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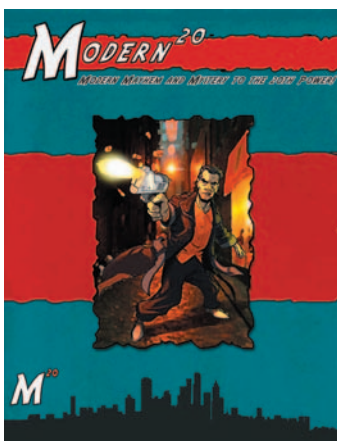
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THE CROWN GUARD: HIS MAJESTY'S HEROES OF WWII FOR SUPERS²⁰

BY CHARLES RICE

During the dark, early days of WWII, the existence of the Crown Guard was a closely held secret.

Germany's Eugenics Brigade was the first fully formed meta-human team in history and had the full backing of the German High Command. Hitler touted these meta-humans as proof Germany was the "master race", descended from the Aesir of Norse

mythology. Supported by an elite troop of the SS and with the mysterious Götterdämmerung allowing them to appear anywhere in the world at will, the Eugenics Brigade conducted special operations throughout Europe, weakening fortified positions and attacking military and political leaders as a prelude to invasion. The German high command called this strategy "decapitation" and used it with deadly effect in combination with the lightning-fast Blitzkrieg.



Indeed, it seemed no one had an answer for the Eugenics Brigade, one of many factors that gave German forces a seeming insurmountable psychological advantage. In 1940 however, Hitler ordered the Eugenics Brigade to eliminate the “warmonger”: Winston Churchill. With the escape of the British military forces (along with almost 150,000 French troops) from the Beaches of Dunkirk, Germany was faced with two options for dealing with the only nation in Europe still in a position to challenge Germany: leave Britain alone while Germany dealt with Russia or engage in a massive air battle and prepare for a cross-channel invasion.

Neither option appealed to Hitler, so he turned to his Eugenics Brigade to provide a possible third option. If Churchill were eliminated inside Britain, Hitler felt he could then threaten the Royal Family and force Britain to the negotiating table. This would eliminate Britain as well as remove the possibility of American involvement in the war. And so in June of 1940 the Eugenics Brigade acted on intelligence of Churchill’s location in Britain and teleported into Britain to assassinate him.

When the Brigade returned an hour later, Hitler was astonished to learn they had been defeated by a pair of British heroes: Sword and Stone, wielding the mystic artifacts passed down from their father, the WWI hero Excalibur. Somehow these two young heroes had defeated the Brigade’s six-member team. Though they had killed one of the British heroes, Churchill had only been wounded and the aura of invincibility around Germany’s meta-human force was shattered.

The Brigade tried several times to assassinate Churchill afterwards but their intelligence was never again so accurate. Each subsequent attack only managed to kill actors impersonating the great leader. Cunning and bravery had accomplished what force

would not have been able to do and soon the Brigade attacks stopped, as Germany turned their attention toward Russia. Britain used this time to strengthen the Crown Guard.

At its strongest the team would include: Big Ben, Excalibur, Esprit (an expatriate French hero), Grizzly (the lone member of the team from the Commonwealth of Canada), Illustrious, Ironclad, Repulse, Swordfish and Zbrojmistrz (an expatriate Polish hero). By the end of the war, with the Allied heroes outnumbering the Eugenics Brigade by a wide margin, it was the German meta-humans who were on the defensive, attempting to help stem advances by Allied forces and protect Hitler from capture for trial after the war.

Despite their original protective purpose, Churchill turned this group on the offensive as soon as possible, counting on subterfuge and decoys to prevent the Eugenics Brigade from assassinating him or the Royal Family. Along with the Commandos, the Crown Guard was ordered to “set Europe ablaze” and inflicted enough damage on German and Italian forces in Europe and North Africa that Hitler was forced to recall the Eugenics Brigade from assisting on the Eastern Front. Given that Stalin was far too paranoid to allow any Russian meta-humans to live, the recall of the Eugenics Brigade from the Eastern Front probably saved Stalin from assassination at the hands of the German force.

NEW POWERS

MARTIAL SUPREMACY

You have innate combat abilities.

Duration: Permanent

Range: You

Effect: You gain an attack and damage bonus equal to one-half your power level with one kind of

weapon (firearms, melee weapons, ranged weapons or unarmed combat).

Stunts

Greater Mastery: You gain your martial supremacy bonus with an addition type of weapon. You may take this stunt multiple times. Each time it applies to a new weapon type.

