

WORLD WAR WEIRD CLASSES

by Mark L. Chance



**WWII OPERATION
WHITEBOX
COMPATIBLE**

**OGL
SR**

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Special Thanks for Katrina Chance, Andreas Habicher, Peter C. Spahn, Timothy Stone.

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INTRODUCTION

In the history of the past century, I can think of no collection of events more significant than those encompassed by World War II. No continent was left untouched. Tens of millions died, and even more had their lives irrevocably changed. The map of the world had to be redrawn after 1945, and the consequences of the end of the old colonialism and the birth of the new would turn the twentieth century into the bloodiest era the world has ever seen.

Stories fill the war years, 1939 to 1945, and countless authors have used those years as the time for short stories, novels, poems, television dramas and comedies, motion pictures, and more. Peter C. Spahn's *WWII: Operation WhiteBox* is not the first roleplaying game set during World War II; it's not likely to be the last.

But *WWII: Operation WhiteBox* is among the best in terms of ease of play, flexibility, and respect for the sacrifices of those who gave and lost so much during the war.

My first experience with a specifically military-oriented roleplaying game was [*Twilight: 2000*](#). I didn't like it. I was in the U.S. Army at the time, and pretending to be a soldier in a modern setting just lacked appeal to me. In a similar way, perhaps, as much as I admire *WWII: Operation WhiteBox*, I doubt I'd enjoy playing it set during World War II as it was in history. Historical simulation has never been my bag.

But ahistorical simulation? That's much more my thing, and I think the best parts of *WWII: Operation WhiteBox* are the parts that deal with adding occult, weird science, and science fiction to the game. And so we're back to that ease of play and flexibility. By sticking faithfully to the heart of *Swords & Wizardry WhiteBox*, Mr. Spahn has written a game that meshes with the worlds of *WhiteBox* gaming.

Therefore, this collection of fantastical classes for *WWII: Operation WhiteBox*.

As always, I welcome [your thoughts and constructive criticisms](#).

Mark L. Chance
[Spes Magna Games](#)

CAVEATS

I've made no real attempt to balance any of these character classes with the character classes found in *WWII: Operation WhiteBox*. If, for example, it seems like a Warrior Maid of Scáthach would mop the floor with a Grunt of equal level, it's probably because that's the only kind of mopping a Warrior Maid would do.

If you use *World War Weird Classes* along with classes from *WWII: Operation WhiteBox*, be prepared both as a player or as a *Referee* to perhaps see the former outperform the latter. I don't view this as a bug; it's a feature. If this bothers you, consider running *WWII: Operation WhiteBox* classes at the Heroic level of play. You might also want to rule that *World War Weird Classes* do not enjoy the full benefits of special forces training.

DEMI-GOD

The gods of the classical world often exhibited a lack of impulse control. They fornicated freely, some of the time in the forms of animals, killed or cursed those who irked them, and otherwise engaged in dozens of petty behaviors for which naughty children get punished nowadays. Small wonder that most in the classical world feared rather than respected the gods, and those who looked for ethical guidance turned more to philosophy or to foreign faiths. A Demi-God is a mortal in whose veins flows the diluted blood of a god.

Table: Demi-God Advancement

Level	XP	HD	BHB	ST
1	0	2	+1	13
2	3,000	3+1	+2	12
3	6,000	4	+3	11
4	12,000	5+1	+4	10
5	24,000	6	+5	9

Demi-God Class Abilities

Divine Ancestry: Roll 1d10 on **Table: Divine Ancestry** to determine whose divine blood flows in a Demi-God's veins.

Demi-God Traits: A Demi-God's divine ancestry bestows certain traits, as shown on **Table: Divine Ancestry**.

Table: Divine Ancestry

d10	Deity	Traits
1	Aphrodite	7, 8
2	Apollo	6, 7
3	Ares	4, 10
4	Dionysus	4, 6
5	Hades	5, 8
6	Hephaestus	1, 3
7	Hera	6, 8
8	Hermes	8, 9
9	Poseidon	2, 3
10	Zeus	2, 10

1. Artificer: The Demi-God has an intuitive understanding of machinery. This functions like the Combat Engineer's Mechanical Understanding and Jury-Rig class abilities. Thrice per day, the Demi-God may attempt to miraculously understand or modify the latest technology, inventions, equipment, and weapons. Success requires a Saving Throw, and the results are determined by the *Referee*.

