

Private
BRYAN CADWALLADER,
“The Greasy Private”,
age 24

Background: Bryan is the youngest of eight children, but the first of his family to spend time in jail. He is no patriot, but joined the army because three of his older brothers have been killed in action. His life goal is to claim 300 German lives (100 for each brother) before seeing the end of the war, or before the war sees the end of him. He is a born survivor: tough, resourceful, and never above lying, cheating, stealing, or fighting dirty to make sure he gets home alive.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Boating d4, Driving d4, Fighting d8, Knowledge (Demolitions) d4, Lockpicking d4, Notice d6, Repair d6, Shooting d8, Stealth d6, Survive d4, Swimming d4, Throwing d4.

Charisma: -2, **Pace:** 6, **Parry:** 5, **Toughness:** 6, **Sanity:** 5.

Hindrances: Bad Luck, Small, Vengeful.

Edges: Jury Rig, Scrounger.

Gear: *Mk III Turtle Helmet (+2 head only), Smatchet Fighting Knife (Str+d4), Web Gear, Backpack, First Aid Kit, Mess Kit, Canteen, Winter Clothing, Boots, Lee-Enfield No. 4 Mk. I Rifle With Sniper Scope (2d8, 24/48/96, Shots 10, RoF 1, AP 1), Photo of all seven of his brothers with hash marks for each Nazi kill on the back.*

Captain KENNETH BLAGG,
“The Old Man”, age 45

Background: Some officers are incompetent, pampered buffoons harkening back to the age when noble status was the only qualification for command. Kenneth Blagg is not one of those officers. He served with distinction during the Great War, and personally saved 20,000 lives during the Dunkirk evacuation. He is curt to the point of seeming rude (but equally curt to everybody), and delivers frequent, severely phrased compliments to his men when they do well. He has been in the service long enough to have seen parts of the weird war, including some very bizarre goings-on during the Dunkirk fracas.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6.

Skills: Driving d4, Fighting d6, Intimidation d6, Knowledge (Battle) d4, Knowledge (German) d6, Knowledge (Mythos) d6, Notice d8, Shooting d6, Stealth d4, Survival d6, Throwing d4.

Charisma: +0, **Pace:** 6, **Parry:** 5, **Toughness:** 5, **Sanity:** 7.

Hindrances: Phobia (Minor—spiders), Overconfident, Quirk (Detachment of Command).

Edges: Icy Calm, Mythos Exposure.

Gear: *Mk III Turtle Helmet (+2 head only), Mk. I Trench Knife (Str+d4), Web Gear, Backpack, First Aid Kit, Mess Kit, Canteen, Winter Clothing, Boots, Webley .38/200 Service Revolver (2d6+1, 12/24/48, Shots 6, RoF 1, AP 1, Revolver), Sten Mk. II Submachine Gun (2d6-1, 12/24/48, Shots 32, RoF 2 or burst, AP 1, Auto), Battered copy of All Quiet on the Western Front.*

Private SANDASHIR PATIL,
“The Professional”,
age 27

Background: Patil is a Gurkha from a long line of military families reaching back to what his great-grandmother claims was the battle of Kurukshetra, where they fought alongside Arjuna and Lord Krishna rode in their chariot. He has served the British Army loyally and brutally since his seventeenth birthday. When he was twenty, he was the sole survivor when his regiment encountered ghouls in tunnels beneath a Nepalese monastery. His experience drew the attention of Section M, and he has worked with them for the past year. He is a professional, spit-and-polish soldier but not fussy about how any other competent fighter conducts his own business.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d6, Knowledge (Artillery) d4, Knowledge (English) d4, Knowledge (German) d4, Notice d6, Shooting d6, Stealth d8, Survival d4, Throwing d4.

Charisma: +0, **Pace:** 6, **Parry:** 6, **Toughness:** 6, **Sanity:** 8.

Hindrances: Code of Honor, Outsider, Vengeful (Minor).

Edges: Alertness, Commando.

Gear: *Mk. I Brodie Helmet* (+2 head only), *Kukri* (Str +d6), *Web Gear*, *Backpack*, *First Aid Kit*, *Mess Kit*, *Canteen*, *Winter Clothing*, *Boots*, *Browning Automatic Rifle* (2d8, 30/60/120, Shots 20, RoF 2, AP 2, Auto, Snapfire).

ELSA BECHLER,
“The Spook”, age 34

Background: Elsa had a post in Nazi Intelligence, and spent 1938-1940 helping German Jews and other “undesirables” escape to Switzerland and Palestine. Six months ago, she had to go with her charges as she was certain trial and execution awaited her in Berlin. She has worked with Section M since her arrival in England, and has been instrumental in helping them form a cohesive picture of Nazi supernatural research. She has read and heard about Mythos activities, but has yet to actually encounter any such beings. Elsa is aggressive and confident, and treats others with detached professionalism. She is a master linguist, fluent in English, German, French, Latin, Nepali, and Thai.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6.

Skills: Fighting d6, Healing d6, Investigation d6, Knowledge (Cryptography) d4, Knowledge (English) d4, Knowledge (Espionage) d6, Knowledge (French) d4, Knowledge (German) d8, Knowledge (Latin) d4, Knowledge (Mythos) d4, Notice d6, Persuade d6, Stealth d6, Streetwise d4, Shooting d6.

Charisma: +1, **Pace:** 6, **Parry:** 5, **Toughness:** 5, **Sanity:** 5

Hindrances: Curious, Habit (Minor—chain smoking), Quirk (“Anything boys can do, I can do better.”)

Edges: Attractive, Linguist (see description).

Gear: *Backpack*, *First Aid Kit*, *Thumb Knife disguised as a broach* (Str +d4, target suffers -1 to unshake), *M1911 A1 Pistol* (2d6+1, 12/24/48, Shots 7, RoF 1, AP 1, Semi-Auto), *Pistolet Mitrailleur Erma Submachine Gun* (2d6, 12/24/48, Shots 32, RoF 3, AP 1, Auto), *Winter Clothing*, *Boots*, *Sewing Kit*, *Binoculars*.