CROWN GUARD MEMBERSHIP

Big Ben a.k.a. Stanley Linwood (Tank 10): HD 10d12+30; HP 110; Init -1; Spd 35 ft; Defense 16/15, flatfooted 16/15 (-1 Dex, +7 Class, -1 Size with growth); BAB +7; Atk +10 melee (2d6+2 NL, unarmed), or +14 melee (2d6+6 NL, unarmed with growth), or +5 ranged (2d6+6, Webley Mk. VI); SQ Melee Master, 10 DR vs. physical, +4 saves vs. heat and cold; AL His Majesty, Great Britain; SV Fort +10, Ref +4, Will +3, Rec +10; Rep +9; Str 14/22, Dex 8, Con 16, Int 12, Wis 10, Cha 14.

Background: Academic

Occupation: Super Team: Perks 2+2 power stunts (Professional Reputation, Resist Fire; Resist Cold, Environmental Seal)

Hobby: Vehicles

Skills: Athletics 8 (+10), Academics (History) 4 (+5), Leadership 13 (+15), Legal 13 (+14), Power Control 13 (+16), Streetwise 13 (+13), Unarmed 13 (+15)

Feats: Armor, Attack Focus (Unarmed), Growth, Power Level x8, Regeneration, Teamwork (Crown Guard): +3 attack rolls

Access/Contacts/Followers: Top Secret Access, Supply Contact (Crown Guard): 22 wealth

Wealth: 18

Possessions: Webley Mk. VI revolver, 24 rounds ammunition

Character Disadvantages: Code: Defend His Majesty and Her realm (DSR 5); Nearsighted: -1 penalty to ranged attack rolls (DSR 1); Strong

Claustrophobia (DSR 3)

Background: *Evaluation by Sir Nigel Fischer:*
Subject Stanley Linwood

Subject is a mutant, powers manifested after a roof collapse in a bomb shelter. Near death experience has left residual psychological trauma but this is manageable. Subject possesses a high IQ and was employed as a lawyer. Subject applied for military service three times but was rejected due to severe asthma, which has disappeared since manifestation of mutant abilities. Subject's bones are extremely dense, to support weight during size change, this has rendered subject effectively bulletproof even at normal stature. Subject possesses an extreme degree of patriotism and seems eager to place Queen and country before self. Subject is an ideal candidate for Crown Guard service.

Quote: "Now you've made me ruin my favorite tweed jacket. We'll have to have a talk about that later."

Esprit a.k.a. Renee Laroque (Speedfreak 10): HD 10d8+10; HP 70; Init +3; Spd 30 ft, Fly 80 ft; Defense 23, flatfooted 20 (+3 Dex, +10 Class); BAB +7; Atk +8 melee (1d4+8, Inside Out), or +10 ranged (2d6+6, Nagant M-1895 w/ silencer); SQ Need for Speed; AL Free French, Maquis; SV Fort +6, Ref +10, Will +3, Rec +4; Rep +6; Str 14, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Background: Criminal

Occupation: Super Team: Perks 4+2 power stunts (Called Shot, Disguise, Double Tap, Forgery; Inside Out, Lighter than Air)

Hobby: Languages

Skills: Acrobatics 13 (+16), Crime 13 (+15), Firearms 13 (+16), Influence 4 (+3), Perception 4 (+4), Power Control 13 (+15), Read/Write Language (English, French, German), Speak Language (English, French, German), Stealth 13 (+16), Streetwise 13 (+13), Vehicles 4 (+7)

Feats: Career Advancement, Desolidification, Invisibility, Loner, Mind Control (PL +2 limited range, touch; PL +2 must use full-round action to direct target), Power Level x8

Access/Contacts/Followers: Secret Access, Supply Contact (Crown Guard): 18 wealth

Wealth: 6

Possessions: Nagant M-1895 w/ silencer

Character Disadvantages: Code: Vengeful (DSR 5)

Background: *Evaluation by Sir Nigel Fischer:*
Renee Laroque

This quiet young man appears to have been a petty criminal before the German invasion. Whether he was aware of his mutant abilities before then we do not know. What we do know is that he helped our men several times during commando raids into France, and was finally (reluctantly) convinced to accompany them back to aid in the war effort. Getting to know Renee is not easy and I doubt he will ever fit in, with the Crown Guard or even with his own people. He can be petty, vindictive and seems to enjoy keeping score and paying back perceived slights. For now, he is convinced that he can do his people more good aiding the Crown Guard and occasionally assisting the Maquis than he could assassinating collaborators and German officers. Not that he has forgone this revenge, merely postponed it.

