

Sgt. “Ack-Ack” Jack Harvey

Jack Harvey was a reporter for *The Manchester Guardian* prior to the war. He started out doing opinion pieces. Jack became well known for his calls for Britain to rearm in response to Nazi Germany's aggressive build up, and for firing back sarcastic barbs at his detractors.

He volunteered in 1940, and was deployed to the western desert of Africa. It was there that his power manifested. He can use a submachine gun to deflect anything attacking him, from bullets to artillery shells, to hand grenades. The gun “fires” and the shells explode, though no bullets are actually used.

After his power manifested, his background as a reporter brought him to the attention of SSO-M, who recruited him.

STR 12 **DEX** 15 **INT** 10 **CON** 13

SIZ 14 **APP** 11 **POW** 15 **EDU** 14

SAN 75 **Hit Points:** 14

Magic Points: 15

Damage Bonus: +1D4.

Skills: Bargain 25%, Climb 47%, Command 9%, Demolitions 19%, Disguise 35%, Dodge 55%, Drive Automobile 30%, Fast Talk 40%, Fieldcraft 60%, First Aid 34%, Fist/Punch 54%, Heavy Weapons (Machine Gun) 22%, Jump 40%, Library Use 40%, Listen 40%, Martial Arts 12%, Military Doctrine 9%, Navigate 20%, Persuade 40%, Photography 30%, Pilot (Boat) 12%, Psychology 35%, Rifle 29%, Spot Hidden 61%, Survival (Arctic) 15%, Tactics 8%, Teach 14%, Throw 43%, Track 20%.

Language Skills: English (Own) 85%

Weapons: *Webley .38/200 Service Revolver* (Handgun) 44%, damage 1D10, atts 2, base range 15 yds.

Thompson (Submachine Gun) 72%, damage 1D10+2, atts 1/2, base range 30 yds.

Fairbairn-Sykes Fighting Knife 36%, damage 1D4+2+1D4.

No. 36M Hand Grenade 43%, damage 4D6/4 yds, base range 13 yds.

Miracles: Explosive bursts 125% (5 EP) (D, R; Extras: Multi Target 3, Tough x 4; Flaws: If/Then [Must use SMG], Reduced Capacity; Capacity: Range).

About “Ack-Ack” Jack Harvey’s Powers: Jack fires a submachine gun to deflect projectiles coming at him. He can deflect anything from bullets to artillery shells. Jack starts “shooting” in the direction of expected attacks and the incoming shells explode too far away to do any harm. Jack’s power only works when he uses a submachine gun, and it looks and sounds like his gun is firing, but the gun isn’t actually shooting any bullets.

Since it’s a Defence power, Jack makes a single roll when it’s his turn to act. Thanks to the Multi-Target extra, Jack can protect up to 3D6 targets. Until Jack’s next action, each incoming attack roll that rolls higher than or equal to his power fails to strike.

Since this Defence power has the Range capacity, Jack can use it to protect other people who are within the power’s range, which extends over a half mile (1km)! He could, for instance, ward off an artillery shell that’s not coming anywhere near Jack himself, as long as he knew the shell was coming in time to activate the power. When high command realizes this fact, Jack might find himself taken off the commando teams and put in defence of an aircraft carrier, headquarters, or other high-value targets.

Lt. James “Matilda” Newland

James Newland is a quiet man. Bullied in school and physically abused by his father, much of his childhood was spent disappearing from sight, hiding from his tormentors and retreating into his own world. After graduating from university, his dream job posted him in the Australian Outback for eight years as a geologist. When his nation called for able-bodied men to join the fight against the Nazis, James was overcome with patriotism and enlisted in the Australian Army. His education fast-tracked him into an officer’s commission.

James’ power appeared in the North African desert. Fighting alongside a regiment of British Matilda tanks, James was struck by machine gun fire that simply bounced off him. His prayers as a young boy—that he could laugh in the face of his abusers—were answered. The men around him joked that he was harder to penetrate than the Matilda tanks accompanying him. Since the tanks’ name was reminiscent of “Waltzing Matilda”, the song closely associated with Aussie troops, the British soldiers started calling him “Lt. Matilda”. He’s not crazy about the nickname, but he doesn’t try to stop it.

