GURPS

WORLD WAR II

TEMPLATES FOR GURPS 4ᵀᴴ EDITION

VERSION 1.1

These conversions were originally written by
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He deserves all of the credit.
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http://gurpsland.no-ip.org/
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SKILL MILITARY RANK:	1	2	3	4	5	6	7-8
Administration	9	11	10	12	12	12	12
Intelligence Analysis	-	-	-	-	9	10	12
Leadership	9	12	9	11	12	12	13
Navigation/TL6 (†)	10	12	10	12	13	13	13
Savoir-Faire (Military)	9	10	10	11	12	13	13
Tactics	10	12	9	12	12	12	12
Strategy (†)	-	-	-	-	-	9	12

Substitute appropriate specialties for Navigation and Strategy based on the character's template.

ADS & DISADS	PAGE	ADS & DISADS	PAGE
British	18	Japanese	19
Finn	18	Polish	19-20
French	18	Romanian	20
German	19	Soviet	20
Italian	19	United States	20

ALPINO (MOUNTAIN INFANTRYMAN)   80 POINTS

See **GURPS** WWII: Grim Legions p.22.

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 12 [20].

Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20). Alpini may take +1 ST [10] as part of their National Advantages.

Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).

Primary Skills: Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX [2]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX [1]-11; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Hiking (HT/A) HT [2]-12; Jumping (DX/E) DX [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Stealth (DX/A) DX-1 [1]-10; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Survival (Mountain) (Per/A) Per [2]-11.

Background Skills: Spend 4 points on any of Area Knowledge (any), Carousing, Cooking, Explosives/TL6 (EOD), Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Pistol), or Savior-Faire (Military), all (Easy); Administration, Animal Handling (Equines), Electronics Operation (Communications), Forward Observer/TL6, Gambling, Intimidation, Packing, Streetwise, or Teamster (Equines), all (Avg); Skiing, or Telegraphy (accented) [4]

ARMOR CREWMAN   73 POINTS

See **GURPS WWII** p.73.

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20).

Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).

Primary Skills: Armoury/TL6 (Vehicular) (IQ/A) IQ [2]-11; Driving/TL6 (Automobile or Tracked); Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-10, First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Cannon) (DX/E) DX [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX [1]-11; Guns/TL6 (Rifle) (DX/E) DX [1]-11; Hiking (HT/A) HT-1 [1]-10; Melee Weapon (Knife) (DX/E) DX [1]-11; Mechanic/TL6 (Gasoline Engine) (IQ/A) IQ-1 [1]-10; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Throwing (DX/A) DX-1 [1]-10.

Secondary Skills: Brawling (DX/E) DX+1 [2]-12; Camouflage (IQ/E) IQ [1]-11; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Jumping (DX/E) DX [1]-11; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Stealth (DX/A) DX-1 [1]-10; Survival (any) (Per/A) Per-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.

Background Skills: Spend 4 points on any of Area Knowledge (any), Carousing, Cooking, Explosives/TL6 (EOD), Guns/TL6 (Pistol), Savior-Faire (Military), or Swimming all (Easy); Administration, Armoury/TL6 (Small Arms), Boating/TL6, Climbing, Driving/TL6 (Motorcycle), Forward Observer/TL6, Freight Handling, Gambling, Intimidation, Riding (Horse), or Streetwise, all (Avg) or Telegraphy (accented) [4].

ARTILLERYMAN   55 POINTS

See **GURPS WWII** p.74.
Attributes: ST 12 [10]; DX 10 [0]; IQ 11 [20]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20).
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20). Veteran artillerymen may always take Hard of Hearing [-10] as part of their National Disadvantages.
Primary Skills: Armoury/TL6 (Artillery) (IQ/A) IQ-1 [1]-11; Camouflage (IQ/E) IQ [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Cannon) (DX/E) DX+1 [2]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Gunner/TL6 (Mortar) (DX/E) DX+1 [2]-11; Guns/TL6 (Light Auto) (DX/E) DX [1]-11; Guns/TL6 (Rifle) (DX/E) DX [1]-11; Hiking (HT/A) HT-1 [1]-10; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Throwing (DX/A) DX-1 [1]-10.
Secondary Skills: Brawling (DX/E) DX+1 [2]-12; Climbing (DX/A) DX-1 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Forward Observer/TL6 (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (any) (Per/A) Per-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10; Swimming (HT/E) HT [1]-11; Teamster (Equines) (IQ/A) IQ-1 [1]-10.
Background Skills: Spend 4 points on any of Area Knowledge (any), Carousing, Cooking, Gunner/TL6 (Rocket Launcher), Guns/TL6 (Pistol), Jumping, Parachuting, or Savior-Faire (Military), all (Easy); Administration, Armoury/TL6 (Small Arms), Driving (Automobile, Construction Equipment, or Tracked), Electronics Operations/TL6 (Communications), Gambling, Riding (Horse), Explosives/TL6 (EOD), Mechanic/TL6 (Gasoline Engine), Stealth, Streetwise, or

Traps/TL6, all (Avg); Mathematics/TL6 or Skiing, both (Hard); or Telegraphy (accented) [4].

BOMBER CREWMAN   70 POINTS

See **GURPS WWII** p.82.
Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].
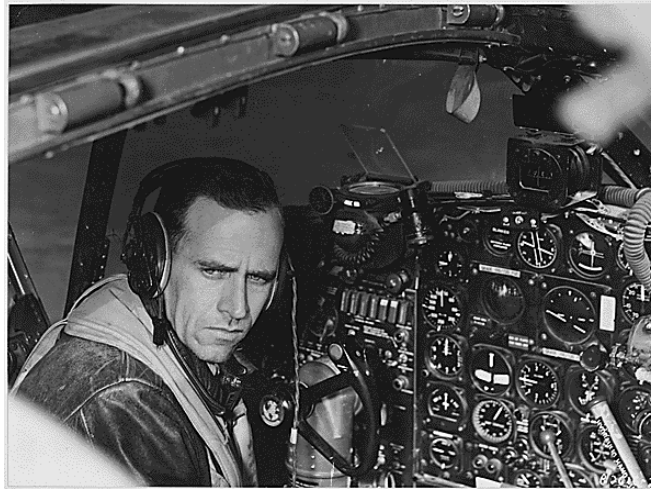**Advantages:** Fit [5] and 25 points in National Advantages (see p. 18-20).
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: First Aid/TL6 (IQ/E) IQ [1]-12; and one of these crew positions
1. Piloting/TL6 (Heavy Airplane) (DX/A) DX+2 [8]-13.
2. Navigation/TL6 (Air) (IQ/A) IQ+2 [8]-13.
3. Electronics Operation/TL6 (Communications) (IQ/A) IQ+2 [8]-13.
4. Gunner/TL6 (Bombs or Torpedo) (DX/E) DX+3 [8]-14.
5. Gunner/TL6 (Machinegun) (DX/E) DX+3 [8]-14.
6. Mechanic/TL6 (Propeller Plane Engine) (IQ/A) IQ+2 [8]-13

Secondary Skills: Armoury/TL6 (Vehicular) (IQ/A) IQ [2]-11; Brawling (DX/E) DX [1]-11; Explosives/TL6 (EOD) (IQ/A) IQ-1 [1]-10; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+1 [2]-12; Scrounging (Per/E) Per [1]-11; and invest two points in each of two crew-position skills other than the primary one [4]. Exception An Electronics Operation (Communications) specialist (i.e. Radio operator) should take Telegraphy (accented) [4] as one of his 2-point secondary skills.

Background Skills: Spend (7) on any primary skill not already selected, or any of Area Knowledge (any), Bicycling, Carousing, Gunner/TL6 (Cannon), Guns/TL6 (Light Auto), Melee Weapon (Knife), Parachuting, Savior-Faire (Military), or Swimming, all (Easy); Administration, Driving/TL6 (Automobile or Motorcycle), Electronics Operation/TL6 (Sensors), Gambling, Meteorology/TL6 (Earthlike), Photography/TL6, or Survival (any), all (Avg); or Telegraphy (accented) [4].

CAVALRYMAN (POLISH) 82 POINTS

See **GURPS WWII: Doomed White Eagle** p.25.
Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20).
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).

Primary Skills: Animal Handling (Horses) (IQ/A) IQ-1 [1]-10; Camouflage (IQ/E) IQ [1]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Jumping (DX/E) DX [1]-11; Melee Weapon (Broadsword) (DX/A) DX [2]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Lance) (DX/A) DX-1 [1]-10; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Riding (Horse) DX/A) DX+1 [4]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-13; Stealth (DX/A) DX [1]-10; Throwing (DX/A) DX-1 [1]-10.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ [2]-11; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (Plains or Woodland) (Per/A) Per-1 [1]-10.

Background Skills: Spend 3 points on any of Bicycling, Area Knowledge (any), Carousing, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Pistol), Leatherworking, Savior-Faire (Military) or Swimming all (Easy); Administration, Cooking, Driving/TL6 (Automobile), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, Intimidation, Packing, Streetwise or Teamster (Equines), all (Avg); or Telegraphy (accented) [4].

CAVALRYMAN   76 POINTS

See **GURPS WWII: Grim Legions** p.23.
Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20).
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Animal Handling (Horses) (IQ/A) IQ-1 [1]-10; Camouflage (IQ/E) IQ [1]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-11; Melee Weapon (Broadsword) (DX/A) DX [2]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Riding (Horse) DX/A) DX [2]-11; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX [1]-11; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (any) (Per/A) Per-1 [1]-10; Swimming (HT/E) HT [1]-11.

Background Skills: Spend 4 points on any of Area Knowledge (any), Carousing, Gunner/TL6 (Mortar), Guns/TL6 (Pistol), Leatherworking, or Savior-Faire (Military) all (Easy); Administration, Cooking, Driving/TL6 (Automobile), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, Intimidation, Melee Weapon (Lance), Packing, Streetwise or Teamster (Equines), all (Avg); or Telegraphy (accented) [4].

CITY FIGHTER   86 POINTS

See **GURPS WWII: Doomed White Eagle** p.26.
Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 12 [20].
Advantages: A total of 25 points in National Advantages (see p. 18-20) or appropriate civilian advantages. May always take Contacts as part of their National Advantages.
Disadvantages: Enemy (Occupying forces, 6 or less) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Appropriate civilian skill) (IQ/A) IQ [2]-12; Area Knowledge (Home City) (IQ/E) IQ+1 [2]-13; Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Camouflage (IQ/E) IQ+1 [2]-13; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Scrounging (Per/E) Per [1]-12; Soldier/TL6 (IQ/A) IQ [1]-12; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ [2]-12.

Secondary Skills: Climbing (DX/A) DX-1 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ [2]-12; First Aid/TL6 (IQ/E) IQ [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-11; Survival (Urban) (Per/A) Per-1 [1]-11.