2. Elemental Attack: The Demi-God has a ranged attack (bursting earth for Poseidon, lightning for Zeus). The attack has a range of 30 feet, plus 5 feet for every two levels. It inflicts 1d6 points of damage, plus 1 more point of damage for every two levels.

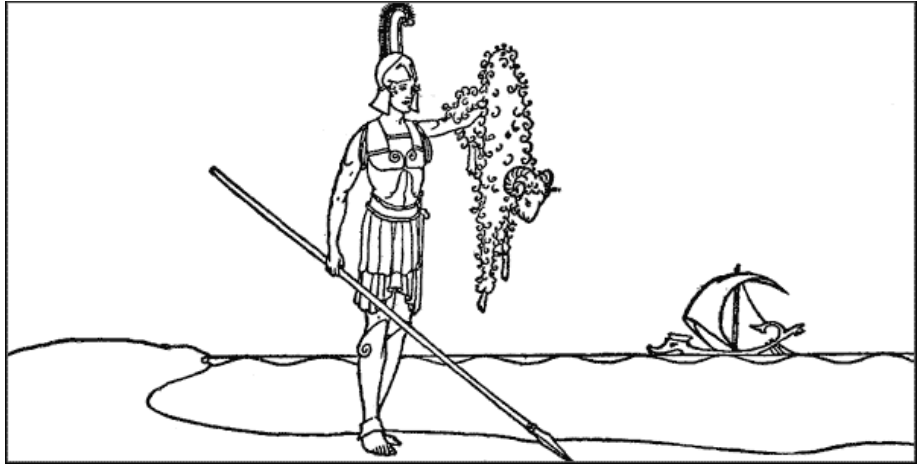
3. Elemental Tolerance: The Demi-God takes half damage and receives a +2 bonus on Saving Throws against a certain source of harm: heat/fire from Hephaestus and cold/water from Poseidon. In the latter instance, the Demi-God cannot drown.

4. Ferocity: Thrice per day, the Demi-God may surrender to bloodlust in battle, fighting like a madman. He is a Combat Machine (as the Grunt), and his attacks inflict +1 damage for every two levels. Ferocity lasts for 1d6 rounds, plus 1 round for every two levels. If the fight ends before the ferocity, the Demi-God must make a Saving Throw or be forced to continue attacking until the rage passes.

5. Necromancy: Thrice per day, the Demi-God may ask a question of a corpse, and it will answer truthfully but perhaps cryptically. The body must not have been dead for more than 1d4 days, plus 1 additional day per two levels.

6. Prophecy: Thrice per day, the Demi-God may attempt to divine the future. Success requires a Saving Throw and permits the player to ask the *Referee* a single question about the near future.

7. *Remarkable Beauty:* The Demi-God possesses great physical attractiveness. This functions as Friendly Demeanor (see Charmer class). Thrice per day, the Demi-God may attempt to seduce a suitable target, who is permitted a Saving Throw. If the Saving Throw fails, the unfortunate target falls under the Demi-God's influence.



8. *Remarkable Cunning:* The Demi-God receives a +2 bonus to Saving Throws made to resist attempts to influence him or detect when he is being deceptive. Furthermore, he imposes a -2 penalty on Saving Throws made to detect when he is being deceptive.

9. *Remarkable Speed:* The Demi-God moves with remarkable speed, receiving a +2 bonus to Saving Throws when agility and quickness would matter. Also, increase the Demi-God's movement rate by 3 for every two levels.

10. *Remarkable Strength:* The Demi-God's receives a +1 bonus to melee attack rolls. His unarmed attacks inflict 1d6 points of damage. Attacks made with melee weapons are made at +1d6 points of damage. Multiply the Demi-God's "weight carried" load by one-half the Demi-God's level (drop fractions).

Saving Throw: Demi-Gods have no standard bonus to Saving Throws, although certain Demi-God traits grant adjustments and Demi-Gods have impressive Saving Throws to begin with.

XP Bonus for Charisma: Demi-Gods with a Charisma of 13 or 14 receive a 5% Experience Point bonus, and those with 15 or higher get 10%.

Divine Vitality: At 3rd level, Demi-Gods recover 1d6 Hit Points per day of uninterrupted rest, or they recover 1d3 Hit Points per day without rest.

DIE WAHRSAGERIN

A Wahrsagerin possesses the ability to see the future and forecast good fortune for herself and others. Called fortune tellers, Gypsies, charlatans, and worse by many, these remarkable people are not hucksters preying on the gullible. They have real gifts, being able to see the ebb and flow of fate and to react in ways that take advantage of their supernatural vision.