Although trained as a geologist, James has some understanding of archaeology as well. There are some very strange and disturbing things hidden in the Outback, and James had his own brush with the Mythos. SSO testing uncovered this aspect of James’ background, making him an excellent candidate for SSO-M.

STR 11 **DEX** 12 **INT** 15 **CON** 14

SIZ 13 **APP** 12 **POW** 12 **EDU** 15

SAN 58 **Hit Points:** 24

Magic Points: 12

Damage Bonus: None.

Skills: Archaeology 50%, Bargain 27%, Climb 47%, Close Combat 36%, Command 33%, Credit Rating 34%, Cthulhu Mythos 2%, Demolitions 19%, Dodge 40%, Drive Automobile 40%, Fieldcraft 59%, First Aid 51%, Fist/Punch 54%, Geology 70%, Heavy Weapons (Machine Gun) 22%, Jump 40%, Library Use 60%, Martial Arts 12%, Natural History 65%, Navigate 40%, Persuade 40%, Pilot (Boat) 12%, Psychology 30%, Rifle 29%, Spot Hidden 40%, Survival (Arctic) 15%, Tactics 33%, Throw 32%, Track 20%.

Language Skills: English (Own) 75%

Weapons: *Webley .38/200 Service Revolver* (Handgun) 27%, damage 1D10, atts 2, base range 15 yds.

Thompson (Submachine Gun) 33%, damage 1D10+2, atts 1/2, base range 30 yds.

Fairbairn-Sykes Fighting Knife 36%, damage 1D4+2.

No. 36M Hand Grenade 32%, damage 4D6/4 yds, base range 13 yds.

Miracles: 12 points in general damage reduction (4 EP)

10 extra Hit Points (1 EP)

About “Matilda” Newlands’ Powers: James’ ability offers 12 points in damage reduction, and 10 extra hit points. Damage Reduction works like armour—it reduces hit point damage from ordinary attacks. It offers no protection against suffocation, poison, or any other source of harm that isn’t blocked by armour.

Cpl. Hugh “The Plumber” Mackenzie

Hugh Mackenzie graduated trade school as a plumber. He fancied himself an inventor, but his devices never amounted to anything. Half-finished projects littered his flat. Although mechanically inclined, his designs were always too over-reaching and too complicated to be practical.

He was conscripted into the army when war broke out. He found himself working on tanks in the North African desert, far away from his native Glasgow. During an advance on Rommel’s forces, Hugh was moved up to the front line to repair some tanks that were breaking down in the heat. While with the tanks, Hugh survived an attack by a strange band of masked Nazis, Nazis he later learned were part of Black Sun.

Days after the attack, during some down time, Hugh started tinkering with some scraps as a way to calm his nerves. He ended up building an air conditioning unit, which was a welcome sight for those around him. When it was discovered that the unit only worked for Hugh, people started to suspect that there was more to Hugh’s machine than just inspired plumbing. Hugh was sent for Talent evaluation and training. His encounter with Black Sun brought him into contact with SSO-M.

Hugh has since turned his air conditioning unit into a portable Freeze Ray projector. He also created a Universal Translator.

STR 14 **DEX** 12 **INT** 12 **CON** 10
SIZ 08 **APP** 10 **POW** 23 **EDU** 11
SAN 65 **Hit Points:** 12

Magic Points: 23 (19 after Goldberg Devices)

Damage Bonus: none.

Skills: Bargain 35%, Climb 57%, Command 9%, Craft (Plumbing) 50%, Demolitions 19%, Disguise 35%, Dodge 40%, Drive Automobile 20%, Electrical Repair 46%, Fieldcraft 44%, First Aid 34%, Fist/Punch 54%, Heavy Weapons (Machine Gun) 22%, Listen 39%, Martial Arts 12%, Mechanical Repair 75%, Military Doctrine 9%, Operate Heavy Machinery 40%, Pilot (Boat) 32%, Psychology 30%, Spot Hidden 50%, Submachine Gun 22%, Survival (Arctic) 15%, Tactics 19%, Teach 14%, Throw 46%, Track 20%.

