
Suggested Powers:	Any

Nation of Origin:

Since ATS is a part of the British Army, many members will be from the United Kingdom – England, Wales (which is part of the Kingdom of England), Scotland or Northern Ireland. World War II occurs as the sun is finally setting on what was, until recently, the British Empire – now called a Commonwealth. Major Commonwealth nations included Canada, Australia, New Zealand, and South Africa. The nation of India, which at this time includes what we now call Pakistan, remains a British colony. Indian troops are present in great numbers in the Western Desert. The Gurkhas, from the north India and Nepal region, form an elite unit of warriors renowned for their tenacity, martial prowess, and signature *khukri* knives.

As the Nazi war machine rolled up continental Europe people from occupied nations who could flee went to the UK. Many joined the military. Pilots of the Free Czech, Free Polish, and Free French forces flew with the RAF in the Battle of Britain – these additional flyers made up heavy losses and were a significant factor in the British victory. These same nations formed Free army units, even Free commandos. But citizens of every occupied nation were represented in units now under British command, whether in Free units of their home nation or serving in regular British units. The Free French was the giant of these – and the charisma, pride, and political will of their leader Charles DeGaul led to much intrigue. Before the summer of 1940, France had sizable empire of its own which included much of North Africa. Some colonies are loyal to DeGaul.

Besides free units in Britian – every nation under the Nazi boot saw the rise of a resistance movement – if not many such movements. These resistance groups varied greatly in size, mission, willingness to take violent action, and political ideology. As the war progressed the many alliances between these groups strained mightily, especially between French groups loyal to DeGaul and those French following Communist doctrine.

Finally, while much of the world, including the mighty United States, remains neutral citizens of these lands are not necessarily so. Besides the USA, Eire (Ireland), Spain, Portugal, Switzerland, and most of South America are neutral. Assuming one is willing to swear loyalty to the Crown the British are not too picky as to who joins their army at this critical time.