Background Skills: Spend 5 points on any of Area Knowledge (Sewers), Bicycling, Brawling, Gunner/TL6 (Cannon, Machinegun, or Mortar), Guns/TL6 (Grenade Launcher, LAW, or Light Auto), or Swimming, all (Easy); Acting, Architechture/TL6, Boating/TL6 (Unpowered), Cooking, Driving/TL6 (Automobile or Motorcycle), Explosives/TL6 (EOD), Hiking, Intimidation, Merchant, NBC Suit/TL6, Riding (Horse), Shadowing, Streetwise, or Teamster (Equines) all (Avg); German (Accented) [4] or Telegraphy (accented) [4].

COMBAT ENGINEER   95 POINTS

See **GURPS WWII** p.78.
Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20). Combat Engineers may always take Fearlessness [2/level] as part of their National Advantages.
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).

Primary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-10; Engineer/TL6 (Civil or Combat) (IQ/H) IQ-1 [2]-11; Explosives/TL6 (Demolition) (IQ/A) IQ [2]-12; Explosives/TL6 (EOD) (IQ/A) IQ-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX-1 [1]-10; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Soldier/TL6 (IQ/A) IQ+1 [4]-13; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ [2]-12.

Secondary Skills: Brawling (DX/E) DX [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Liquid Projector/TL6 (Flamethrower) (DX/E) DX+2 [4]-13; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Swimming (DX/E) DX [1]-11.

Background Skills: Spend 3 points on any of Carousing, Guns/TL6 (Grenade Launcher, LAW, Light Auto, or Pistol), Savior-Faire (Military), Scrounging, all (Easy); Administration, Armoury/TL6 (Small Arms), Boating/TL6 (any), Driving/TL6 (Automobile or Construction Equipment), Electronics Operation/TL6 (Communications), Gambling, Mechanic/TL6 (Gasoline Engine), Navigation/TL6 (Land), Streetwise, Survival (any), or Teamster (Equines), all (Avg); or Telegraphy (accented) [4].

COMMANDO   137 POINTS

See **GURPS WWII** p.80.
Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20). Commandos may always take Perception [5/level] and Fearlessness [2/level] as part of their National Advantages.
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-12; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-15; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-15; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-13; Melee Weapon (Knife) (DX/E) DX [1]-13; Melee Weapon (Spear) (DX/A) DX [2]-13; Savior-Faire (Military) (IQ/E) IQ [1]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX [2]-13; Throwing (DX/A) DX-1 [1]-12; Traps/TL6 (IQ/A) IQ-1 [1]-11.

Secondary Skills: Brawling (DX/E) DX [1]-13; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-11, Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX+1 [2]-14; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-12; Survival (any) (Per/A) Per-1 [1]-11; Swimming (DX/E) DX [1]-13.

Background Skills: Spend 1 point on any of Area Knowledge (any), Carousing, Gunner (Cannon or Mortar), Guns (Grenade Launcher, LAW or Pistol), Intimidation, Liquid Projector (Flamethrower), Parachuting, Scrounging, all (Easy); Armoury/TL6 (Small Arms), Boating/TL6 (any), Driving/TL6 (Automobile), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, NBC Suit/TL6, all (Avg); Engineer/TL6 (Combat), Skiing, both (Hard); or Telegraphy (accented) [4]. One or more additional languages are possible.

DIPLOMAT   90 POINTS

See **GURPS WWII: Frozen Hell** p.31.
Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].
Advantages: Legal Immunity (Diplomatic) [20]; Status 3 [15]; and 25 points spent on any of Administrative Rank [5/level]; Charisma [5/level]; Cultural Adaptivity [10]; Empathy [15]; Intuition [15]; Language Talent [10]; Patron (Government or an Individual Politician) (varies); Security Clearance (varies); additional levels of Status [5/level]; Voice [10]; Wealth (varies); or National Advantages (see p. 18-20).
Disadvantages: Duty (to Government, all the time but not hazardous) [-10] and [-30] points from increasing Duty to Hazardous [additional -5]; Enemies (varies); Secret (Spy) (varies); or National Disadvantages (see p. 18-20).
Primary Skills: Administration (IQ/A) IQ [2]-12; Diplomacy (IQ/H) IQ+2 [12]-14; Savior-Faire (High Society) (IQ/E) IQ+2 [4]-14.
Background Skills: Spend 12 points on any of Area Knowledge, or Savior-Faire (Military), both (Easy); Acting, Fast Talk, Performance, or Politics, all (Avg); Cryptography, Detect Lies, Economics, History (any), Intelligence Analysis, Law or Psychology, all (Hard). Mid- and low-level officials often are military officers as well.

EASTERN FRONT EXPERT   148 POINTS

See **GURPS WWII: Iron Cross** p.48.
Attributes: ST 10 [0]; DX 13 [60]; IQ 12 [40]; HT 11 [10].
Advantages: Military Rank 3 [15]; Perception+1 [5/level]; Reputation (Knight's Cross+2) [5]; and 15 points in any of Acute Vision [2/level]; Ally (Wingman or Gunner; 12 or less) [10]; Attractive [4]; Combat Reflexes [15]; Danger Sense [15]; Less Sleep [2/level]; Military Rank 4 (+5, requires Wealth (Comfortable) [10]); Patron (Commander, 9 or less) [10]; Resistant to Acceleration (3) [1]; or additional levels of Perception [5/level].
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Administration (IQ/A) IQ [2]-12; Electronics Operation/TL6 (Communications) (IQ/A) IQ [2]-11; Gunner/TL6 (Bombs) (DX/E) DX [1]-13; Gunner/TL6 (Cannon) (DX/E) DX [1]-13; Gunner/TL6 (Machinegun) (DX/E) DX [1]-13; Leadership (IQ/A) IQ-1 [1]-11; Navigation/TL6 (Air) (IQ/A) IQ [2]-11; Piloting/TL6 (Heavy Airplane or Light Airplane) (DX/A) DX+3 [12]-16; Savior-Faire (Military) (IQ/E) IQ [1]-11; Tactics (IQ/H) IQ+2 [12]-14.
Secondary Skills: First Aid/TL6 (IQ/E) IQ [1]-11; Guns/TL6 (Pistol) (DX/E) DX+2 [4]-15; Guns/TL6 (Rifle) (DX/E) DX+1 [2]-14; Mechanic/TL6 (Propeller Plane Engine) (IQ/A) IQ-1 [1]-10; Survival (Plains) (Per/A) Per-1 [1]-11.
Background Skills: Spend 4 points on any of Area Knowledge (any), Guns/TL6 (Light Auto), Melee Weapon (Knife), Parachuting, all (Easy); Armoury/TL6 (Vehicular), Driving/TL6 (Automobile), Explosives/TL6 (EOD), Meteorology/TL6 (Earthlike), Photography/TL6, or Survival (any), all (Avg).

FBI AGENT   126 POINTS

See **GURPS WWII: Dogfaces** p.62.
Attributes: ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 11 [10].
Advantages: Legal Enforcement Powers [10]; and 15 points in National Advantages (see p. 18-20); Perception [5/level]; or Contacts (varies).
Disadvantages: Duty [15] (FBI) [-15]; A total of [-30] points chosen from any of National Disadvantages (see p. 18-20); Enemy (varies); Intolerance (Criminals) [-5]; or No Sense of Humor [-10].
Primary Skills: Criminology/TL6 (IQ/A) IQ+1 [4]-14; Detect Lies (Per/H) Per [4]-13; Fast Talk (IQ/A) IQ [2]-13; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Pistol) (DX/E) DX [1]-12; Holdout (IQ/A) IQ-1 [1]-12; Interrogation (IQ/A) IQ [1]-13; Law (U.S. police) (IQ/H) IQ-1 [2]-12; Law (U.S. criminal) (IQ/H) IQ-2 [2]-11.
Secondary Skills: Brawling (DX/E) DX [1]-11; Driving/TL6 (Automobile) (DX/A) DX-1 [1]-11; Shadowing (IQ/A) IQ-1 [1]-12; Stealth (DX/A) DX [2]-12; Streetwise (IQ/A) IQ-1 [1]-12; and one of Accounting (IQ/H) IQ-1 [2]-12; Tactics (Police) (IQ/H) IQ-1 [2]-12, or Intelligence Analysis/TL6 (IQ/H) IQ-1 [2]-12.
Background Skills: Spend 6 points on any of Fast Draw (Magazine), Guns/TL6 (any), both (Easy); Leadership, Photography/TL6, or Tracking, all (Avg); Forensics/TL6 (IQ/H); any primary or secondary skill or one language (usually French, German, Chinese or Japanese) (accented) [4].

FIGHTER PILOT   98 POINTS

See **GURPS WWII** p.83.
Attributes: ST 10 [0]; DX 13 [60]; IQ 11 [20]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20). Fighter pilots may always take Resistant to Acceleration (+3) [1] and Acute Vision [2/level] as part of their National Advantages.
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Electronics Operation/TL6 (Communications) (IQ/A) IQ [2]-11; Gunner/TL6 (Bombs) (DX/E) DX [1]-13; Gunner/TL6 (Cannon) (DX/E) DX [1]-13; Gunner/TL6 (Machinegun) (DX/E) DX [1]-13; Navigation/TL6 (Air) (IQ/A) IQ [2]-11; Piloting/TL6 (Heavy Airplane or Light Airplane) (DX/A) DX+3 [12]-16.
Secondary Skills: First Aid/TL6 (IQ/E) IQ [1]-11; Mechanic/TL6 (Propeller Plane Engine) (IQ/A) IQ-1 [1]-10; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-14.
Background Skills: Spend five points on any of Area Knowledge (any), Bicycling, Brawling, Carousing, Guns/TL6 (Light Auto or Rifle), Melee Weapon (Knife), Parachuting, Savior-Faire (Military), Swimming, all (Easy); Administration, Armoury/TL6 (Vehicular), Driving/TL6 (Automobile or Motorcycle), Electronics Operation/TL6 (Sensors), Gambling, Meteorology/TL6 (Earthlike), Photography/TL6, or Survival (any), all (Avg); or Telegraphy (accented) [4].

FROGMAN   122 POINTS

See **GURPS WWII: Grim Legions** p.24.
Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 12 [20].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20). Commandos may take Fearlessness [2/level], plus 1 ST [10], plus 1 HT [10] or replace Fit with Very Fit [15] as part of their National Advantages.
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: First Aid/TL6 (IQ/E) IQ [1]-12; Navigation/TL6 (Sea) (IQ/A) IQ-1 [1]-12; Boating/TL6 (Human-Torpedo) (DX/A) DX [2]-12; Explosives/TL6 (Underwater Demolition) (IQ/A) IQ+1 [4]-13; Professional Skill (Sailor) (IQ/A) IQ+3 [12]; Scuba/TL6 (IQ/A) IQ+1 [2]-13; Swimming (DX/E) DX [1]-13.
Secondary Skills: Boating/TL6 (Unpowered) (DX/A) DX-1 [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-13; Mechanic/TL6 (Human Torpedo) (IQ/A) IQ-1 [1]-11; Savior-Faire (Military) (IQ/E) IQ [1]-12; Seamanship/TL6 (IQ/E) IQ [1]-12; Survival (Island/Beach) (Per/A) Per-1 [1]-11.
Background Skills: Spend 3 points on improving Swimming, Boating/TL6 (Human Torpedo), Mechanic/TL6 (Human Torpedo), Scuba/TL6, Seamanship/TL6, Survival (Island/Beach), Explosives/TL6 (Underwater Demolition), or Navigation (Sea) or on any of Area Knowledge (any), Carousing, Brawling, Guns/TL6 (Pistol), Parachuting, or Scrounging , all (Easy); Armoury/TL6 (Vehicular), Boating/TL6 (Motorboat), Diving Suit/TL6, Explosives/TL6 (EOD), or Gambling, all (Avg); or Engineer (Ocean Going Vessel) (IQ/H).