Language Skills: English (Own) 55%

Weapons: *Webley .38/200 Service Revolver* (Handgun) 31%, damage 1D10, atts 2, base range 15 yds.

Lee-Enfield Mk.III (Rifle) 50%, damage 2D6+4, atts 1/2, base range 110 yds.

Fairbairn-Sykes Fighting Knife 36%, damage 1D4+2.

No. 36M Hand Grenade 36%, damage 4D6/4 yds, base range 13 yds.

Miracles: Goldberg Science 140% (4 EP)

- *Freeze Ray* 85% (A, R, U; Capacity: Range; Extras: Handy, Multi Target, Stubborn; Flaws: Contrail, Counter-Intuitive).
- *Universal Translator* 60% (2 MP) (U; Capacity: Range; Extras: Handy; Flaws: Counter-Intuitive, Blatant, Reduced Capacity)

+10 POW (1 EP)

About The Plumber’s Powers: Hugh currently has two Goldberg Science devices: a Freeze Ray, and a Universal Translator device. Anyone can pick up and use these devices with their listed percentile rating. However, each is Counter-Intuitive, so a newcomer suffers a –10% penalty until he gets a success while using it.

These devices can be dismantled between adventures and transformed into other machines. With two MP invested in his Freeze Ray and two in his Universal Translator, Mackenzie has 19 MP available until he dismantles them.

The Freeze Ray looks like a boxy flamethrower encrusted with knobs, frosted pipes, and hissing spigots. When it fires (out to about 1,300 yards (1200m)!), it leaves an ice fog mist that leads back to Hugh. It can hit up to 1D6 targets with a single attack roll and does 1D10 damage per attack (2D10 on a critical hit). At the Keeper’s discretion, Hugh can apply multiple attacks to the same target. Enemy Talents must pay an extra MP to stop the Freeze Ray in a Contest of Wills.

The Universal Translator deciphers spoken words from any language into English. The box has difficulty picking up voices further away than 10 yards/meters (thanks to the Reduced Capacity flaw), but when it does work it can translate back and forth between English and any other language. Written words can be translated by someone reading the words aloud. If the reader doesn’t speak the language, they must make an EDU ×2% roll to pronounce the words intelligibly enough for the translator to understand. Otherwise, the translation is gibberish. (Of course that works only if the writing is in letters that are related to a language the reader knows. An English speaker trying to read a script in Arabic or Chinese is out of luck.) The translator lacks the Robust quality, so using it requires concentration—if the user loses HP, SAN, MP, or a point off a characteristic, or passes out, the device won’t work in the next round.

Sgt. Edward “The Gecko” Bell

Sgt. Ed Bell is a career infantryman in the U.S. Army. Bell, a native Texan, excels in small arms, but he has yet to see actual combat as he joined the army in the inter-war period.

Ed’s ability manifested in late 1941 after a visit to his camp by a small group of British Talents. There seemed to be no hardship or distress involved. Ed simply wanted to become a Talent, and the next thing he knew, he was one. It was only later, when he encountered Section Two psychologists, that Ed’s repressed memory about falling out of a tree and breaking his arm as a child returned to him. A fear of heights almost got the better of him during the obstacle course in basic training, but Ed managed to muddle through. Now that his power has manifested, Ed’s fear of heights is no more.

Besides the manner of his manifestation, Ed had the people at Section Two scratching their heads as to what to do with him. His ability is an odd fit. He can climb any surface, as though his hands and feet were sticky. While an interesting power, to be sure, it is of limited use on the field of battle. He scored high on Section Two’s aptitude test for “mental toughness.” With no one chomping at the bit to pick him up immediately (other than the OSS, the perennial “take what you get” branch), Section Two transferred Ed into its Majestic division.