Die Wahrsagerin Class Abilities

Horoscopy: Wahrsagerinnen study the positions of the heavenly bodies in relation to each other and the current date in order to divine the general tenor of future events. The forecast relates to one specific

Table: Die Wahrsagerin Advancement

Level	XP	HD	BHB	ST	Fate*
1	0	1	+0	14	2
2	1,750	2	+1	13	3
3	3,500	3+1	+2	12	4
4	7,000	4	+2	11	5
5	14,000	5	+3	10	6

*Subtract one for each additional Fate check made during a day.

person about whom the Wahrsagerin has the necessary knowledge. The time necessary to complete the horoscopy equals 1d4 hours plus 1 hour per person included in the forecast. This is spent drawing arcane diagrams, consulting the cards, studying tell-tale signs, and so forth. Roll 1d6. If the result is equal to or less than the Wahrsagerin's Fate found on **Table: Die Wahrsagerin** Advancement, the horoscopy succeeds. Roll 1d6 again and consult **Table: Successful Horoscopy** for each person included in the forecast. Resulting bonuses last for the next 1d4+1 days (determine duration separately for each person). If the Wahrsagerin fails to forecast, another attempt cannot be made for 1d4+1 days. If successful, another forecast cannot be made until the duration of the previous forecast expires.

Survivor: Wahrsagerinnen develop a knack for surviving, and one Wahrsagerin may not have the same skills as another. At 1st level, choose any 1st-level class ability from any of the eight standard classes found in *WWII: Operation WhiteBox*.

Saving Throw: Wahrsagerinnen receive a +2 bonus to all Saving Throws made due to the results of being ambushed or surprised. Also, Wahrsagerin may roll Fate if they fail a Saving Throw. If she succeeds, treat the failed Saving Throw as a successful one.

XP Bonus for Wisdom: A Wahrsagerin with a Wisdom of 13 or 14 receives a 5% Experience Point bonus, and one with 15 or higher get 10%.

Dream Visions: At 3rd level, Wahrsagerinnen see patterns and clues throughout their waking hours, but most of these hints are too subtle to register on the conscious mind. Instead, when a Wahrsagerin sleeps, the secret meanings express themselves as dreams that she might be able to interpret. When the Wahrsagerin goes to sleep, she may fix a single, yes-no question in her mind. This question must relate to something that the Wahrsagerin either experienced or will experience within a day. The Referee answers the question truthfully.

DOPPELGÄNGER

A Doppelgänger is a supernatural creature with the ability to change its appearance to duplicate just about any human. Most of these creatures prefer to remain hidden, using their abilities to avoid detection and danger. A few, however, have taken sides in the ongoing conflict, finding themselves within the ranks of Germany's *Heereswaffenamt Okkulte* (HWO) and the Allied Counterscience

Table: Successful Horoscopy

d6 Roll	Horoscopy Result
1	+1 <i>To-Hit</i> rolls
2	+1 damage rolls
3	+1 Saving Throws
4	+1 Armor Class
5-6	+1 HP/level per day



Table: Doppelgänger Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,875	2+1	+0	13
3	3,750	3	+1	12
4	7,500	4+1	+1	11
5	15,000	5	+2	10

Executive Division (ACE). Doppelgänger often specialize in infiltration, retrieval, and even assassination missions. They are ideal spies.

Doppelgänger Class Abilities

Assume Appearance: Doppelgänger can assume the appearance of any specific human whose height and weight deviate from the Doppelgänger's height and weight by no more than 25%. This change in appearance includes clothing, but not equipment and weapons, and it takes 1d6 rounds to complete the transformation. The imitation is good enough to fool a careful inspection unless the inspector is a close associate of the person imitated. In this case, the Doppelgänger can fool even a close associate by making a Saving Throw.

Languages and Professions: Doppelgänger gain the language(s) and profession(s) of the person imitated. This ability does not grant a Doppelgänger any other specific knowledge, such as the names of family and friends, passwords, details of secret projects, et cetera.

Saving Throw: Doppelgänger impose a -2 penalty on Saving Throws made to detect when they are being deceptive.

XP for Charisma: Doppelgänger with a Charisma of 13 or 14 receive a 5% Experience Point bonus, and those with 15 or higher get 10%.