GESTAPO AGENT   96 POINTS

See **GURPS WWII: Iron Cross** p.50.
Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 10 [0].
Advantages: Fit [5]; Legal Enforcement Powers [10]; and 20 points in National Advantages (see p. 18-20). Gestapo agents purchase Military Rank normally. Those at rank 2+ must increase Legal Enforcement Powers to the [15] level; those with lesser rank may elect to do so.
Disadvantages: Duty [15] (Service) [-15]; Fanaticism (Patriotism) [-15]; Reputation -4 (to all non-Nazis, all the time) [-10] and [-15] points in National Disadvantages (see p. 18-20). Bully (12) [-10], Callous [-5], and Sadism (12) [-15] are particularly appropriate.
Primary Skills: Brawling (DX/E) DX+2 [4]-13; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-12; Guns/TL6 (Pistol) (DX/E) DX+3 [8]-14; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Interrogation (IQ/A) IQ+1 [4]-13; Intimidation (Will/A) Will+1 [4]-13; Melee Weapon (Broadsword) (DX/A) DX+1 [4]-12; Soldier/TL6 (IQ/A) IQ-1 [1]-11; Stealth (DX/A) DX [2]-11; Streetwise (IQ/A) IQ [2]-12.
Secondary Skills: Acting (IQ/A) IQ-1 [1]-11; Criminology/TL6 (IQ/A) IQ-1 [1]-11; Holdout (IQ/A) IQ-1 [1]-11; Intelligence Analysis/TL6 (IQ/H) IQ-2 [1]-10.

Background Skills: Spend 7 points on improving primary and secondary skills or on any of Area Knowledge (any), Carousing, First Aid/TL6, Jumping, Melee Weapon (Knife), Savior-Faire (Military), or Swimming, all (Easy); Administration, Armoury/TL6 (Small Arms), Boating/TL6 (Unpowered), Boxing, Driving/TL6 (Automobile or Motorcycle), Electronics Operation (Communications), Hiking, Lockpicking/TL6, Shadowing, or Traps/TL6, all (Avg); Forgery/TL6, or Law (Nazi Criminal) both (Hard); or Telegraphy (accented) [4].

GRANICER   110 POINTS
(FRONTIER GUARD)

See **GURPS WWII: Michael's Army** p.20-21.
Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20).
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Area Knowledge (Region) (IQ/E) IQ+1 [2] 13; Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX-1 [1]-10; First Aid/TL6 (IQ/E) IQ [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-12; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-13; Hiking (HT/A) HT [2]-11; Jumping (DX/E) DX [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.
Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX+1 [2]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Navigation/TL6 (Land) (IQ/A) IQ [2]-12; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (any) (Per/A) Per-1 [1]-10.
Background Skills: Spend 5 points on any of Bicycling, Cooking, Explosives/TL6 (EOD), Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Pistol), Savior-Faire (Military) or Swimming all (Easy); Administration, Animal Handling (Equines), Boating/TL6, Driving/TL6 (Automobile), Electronics Operation/TL6 (Communications), Forward Observer/TL6, Gambling, Intimidation, Streetwise or Teamster (Equines), Tracking all (Avg); or Telegraphy (accented) [4].

GURKHA   126 POINTS

See **GURPS WWII: All the King's Men** p.50.
Attributes: ST 11 [10]; DX 13 [60]; IQ 11 [20]; HT 11 [10].
Advantages: Fearlessness +1 or +2 [2/level]; Fit [5]; Reputation plus 1 (Gurkha, small group, all the time) [1]; and 15 points from Perception [5/level]; Acute Senses [2/level]; Combat Reflexes [15]; Damage Resistance (Tough Skin -40%) [3/level]; High Pain Threshold [10]; Language English (Accented/Broken) (3) or (Accented/None) [2]; Military Rank (up to Rank 3) [5/level]; Night Vision +1 to +9 [1/level]; Reputation (for commendations or fearlessness) (varies); Will [5/level];

additional levels of Fearlessness [2/level] or upgrade Fit to Very Fit [+10].
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20]; Reputation -1 (Gurkha, small group, all the time) [1]; Sense of Duty (Comrades and Competent Officers) [-10]; Social Stigma (Minority) [-10]; and [-15] from any of the following Bloodlust (12) [-10]; Callous [-5]; Gregarious [-10]; Honesty (12) [-10]; Impulsiveness (12) [-10]; Language Gurkhali (Native/Broken) [-2] or (Native/None) [-3]; Overconfidence (12) [-5]; Low TL -1 [-5/level]; Selfless (12) [-5]; Stubbornness [-5]; or Truthfulness (12) [-5].
Primary Skills: Brawling (DX/E) DX [1]-13; Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX [2]-13; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-13; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-14; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-15; Hiking (HT/A) HT [2]-11; Jumping (DX/E) DX [1]-13; Melee Weapon (Knife) (DX/E) DX+2 [4]-15; Melee Weapon (Shortsword (Kukri)) (DX/A) DX+1 [4]-14; Melee Weapon (Spear) (DX/A) DX-1 [1]-12; Soldier/TL6 (IQ/A) IQ+3 [12]-14; Stealth (DX/A) DX+1 [4]-13; Throwing (DX/A) DX-1 [1]-12.
Secondary Skills: Acting (IQ/A) IQ-1 [1]-10; Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-12; Savior-Faire (Military) (IQ/E) IQ [1]-11; Scrounging (Per/E) Per [1]-11; Survival (Mountain) (Per/A) Per [2]-11; Tracking (Per/A) Per-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.
Background Skills: Spend 5 points on any combination of Carousing, Gunner/TL6 (Cannon, or Mortar), Guns/TL6 (Grenade Launcher, LAW, or Pistol), Liquid Projector/TL6 (Flamethrower), Savior-Faire (Military) or Swimming, all (Easy); Animal Handling (any), Boating/TL6(Unpowered), Cooking, Electronics Operation (Communications), Explosives (EOD), Forward Observer/TL6, Intimidation, Riding (Horse), Streetwise or Teamster, all (Avg); Engineer/TL6 (Combat) (IQ/H).

HITLER YOUTH   46-47 POINTS

See **GURPS WWII: Iron Cross** p.47.
Attributes: ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10].
Advantages: Fit [5]; Will 13 (-25% limitation, brittle*) (11); and one of Perception 11 [5]; Attractive [4]; Flexibility [5]; Rapid Healing [5] or Single Minded [5].
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20]; Dull [-1]; Fanaticism (Patriotism) [-15]; Intolerance [-10]; and Wealth (Struggling) [-10].
Primary Skills: Bicycling (DX/E) DX [1]-12; Camouflage (IQ/E) IQ [1]-10; Climbing (DX/A) DX [2]-12; First Aid/TL6 (IQ/E) IQ [1]-10; Guns/TL6 (LAW) (DX/E) DX+1 [2]-13; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-15; Hiking (HT/A) HT [2]-11; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Philosophy (National Socialism) (IQ/H) IQ-1 [2]-9; Soldier/TL6 (IQ/A) IQ+1 [4]-11; Stealth (DX/A) DX [2]-12; Swimming (HT/E) HT [1]-11; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-9.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-9; Gunner/TL6 (Machinegun) (DX/E) DX [1]-12; Guns/TL6 (Light Auto) (DX/E) DX [1]-12; Leadership (IQ/A) IQ-1 [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; NBC Suit/TL6 (DX/A) DX-1 [1]-11; Navigation/TL6 (Land) (IQ/A) IQ [2]-10; Scrounging (Per/E) Per [1]-11; Survival (any) (Per/A) Per [2]-10.

Background Skills: Spend 3 points on any of Area Knowledge (any), Gunner (Machinegun or Mortar), Guns (Pistol), Savior-Faire (Military), all (Easy); Animal Handling (Equines), Boating/TL6(any), Cooking, Electronics Operation (Communications), Freight Handling/TL6, Riding (Horse), Teamster (Equines), all (Avg); Skiing (DX/H); or Telegraphy (broken) [2].

* Brittle The high Will represents that these young men were inundated with the martial values, and being children, didn't fully recognize their own mortality. To reflect that part of their bravery stemmed from ignorance, the high Will has been given a "Brittle" limitation, which means it counts normally for any Will roll, but if the roll still fails it's not counted for determining the results. Example A typical Hitler Youth with Will 13 makes a fright check at -4, rolling a 12. Normally, this would count as a failure by 3 points, but since the Will 13 is Brittle, it counts as a failure by 6 points.

HITLER YOUTH   123-124 POINTS
SS VETERAN (FICTIONAL)

See **GURPS WWII: Iron Cross** p.47.
Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 11 [10].
Advantages: Combat Reflexes [15]; Fit [5]; Will 13 (-25% limitation, brittle*) (11); and one of Perception 11 [5]; Attractive [4]; Flexibility [5]; Rapid Healing [5] or Single Minded [5].
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20]; Dull [-1]; Fanaticism (Patriotism) [-15]; and Intolerance [-10].
Primary Skills: Bicycling (DX/E) DX [1]-12; Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX [2]-12; Electronics Operation/TL6 (Communications) (IQ/A) IQ [2]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Guns/TL6 (LAW) (DX/E) DX+1 [2]-13; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-15; Hiking (HT/A) HT [2]-11; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Philosophy (National Socialism) (IQ/H) IQ [4]-11; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Stealth (DX/A) DX [2]-12; Swimming (HT/E) HT [1]-11; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-10.
Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ [2]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-12; Guns/TL6 (Light Auto) (DX/E) DX [1]-12; Leadership (IQ/A) IQ+1 [4]-11; Melee Weapon (Spear) (DX/A) DX [2]-12; NBC Suit/TL6 (DX/A) DX [2]-12; Navigation/TL6 (Land) (IQ/A) IQ [2]-11; Scrounging (Per/E) Per [1]-12; Survival (any) (Per/A) Per [2]-11.