STR 12 **DEX** 12 **INT** 12 **CON** 14
SIZ 14 **APP** 10 **POW** 15 **EDU** 14
SAN 75 **Hit Points:** 14
Magic Points: 15

Damage Bonus: +1D4.

Skills: Climb 47%, Command 9%, Demolitions 19%, Dodge 20%, Fieldcraft 64%, First Aid 34%, Fist/Punch 54%, Heavy Weapons (Machine Gun) 42%, Jump 35%, Martial Arts 12%, Military Doctrine 9%, Navigate 20%, Pilot (Boat) 12%, Radio Operation 62%, Spot Hidden 60%, Submachine Gun 54%, Survival (Arctic) 15%, Tactics 47%, Teach 14%, Throw 59%.

Language Skills: English (Own) 70%

Weapons: *Webley .38/200 Service Revolver* (Handgun) 61%, damage 1D10, atts 2, base range 15 yds.

Lee-Enfield Mk.III (Rifle) 85%, damage 2D6+4, atts 1/2, base range 110 yds.

Fairbairn-Sykes Fighting Knife 71%, damage 1D4+2+1D4.

No. 36M Hand Grenade 59%, damage 4D6/4 yds, base range 13 yds.

Miracles: Cling to surfaces 90% (3 EP; R, U; Extras: Duration, Swift; Flaws: If/Then [Must spit on hands], Peeve [SAN]; Capacity: Speed).

2 Extra Actions (2 EP)

About The Gecko’s Powers: Ed can cling to surfaces—walls, ceilings, etc.—with his hands and feet as long as he first spits into his hands. He can flit across such surfaces with an astonishing MOV of 70, more than 60 miles per hour (100km/h). (On level ground, Ed has his normal MOV of 8). This is equivalent to running, so any gunshots he takes while climbing are unaimed, at 1/5 chance to hit.

Thanks to the Peeve flaw, if Ed loses SAN, his power fails for a round and he falls to the ground.

Ed also gets two additional actions whether he’s sticking to things or not. Note that he can still move only once each combat round—Extra Actions are for attacking, using powers, defending, and other combat actions that happen alongside movement.

Cpl. Bill “The Dartsman” Robinson

Bill Robinson is a bus driver from Liverpool. He is also an excellent darts player, winning several local and regional tournaments. His Talent showed up during training in early 1941. Bill can throw objects with eerie precision, far in excess of what he could do while playing darts. Some of his abilities—like listening—suddenly became a whole lot better.

Bill was deployed with No. 4 Commando after his Talent training, and was wounded on a raid in France. He has since recovered from his wounds and is back in action. He saw some *strange* things (the exact nature is up to the player) during one of those raids, which resulted in him being pulled into SSO-M as a rare Mythos-aware Talent.

STR 15 **DEX** 17 **INT** 12 **CON** 17
SIZ 11 **APP** 10 **POW** 13 **EDU** 12
SAN 64 **Hit Points:** 14
Magic Points: 13

Damage Bonus: +1D4.

Skills: Climb 52%, Command 9%, Cthulhu Mythos 1%, Demolitions 30%, Dodge 45%, Drive Automobile 70%, Electrical Repair 50%, Fieldcraft 80%, First Aid 19%, Fist/Punch 54%, Heavy Weapons (Machine Gun) 32%, Listen 75%, Martial Arts 31%, Mechanical Repair 50%, Military Doctrine 12%, Operate Heavy Machinery 20%, Persuade 40%, Pilot (Boat) 12%, Psychology 30%, Spot Hidden 90%, Submachine Gun 27%, Survival (Arctic) 15%, Tactics 8%, Teach 14%, Throw 142%.

Language Skills: English (Own) 60%

Weapons: *Webley .38/200 Service Revolver* (Handgun) 44%, damage 1D10, atts 2, base range 15 yds.

Lee-Enfield Mk.III (Rifle) 70%, damage 2D6+4, atts 1/2, base range 110 yds.