ESP: At 3rd level, Doppelgänger can detect the thoughts of other beings with a range of 60 feet. This ability cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead.



GOLEM

A Golem is an artificial life form magically created by following the arcane instructions found in passages of certain ancient books such as the *Sefer Yetzirah*. As part of the animation process, a Golem is inscribed with Hebrew words *emet* (אמת, "truth"), the inscription usually written on its forehead. When created, Golems are not intelligent. Part of the creation process binds the Golem to obey the commands of a specific individual, usually a member of the commando team to which the Golem is attached. If commanded to perform a task, they will perform the instructions literally.

Golem Class Abilities

Bound to Obey: At 1st level, a Golem has no will of its own. It cannot speak or reason. If its “handler” is incapacitated or killed, the Golem must make a Saving Throw to avoid going berserk, attacking continuously until destroyed. If the Saving Throw

Table: Golem Advancement

Level	XP	HD	BHB	ST
1	0	3	+1	15
2	2,750	4	+2	14
3	5,500	5	+3	13
4	11,000	6	+4	12
5	22,000	7	+5	11

succeeds, the Golem deactivates until it can be assigned a new “handler”.

Made of Clay: Golems are made of clay. They are enormously strong, able to perform feats of superhuman strength. Their fists inflict 1d6+2 points of damage. A Golem's natural Armor Class is 7 [12]. They do not need to eat, breathe, et cetera. Poisons, disease, and other such hazards do not affect Golems. They suffer minimum damage from melee weapons, archaic weapons, and small arms. Machineguns and heavy weapons inflict normal damage. As Golems lack biological functions, they do not heal naturally. They can be repaired by applying fresh clay, molding that clay into the Golem's form, and waiting for the clay to set. Each pound of clay so applied heals 1d6 Hit Points after 1d6 hours.

XP Bonus for Intelligence: Golems with an Intelligence of 13 or 14 receive a 5% Experience Point bonus, and those with 15 or higher get 10%. A Golem that has not become awakened does not gain this bonus regardless of its Intelligence.

Awakened: Every time a Golem gains a level, it rolls a Saving Throw. If successful, the Golem gains true intelligence and the power of speech. An awakened Golem is no longer bound to obey.

Weakness: A Golem can be deactivated by removing the aleph (א) in *emet*, thus changing the inscription from "truth" to "death" (תמ, meaning "dead"). The procedure for reactivating the Golem is not as simple.



Awakened & Weakness Options

The Referee may decide that a Golem PC starts play awakened rather than bound to another PC or NPC.

Deactivating a Golem that isn't restrained or otherwise helpless is a dangerous undertaking. It can be done in combat using a knife or other appropriate tool. This requires an attack with a -4 *To-Hit* penalty. Failure grants the Golem an immediate counterattack with a +4 *To-Hit* bonus.

GREMLIN

Gremlins thrive on chaos, and the war raging across the globe has provided these small, mischievous creatures with ample opportunities to add to the mayhem and destruction. The Allies have managed to recruit a handful of these destructive beings, training them to fight against the Axis. Of course, it's all too likely that Germany's *Heereswaffenamt Okkulte* (HWO) has gremlin agents of its own.

Table: Gremlin Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	3	+1	12
4	6,000	4	+1	11
5	12,000	5	+2	10

Gremlin Class Abilities

Collateral Damage: Whenever an attack fails to damage a gremlin, the gremlin can redirect the attack to any target except the attacker that is in range of the original attack. The attacker rolls another attack

roll against the new target, and the results are applied as normal.

Sabotage: Gremlins are adept at disassembling and damaging machinery, reducing even complex devices to trash with shocking speed. Gremlins inflict 1d6 points of damage per round against machinery. If the item doesn't have Hit Points, a Gremlin disables it in 1d6 rounds. Machines with reinforced hulls are more resistant to gremlins, assuming the gremlins aren't inside the machine. It takes a Gremlin one round to ruin one level of reinforced hull.

Speedy and Small: The average Gremlin stands about two feet tall. This grants Gremlins a +1 bonus to Armor Class. These creatures move with great speed and agility. A Gremlin who carries no more than 10 pounds has a Movement rate of 24; up to 40 pounds, Movement rate is 18; up to 60 pounds, Movement rate equals 12; and up to 100 pounds, Movement rate equals 6.

Saving Throw: Gremlins receive a +2 bonus on Saving Throws against explosions and suppressive fire.