Background Skills: Spend 3 points on any of Area Knowledge (any), Gunner (Machinegun or Mortar), Guns (Pistol), Savior-Faire (Military), all (Easy); Animal Handling (Equines), Boating/TL6(any), Cooking, Freight Handling/TL6, Riding (Horse), Teamster (Equines), all (Avg); Skiing (DX/H); or Telegraphy (broken) [2].

* Brittle The high Will represents that these young men were inundated with the martial values, and being children, didn't fully recognize their own mortality. To reflect that part of their bravery stemmed from ignorance, the high Will has been given a "Brittle" limitation, which means it counts normally for any Will roll, but if the roll still fails it's not counted for determining the results. Example A typical Hitler Youth with Will 13 makes a fright check at -4, rolling a 12. Normally, this would count as a failure by 3 points, but since the Will 13 is Brittle, it counts as a failure by 6 points.

HAUSFRAU   18 POINTS

See **GURPS WWII: Iron Cross** p.51.
Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].
Advantages: A total of 15 points in Animal Empathy [5]; Appearance (Attractive) [4]; Common Sense [10]; Danger Sense [15]; Empathy [15]; High Pain Threshold [10]; Less Sleep [2/level]; Single Minded [5]; Status [5/level], Will [5/level]; or +1 to ST or HT.
Disadvantages: Social Stigma (Female) [-5]; and a total of -20 points in Dependant (varies) ; Duty (Particularly risky job "suitable" for a woman) (6 or less) [-2]; Fanaticism (Patriotism) [-15]; Reputation (Married to a Jew early in the war, abuser of forced labor after Allied advance, etc.) (varies); Social Stigma (Slav or other minority) [-10]; Status [-5/level]; Wealth (Struggling) [-10] or (Poor) [-15]. After the Allied advances, Enemy (Some Allied soldiers, 9 or less) [-10] would be appropriate.
Primary Skills: Area Knowledge (Home Region) (IQ/E) IQ+1 [2]-13; Farming/TL6 or appropriate professional skill (Housekeeping, Child Care, Telephone Operator, etc.) (IQ/A) IQ [2]-10; Cooking (IQ/A) IQ+1 [4]-11; Merchant (IQ/A) IQ [2]-10; Scrounging (Per/E) Per+1 [2]-11.
Secondary Skills: Bicycling (DX/E) DX [1]-10; Diagnosis (IQ/H) IQ-2 [1]-8; First Aid/TL6 (IQ/E) IQ+1 [2]-11; Naturalist (IQ/H) IQ-2 [1]-8.
Background Skills: Spend 6 points on improving primary and secondary skills, or on any of Swimming, (HT/E); Animal Handling (any), Boating/TL6(Unpowered), any additional Professional Skills (Seamstress, Hairdresser, etc.), Teaching or Teamster (any), all (Avg); or Musical Instrument (any) (IQ/H).

INTELLIGENCE AGENT 124 POINTS

See **GURPS WWII: All the King's Men** p.49.
Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 10 [0].
Advantages: Legal Enforcement Powers [5]; Legal Immunity [5]; Military Rank 3 [15]; Status 2 [0]; Wealth (Wealthy) [20]; and 10 points in National Advantages (see p. 18-20).
Disadvantages: Duty [15] (FBI) [-15]; Secret (Agent) [-10]; and [-20] points from National Disadvantages (see p. 18-20).
Primary Skills: Acting (IQ/A) IQ-1 [1]-12; Administration (IQ/A) IQ-1 [1]-12; Area Knowledge (any) (IQ/E) IQ [1]-13; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-12; Intelligence Analysis/TL6 (IQ/H) IQ-1 [2]-12; Leadership (IQ/A) IQ-1 [1]-12; Navigation/TL6 (Land or Sea) (IQ/A) IQ-1 [1]-12; Research/TL6 (IQ/A) IQ-1 [1]-12; Savior-Faire (High Society) (IQ/E) IQ+2 [4]-15; Savior-Faire (Military) (IQ/E) IQ [1]-13; Tactics (IQ/H) IQ-2 [1]-11; and any language at (Native) (6 points).
Secondary Skills: Guns/TL6 (Pistol) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+1 [2]-12; Holdout (IQ/A) IQ-1 [1]-12; Shadowing (IQ/A) IQ-1 [1]-12; Streetwise (IQ/A) IQ-1 [1]-12; and Soldier/TL6 (IQ/A) IQ+1 [4]-12.
Background Skills: Spend 2 points on any of Scrounging, all (Per/E); Disguise/TL6, Explosives/TL6 (Demolition), Fast-Talk, Lockpicking/TL6, Photography/TL6, and Stealth, all (Avg); Cryptography/TL6, Detect Lies, Forgery/TL6 all (Hard).

JEDBURGH 131 POINTS

See **GURPS WWII: Return to Honor** p.34.
Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20). As part of their National Advantages, US Jedburghs may upgrade from Fit to Very Fit [15], and British Jeds may include Daredevil [15]. Jedburghs of any nationality may take Perception [5/level] and Fearlessness [2/level] as part of their National Advantages.
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12;Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-15; Guns/TL6 (Pistol) (DX/E) DX+2 [4]-15; Guns/TL6 (Rifle) (DX/E) DX+1 [2]-14; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-13; Melee Weapon (Knife) (DX/E) DX [1]-13; Melee Weapon (Spear) (DX/A) DX-1 [1]-12; Parachuting/TL6 (DX/E) DX [1]-13; Savior-Faire (Military) (IQ/E) IQ [1]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX-1 [1]-12; Tactics (Guerrilla) (IQ/A) IQ [2]-12; Throwing (DX/A) DX-1 [1]-12; Traps/TL6 (IQ/A) IQ [2]-12.
Secondary Skills: Brawling (DX/E) DX [1]-13; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX+1 [2]-14; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Scrounging (Per/E) Per [1]-12; Survival (Urban, Forest or Plains) (Per/A) Per-1 [1]-11; Swimming (HT/E) HT [1]-11; or Telegraphy (accented) [4].

Background Skills: Spend 4 points on any of Area Knowledge (France or Low Countries), Bicycling, Carousing, Gunner (Cannon or Mortar), Guns (Grenade Launcher or LAW), Liquid Projector (Flamethrower), or Savior-Faire (High Society), all (Easy); Armoury/TL6 (Small Arms), Boating/TL6(Unpowered or Motorboat), Cooking, Driving (Motorcycle or Automobile), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, Intimidation, Leadership, Mechanic/TL6 (Gasoline Engine), NBC Suit/TL6, Riding (Horse), Shadowing, or Tracking all (Avg); or Language (Belgian, Dutch or French) (Accented) [4].

LEGIONNAIRE 115 POINTS

See **GURPS WWII: Return to Honor** p.35.
Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 12 [20].
Advantages: Fearlessness +1 [2/level], Fit [5] and 20 points in National Advantages (see p. 18-20). Legionnaires may also take additional levels of Fearlessness [2/level], add Damage Resistance (Tough Skin -40%) [3/level]; or High Pain Threshold [10]; or upgrade Fit to Very Fit [15] as part of their National Advantages.
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-20] points in National Disadvantages (see p. 18-20). Men often joined the Legion to escape from a checkered past. An appropriate Secret (varies) can be included as part of a legionnaire's National Disadvantages. Not having one might merit a Reputation (Crazy) among other legionnaires!
Primary Skills: Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-13; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-14; Hiking (HT/A) HT-1 [1]-11; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; Soldier/TL6 (IQ/A) IQ+2 [8]-13; Stealth (DX/A) DX-1 [1]-11; Survival (Desert) (Per/A) Per-1 [1]-10; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-10.
Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX [1]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Navigation/TL6 (Land) (IQ/A) IQ [2]-11; Scrounging (Per/E) Per [1]-11.
Background Skills: Spend 6 points on any of Area Knowledge (North Africa or other), Carousing, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher, LAW or Pistol), Liquid Projector (Flamethrower), Savior-Faire (Military), all (Easy); Animal Handling (any), Driving (Automobile, Motorcycle or Construction Equipment), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Freight Handling/TL6, Gambling, Intimidation, Leadership, Mechanic/TL6 (Gasoline Engine), Packing, Riding (Horse), Streetwise, Teamster (Equines) or Tracking, all (Avg); or Telegraphy (accented) [4].

LONG RANGE DESERT GROUP TROOPER   136 POINTS

See **GURPS WWII: All the King's Men** p.51.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Advantages: Fit [5] and 15 points in National Advantages (see p. 18-20). As part of their National Advantages, LRDG soldiers may take Daredevil [15]; Fearlessness [2/level]; or upgrade Fit to Very Fit [15].

Disadvantages: Code of Honor (Enlisted Man's or Officer's) [-10]; Duty [15] (Service) (Extremely Hazardous) [-20]; Sense of Duty (Mates in Troop) [-5]; and [-15] points in National Disadvantages (see p. 18-20).

Primary Skills: Area Knowledge (Western Desert) (IQ/E) IQ [1]-12; Camouflage (IQ/E) IQ [1]-12; Cartography/TL6 (IQ/A) IQ [2]-12; Climbing (DX/A) DX-1 [1]-11; Driving/TL6 (Truck) (DX/A) DX-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-14; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-13; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-14; Hiking (HT/A) HT [2]-11; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; Mechanic/TL6 (Gasoline Engine) (IQ/A) IQ-1 [1]-11; Navigation/TL6 (Land) (IQ/A) IQ+1 [4]-13; Savior-Faire (Military) (IQ/E) IQ [1]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Survival (Desert) (Per/A) Per+1 [4]-13; Tactics (Guerrilla) (IQ/A) IQ-1 [1]-11; Throwing (DX/A) DX-1 [1]-11.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Brawling (DX/E) DX [1]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-12; Gunner/TL6 (Machinegun) (DX/E) DX+1 [2]-13; Jumping (DX/E) DX [1]-12; Scrounging (Per/E) Per [1]-11; Stealth (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-11.

Background Skills: Spend 5 points on any combination of Carousing, Gunner/TL6 (Cannon, or Mortar), Guns/TL6 (Grenade Launcher, or LAW), Parachuting, Liquid Projector/TL6 (Flamethrower), or Swimming, all (Easy); Boating/TL6(Unpowered or Motorboat), Cooking, Explosives (EOD), Forward Observer/TL6 (NC Os and Officers only), Gambling, Intimidation, NBC Suit/TL6, Tracking, all (Avg); Engineer/TL6 (Combat) (IQ/H) or Telegraphy (accented) [4] or other non-native languages.

MARINE   104 POINTS

See **GURPS WWII** p.75.

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Advantages: Fearlessness +1 [2/level], Fit [5] and 25 points in National Advantages (see p. 18-20). Marines may always take additional levels of Fearlessness as part of their National Advantages.

Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).

Primary Skills: First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-13; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-15; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; Soldier/TL6 (IQ/A) IQ+3 [12]-12; Stealth (DX/A) DX-1 [1]-11; Swimming (HT/E) HT [1]-11; Throwing (DX/A) DX-1 [1]-11.

