

A02 Character Generation

Player

Characters

“We got chatting after Kalisz the group of us who got out anyway. There was a right bunch of waifs and strays there and we didn’t know each other from Adam. The Prof was in charge, he was a professor who had kind of drifted into intelligence work after he got involved with the DIA when they brought him something to look at. From there he had ended up in the military.”

LIFE PATH

SEPARATION OF COOLNESS UNDER FIRE AND RANK

Currently rank and coolness under fire are linked. Fortunately this is a simple fix. In step 6 of character generation, the coolness under fire increase should be rolled separately from the promotion roll. This will allow for characters such as the long serving unflappable soldier (who in archetype terms is the disrespectful to authority type) and senior officers who go to pieces under fire. Most will come out roughly the same but it does allow some variation.

CONSCRIPTION

Many countries had a period of conscription for young people. This is currently missing from the game. To simulate this age the character by the appropriate number of years (this varied by nationality) and roll on the table below. This does not count towards aging or the war breaking out:

Roll	Skill
1	Stamina
2	Driving
3	Mobility
4	Ranged Combat
5	Recon
6	Tech
7	Medical aid
8	Heavy weapons
9	Survival
10	Special—see nationality details below

As an optional rule you can remove one of the two skills that are given for the first term after this but this is probably unnecessary.

INSERT CONSCRIPTION DETAILS

EQUIPMENT

BOTH GENERATION METHODS EQUIPMENT

- If the option to take a knife is given to a military character then this may be replaced by a bayonet.
- If the country in question does not issue a submachine gun then substitute an assault rifle.
- A foreign weapon may be taken instead of the issued weapon but a –1 modifier is then applied to reloads available.

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- Any character may substitute a patrol pack for a backpack (details of this will be found in my equipment supplement).

ARCHETYPE EQUIPMENT

- In all cases add 2D6 empty cases as change to the starting equipment.

LIFE PATH EQUIPMENT

- Officer

Under starting equipment add helmet.

James

Langham

A02 Character Generation—

Player New careers

Characters INTELLIGENCE

“Jack joined up with us in time for Operation Reset. He was a spook but not like those you see on TV. He wasn’t exactly Bond, he was a historian who the DIA had been using to track something down (he never really told us what). He kept complaining he was an analyst not a field agent and his job was behind a desk.

BACKGROUND

All intelligence agencies such as the CIA, DIA, KGB, MI5 and MI6 have their glamorous side but most employees re desk based rather than in the field. By 2000, these analysts are sometimes found in the field chasing things down.

CAREER	ANALYST
REQUIREMENTS	Int B+, at least one term in education, no criminal record
SKILLS	Recon, Tech, Persuasion
SPECIALITY (D6)	
1	Historian
2	Intelligence
3	Computers
4	Linguist
5	Scientist
6	Interrogator
Starting gear	Pistol D6 reloads Knife Personal medkit