Quote: I know who the collaborators are. As your Shakespeare would say, "I say little: but when time shall serve, there shall be smiles".

Excalibur a.k.a. Sir Richard Lathon (Powerhouse 10): HD 10d10+30; HP 100; Init +1; Spd 35 ft; Defense 18, flatfooted 17 (+1 Dex, +7 Class); BAB +10; Atk +20 melee (1d8+13 armor piercing, Excalibur), or +14 ranged (1d8+8, compound bow); SQ Melee Master, 7 DR vs. physical, 14 DR vs. psychic, +3 Will saves; AL His Majesty, Code of Chivalry; SV Fort +10, Ref +4, Will +8, Rec +8; Rep

+9; Str 14, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

Background: Religion

Occupation: Super Team: Perks 2+2 power stunts (Professional Reputation, Flurry; Psi Screen, Greater Mastery- ranged weapons)

Hobby: Outdoorsman

Skills: Athletics 13 (+15), Legal 4 (+4), Outdoorsman 4 (+6), Perception 4 (+6), Power Control 13 (+16), Unarmed 13 (+15), Weapons 13 (+15)

Feats: Armor (PL +1 worn device, personal, Templar's Armor), Armor Piercing (Excalibur), Attack Focus (Sword), Attack Specialization (Sword), Martial Supremacy (melee weapons), Mind Shield (PL +1 worn device, personal, Amulet of St. George), Power Level x6, Unique Weapon (Excalibur): +3 attack and damage rolls; weapon cannot be wielded by anyone else until subject's death, at which time weapon will disappear until a suitable hero appears during a time of need for Great Britain

Access/Contacts/Followers: Complete Access, Supply Contact (Crown Guard): 23 wealth

Wealth: 12

Possessions: Templar's Armor, Amulet of St. George, Excalibur

Character Disadvantages: Code: Code of Chivalry- scrupulously honest and brave, will defend those weaker than himself (DSR 5)

Background: *Report to His Majesty by Sir Nigel Fischer*

Sir Lathon has been thoroughly tested and evaluated following the death of his brother in battle defending the Prime Minister. He seems genuinely content with the honorable manner of his brother's death and determined to carry on his mission in defense of the Crown until his death. He removed the crusade-era armor and a simple, brass necklace from his brother's body then requested the rest be cremated.

Quote: "Face me you cur!"

Grizzly a.k.a. William Canton (Tank 10): HD 10d12+60; HP 140; Init +1; Spd 40 ft; Defense 18, flatfooted 17 (+1 Dex, +7 Class); BAB +7; Atk +13 melee (2d6+13, claws), or +8 ranged (by weapon); SQ Resilience, 7 DR vs. physical, +3 saves vs. cold; AL Canada, His Majesty; SV Fort +13, Ref +6, Will +5, Rec +13; Rep +5; Str 22, Dex 12, Con 22, Int 10, Wis 14, Cha 8.

Background: Military

Occupation: Super Team: Perks 2+2 power stunts (Aggressive Stance, Bulletproof; Enhanced Smell, Resistant to Cold)

Hobby: Languages

Skills: Athletics 13 (+19), Firearms 4 (+5), Perception 4 (+20), Outdoorsman 13 (+15/+25 for tracking), Power Control 13 (+19), Read/Write Language (English, French and German), Speak Language (English, French and German), Unarmed 13 (+19), Vehicles 4 (+5)

Feats: Armor, Claws, Enhanced Senses, Power Level x7, Superhuman Constitution, Superhuman Strength, Teamwork (Crown Guard): +3 attack rolls

Access/Contacts/Followers: Secret Access, Supply Contact (Crown Guard): 15 wealth

Wealth: 12

Possessions: None

Character Disadvantages: Code: Loyal to Canada (DSR 5)

Background: *Evaluation by Sir Nigel Fischer:*
Subject William Canton

The national hero of Canada, William Canton, code name “Grizzly” will make an excellent addition to our forces. Possessed of the tremendous power of his namesake, with even sharper senses and an unshakeable loyalty to the Commonwealth and His Majesty, Mr. Canton will fight bravely and well.

Quote: “I hate being cooped up in these cities of yours. Let’s get this war over with so I can get back to some *real* wide open spaces.”