Secondary Skills: Brawling (DX/E) DX+1 [2]-13; Climbing (DX/A) DX-1 [1]-11; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (Island/Beach) (Per/A) Per-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.

Background Skills: Spend 3 points on any of Camouflage, Carousing, Cooking, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher, LAW or Pistol), Liquid Projector/TL6 (Flamethrower), or Savior-Faire (Military) all (Easy); Administration, Animal Handling (Equines), Armoury/TL6 (Small Arms); Boating/TL6 (Motorboat), Driving/TL6 (Automobile, Construction Equipment, or Motorcycle), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Freight Handling, Gambling, Intimidation, Mechanic/TL6 (Gasoline Engine), NBC Suit/TL6; Riding (Horse), Streetwise or Teamster (Equines), all (Avg); or Engineer/TL6 (Combat), or Skiing; both (Hard); or Telegraphy (accented) [4].

MILITARY POLICEMAN 100 POINTS

See **GURPS WWII: Dogfaces** p.58.

Attributes: ST 12 [20]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Advantages: Fit [5]; Legal Enforcement Powers [10]; and 25 points in National Advantages (see p. 18-20).

Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20]; Reputation -1 (Rear echelon bruiser, to everyone, all the time) [-5] and [-25] points in National Disadvantages (see p. 18-20).

Primary Skills: Brawling (DX/E) DX+1 [2]-12; Criminology/TL6 (IQ/A) IQ [2]-11; Detect Lies (Per/H) Per-2 [1]-9; Driving/TL6 (Automobile) (DX/A) DX [2]-11; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-10; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Pistol) (DX/E) DX [1]-11; Guns/TL6 (Rifle) (DX/E) DX [1]-11; Guns/TL6 (Shotgun) (DX/E) DX [1]-11; Melee Weapon (Shortsword) (DX/A) DX [2]-11; Interrogation (IQ/A) IQ [2]-11; Intimidation (Will/A) Will [2]-11; Leadership (IQ/A) IQ [2]-11; Savior-Faire (Military) (IQ/E) IQ [1]-11; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Stealth (DX/A) DX-1 [1]-11; Streetwise (IQ/A) IQ [2]-11.

Secondary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-11; Hiking (HT/A) HT-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Throwing (DX/A) DX-1 [1]-10.

Background Skills: Spend 5 points on any of Area Knowledge (any), Guns/TL6 (Pistol), Savior-Faire (Military), or Seamanship/TL6, all (Easy); Administration, Boating/TL6 (any), Driving/TL6 (Motorcycle), Mechanic/TL6 (Gasoline Engine), Photography/TL6, or Riding (Horse), all (Avg); Forensics/TL6, Law (Military police), or Tactics (Police) all (Hard)

MOBSTER 86 POINTS

See **GURPS WWII: Dogfaces** p.61.

Attributes: ST 11 [10]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

Advantages: A total of 20 points chosen from Charisma [5/level]; Contacts (Street; skill-18, 9 or less, somewhat reliable) (3/contact); Damage Resistance (Tough Skin -40%) [3/level];High Pain Threshold [10]; Patron (Crime Boss, reasonably powerful, 9 or less. Equipment) [15]; Perception [5/level]; Wealth (10 or 20).

Disadvantages: Callous [-5]; Social Stigma (Outlaw) [-5]; and a total of 25 points chosen from Bad Temper [-10]; Berserk (12) [-10]; Bloodlust (12) [-10]; Bully (12) [-10]; Code of Honor (Never Betray the Family) [-5]; Enemy (Law Enforcement Agencies) (6 or less) [-15]; Greed (12) [-15]; Illiteracy [-3]; Light Sleeper [-5], Overconfidence (12) [-5]; Reputation (varies); Secret (any) (varies); Semi-Literacy [-2]

Primary Skills: Area Knowledge (Neighborhood or City) (IQ/E) IQ+1 [2]-11; Brawling (DX/E) DX+1 [2]-13; Detect Lies (Per/H) Per-1 [2]-9; Guns/TL6 (Light Auto) (DX/E) DX [1]-12; Guns/TL6 (Pistol) (DX/E) DX [1]-12; Holdout (IQ/A) IQ-1 [1]-9; Interrogation (IQ/A) IQ-1 [1]-9; Law (U.S. criminal) (IQ/H) IQ-2 [1]-8; Shadowing (IQ/A) IQ [2]-10; Stealth (DX/A) DX [2]-12; Streetwise (IQ/A) IQ+3 [12]-13; and one of Fast Talk (IQ/A) IQ+1 [4] or Intimidation (Will/A) Will+1 [4]-11.

Secondary Skills: Carousing (HT/E) HT [1]-11; Driving/TL6 (Automobile) (DX/A) DX [2]-11.

Background Skills: Spend 3 points on any of Fast Draw (any), Guns/TL6 (any), Melee Weapon (Knife), Savior-Faire (any), all (Easy); Boating/TL6(Motorboat), Cooking, Gambling, Leadership, Lockpicking/TL6, all (Avg); Accounting or Physician, both (Hard).

OLD-GUARD OFFICER 123 POINTS

See **GURPS WWII** p.81.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Advantages: Fit [5]; Military Rank 3 [15]; Status 2 [5] and 15 points in National Advantages (see p. 18-20). Old-Guard Officers may always take Charisma [5/level] and Fearlessness [2/level] as part of their National Advantages.

Disadvantages: Code of Honor (Extreme Officer's) [-15]; Duty [15] (Service) (Extremely Hazardous) [-20] and [-25] points in National Disadvantages (see p. 18-20).

Primary Skills: Administration (IQ/A) IQ [2]-12; Guns/TL6 (Pistol) (DX/E) DX+2 [4]-14; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-14; Leadership (IQ/A) IQ [2]-12; Melee Weapon (Broadsword or Smallsword) (DX/A) DX [2]-12; Riding (Horse) (DX/A) DX [2]-12; Savior-Faire (Military) (IQ/E) IQ+1 [2]-13; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Strategy (Land) (IQ/H) IQ-2 [1]-10; Tactics (IQ/H) IQ [4]-12.

Secondary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-12; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Jumping (DX/E) DX-1 [1]-12; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Stealth (DX/A) DX-1 [1]-13; Swimming (DX/E) DX [1]-13; Throwing (DX/A) DX-1 [1]-12; Traps/TL6 (IQ/A) IQ-1 [1]-11.

Background Skills: Spend 3 points on any of Area Knowledge (any), Gunner/TL6 (Cannon, Machinegun or Mortar), Guns/TL6 (Light Auto), all (Easy); Armoury (Small Arms), Boating/TL6 (any), Driving/TL6 (Automobile), Electronics Operation (Communications), Explosives/TL6 (Demolition), Forward Observer/TL6, Gambling, Hiking, Intimidation, Survival (any), all (Avg); Skiing (Hard). Most also speak two or more non-native languages.

OSS AGENT   146 POINTS

See **GURPS WWII: Dogfaces** p.60.
Attributes: ST 11 [10]; DX 12 [40]; IQ 13 [60]; HT 11 [10].
Advantages: Fit [5]; Security Clearance (need to know access, narrow range) [5]; and 15 points in National Advantages (see p. 18-20) or Contacts (any; skill-15, 9 or less, somewhat reliable) (2/contact); Fashion Sense [5]; Patron (Family) (varies); Status [5/level] ; and Wealth (varies).
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Acting (IQ/A) IQ-1 [1]-12; Area Knowledge (target country) (IQ/E) IQ-1 [1]-12; Camouflage (IQ/E) IQ [1]-12; Cartography/TL6 (IQ/A) IQ-1 [1]-12; Detect Lies (Per/H) Per-2 [1]-9; Disguise/TL6 (IQ/A) IQ-1 [1]-12; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-10; Escape (DX/H) DX-2 [1]-10; Fast Talk (IQ/A) IQ [2]-13; First Aid/TL6 (IQ/E) IQ [1]-11; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-13; Holdout (IQ/A) IQ-1 [1]-12; Intelligence Analysis/TL6 (IQ/H) IQ-2 [1]-11; Interrogation (IQ/A) IQ-1 [1]-12; Psychology (IQ/H) IQ-1 [2]-12; Scrounging (Per/E) Per+1 [2]-14; Shadowing (IQ/A) IQ [2]-13; Stealth (DX/A) DX-1 [1]-11; Swimming (DX/E) DX [1]-13; Teaching (IQ/A) IQ-1 [1]-12; Throwing (DX/A) DX-1 [1]-12 and French, German, Chinese, or Japanese (native) (6 points).
Secondary Skills: Brawling (DX/E) DX [1]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-13; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Survival (any) (Per/A) Per-1 [1]-11; Tactics (IQ/H) IQ-1 [2]-12; Traps/TL6 (IQ/A) IQ-1 [1]-11 and Telegraphy (accented) [4].
Background Skills: Spend 6 points on any of Carousing, Savior-Faire (any), both (Easy); Cooking, Boating/TL6(Motorboat or Unpowered), Driving (Automobile or Motorcycle), Gambling, Intimidation, Leadership, Photography, Riding (Horse), Sports (Golf, Polo or Tennis), or Tracking, all (Avg); Economics, History, Literature or Physician/TL6, all (Hard).

PARATROOPER   118 POINTS

See **GURPS WWII** p.77.
Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20).
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-14; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-15; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; Parachuting/TL6 (DX/E) DX+1 [2]-13; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX-1 [1]-11; Throwing (DX/A) DX-1 [1]-11.
Secondary Skills: Brawling (DX/E) DX [1]-12; Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-11; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-12; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11.

Background Skills: Spend 3 points on any of Carousing, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher, LAW or Pistol), Savior-Faire (Military), Scrounging, or Swimming, all (Easy); Administration, Armoury/TL6 (Small Arms), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, Intimidation, NBC Suit/TL6; Survival (any), or Traps/TL6, all (Avg); or Engineer/TL6 (Combat), or Skiing; both (Hard); Telegraphy (accented) [4].

RECON TROOPER   100 POINTS

See **GURPS WWII** p.76.
Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20). Recon Troopers may always take Acute Vision [2/level] and Perception [5/level] as part of their National Advantages.
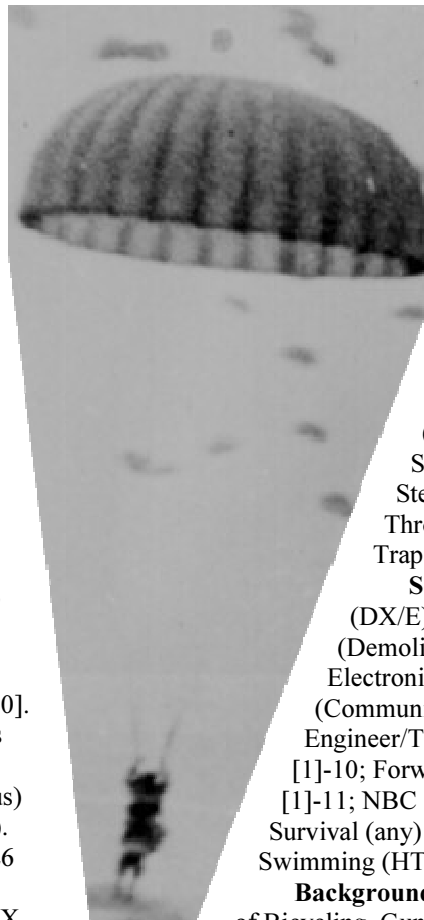**Disadvantages:** Duty [15](Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).