XP for Dexterity: Gremlins with a Dexterity of 13 or 14 receive a 5% Experience Point bonus, and those with 15 or higher get 10%.

Aura of Unluck: At 3rd level, Gremlins radiate an aura of unluck to a radius of 20 feet. Any creature in this area must roll two dice whenever a situation calls for a dice roll and must use the lower of the two results generated.

LE SAUVAGE

Le Sauvage was lost in the wilderness and raised by beasts. While most children who suffer such a fate face life-long difficulties, the Sauvages recruited and trained by the Allies represent something rare and wondrous. Strong, agile, intelligent, and uncorrupted by modernity, Sauvages walk in two worlds, the world of man and the world of beasts.

Le Sauvage Class Abilities

Raised by Beasts: Choose the type of animal that raised the Sauvage. Sauvages can communicate with the type of animal that raised them. Most animals treat Sauvages with indifference at worst. When making a Reaction Roll to see how animals respond to Sauvages, add +2 to the result. Sauvages have exceptional senses, making them harder to ambush. Usually the *Referee* determines surprise, but often



Table: Le Sauvage Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,500	2+2	+1	13
3	5,000	3+3	+2	12
4	10,000	4+4	+2	11
5	20,000	5+5	+3	10

uses the result of a 1 on a roll of 1d6 to indicate if a Sauvage is surprised. Also, Sauvages have spent years living in the wilderness, hunting game, and so forth.

Feral Athleticism: Sauvages add +3 to Movement if carrying no more than 100 pounds. They can climb at the same speed, assuming adequate hand and foot holds. More difficult surfaces may mean slower movement at best (at the discretion of the *Referee*). Sauvages excel in melee combat, gaining a +1 *To-Hit* bonus. Their unarmed attacks inflict 1d4 points of damage. Lastly, Sauvages receive a -1 [+1] bonus to Armor Class due to their speed and toughness.

Table: Le Sauvage Class Abilities

Level	Beast Reaction	To-Hit/ Unarmed	Armor Class	Movement
1-2	+2	+1 ¹ /1d4	-1 [+1]	+3/100 ²
3-4	+3	+2/1d6	-2 [+2]	+6/150
5	+4	+3/1d6+1	-3 [+3]	+9/200

¹ The *To-Hit* bonus is for melee combat only.

² The number before the slash indicates the bonus to Movement; the number after the slash indicates the maximum weight in pounds the Sauvage can carry before he loses the Movement bonus.

Nota Bene: Some of the Sauvage's abilities improve as level increases. **Table: Le Sauvage Class Abilities** summarizes these improvements.

Saving Throw: Sauvages receive a +2 bonus on Saving Throws to resist the adverse effects of life in the wilderness (i.e. hunger, exposure, et cetera).

XP Bonus for Strength: Sauvages with a Strength of 13 or 14 receive a 5% Experience Point bonus, and those with 15 or higher get 10%.

Disturbing Savagery: Most people find the restrained savagery of Sauvages who are 3rd level or higher unnerving at best. Foes of one Hit Die (1 HD) or fewer who witness a Sauvage in action may become demoralized, suffering a -1 penalty on attack rolls and Saving Throws. The extent and duration of this effect is determined by the *Referee*.

LYCANTHROPE

Lycanthropes are humans with the supernatural ability to transform into an animal or animal-human hybrid. This remarkable power, not always easy to control, grants the Lycanthrope inhuman vitality. In beast form, Lycanthropes possess natural weapons and keen senses.

Lycanthropes are often able to summon and control animals of their type, and some possess other magical powers. Lycanthropic agents serve as spies and soldiers for both the Allied and Axis powers, and rumors of other, more exotic types of Lycanthropes cannot easily be dismissed.

Table: Lycanthrope Advancement

Level	XP	Werebear HD / BHB / ST	Werewolf HD / BHB / ST	Wererat HD / BHB / ST
1	0	3 / +0 / 15	2 / +1 / 14	1+1 / +0 / 13
2	2,850	4+1 / +0 / 14	3+1 / +2 / 13	2 / +1 / 12
3	5,700	5 / +1 / 13	4 / +3 / 12	3+1 / +2 / 11
4	11,400	6+1 / +1 / 12	5+1 / +4 / 11	4 / +2 / 10
5	22,800	7 / +2 / 11	6 / +5 / 10	5 / +3 / 9