Illustrious a.k.a. John Smith (Empath 5/Star 5): HD 10d8+10; HP 70; Init +5; Spd 30 ft; Defense 27, flatfooted 16 (+0 Dex, +4 Charisma, +5 Wisdom, +6 Class, +2 Hyper-dodge); BAB +6; Atk +6 melee (1d8+0 NL, unarmed), or +6 ranged (2d4+2, Enfield Revolver); SQ Friends in High Places; AL Great Britain; SV Fort +6, Ref +7, Will +13, Rec +5; Rep +11; Str 10, Dex 10, Con 12, Int 14, Wis 20, Cha 18.

Background: Military

Occupation: Super Team Perks 4+2 power stunts (Professional Reputation, Precision Strike, Enhanced Hearing, Resist Illusions; Hyper-dodge, Hyper-reflexes)

Hobby: Stealth

Skills: Acrobatics 8 (+8), Athletics 4 (+4), Crime 8 (+20), Firearms 13 (+13), Influence 8 (+12), Leadership 13 (+17), Legal 4 (+6), Outdoorsman 8 (+13), Perception 13 (+18), Power Control 13 (+15), Stealth 8 (+8), Streetwise 8 (+13), Unarmed 8 (+8), Weapons 4 (+4)

Feats: Banter, Danger Sense, Mimic, Poise, Power Level x5, Sneak Attack, Superhuman Charisma, Superhuman Wisdom, Teamwork (Crown Guard): +3 attack rolls

Access/Contacts/Followers: Top Secret Access, Supply Contact (Crown Guard): 31 wealth

Wealth: 12

Possessions: Enfield revolver, 24 rounds ammunition

Character Disadvantages: Code: Secretive (DSR 5)

Background: *Evaluation by Sir Nigel Fischer:*
Subject “John Smith”

Subject “John Smith” is extremely evasive, skirting or lying in response to every question, giving different ages, places of birth, even ancestry, at times claiming to be English, at other times Welsh or Irish. In combat situations, subject has a preternatural ability to avoid danger, despite being an average physical specimen. Our best estimates are that this is a combination

of extra-sensory perception, combined with a preternatural likeability that causes opponents to try *not* to attack him.

Recommended that subject serve as an advance scout for the Crown Guard, penetrating areas prior to an attack to gather intelligence. Subject could also be used for assassinations of non-metahuman targets.

Quote: “Look if I’m interrupting I can just go.”

Ironclad a.k.a. Adam Sorenson (Tank 10): HD 10d12+70; HP 150; Init -1; Spd 25 ft; Defense 15, flatfooted 15 (-1 Dex, +7 Class, -1 Size); BAB +7; Atk +17 melee (2d6+10 NL, unarmed), or +6 ranged (2d12+12, M2-HB Heavy Machinegun), or +6 ranged (5d6+0, Bazooka); SQ Resilience, 11 DR physical, +4 saves vs. heat and cold; AL Dr. Sorenson, His Majesty, Laws of Robotics; SV Fort +14, Ref +4, Will +5, Rec +14; Rep +9; Str 30, Dex 8, Con 24, Int 12, Wis 14, Cha 10.

Background: Military

Occupation: Super Team: Perks 2+2 power stunts (Professional Reputation, Environmental Seal; Heat Resistant, Cold Resistant)

Hobby: Legal

Skills: Athletics 13 (+14), Engineering 4 (+5), Firearms 13 (+12), Legal 13 (+14), Perception 4 (+5), Power Control 13 (+20), Unarmed 13 (+23), Vehicles 8 (+7)

Feats: Armor (PL +3, Bulky, -9 armor penalty, +0 maximum Dexterity), Growth, Permanent (Growth), Power Level x8, Superhuman Constitution, Superhuman Strength

Access/Contacts/Followers: Supply Contact (Crown Guard): 29 wealth, military equipment

Wealth: 10

Possessions: M2-HB Heavy Machinegun, 750 rounds ammunition, Bazooka, 5 rounds ammunition

Character Disadvantages: Obsession: Obey Dr. Sorenson (DSR 5), Dependent: Dr. Sorenson (DSR 2)

Background: *Evaluation by Sir Nigel Fischer:*

Subject "Ironclad"

Terrifying. I feel guilty saying that. Clearly this machine is alive. It has feelings. And yet, it also has built-in directives, almost akin to instincts, to obey its creator and His Majesty, in that order. It also has a built-in directive to protect all humanity but this is secondary to its directives to obey. In other words, at the word of its creator, it can be ordered to kill *anyone* and it will do so without compunction. Except, so we're told, His Majesty. How much power should one man have? Apparently Dr. Sorenson feels quite comfortable granting *himself* the power of life and death.