Primary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-10; First Aid/TL6 (IQ/E) IQ [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-13; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-14; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ [2]-12; Soldier/TL6 (IQ/A) IQ+1 [4]-13; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-11.
Secondary Skills: Brawling (DX/E) DX [1]-11; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Forward Observer/TL6 (IQ/A) IQ-1 [1]-11; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Survival (any) (Per/A) Per-1 [1]-11; Swimming (HT/E) HT [1]-11.
Background Skills: Spend 3 points on any of Bicycling, Guns/TL6 (LAW or Pistol), Gunner/TL6 (Cannon, Machinegun, or Mortar), Carousing, Area Knowledge (any), or Savior-Faire (Military), all (Easy); Armoury/TL6 (Small Arms), Driving/TL6 (Automobile or Motorcycle), Explosives/TL6 (EOD), Gambling, or Riding (Horse), all (Avg); Skiing, (Hard); or Telegraphy (accented) [4].

RESISTANCE FIGHTER 83 POINTS

See **GURPS WWII** p.85.
Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 12 [20].
Advantages: A total of 25 points in National Advantages (see p. 18-20) or appropriate civilian advantages.
Disadvantages: Enemy (Occupying forces, 6 or less) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Area Knowledge (Home Region) (IQ/E) IQ+1 [2]-13; Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Camouflage (IQ/E) IQ+1 [2]-13; Farming/TL6 (or other civilian skill) (IQ/A) IQ [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Scrounging (Per/E) Per [1]-12; Soldier/TL6 (IQ/A) IQ [1]-12; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-11.
Secondary Skills: Climbing (DX/A) DX-1 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-11; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Survival (usually Woodland) (Per/A) Per-1 [1]-11.
Background Skills: Spend 5 points on any of Bicycling, Brawling, Gunner/TL6 (Cannon, Machinegun, or Mortar), Guns/TL6 (Grenade Launcher, LAW, Light Auto, or Pistol), or Swimming, all (Easy); Boating/TL6 (Unpowered), Cooking, Driving/TL6 (Automobile or Motorcycle), Explosives/TL6 (EOD), Hiking, Intimidation, NBC Suit/TL6, Riding (Horse), Streetwise, or Teamster (Equines) all (Avg); or Telegraphy (accented) [4].

RIFLEMAN 75 POINTS

See **GURPS WWII** p.72.
Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20).
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX-1 [1]-10; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Stealth (DX/A) DX-1 [1]-10; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.
Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX+1 [2]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11;

Survival (any) (Per/A) Per-1 [1]-10; Swimming (HT/E) HT [1]-11.
Background Skills: Spend 4 points on any of Area Knowledge (any), Bicycling, Carousing, Cooking, Explosives/TL6 (EOD), Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher, LAW or Pistol), Liquid Projector/TL6 (Flamethrower), or Savior-Faire (Military) all (Easy); Administration, Animal Handling (Equines), Boating/TL6, Driving/TL6 (Automobile, Construction Equipment, or Motorcycle), Electronics Operation/TL6 (Communications), Forward Observer/TL6, Freight Handling, Gambling, Intimidation, Mechanic/TL6 (Gasoline Engine), Riding (Horse), Streetwise or Teamster (Equines), all (Avg); or Skiing (Hard) or Telegraphy (accented) [4].

SAILOR 62 POINTS

See **GURPS WWII** p.84.
Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20).
Disadvantages: Duty (15, Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Boating/TL6 (Unpowered) (DX/A) DX [2]-10; Boating/TL6 (Motorboat) (DX/A) DX [2]-10; First Aid/TL6 (IQ/E) IQ [1]-12; Savior-Faire (Military) (IQ/E) IQ [1]-12; Seamanship/TL6 (IQ/E) IQ [1]-12; and one of

1. Commanding Officer Leadership (IQ/A) IQ [2]-12; Meteorology/TL6 (Earthlike) (IQ/A) IQ [2]-12; Navigation/TL6 (Sea) (IQ/A) IQ [2]-13; Shiphandling/TL6 (Ship) (IQ/H) IQ [4]-12.

2. Ship's Surgeon Diagnosis/TL6 (IQ/H) IQ-1 [2]-11; Physician/TL6 (IQ/H) IQ [4]-12; Surgery/TL6 (IQ/VH) IQ-1 [4]-11.

3. Gunnery Officer Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-11; Electronics Operation/TL6 (Sensors) (IQ/A) IQ [2]-12; Explosives/TL6 (EOD) (IQ/A) IQ-1 [1]-11; Forward Observer/TL6 (IQ/A) IQ [2]-12; Gunner/TL6 (Cannon, Depth Charge, or Torpedo) (DX/E) DX+2 [4]-12.

4. Navigator Leadership (IQ/A) IQ [2]-12; Meteorology/TL6 (Earthlike) (IQ/A) IQ [2]-12; Navigation/TL6 (Sea) (IQ/A) IQ+1 [4]-13; Shiphandling/TL6 (Ship) (IQ/H) IQ-1 [2]-11.

5. Chief Engineer Armoury/TL6 (Vehicular) (IQ/A) IQ [2]-12; Engineer/TL6 (Ships) (IQ/H) IQ+1 [4]-13; Leadership (IQ/A) IQ [2]-12; Mechanic/TL6 (Ocean Going Vessel) (IQ/A) IQ [2]-12.

6. Petty Officer Armoury/TL6 (Vehicular) (IQ/A) IQ-1 [1]-11; Brawling (DX/E) DX [1]-11; Explosives/TL6 (EOD) (IQ/A) IQ-1 [1]-11; Freight Handling/TL6 (IQ/A) IQ-1 [1]-11; Gunner/TL6 (Cannon, Depth Charge, or Torpedo) (DX/E) DX+2 [4]-12; Mechanic/TL6 (Ocean Going Vessel) (IQ/A) IQ-1 [1]-11; Scrounging (Per/E) Per [1]-11.

7. Ordinary Seaman Armoury/TL6 (Vehicular) IQ-1 [1]-11; Brawling (DX/E) DX+1 [2]-11; Carpentry (IQ/E) IQ [1]-12; Climbing (DX/A) DX [2]-10; Freight Handling/TL6 (IQ/A) IQ-1 [1]-11; Gunner/TL6 (Cannon, Depth Charge, or Torpedo) (DX/E) DX+1 [2]-11; Mechanic/TL6 (Ocean Going Vessel) (IQ/A) IQ-1 [1]-11.

Secondary Skills: Guns/TL6 (Pistol) (DX/E) DX+1 [2]-11; Guns/TL6 (Rifle) (DX/E) DX+1 [2]-11; Melee Weapon (Knife) (DX/E) DX [1]-10.

Background Skills: Spend 10 points improving on any primary or secondary skill, or purchasing any of Area Knowledge (Ocean or Ports of Call), Carousing, Gunner/TL6 (Machinegun or Rocket Launcher), Guns/TL6 (Light Auto), Scrounging, or Swimming, all (Easy); Cartography/TL6, Cooking, Diving Suit/TL6, Driving/TL6 (Automobile or Construction Equipment), Electronics Operation/TL6 (Communications or Sensors), Explosives/TL6 (Demolition), Gambling, Intimidation, NBC Suit/TL6, or Survival (Island/Beach), all (Avg); Engineer/TL6 (any), Intelligence Analysis/TL6, or Intelligence Analysis/TL6 (Traffic Analysis), all (Hard); or Telegraphy (accented) [4].

SCIENTIST/ENGINEER 113 POINTS

See **GURPS WWII: Dogfaces** p.59.
Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 10 [0].
Advantages: A total of 30 points chosen from National Advantages (see p. 18-20) or any of Eidetic Memory [5]; Less Sleep [2/level]; Lightning Calculator [2/level]; Mathematical Ability [10/level]; Patron (University or Government) (varies); Reputation (Noted Scientist or Engineer) (varies); Security Clearance (free access, narrow range) [10].
Disadvantages: A total of [-30] points in National Disadvantages (see p. 18-20) or Bad Back [-15 or -25]; Bad Sight [-25]; Curious (12) [-5]; Hard of Hearing [-10].
Primary Skills: select one of these three options:
1. Research/TL6 (IQ/A) IQ [2]-14; and two of Chemistry/TL6 (IQ/H), Engineer/TL6 (any) (IQ/H), Geology/TL6 (IQ/H), Physician/TL6 (IQ/H), or Physics/TL6 (IQ/H), all IQ+1 [8].
2. Mathematics/TL6 (Applied) (IQ/H) IQ+1 [8]-15, Physics/TL6 (IQ/VH) IQ [8]-14, and Physics/TL6 (Nuclear) (IQ/VH) IQ-2 [2]-12.
3. Armoury/TL6 (any) (IQ/A) IQ+2 [8]-16, Metallurgy/TL6 (IQ/H) IQ+1 [8]-15, and Mechanic/TL6 (Machinist) (IQ/A) IQ [2]-15.
Secondary Skills: Select two of Public Speaking (IQ/A), Teaching (IQ/A), or Writing (IQ/A) all IQ-1 [1]-13; and two of Computer Programming/TL6 (IQ/H) IQ-2 [1]-12, Literature (IQ/H) IQ-2 [1]-12, Mathematics/TL6 (Applied) (IQ/H) IQ-2 [1]-12, Mechanic/TL6 (any) (IQ/A) IQ-1 [1]-13, Metallurgy/TL6 (IQ/H) IQ-2 [1]-12, Physiology/TL6 (Human) (IQ/H) IQ-2 [1]-12, Psychology (IQ/H) IQ-2 [1]-12, or Research/TL6 (IQ/A) IQ-1 [1]-13; and one of Latin, French or German (accented) [4].
Background Skills: Spend 7 points on any of Area Knowledge (any), Savior-Faire (any), Scrounging, Seamanship/TL6, or Swimming, all (Easy); Administration, Driving (Automobile or Motorcycle), Photography/TL6, Piloting (Light Airplane), or Riding (Horse), all (Avg).

SKI TROOPER   119 POINTS

See **GURPS WWII: Frozen Hell** p.31.
Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].
Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20).
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Camouflage (IQ/E) IQ [1]-12; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-14; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-14; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Skiing (DX/H) DX [4]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Survival (Arctic) (Per/A) Per [2]-12; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-11.
Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Brawling (DX/E) DX [1]-13; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; NBC Suit/TL6 (DX/A) DX-1 [1]-11; Scrounging (Per/E) Per [1]-12; Survival (any) (Per/A) Per-1 [1]-11.
Background Skills: Spend 1 point on any of Area Knowledge (any), Carousing, Gunner (Machinegun, Mortar), Guns (Grenade Launcher, LAW or Pistol), Liquid Projector (Flamethrower), Savior-faire (Military), Swimming, all (Easy); Administration, Cooking, Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, Intimidation, NBC Suit/TL6, all (Avg).