Lycanthrope Class Abilities

Change Form: All Lycanthropes shift from human to animal-human hybrid to animal form and back again, in that order. It takes 1d6 *rounds* to shift form. In animal-human hybrid or animal form,

Lycanthropes become more savage, more instinctual, and their human personalities become less prominent. No matter when or why a Lycanthrope changes, one form seldom remembers much of what has happened in the other form. At first, Lycanthropes control their transformations with difficulty. They can force the transformation to or from human form by making a Saving Throw. When hurt or stressed, Lycanthropes may change involuntarily. A successful Saving Throw prevents change under duress. During the nights of the full moon, Lycanthropes involuntarily change to animal form. A successful Saving Throw arrests full-moon transformations at the animal-human hybrid stage.

Regardless of type, Lycanthropes in animal-human hybrid or animal form are hard to surprise due to their keen senses. Lycanthropes can speak in animal-human hybrid form, albeit with moderate difficulty due to changes in throat and jaw structure. Additional specifics depend on type:

- ➔ **Werebear:** AC 5 [14]; claws and fangs inflict 1d6+2 points of damage; Movement 12.
- ➔ **Werewolf:** AC 6 [13]; fangs inflict 1d6 points of damage; Movement 15.
- ➔ **Wererat:** AC 7 [12]; claws and fangs inflict 1d4+1 points of damage; Movement 12 (half speed when climbing or swimming).

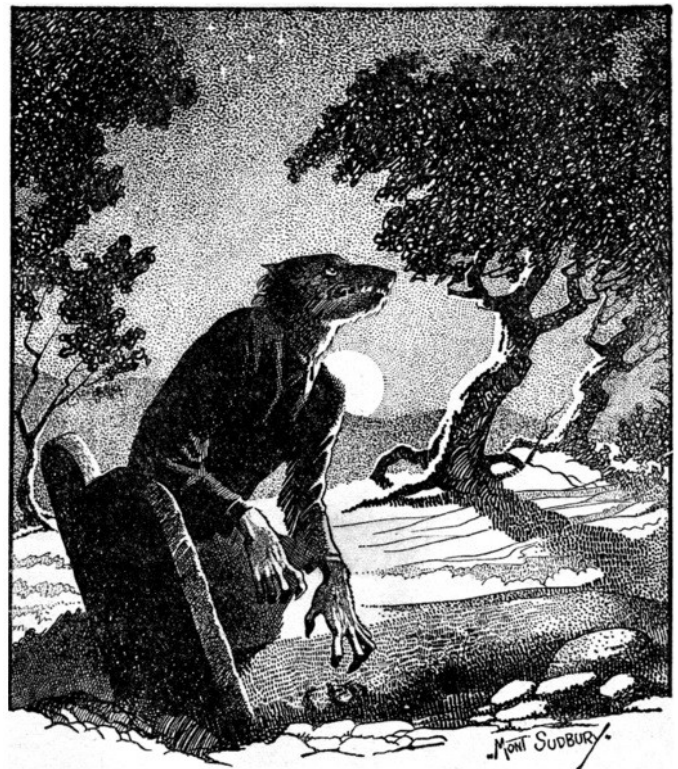
Silver Vulnerability: Lycanthropes are hard to kill. In human form, they regenerate 1d6 HP per hour of rest, or 1 HP per hour when not resting. In beast form, a Lycanthrope regenerates a number of HP per *round* equal to his level. Lycanthropes in either form are injured by normal weapon and hazards, but such attacks and effects never truly kill Lycanthropes. For example, a Werewolf torn to shreds by a landmine eventually regenerates. Damage inflicted by silver weapons, however, negates a Lycanthrope's ability to regenerate. A Lycanthrope heals damage inflicted by silver weapons in same way a normal person recovers from injuries. Silver weapon may truly kill a Lycanthrope.

Other Lycanthropic Abilities: Each type of Lycanthrope has different, specific abilities. Lycanthropes cannot summon and control animals while in human form.

- ➔ **Werebear:** Summon nearby 1d6 bears in 2d12 *turns*. Those under the care of a Werebear recover HP at twice the normal rate.
- ➔ **Werewolf:** Move with stealth in animal-human hybrid or wolf forms, surprising others 3 in 6 times. Panic animals with growls and howls. Trained animals may be permitted a Saving Throw at the *Referee's* discretion.
- ➔ **Wererat:** Move with great stealth regardless of form, surprising others 4 in 6 times. Summon 2d6 rats, which arrive in 1d6 *turns*.