Of course, in my interview with him (attached), Dr. Sorenson was quick to point out that he is a very old man, and that his machine will likely outlast us all. Meaning at some point, in the far future, it will benignly serve humanity alone. I can only guess I am supposed to be comforted by that but I cannot overcome my almost instinctive revulsion at this creature that is so close to being human.

Quote: "Warning! By authorization of Dr. Sorenson and His Majesty the laws of robotics are temporarily suspended for all Axis military personnel!"

Repulse a.k.a. James O'Sullivan (Speedfreak 10): HD 10d8+30; HP 90; Init +6; Spd 35 ft, Fly 80 ft; Defense 26, flatfooted 20 (+6 Dex, +10 Class); BAB +7; Atk +8 melee (2d6+1 NL, unarmed), or +13 ranged (8d4+0, energy blast); SQ Need for Speed, 4 DR vs. physical and energy; AL Great Britain, Fame and Fortune; SV Fort +8, Ref +13, Will +5, Rec +6; Rep +10; Str 12, Dex 22, Con 16, Int 10, Wis 14, Cha 8.

Background: Military

Occupation: Super Team: Perks 4+2 power stunts (Professional Reputation, Cone Blast, Magnetic Shield, Ricochet Blast; Breakdown, Magnetic Flight)

Hobby: Engineering

Skills: Acrobatics 13 (+15), Engineering 4 (+4), Firearms 4 (+6), Outdoorsman 4 (+6), Perception 4 (+6), Power Control 13 (+16), Unarmed 13 (+14), Vehicles 13 (+15)

Feats: Blast-energy, Career Advancement, Control Magnetism, Power Level x8, Superhuman Dexterity, Teamwork (Crown Guard): +3 attack rolls

Access/Contacts/Followers: Top Secret Access, Supply Contact (Crown Guard): 28 wealth

Wealth: 10

Possessions: Lucky Compass

Character Disadvantages: Code: Cocky to the point of recklessness (DSR 5)

Background: *Transcript of After-Action Report, Fred Williamson, 1940*

It was all on the line. We couldn't officially participate but since we don't officially exist, we figured what the hell. Chris and I went and helped in the air over Britain. The Jerries were determined to clear the air of British aircraft so they could invade.

We saw the pilot's plane get hit. Saw him bail out. By the time Chris realized his 'chute wasn't going to open it was way too late. And then the pilot just lit up like a star. It was like nothing I've ever seen before. Don't look at me that way. I've seen a lot of things, but I never saw anything like this.

Spontaneous mutant emergence from a near-death experience. I've seen that before. But I never saw anyone enjoy it so much, or have so much control so quickly. He was crumpling German aircraft into baseballs, the pilots still inside. Or disassembling them with a thought. Sometimes the pilots got their 'chutes open, sometimes they didn't.

Should you recruit him? Are you insane? Hell, we'll take him home with us if you don't want him.

Quote: "Oh! Sorry about that! Those planes are so unreliable! Take it up with Herr Messerschmitt. You might want to open that 'chute first though!"

Swordfish a.k.a. King Kamnar III (Speedfreak 10): HD 10d8+50; HP 110; Init +5; Spd 40 ft, Fly 100 ft, Swim 165; Defense 25, flatfooted 20 (+5 Dex, +10 Class); BAB +7; Atk +11 melee (2d6+11, claws), or +12 ranged (7d4+0, physical blast); SQ Need for Speed; AL Oceania, Great Britain; SV Fort +10, Ref +12, Will +4, Rec +8; Rep +5; Str 18, Dex 21, Con 20, Int 10, Wis 12, Cha 8.

Background: Dilettante

Occupation: Super Team: Perks 2+2 power stunts (Professional Salary x2; Aquatic Adaptation, Power Dive)

Hobby: Perception

Skills: Athletics 13 (+17), Leadership 13 (+12), Perception 8 (+9), Power Control 13 (+18), Unarmed 13 (+17)

Feats: Blast-physical (PL +2, worn device, personal, Oceanic War Gauntlets), Claws (PL +2, worn device, personal, Oceanic War Gauntlets), Flight, Power Level x5, Super Swimming, Superhuman Constitution, Superhuman Dexterity, Superhuman Strength, Teamwork (Crown Guard): +3 attack rolls

Access/Contacts/Followers: Complete Access (visiting head of state)

Wealth: 28

Possessions: None

Character Disadvantages: Code: Sense of Duty to protect those who use or live in the oceans (DSR 5)

Background: *Official Message from Oceanic Ambassador to His Majesty*

German u-boats are operating in our waters, sinking ships crossing the Atlantic. Per our mutual defense treaty, Oceania hereby declares war on Germany. End transmission.