SOE-F OPERATIVE   127 POINTS

See **GURPS WWII: Return to Honor** p.36.
Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 11 [10].
Advantages: Fearlessness +2 [2/level]; Will +2 [5/level]; Language (French or English) (Accented) [4] and 25 points in National Advantages (see p. 18-20). SOE-F operatives also may take Common Sense [10], Danger Sense [15], Fit [5], Intuition [15], or additional levels of Will [5/level] as part of their National Advantages.
Disadvantages: Enemy (German/Vichy security forces, 6 or less) [-20] and [-30] in National Disadvantages (see p. 18-20).
Primary Skills: Acting (IQ/A) IQ-1 [1]-11; Area Knowledge (France) (IQ/E) IQ [1]-12; Camouflage (IQ/E) IQ [1]-12; Cartography/TL6 (IQ/A) IQ-1 [1]-11; Disguise/TL6 (IQ/A) IQ-1 [1]-11; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-11; Escape (DX/H) DX-2 [1]-10; Fast-Talk (IQ/A) IQ [2]-12; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-13; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-13; Holdout (IQ/A) IQ-1 [1]-11; Intelligence Analysis/TL6 (IQ/H) IQ-2 [1]-10; Interrogation (IQ/A) IQ-1 [1]-11; Leadership (IQ/A) IQ [2]-12; Parachuting/TL6 (DX/E) DX [1]-12; Scrounging (Per/E) Per+1 [2]-13; Stealth (DX/A) DX-1 [1]-11; Swimming (HT/E) HT [1]-12; Tactics (Guerrilla) (IQ/A) IQ-1 [1]-11; Teaching (IQ/A) IQ-1 [1]-11; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-11.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Brawling (DX/E) DX [1]-12; Climbing (DX/A) DX-1 [1]-11; Driving/TL6 (Automobile) (DX/A) DX-1 [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Forgery/TL6 (IQ/H) IQ-2 [1]-10; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Survival (Urban) (Per/A) Per-1 [1]-11.

Background Skills: Spend 5 points on any of Bicycling, or Savior-Faire (High Society), both (Easy); Boating/TL6 (Unpowered or Motorboat), Cooking, Driving/TL6 (Motorcycle), Intimidation, Mechanic/TL6 (Gasoline Engine), Riding (Horse), Sex Appeal, Shadowing, or Tracking, all (Avg); or Skiing (HT/H).

SNIPER   120 POINTS

See **GURPS WWII** p.79.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20). Snipers may always take Acute Vision [2/level] as part of their National Advantages.

Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20).

Primary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Rifle) (DX/E) DX+4 [12]-16; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/E) DX-1 [1]-11; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX [2]-12; Tactics (Infantry) (IQ/H) IQ-2 [2]-10; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-11.

Secondary Skills: Brawling (DX/E) DX [1]-12; Gunner/TL6 (Machinegun) (DX/E) DX+1 [2]-13; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-13; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11.

Background Skills: No points are allocated for these, but extra points may go to Guns/TL6 (Pistol), Scrounging, Swimming, all (Easy); Explosives/TL6 (Demolition), Explosives/TL6 (EOD), Forward Observer/TL6, Intimidation, NBC Suit/TL6, Survival (any); Tracking, all (Avg); Engineer/TL6 (Combat), Skiing, both (Hard).

SPIV   30 POINTS

See **GURPS WWII: All the King's Men** p.48.

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Advantages: 10 points in Contacts (variable); plus 5 points in any of Acute Vision [2/level]; Perception [5/level]; Charisma [5/level]; additional Contacts (varies); Favors (varies); Reputation (for usefulness) (varies); Above Suspicion [1]; or Sensitive [5]

Disadvantages: A total of -15 points from any of Code of Honor
 (Stays Bought) [-5]; Cowardice (12) [-10]; Greed (12) [-15]; Laziness [-10]; Reputation (as Shady Character) (varies); Secret (Illegal Activities) (varies) or Will [-5/level].

Primary Skills: Holdout (IQ/A) IQ-1 [1]-10; Merchant (IQ/A) IQ+1 [4]-12; and Streetwise (IQ/A) IQ-1 [1]-10.

Secondary Skills: None.

Background Skills: Spend 4 points to increase any of the above or on any of Area Knowledge (Neighborhood or City), Brawling, Carousing , Fast Talk, Filch,Melee Weapon (Knife), or Scrounging, all (Easy); Acting, Intimidation, all (Avg); Accounting, Detect Lies, Diplomacy, or Forgery/TL6,all (Hard).

SUBMARINER   118 POINTS

See **GURPS WWII: Iron Cross** p.49.
Attributes: ST 11 [10]; DX 11 [20]; IQ 13 [60]; HT 11 [10].
Advantages: Fit [5]; Military Rank 3 [15] and 15 points in National Advantages (see p. 18-20). Perception [5/level] and Will [5/level] are appropriate.
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20) or Compulsive Behaviors with a -65% limitation (Only while ashore). Fanaticism (Patriotism) could qualify for an additional Reputation (Fervent Nazi) [-5] in the early war years.
Primary Skills: Administration (IQ/A) IQ-1 [1]-12; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-12; Electronics Operation/TL6 (Sensors) (IQ/A) IQ-1 [1]-12; Engineer/TL6 (Ships) (IQ/H) IQ-2 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Gunner/TL6 (Cannon) (DX/E) DX+1 [2]-12 Gunner/TL6 (Torpedo) (DX/E) DX+1 [1]-12; Intelligence Analysis/TL6 (IQ/H) IQ-2 [1]-11; Leadership (IQ/A) IQ-1 [1]-12; Mechanic/TL6 (Ocean Going Vessel) (IQ/A) IQ [2]-12; Meteorology/TL6 (Earthlike) (IQ/A) IQ-1 [1]-12; Navigation/TL6 (Sea) (IQ/A) IQ [2]-13; Savior-Faire (Military) (IQ/E) IQ [1]-13; Shiphandling/TL6 (Ship) (IQ/H) IQ [4]-12; Swimming (HT/E) HT [1]-11; Tactics (Submarine) (IQ/A) IQ-1 [1]-12; Telegraphy (accented) [4].
Secondary Skills: Boating/TL6 (Unpowered) (DX/A) DX-1 [1]-10; Boating/TL6 (Motorboat) (DX/A) DX-1 [1]-10; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-12; Melee Weapon (Knife) (DX/E) DX [1]-12.

Background Skills: Spend 3 points in any of Area Knowledge (Ocean or Ports of Call), Carousing, Driving/TL6 (Automobile), Gunner/TL6 (Machinegun), Guns/TL6 (Light Auto), or Scrounging, all (Easy); Cartography/TL6, Cooking, Explosives/TL6 (Demolition), Gambling, Intimidation, or NBC Suit/TL6, all (Avg); Engineer/TL6 (any), Intelligence Analysis (Traffic Analysis), or Law (International Maritime) all (Hard).

VOLKSTURMMANN   12 POINTS

See **GURPS WWII: Iron Cross** p.46.
Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].
Advantages: A total of 30 points in National Advantages (see p. 18-20) or appropriate advantages for the Volksturmmann's civilian life, or improved attributes.
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-25] points in National Disadvantages (see p. 18-20) and at least one Volksturmm disadvantage that disqualifies the character from regular service. These include any attribute reduced to 8 or lower; Bad Sight [-25]; Fat [-3]; Hard of Hearing [-10]; Lame [-10 to – 20]; One Arm [-20]; One Eye [-15]; or Very Fat [-5]. Any of the -25 points remaining after a Volksturmm disadvantage is picked should be applied to the National Disadvantages. Very young Volksturmm members usually should have Fanaticism (Patriotism).
Primary Skills: Area Knowledge (Home Region) (IQ/E) IQ+1 [2]-13; Farming/TL6 (or other civilian skill) (IQ/A) IQ+1 [4]-11; Guns/TL6 (LAW) (DX/E) DX [1]-10;Guns/TL6 (Light Auto) (DX/E) DX [1]-10; Guns/TL6 (Rifle) (DX/E) DX [1]-10; Scrounging (Per/E) Per+1 [2]-11; Soldier/TL6 (IQ/A) IQ-1 [1]-9; Stealth (DX/A) DX-1 [1]-9; Throwing (DX/A) DX-1 [1]-9.
Secondary Skills: First Aid/TL6 (IQ/E) IQ [1]-10.
Background Skills: Spend 12 points on improving other skills or Bicycling, Brawling, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher or Pistol), or Swimming, all (Easy); Boating/TL6 (Unpowered), Cooking, Driving/TL6 (Automobile or Motorcycle), Hiking, Riding (Horse), Streetwise, or Teamster (Equines) all (Avg).

NATIONAL ADVANTAGES & DISADVANTAGES

BRITISH ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: Absolute Timing (p. B35) [2]; Allies (Batman or loyal mate) (p. B36) (varies); Combat Reflexes (p. B43) [15]; Common Sense (p. B43) [10]; Contacts (Old school chums) (p. B44) (varies); Damage Resistance (Tough Skin -40%) [3/level]; Danger Sense (p. B47) [15]; Fearlessness 1-5 (p. B55) [2/level]; High Pain Threshold (p. B59) [10]; Perception (p. B16) [5/level]; Reputation from medals (p. W63) or simply good conduct (p. B26) (varies); Will (p. B16) [5/level]; Unfazeable (p. B95) [15] Voice (p. B97) [10].

BRITISH DISADVANTAGES

Stock British disadvantages vary depending on whether addressing the lower-class ranks or upper-class officers. The average trooper might have: Chummy (p. B126) [-5]; Code of Honor (Enlisted Man's) (p. W64 and p. B127) [-10]; Sense of Duty (Mates in troop) (p. B153) [-5]; Wealth (Struggling) (p. B25) [-10].

The average cliché officer might have: Code of Honor (Officer's) (p. W64 and p. B127) [-10]; Intolerance (p. B140) [-5]; Odious Personal Habits (Condescending mannerisms) (p. B22) [-5]; and Overconfidence (12) [-5].