Saving Throw: When in animal-human hybrid or animal form, Lycanthropes receive a +2 bonus on all Saving Throws against drugs, poisons, and similar substances.

XP Bonus: Werebears receive an Experience Point bonus for exceptional Wisdom. Werewolves and Wererats receives such a bonus for



exceptional Strength and Dexterity, respectively. Lycanthropes with a relevant Attribute of 13 or 14 receive a 5% Experience Point bonus, and those with 15 or higher get 10%.

Control Transformation: At 3rd level, Lycanthropes gain greater control over their transformations. They gain a +2 bonus to Saving Throws to force a transformation or to resist a transformation induced by injury or stress. They may attempt a Saving Throw (without the +2 bonus) to resist transforming during the full moon. What's more, Lycanthropes retain almost all of their memories and personalities regardless of form.

MANGANI

The Mangani are an intelligent, proud species of great apes who speak their own language. Mangani are about man-sized, intermediate between chimpanzees and gorillas. Territorial and tribal, Mangani live in the mountainous jungles of western Africa, especially in and around the Congo. As Axis forces moved into the region to exploit natural resources and enslave the local populations, most Mangani retreated deeper into the trackless wilderness. A few, however, rose up to thwart the foreign *tarmangani*, and a handful of Mangani even found their way into the ranks of the Allies.

Table: Mangani Advancement

Level	XP	HD	BHB	ST
1	0	2+1	+1	15
2	2,250	3	+2	14
3	4,500	4+1	+3	13
4	9,000	5	+4	12
5	18,000	6+1	+5	11

Mangani Class Abilities

Brute Strength: When determining how much weight Mangani can carry, refer to **Table 18: Movement** (page 39), but divide the actual weight carried by a Mangani by the Mangani's level to determine the effect on Movement. Put more simply, for example, a 2nd-level Mangani is about twice as strong as a normal human.



Nature, Red in Tooth and Claw: Mangani are fearsome in melee combat. Mangani fists inflict 1d4 points of damage, and their fangs cause 1d6 points of damage. Mangani choose which sort of attack to make each round of combat. Mangani may opt to attack with their fists and voluntarily take a -2 *To-Hit* penalty. If the attack is successful, the victim is seized, bitten, pummeled, and torn for an additional 1d6 points of damage. Mangani receive a damage bonus in melee combat: +1 for 2nd and 3rd levels, +2 for 4th and 5th levels.

Thinking Ape: Mangani are intelligent apes, but they are still apes. They climb, jump, and swing with ease and power, making them able to maneuver many obstacles with little to no effect on their Movement. They can survive in the wilderness with few problems. Normal Mangani have an Armor Class of 6 [13], whereas those with special forces training have Armor Class 4 [15]. Mangani do not swim well. Also, while nothing but time and effort prevents Mangani from learning to understand and read new languages, Mangani have difficulty speaking foreign tongues. Their native language consists of various hand gestures, slaps to the body, and animalistic noises. The specifics of these strengths and limitations are determined by the *Referee*.

Saving Throw: Mangani receive a +2 bonus on all Saving Throws against effects designed or intended to function specifically against a human target.

XP Bonus for Strength: Mangani with a Strength of 13 or 14 receive a 5% Experience Point bonus, and those with 15 or higher get 10%.

Berserk Fury: Mangani of 3rd level and higher often fly into a berserk fury in combat. During this time, Mangani make all attacks with a +2 *To-Hit* bonus. Mangani are unpredictable while enraged. The *Referee* may require Saving Throws for berserk Mangani who wish to think tactically or to avoid lashing out at allies or civilians who get too close.

WARRIOR MAID OF SCÁTHACH

The Warrior Maids of Scáthach marched out of the mists of legends and into the war against the Nazis. Armed with swords and spears, wearing archaic armor, these fierce women fight with wild abandon, daring death to take them. Not quite human, not quite inhuman, a Warrior Maid's skill in close combat has few equals. Indeed, some of their skill in battle verges on the supernatural, and their steel is often more than a match for bullets and grenades.

