

WEIRD WARS WEIRD WAR II

REINFORCEMENTS: PREGENERATED CHARACTERS



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ALLIED ARMY AND MARINES

“Wars may be fought with weapons, but they are won by men.”

– General George Patton Jr.

These pregenerated characters are all Novice (0 XP) US Army. They could easily be considered US Marines, instead. If you change their names and stories, they could easily be any Allied Army squad. We’ve intentionally avoided using any nation-specific Edges or Hindrances in these characters for the greatest flexibility of use.

SERGEANT CALVIN “SGT. CALZONE” ZONATA, SQUAD LEADER

Quote: “Follow me!”

Sgt. Calzone has seen a little action, not all of which he believes. Some of his field reports to the Company Commander sound like babbling mocker, at least to the Commander. As much as he’d do anything for “his boys,” he can’t protect them from the worst details and harsh treatment that’s resulted.

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

Skills: Fighting d6, Intimidate d6, Knowledge (Battle) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Throwing d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7; **Sanity:** 7

Hindrances: Doubting Thomas (Major), Enemy (Minor, Company Commander), Loyal (Minor)

Edges: Rank (NCO), Command

Gear: Steel helmet, submachine gun, 4 grenades, sidearm

PRIVATE BILL “BULLSEYE” STEVENS, RIFLEMAN

Quote: “I’ve got a bad feeling about this.”

Nobody calls him “Bullseye” because he’s such a great shot, but Private Stevens may be the best damned target in the whole war! Maybe if he quit smoking on the lines at night or spending his time picking the bodies clean, he’d need less lead pulled out of him.

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

Skills: Fighting d10, Intimidate d6, Notice d6, Shooting d6, Taunt d4, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity:** 5

Hindrances: Bullet Magnet (Major), Greedy (Minor), Quirk (Minor, Smokes Constantly)

Edges: Nerves of Steel

Gear: Steel helmet, rifle, 2 grenades, sharpened entrenching tool (Str +d8)

PRIVATE LEE MORGAN, SNIPER

Quote: “Like hunting wolves back home.”

Lee ain’t the biggest, toughest, smartest, or hardest-working guy in any unit he’s in. Then again, he doesn’t get heard, doesn’t get spotted, and doesn’t get bored lying like a lump—he’s a natural sniper!

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

Skills: Fighting d4, Notice d6, Shooting d10, Stealth d10, Survival d6, Throwing d6, Tracking d6

Charisma: 0/-2; **Pace:** 6; **Parry:** 4; **Toughness:** 4; **Sanity:** 5

Hindrances: Small (Major), Goldbrick (Minor), Illiterate (Minor)

Edges: Trademark Weapon (Sniper Rifle)

Gear: Steel helmet, sniper rifle, pistol

PRIVATE FELIX “FETCH” LEMON, RIFLEMAN

Quote: “So what do we do now?”

When he first joined the unit, Private Felix Lemon was considered pretty useless. In the short time he’s been in action, though, he’s proven to be very handy for getting things body else in the squad can find and keeping everything running. It’s a good thing he’s proven so useful, since the squad watching out for him is the only way he’s going to survive for long...

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

Skills: Driving d6, Fighting d4, Notice d6, Persuasion d6, Repair d6, Shooting d6, Streetwise d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 5

Hindrances: Replacement (Major)

Edges: Mechanically Inclined, Scrounger

Gear: Steel helmet, rifle, 2 grenades

PRIVATE HANK “BUSTER” MCMANNIS, TANK-KILLER

Quote: “I don’t give a damn about their armor plating!”

Nobody’s quite sure why Private McMannis decided to eliminate all of Hitler’s tanks. Some say he lost his brother, maybe his whole family, to Axis armor. Others think it’s simple revenge for the shell that left half his face scarred into burnt wax. One thing for sure, though—he’s good at it, and getting better.

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

Skills: Fighting d6, Notice d6, Shooting d8, Stealth d8, Taunt d6, Throwing d8

Charisma: -2; **Pace:** 8; **Parry:** 5; **Toughness:** 5; **Sanity:** 5

Hindrances: Arrogant (Major), Death Wish (Minor: wipe out Axis armor), Ugly (Minor)

Edges: Fleet-Footed, Tank Hunter

Gear: Steel helmet, rifle, 2 grenades, 3 Molotov cocktails (or nationality-specific anti-tank weapon).

PFC MAURICE DE LA CROIX, MACHINE-GUNNER

Quote: “More ammo!”

De la Croix is fast becoming a legend in the field. It’s hard to believe the amount of lead he puts into the air, and it’s even creepier to think about the lead he’s put into the enemy wounded. Nobody limps away from fighting the vicious Cajun. Someone might have to talk to him about it one day, if he ever quits talking about his mighty exploits or supposedly-secret plans and he hasn’t finally blown his eardrums out completely from all that gunfire.