Quote: "The sea lanes are under my protection."

Zbrojmistrz “Armorer” a.k.a. Dobry Kowalczyk (Brainiac 10): HD 10d8+20; HP 80; Init +4; Spd 30 ft; Defense 26, flatfooted 17 (+4 Dex, +5 Int, +7 Class); BAB +7; Atk +11 melee (1d6+4, masterwork bayonet), or +15 ranged (2d6+9, M-1D sniper rifle), or +14 ranged (6d6 damage, PIAT); SQ Thinker, 6 DR physical; AL Poland; SV Fort +5, Ref +9, Will +7, Rec +5; Rep +5; Str 16, Dex 18, Con 14, Int 20, Wis 10, Cha 8.

Background: Blue Collar

Occupation: Super Team: Perks 2+2 power stunts (Called Shot, Mechanics; Bulletproof, Environmental Seal)

Hobby: Languages

Skills: Academics (Ballistics) 13 (+18), Academics (Rocketry) 13 (+18), Athletics 4 (+7), Chemistry 13 (+18), Engineering 13 (+18), Firearms 13 (+17), Leadership 13 (+12), Legal 13 (+18), Outdoorsman 13 (+13), Perception 13 (+13), Power Control 13 (+15), Read/Write Language (English, German, Latin, Polish and Russian), Speak Language (English, German, Latin, Polish and Russian), Stealth 13 (+17), Streetwise 13 (+13), Unarmed 4 (+7), Vehicles 13 (+17)

Feats: Armor, Arsenal, Martial Supremacy-firearms, Master Craftsman, Power Level x6, Smart Defense, Superhuman Dexterity, Superhuman Intelligence

Access/Contacts/Followers: Secret Access, Supply Contact (Crown Guard): 15 wealth

Wealth: 10 (+22 for purchasing weapons and armor)

Possessions: Masterwork bayonet (+1 to attack and damage), M-1D Sniper Rifle (Masterwork attack and range +10 ft), 40 rounds ammunition, 2 PIAT

Character Disadvantages: Code: Honorable (DSR 5)

Background: *Memo from Stanley Linwood to Crown Guard HQ*

OPERATION: RETALIATE! (ADVENTURE HOOK)

The Nazis have captured one of the most powerful members of the Crown Guard: Big Ben. Rather than executing him, Hitler comes up with an even more diabolical scheme: they will enhance his powers, drive him mad with rage, then set him loose on a London as a reprisal for all the harm the Crown Guard has inflicted on Nazi-occupied Europe.

The PCs must contain the rampaging giant, without hurting him, and then restore him to his normal form.

Giant Verhexte (Tank 20): HD 20d12+80; HP 240; Init -1; Spd 30 ft; Defense 24/23, flatfooted 24/23 (-1 Dex, +15 Class, -1 Size with growth); BAB +15; Atk +23 melee (2d12+12 NL, unarmed with growth), or +10 ranged (10d4+12, thrown object weighing 20 tons); SQ Melee Master, 25 DR vs. physical, +10 saves vs. heat and cold; AL None; SV Fort +16, Ref +8, Will +6, Rec +16; Rep +10; Str 15/35, Dex 8, Con 18, Int 6, Wis 10, Cha 14.

Background: None

Occupation: None: Perks 0+2 power stunts (Bulletproof, Resist Heat, Resist Cold, Environmental Seal)

Hobby: None

Skills: Power Control 23 (+27), Unarmed 23 (+25/+35)

Feats: Armor, Growth, Power Level x20, Regeneration

Access/Contacts/Followers: Top Secret Access, Supply Contact (Crown Guard): 22 wealth

Wealth: 18

Possessions: Webley Mk. VI revolver, 24 rounds ammunition

Character Disadvantages: Obsession: Blind with pain and rage (DSR 5), Disability: Lashes out wildly -4 on all attack rolls (DSR 5)

I’ve caught wind of a plan to attempt to detain Dobry after the war, some rubbish about preventing his skills from being used by the Soviets. Anyone tries to force a man who has saved my life a dozen times over to be some lab monkey is going to have to go through me. If you’re so worried about him returning to a Russian-controlled Poland, send us in. Otherwise, let the man make his own decision.

Quote: “I fear there’s no happy ending for me my friend. All my ability, as a fighter and a weapons designer, couldn’t stop the Nazis from conquering my home. I fear they will do as little good against the Red Army.”

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