

MILITARY RECORD

Service Number

Unit Starlight #4

Rank Sergeant

Name Sarge Johnson

Attributes

Agility	d8	Parry	5
Smarts	d8	Toughness	5
Strength	d8	Pace	6"
Spirit	d8	Charisma	-2
Vigor	d6	Experience	

Hinderances

Doubting Thomas
Ugly
Cautious

Skills

Climb	d6	Shooting	d8
Fighting	d6	Stealth	d6
Guts	d8	Survival	d6
Healing	d8	Throw	d6
Intimidate	d4		
Investigation	d6		
Know. (Tactics)	d6		
Notice	d6		
Persuasion	d4		

Edges

NCO – Sergeant
Nerves of Steel
Command
Hard to Kill

Gear

Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
M14 Assault Rifle	24/48/96	1/3	2d8+1	2	9	Shots 20 snapfire penalty
Colt revolver	12/24/48	1	2d6+1		2	Shots 6

Johnson (everyone just calls him Sarge) is a crafty, hardened veteran of two wars. After seeing action in World War II and the Korean War, Sarge looked forward to retiring to the Eastern Illinois farmlands. This all changed when his squad encountered and engaged the ancient horror, Bah Tun. Now, with knowledge of the top-secret Weird War, the Sarge has been recruited as a 'special advisor' by a shadowy division of the CIA. His mission: to keep his men cool, calm and combative when facing mind-shattering supernatural terrors.

The men under him trust the Sarge with their lives – literally. They will obey him without question, a fact that has not escaped the CO, Charles Weston.

A firm Christian, Sarge has a strong belief in how the world works. He can find a rational explanation for almost any situation... but should he finally crack, years of violence and the terror of war will come flooding back to haunt him.



WOUNDS

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FATIGUE

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MILITARY RECORD

Service Number Unit Starlight #4
 Rank Second lieutenant Name Charles Emerson Weston V.

Attributes

Agility	d6	Parry	4
Smarts	d8	Toughness	5
Strength	d6	Pace	6"
Spirit	d4	Charisma	0
Vigor	d6	Experience	

Hinderances

Loyal
 Phobia (Rats)
 Doubting Thomas

Skills

Shooting	d6	Guts	d4
Fighting	d4	Climbing	d6
Throw	d6		
Intimidation	d6		
Stealth	d4		
Survival	d4		
Persuasion	d8		
Know. (tactics)	d8		

Edges

Rank (officer)
 Quick

Gear

Grenade x 3

Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
Assault Rifle	24/48/96	1/3	2d8+1	2	9	Shots 20 snapfire penalty
Service Pistol	12/24/48		2d6+1		2	Shots 7

Weston is the Commanding Officer of the squad. In the three months since the events detailed in *Blood of the Innocent*, Weston has seen action in a good number of battles, proving to be a keen tactician and natural leader, and earning the respect of his men in the process.

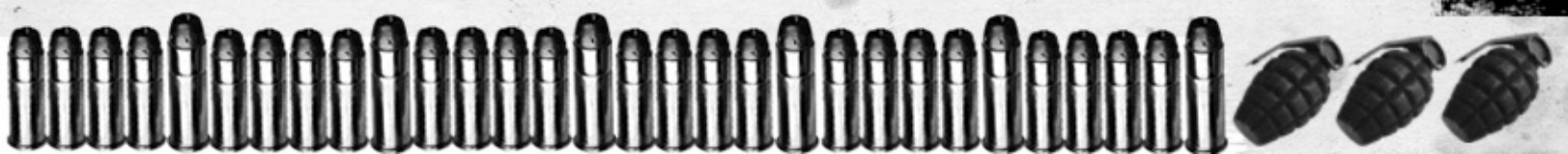
While he was previously driven by a desire to uphold his family's long history of excellence in the US military, he now leads with higher objectives in mind: protecting the lives of his men and the fulfillment of their mission as members of the CIA's spook's division. He still greatly admires the Sarge, and though Weston is no longer the greenhorn he once was, he still feels the need to prove his worth to the crafty veteran. So far, he has been living up to his promise.



WOUNDS



FATIGUE



MILITARY RECORD

Service Number Unit Starlight #4
 Rank Private (Sniper) Name Cincinnatus Smith

Attributes				Hinderances
Agility	d10	Parry	4	Newbie
Smarts	d4	Toughness	5	
Strength	d6	Pace	6"	
Spirit	d6	Charisma	0	
Vigor	d6	Experience		

Skills		Edges	
Shooting	d12	Guts	d6 Marksman
Fighting	d4	Notice	d4
Stealth	d4		
Throwing	d6		
Driving	d4		
Know. (Farming)	d4		
Climbing	d4		
Riding	d6		
Swimming	d4		
Gear			
Grenade x 3			



Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
M40 sniper rifle	48.96/192	1	2d8+1	2	15	Shots 5, snapfire penalty

Cincinnatus is a talented sniper, having hunted on the bayous of Florida since boyhood. A devout Catholic, the encounter with Bah Tun three months back firmed up Cincinnatus' resolve to fight for and protect the things he holds dear: God, country and the American way.