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

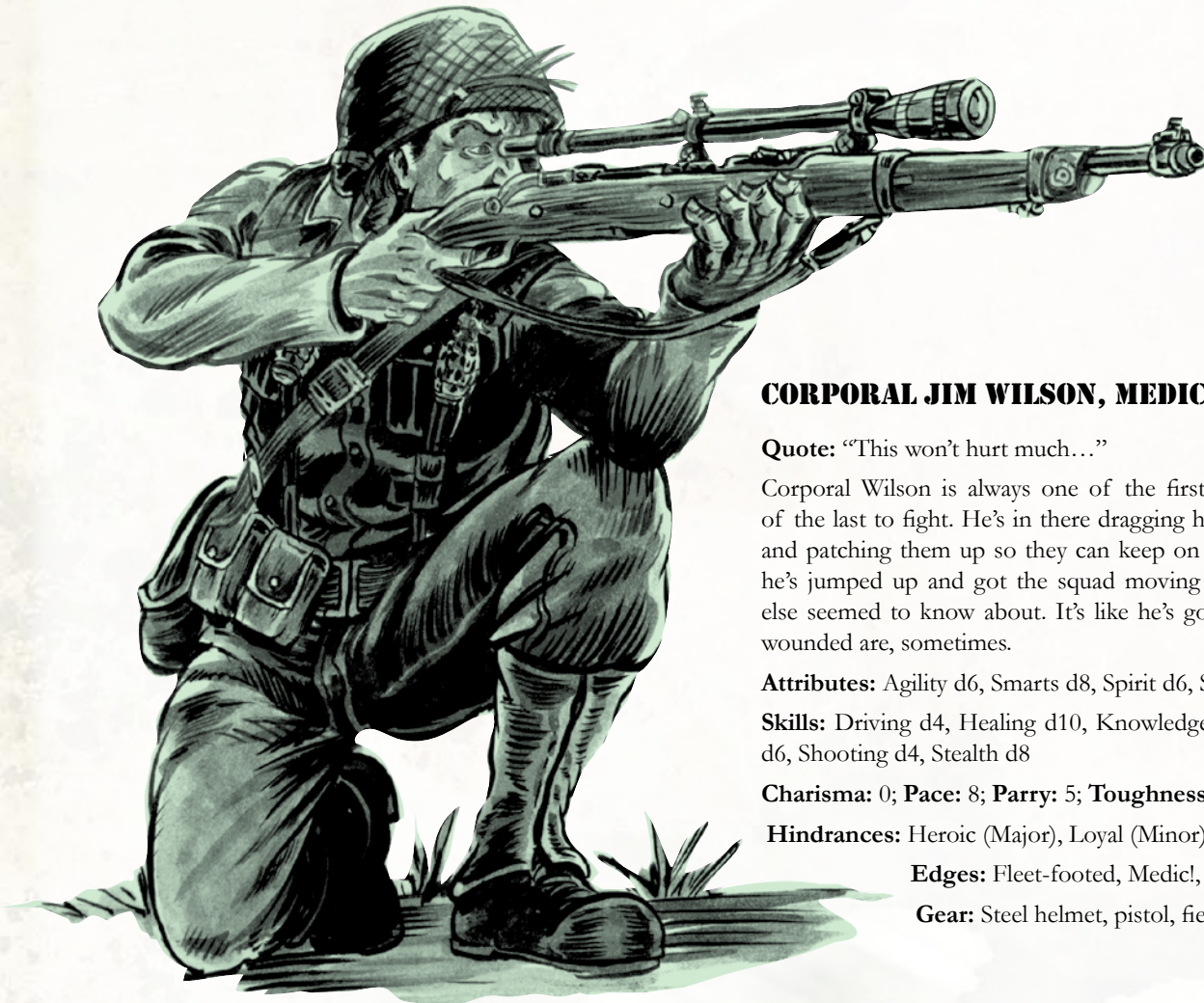
Skills: Fighting d6, Notice d6, Shooting d8, Stealth d6, Streetwise, Taunt d6, Throwing d6

Charisma: 0/-4; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5

Hindrances: Bloodthirsty (Major), Big Mouth (Minor), Hard of hearing (Minor)

Edges: Dig In, Hose ‘Em Down

Gear: Steel helmet, Light machinegun, Pistol



CORPORAL JIM WILSON, MEDIC

Quote: “This won’t hurt much...”

Corporal Wilson is always one of the first into the fray, but one of the last to fight. He’s in there dragging his buddies out to safety and patching them up so they can keep on going. More than once he’s jumped up and got the squad moving to a fight that nobody else seemed to know about. It’s like he’s got a nose for where the wounded are, sometimes.

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

Skills: Driving d4, Healing d10, Knowledge (Medicine) d6, Notice d6, Shooting d4, Stealth d8

Charisma: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 5; **Sanity:** 5

Hindrances: Heroic (Major), Loyal (Minor), Pacifist (Minor)

Edges: Fleet-footed, Medic!, Radio Head

Gear: Steel helmet, pistol, field medic kit