Fairbairn-Sykes Fighting Knife 47%, damage 1D4+2+1D4.

No. 36M Hand Grenade 142%, damage 4D6/4 yds, base range 13 yds.

Miracles: 250% in extra skill points (5 EP).

About The Dartsman’s Powers: Bill’s power boosts his skills by 250%, with his Throw skill raised well over 100%. Bill’s Throw skill fumbles and fails on a roll of 00, not 96-99.

Sgt. John “The Stinger” Sinton

John Sinton, heavyweight boxer with 12 career knockouts, knew to get out of the profession before he took too many concussions and before the mob started leaning on him to throw fights. He was just slightly too late on the latter score, winning his last bout instead of losing like he was told. Before the mob could catch up to him, he fell into the arms of Uncle Sam and joined the U.S. Army. He had just cleared basic training when the Japanese attacked Pearl Harbour. The angry boxer put on his boxing gloves and did some shadow boxing the night he heard of the attack. He ended up throwing a punch at a door. One little complication: the door was that of a disliked sergeant some 40 feet (12m) down the hall.

John received Majestic clearance simply because someone in Section Two requisitioned an additional Talent to go on the Vågsvåg mission. He knows nothing of the Mythos, but that’s about to change.

STR 18 **DEX** 14 **INT** 11 **CON** 15
SIZ 15 **APP** 13 **POW** 14 **EDU** 11
SAN 70 **Hit Points:** 15
Magic Points: 14

Damage Bonus: +1D6.

Skills: Climb 47%, Command 25%, Demolitions 19%, Dodge 89%, Fast Talk 20%, Fieldcraft 41%, First Aid 40%, Fist/Punch 89%, Grapple 80%, Head Butt 60%, Heavy Weapons (Machine Gun) 22%, Kick 40%, Martial Arts 51%, Military Doctrine 9%, Pilot (Boat) 12%, Psychology 40%, Rifle 29%, Spot Hidden 40%, Survival (Arctic) 15%, Tactics 9%, Teach 14%, Throw 25%.

Language Skills: English (Own) 55%

Weapons: *Webley .38/200 Service Revolver* (Handgun) 24%, damage 1D10, atts 2, base range 15 yds.

Thompson (Submachine Gun) 47%, damage 1D10+2, atts 1/2, base range 30 yds.

Fairbairn-Sykes Fighting Knife 36%, damage 1D4+2+1D6.

No. 36M Hand Grenade 25%, damage 4D6/4 yds, base range 13 yds.

Miracles: Remote Punch 85% (3 EP; A, R; Capacity: Range; Extras: Armour Piercing 2, Blind Punch, Vicious 2; Flaws: If/Then [Must punch the air], Prop [Boxing gloves], Reduced Capacity, Repeater).

2 Extra Actions (2 EP)

About The Stinger’s Powers: John has two extra actions each round. And, he can really throw a punch; up to 80 yards/metres away, in fact. John’s punch can penetrate up to 8 points of armour and does 3D10 damage. Unlike a normal punch, he can’t “pull” this one—if he hits something with his Remote Punch, it’s at full power. After successfully using his power, his next action must be to attack with it again or else roll to switch off the power. If the roll to deactivate it fails, the power automatically attacks some inanimate object within its range. Which object is up to the Keeper.

Thanks to the “Blind Punch” extra, John can punch a target without penalty for concealment as long as he knows the target is there. So if he spots a target and then ducks out of sight, he can still attack as long as the target doesn’t move or as long as John knows where the target is by, for instance, sound. If John hits a target who then moves out of sight, and if John can no longer tell where they are, his power goes astray and starts striking things near the target instead. He can start punching a target without penalty even if he doesn’t initially see it, as long as he heard it clearly or otherwise knows exactly where it is. When in doubt, give John a Spot Hidden or Listen roll to know where to punch. John’s power only works if he’s carrying his boxing gloves, but he doesn’t have to wear them.

John’s Martial Arts skill affects only his normal hand-to-hand attacks, not his Remote Punch power.