A sweet but absent-minded lug, he remains naive in the ways of women, and continues to be teased by the rest of the squad because of this. This incessant badgering has made him decide to finally do something about his virginity before ending his tour in Vietnam, a decision squarely at odds with his deeply held Catholic faith.

WOUNDS

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-3

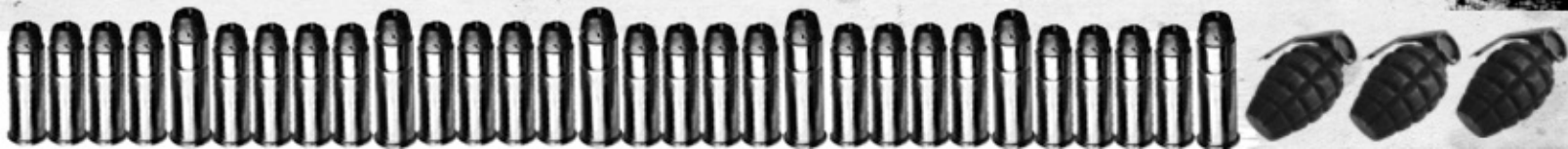


FATIGUE

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MILITARY RECORD

Service Number

Unit Starlight #4

Rank Private

Name Harold Patrick OLeary

Attributes

Agility d6

Smarts d8

Strength d6

Spirit d8

Vigor d6

Parry 4

Toughness 5

Pace 6"

Charisma 0

Experience

Hinderances

Heroic

Skills

Shooting d5

Fighting d4

Throwing d4

Healing d10

Guts d6

Notice d4

Know (Medical) d8

Know (French) d6

Swimming d4

Gear

Field Med. Kit

Edges

Luck

Healer



WOUNDS

-1



-2



-3



Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
M14 Assault Rifle	24/48/96	1/3	2d8+1	2	9	Shots 20 snapfire penalty

Coming from a well-to-do Irish family of doctors and academics, O'Leary has a very strong belief with respect to what he considers right and wrong. This sense of Catholic morality led him to enlist as a medic in the Army after hearing of the plight of injured GIs in Vietnam while in third year of medical school. He is highly patriotic and driven by a desire to do what is right, a desire that has made him repeatedly place the lives of others above his own. While his core beliefs have not changed since coming to Vietnam, the events of the past months have shown him that there are things in the world that neither science nor his Catholic faith can explain.

FATIGUE

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2



MILITARY RECORD

Service Number

Unit Starlight #4

Rank Private

Name Joe Banks

Attributes

Agility	d6	Parry	4
Smarts	d8	Toughness	5
Strength	d6	Pace	6"
Spirit	d8	Charisma	0
Vigor	d6	Experience	

Skills

Shooting	d6
Fighting	d4
Throwing	d4
Know.e (Occult)	d8
Know (Vietnamese)	d8
Guts	d8
Stealth	d6
Notice	d6
Repair	d6

Gear

Radio Telephone

Grenades x 3

Hinderances

Curious
Secret (CIA)

Edges

Scholar (Occult)
Scholar (Vietnamese)
MacGyver



Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
M14 Assault Rifle	24/48/96	1/3	2d8+1	2	9	Shots 20 snapfire penalty

Banks is an officer of the top-secret CIA "Spook's" division, playing the role of a private in the army. His goal is to find and put a stop to the supernatural forces that have been massing up against the American troops in Vietnam.

Word has spread within the Spook's division of Banks' recent performance during the 'Bah Tun encounter,' leading to his assignment as Operations Officer of the CIA in Vietnam. This makes him the highest ranking CIA officer at Starlight Camp outside of Colonel James Johnson. However, he has to keep the guise that he is a private in the army on a day-to-day basis, something he is finding very frustrating. Since the Bah Tun mission, Banks has also become increasingly isolated from the group, who have come to distrust the CIA agent after his true colors were revealed to the squad. This has made Banks somewhat paranoid, walking in fear that someone from the squad might one day stab him in the back. Nevertheless, he remains committed to his job, and is determined to purge Vietnam of all supernatural elements.

WOUNDS

-1



-2



-3



FATIGUE

1



2