Table: Warrior Maid Advancement

Level	XP	HD	BHB	ST
1	0	2+1	+1	14
2	2,500	3	+2	13
3	5,000	4+2	+3	12
4	10,000	5	+4	11
5	20,000	6+3	+5	10

Warrior Maid Class Abilities

Sword-Weilding She-Devil: Warrior Maids excel in melee combat, whether armed or unarmed. They also heal faster than normal. Refer to **Table: Warrior Maid Melee Prowess** (see next page). *Melee To-Hit* shows the bonus a Warrior Maid receives to attack rolls in melee combat. *Strike Damage* is how much damage a Warrior Maid inflicts with unarmed attacks. *Weapon Damage* applies to melee weapons. The Warrior Maid becomes harder to hit in melee combat, receiving the bonus shown under *Armor Class*. Lastly, *Healing* shows how many Hit Points per day of uninterrupted rest a Warrior Maid recovers. Constitution and proper medical care may increase this amount as normal.

Table: Warrior Maid Melee Prowess

Level	Melee To-Hit	Strike Damage	Weapon Damage	Armor Class
1-2	+1	1d3	+1	-1 [+1]
3-4	+2	1d4	+2	-2 [+2]
5	+3	1d6	+3	-3 [+3]

Level	Healing	Fray Damage	Fray Radius
1-2	1d4	--	--
3-4	1d6	1d6	10 ft.
5	1d8	1d6+1	15 ft.

Saving Throw: Warrior Maids receive a +2 bonus on all Saving Throws against explosions and suppressive fire.

XP Bonus for Strength: Warrior Maids with a Strength of 13 or 14 receive a 5% Experience Point bonus, and those with 15 or higher get 10%.

Whirlwind of Death: At 3rd level, Warrior Maids become truly amazing in melee combat. Refer to **Table: Warrior Maid Melee Prowess**. Every round of melee combat, a Warrior Maid automatically inflicts *Fray Damage* on enemies within her *Fray Radius* so long as those enemies have no more than one Hit Die (1 HD). *Fray Damage* may be divided between multiple foes within the radius.

ZOMBIE

Zombies are the animated dead. Often Zombies are created by mad science or by necromantic magic. These monsters are very nearly mindless, little more than lethal tools in the hands of their creator. Rarely, however, the dead rise again to avenge some crime committed against them or their loved ones. This class represents that type of Zombie. Allied Zombies, physically powerful and hard to destroy, hunger for revenge against the Nazis and their collaborators.

Zombie Class Abilities

Decay: Zombies decay slowly. They tend to smell bad. This makes it difficult for Zombies to pass as

From Another Time: Warrior Maids come from a primitive time without modern equipment such as firearms, jeeps, or radios. They are well-able to survive under primitive conditions. Even with proper training, they tend to distrust modern technology. A Warrior Maid suffers a -2 *To-Hit* penalty when fighting with modern weaponry such as firearms. She may face other difficulties, as the *Referee* decides.

**Table: Zombie Advancement**

Level	XP	HD	BHB	ST
1	0	2	+0	15
2	1,750	3	+1	14
3	3,500	4	+1	13
4	7,000	5	+1	12
5	14,000	6	+2	11

normal people. The gradual rot may also affect special forces training. When the Referee feels it appropriate, the Zombie's player subtracts the Zombie's level from the 1d20 roll to determine the success of special forces training.

Unarmed Attacks: Zombies are lethal even without weapons. Their fists and teeth can inflict terrible injuries. At 1st level, a Zombie's unarmed attacks inflict 1d6 points of damage. This increases to 1d6+1 points of damage at 3rd level and further increases to 1d6+2 points of damage at 5th level.

Undead: Zombies are not alive. They do not feel pain. They do not need to eat, breathe, et cetera. While they have internal organs, those organs serve no purpose. This makes Zombies difficult to destroy by conventional means, which is reflected in part by their HD. Poisons, disease, and other such hazards do not affect Zombies. Zombies suffer normal damage from slashing weapons. Machineguns and heavy weapons also inflict normal damage. Otherwise, Zombies suffer minimum damage from melee weapons, archaic weapons, and small arms. As they lack biological functions, Zombies do not heal naturally, but first aid can be used to patch up a zombie.

Saving Throw: Zombies do not receive any particular bonus to Saving Throws. Of course, their undead condition often means they don't need to roll Saving Throws to begin with.

XP for Strength: Zombies with a Strength of 13 or 14 receive a 5% Experience Point bonus, and those with 15 or higher get 10%.

Brains!: At 2nd level, Zombies gain the ability to heal by eating the brains of the very recently dead. This works like first aid, but restores 1d6 Hit Points once per fight. The Referee should feel free to apply a penalty to Reaction Rolls made against those who witness a Zombie feed.



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