

WEIRD WAR I

ARCHETYPES:

CIVILIANS



PINNACLE
ENTERTAINMENT GROUP



WEIRD WAR ONE

Archetypes: Civilians

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Donut Dollie

You grew up in a small town, and from an early age your parents encouraged you and your siblings to dedicate your lives to the selfless service of others. You joined the Salvation Army and volunteered to go overseas.

While war may be a man's game, courageous women such as yourself brave the dangers and hardships of the front to bring a little bit of home to the enlisted men. You serve donuts and coffee, mend clothes, pass out writing supplies, and tend to the spiritual needs of the American troops manning the trenches. You've also learned to stand up for yourself and your mission to the commanders of the units nearby who sometimes don't see the value of your presence.

Novice

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

Skills: Healing d8, Intimidation d6, Knowledge (Religion) d8, Notice d8, Persuasion d10

Charisma: 0; **Pace:** 6; **Parry:** 2; **Sanity:** 7; **Toughness:** 5

Hindrances: Heroic, Pacifist (Minor), Vow (Chastity)

Edges: Brave

Gear: Helmet (+1), gas mask, donuts, Bible, writing materials.



Franc Cireur (Partisan)

When they came you were a simple shopkeeper, running the apothecary your great-grandfather started 100 years ago. You found that medical school wasn't for you in your junior year and returned to the family business, much to your shame. While your parents never said so openly, you knew you were an embarrassment to the family.

The invaders' arrival gave you a chance to prove you were more than a university dropout. You acquired a rifle once the fighting passed by and found others of like mind. Now your band strikes the invaders whenever you can in the name of freedom. Unfortunately, you aren't the best in combat and tend to freeze up when the lead starts flying. But you'll get there. You won't fail this time.

Novice

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

Skills: Fighting d6, Knowledge (Chemistry) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d4, Throwing d6

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

Hindrances: Bad Eyes, Cautious, Slow

Edges: Command, Luck

Gear: Dark clothes, hunting rifle (Range 24/48/96, Damage 2d8) with 20 rounds, 2 grenades (Range 5/10/20, Damage 3d6), knife (Str+d4).



Nurse

Caring for the sick and injured always came naturally to you. As a child you started a hospital for the broken dolls in your neighborhood, and wayward animals always seemed to find their way to your door, much to the consternation of your parents.

As a teenager you read about the exploits of Florence Nightingale and realized this was the profession for you. While the hours are long and the conditions often atrocious, you get a sense of professional accomplishment that many women your age find impossible to achieve. With the Great War now exploding across the Continent, civilization needs people like you now more than ever. It's your job to keep the Grim Reaper at bay, and nothing will stop you from doing so.

Novice

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

Skills: Healing d8, Intimidation d8, Investigation d8, Notice d8, Persuasion d8

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

Hindrances: Heroic, Pacifist (Minor), Vow (Minor—Hippocratic Oath)

Edges: Healer

Gear: Uniform, medical supplies.



Priest

As a young man you felt a higher calling than your friends. While they spent their days drinking and gambling, you spent time studying ancient philosophies and haunting old bookstores in the ramshackle neighborhoods of the city.

What you discovered made you realize that there is great evil in the world, evil that can only be fought in an eternal struggle by men of faith. You entered the priesthood with a desire to not only serve your fellow man, but to rise in the ranks and gain access to the knowledge sure to reside in the deepest vaults of the Vatican.

Novice

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

Skills: Faith (Arcane) d8, Fighting d6, Intimidation d6, Knowledge (Occult) d6, Knowledge (Religion) d6, Persuasion d6, Streetwise d6

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

Hindrances: Loyal, Obese, Pacifist (Major)

Edges: Arcane Background (Miracles), Arcane Exposure

Gear: Vestments, crucifix, silvered sword cane (Str+d6).

Power Points: 10

Powers: *Armor, smite*



Spy

The best thing about men is that they usually think with their crotches, not their brains. This is especially true of men in uniform who haven't seen their wives or sweethearts for months or even years at a stretch. Politicians who think their position is some kind of aphrodisiac that can overcome their age or weight are also easy prey for your wiles.

The deaths of your husband and children made life not worth living, but until the Grim Reaper wraps his bony fingers around your neck you've sworn to strike back at your country's hated foes. Luckily years of safaris and travel to the ends of the earth prepared you for such a career.

Novice

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

Skills: Fighting d4, Investigation d6, Knowledge (German) d4, Lockpicking d6, Notice d6, Persuasion d6, Stealth d8, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 4; **Sanity:** 5; **Toughness:** 4

Hindrances: Death Wish, Small, Stubborn

Edges: Very Attractive

Gear: Fancy clothes, stiletto (Str +d4).



War Correspondent

No matter where in the world there's a conflict, you are always there. Your editor always said "if it bleeds it leads," and this maxim has taken you from the dusty plains of South Africa to the streets of Peking, and from the jungles of the Belgian Congo to the wilds of Central and South America.

The public has a right to know how their tax dollars are being spent or how civilization is bringing enlightenment to the benighted peoples of the Back of Beyond at the point of a bayonet.

Your one worst trait is that you're old fashioned. You just can't seem to get new technology like cameras and typewriters to work well for you.

Novice

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

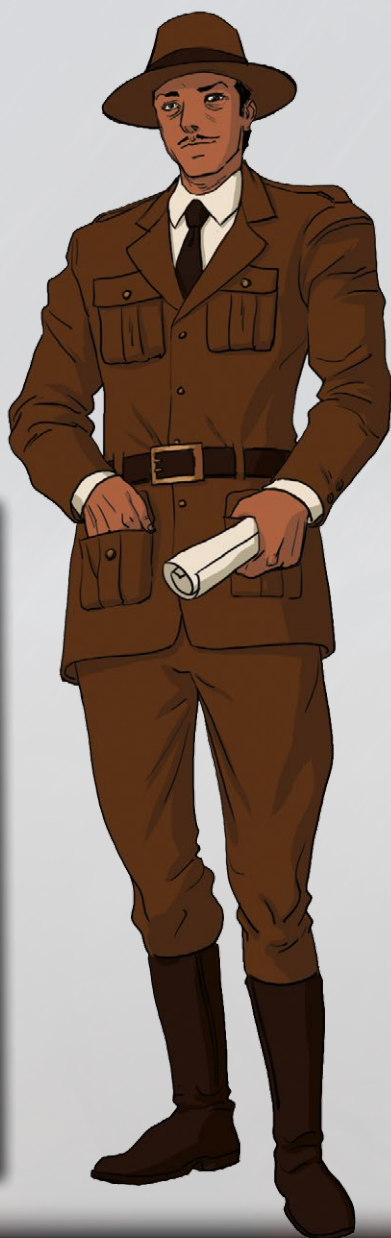
Skills: Investigation d8, Knowledge (Journalism) d6, Notice d6, Persuasion d6, Shooting d4, Streetwise d8, Taunt d6



















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

Hindrances: All Thumbs, Cautious, Curious

Edges: Investigator, Linguist

Gear: Rugged clothing, hat, messenger bag, notepad, pens and pencils, binoculars, Derringer (Range 5/10/20, Damage 2d6+1) with 6 rounds.



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			Nurse
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			Spy
			War Correspondent

Trifold Figure Flats for Weird War I

Art: Bien Flores. Coloring: Alida Saxon

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