Either may substitute: Bad Sight (mitigator-60%) (p. B123) [-10]; Bloodlust [12] (p. B125) [-10]; Bully [12] (p. B125) [-10]; Compulsive Behavior (Binge Drinking) [12] (p. B128) [-10]; Fanaticism (Patriotism) (p. B136) [-15]; Gullibility [12] (p. B137) [-10]; Hidebound (p. B138) [-5]; Honesty [12] (p. B138) [-10]; Impulsiveness [12] (p. B139) [-10]; Incurious [12] (p. B140) [-5]; Laziness (p. B142) [-10]; Odious Personal Habits (p. B22) (varies); Post-Combat Shakes (12) [-5]; Sense of Duty (Service or Country) (p. B153) [-10]; Stubbornness (p. B157) [-5]; Truthfulness (12) (p. B159) [-5]. Officers may increase Code of Honor to the Extreme version (p. W64) for an additional [-5] or take Delusion (mild) (p. B130) [-5]; enlisted may take Intolerance (p. B140) [-5] or Semi-Literacy (spoken (native)/written (broken)) (p. B24) [-2].

FINN ADVANTAGES:

Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Absolute Direction (p. B34) [5]; Acute Senses (p. B35) [2/level]; Alcohol Tolerance (p. B100) [1]; Appearance (Attractive) (p. B21) [5]; Combat Reflexes (p. B43) [15]; Fearlessness 1-5 (p. B55) [2/level]; Reputation from medals (p. W63) or sisu (sidebar p. W:FH28) (p. B26) (varies); Single Minded (p. B85) [5]; Will (p. B16) [5/level]; Temperature Tolerance 1 (only to lower the range) (p. B93) [1/level]; Will (p. B16) [5/level]; or improve Fit to Very Fit (p. B55) [15].

FINN DISADVANTAGES

A typical set might be Wealth (Struggling) (p. B25) [-10]; Sense of Duty (Finland) (p. B153) [-10] and (Comrades) [-5]; and Stubbornness (p. B157) [-5].

Substitute among: Attentive (p. B163) [-1]; Bad Sight (mitigator-60%) (p. B123) [-10]; Bad Temper [12] (p. B124) [-10]; Cowardice* [12] (p. B129) [-10]; Fanaticism (Fascism, Finland or Communism) (p. B136) [-15]; Gullibility [12] (p. B137) [-10]; Honesty [12] (p. B138) [-10]; Intolerance (p. B140) [-5]; Loner [12] (p. B142) [-5]; Low TL [-1] (p. B22) [-5/level] and Social Stigma (Saami tribesman) (p. W180) [-5]; Overconfidence [12] (p. B148) [-5]; Shyness (p. B154) (varies); and Staid (p. B164) [-1].

* Often has (-60% limitation "Only vs. tanks") for a net (-4). Combat experience can buy this off.

FRENCH ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: Acute Senses (p. B35) [2/level]; Alcohol Tolerance (p. B100) [1]; Charisma (p. B41) [5/level]; Combat Reflexes (p. B43) [15]; Damage Resistance (Tough Skin -40%) [3/level]; No Hangover (p. B101) [1]; Pitiable (p. B22) [5]; Reputation from medals (p. W63) or simply good performance of duty (p. B26) (varies); Voice (p. B97) [10].

FRENCH DISADVANTAGES

Native colonial soldiers must take Social Stigma (Colonial) (p. B155) [-5].

French officers may choose from Hidebound (p. B138) [-5]; Odious Personal Habit (Harsh Disciplinarian) (p. B22) [-5]; or Overconfidence [12] (p. B148) [-5]. Some officers may have Code of Honor (Officer's) (p. W64 and p. B127) [-10]. Harsh discipline was considered a duty of a responsible French officer, and does not violate the French version of this Code of Honor.

Many soldiers are conscripts, and often do not want to be in the army. These conditions are reflected by disadvantages such as Cowardice [12] (p. B129) [-10]; Language (native/broken) (p. B24) [-2]; Laziness (p. B142) [-10]; Status-1 (p. B28) [-5/level]; Odious Personal Habit (p. B22) (varies); and Reputation -2 (lazy, disrespectful or rebellious) (p. B26) (varies). Volunteer and dutiful conscripts may have Code of Honor (Enlisted Man's) (p. W64 and p. B127).

Officers and enlisted men alike may substitute: Bad Sight (mitigator-60%) (p. B123) [-10]; Bad Temper [12] (p. B124) [-10]; Bloodlust [12] (p. B125) [-10]; Bully [12] (p. B125) [-10]; Compulsive Behavior (Binge Drinking) [12] (p. B128) [-10]; Fanaticism (Vive la France) (p. B136) [-15]; Gullibility [12] (p. B137) [-10]; Honesty [12] (p. B138) [-10]; Indecisive [12] (p. B140) [-10]; Lecherousness [12] (p. B142) [-15]; Odious Personal Habits (p. B22) (varies); Post-Combat Shakes (12) [-5]; Sense of Duty (Men in their unit) (p. B153) [-5] or (The Honor of France) [-10]; Stubbornness (p. B157) [-5]; Truthfulness (12) (p. B159) [-5].

GERMAN ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to DX [20]; Appearance (Attractive or Handsome) (p. B21) (5 or 15); Combat Reflexes (p. B43) [15]; Danger Sense (p. B47) [15]; Fatigue Points 1-4 (p. B16) [3/level]; Hard to Kill 1-2 (p. B58) [2/level]; High Pain Threshold (p. B59) [10]; Language Talent (p. B65) [10]; Less Sleep 1-5 (p. B65) [2/level]; No Hangover (p. B101) [1]; Perception (p. B16) [5/level]; Reputation from medals (p. W63) or simply good conduct (p. B26) (varies); Will (p. B16) [5/level]; Voice (p. B97) [10]; either Immunity to Sickness (p. B80) [15] or Resistance to Disease (8) (p. B80) (8); either Rapid Healing (p. B79) [5] or Very Rapid Healing (p. B79) [15]; improve Fit [5] to Very Fit (p. B55) [15].

GERMAN DISADVANTAGES

A stereotypical set: Code of Honor (p. W64 and p. B127) [-10]; Intolerance (p. B140) [-5]; and Wealth (Struggling) (p. B25) [-10].

Substitute any of: Bad Sight (mitigator-60%) (p. B123) [-10]; Bloodlust [12] (p. B125) [-10]; Bully [12] (p. B125) [-10]; Callous (p. B125) [-5]; Chummy (p. B126) [-5]; Fanaticism (Patriotism) (p. B136) [-15]; Glory Hound [-20]; Gullibility [12] (p. B137) [-10]; Honesty [12] (p. B138) [-10]; Overconfidence [12] (p. B148) [-5]; Phobia (Open Spaces) [12] (p. B148) [-10]; Post-Combat Shakes (12) [-5]; Sadism [12] (p. B152) [-15]; Secret (Jewish blood) (p. B152) [-30]; Sense of Duty (Comrades in arms) (p. B153) [-5] or Sense of Duty (Service or Germany) (p. B153) [-10]; Truthfulness (12) (p. B159) [-5]; Workaholic (p. B162) [-5]; Increase Code of Honor to the Extreme version (p. W64) for an additional [-5] .

Glory Hound consists of: Compulsive Behavior (Seek Publicity) (6) (p. B128) [-10]; Overconfidence (6) (p. B148) [-10]; Reputation +1 (Hero, to fans-small, all the time) (p. B26) [2]; Reputation -1 (Showoff, to associates-small, all the time) (p. B26) [-2].

ITALIAN ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: Acute Senses (p. B35) [2/level]; Common Sense (p. B43) [10]; Contacts (Men from same village or region) (p. B44) (varies); Danger Sense (p. B47) [15]; Deep Sleeper (p. B101) [1]; Luck (p. B66) [15 or 30]; Pitiable (p, B22) [5]; Reputation from medals (p. W63) or simply good conduct (p. B26) (varies); improve Fit to Very Fit (p. B55) [15]. Senior officers should be created with the Old Guard template. They may add to their National Advantages: Fashion Sense (p. B21) [5].

ITALIAN DISADVANTAGES

A stereotypical set could be: Wealth (Poor) (p. B25) [-15]; Language (native/broken) [-2]; and either Laziness (p. B142) [-10] or Lecherousness [12] (p. B142) [-15].

Substitute among: Addiction (Tobacco) (p. B122) [-5]; Bad Sight (mitigator-60%) (p. B123) [-10]; Combat Paralysis (p. B127) [-15]; Cowardice [12] (p. B129) [-10]; Chummy (p. B126) [-5]; Fanaticism (Fascism) (p. B136) [-15]; Gullibility [12] (p. B137) [-10]; Hidebound (p. B138) [-5]; Indecisive [12] (p. B140) [-10]; Intolerance (p. B140) [-5]; Odious Personal Habits (p. B22) (varies); Secret (Anti-Fascist) (p. B152) (varies) or Reputation (suspected Anti-fascist) (p. B26) (varies); Sense of Duty (to the Duce or King) (p. B153) [-10] or (Comrades) [-5]; Social Stigma (Native for colonial troops) (p. B155) [-5]; Will (p. B16) [-5/level]; or Language (native/none) [-3] and Social Stigma (Uneducated) [-5].

JAPANESE ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Absolute Direction (p. B34) [5]; Absolute Timing (p. B35) [2]; Combat Reflexes (p. B43) [15]; Daredevil (p. B47) [15]; Fearlessness 1-5 (p. B55) [2/level]; High Pain Threshold (p. B59) [10]; Higher Purpose (Kamikaze or equivalent suicide attack) (p. B59) [5]; Less Sleep 1-5 (p. B65) [2/level]; Night Vision (p. B71) [1/level]; Reputation from medals (p. W63) or simply good conduct (p. B26) (varies); Will (p. B16) [5/level]; improve Fit [5] to Very Fit (p. B55) [15].

JAPANESE DISADVANTAGES

Most troopers have Code of Honor (Extreme Enlisted Man's) (p. W64 and p. B127) [-15]; and Wealth (Poor) (p. B25) [-15]. Higher ranks keep the Code of Honor (substituting the officer's version as appropriate), but replace the Poverty disadvantage, often with Workaholic (p. B162) [-5] then Intolerance (p. B140) [-10].

Japanese troops make fewer substitutions than in other cultures, but replacements (or additional disadvantages) might include: Bad Sight (mitigator-60%) (p. B123) [-10]; Bloodlust [12] (p. B125) [-10]; Bully [12] (p. B125) [-10]; Callous (p. B125) [-5]; Fearfulness 1 (p. B136) [-2/level]; Fanaticism (Extreme-Patriotism) (p. B136) [-15]; Fanaticism (Patriotism) (p. B136) [-15]; Hidebound (p. B138) [-5]; Hit Points -1 (p. B16) [-2/level]; Honesty [12] (p. B138) [-10]; Incurious [12] (p. B140) [-5]; Low Self Image (p. B143) [-10]; Overconfidence [12] (p. B148) [-5]; Phobia (Xenophobia) [12] (p. B148) [-15]; Post-Combat Shakes (12) [-5]; Sadism [12] (p. B152) [-15]; Selfless [12] (p. B153) [-5]; Sense of Duty (Service or Emperor) (p. B153) [-10].

Many enlisted men do not really believe in the Code of Honor, but must practice it anyway. This can reduce it to a [-10] version. Soldiers who won't even pretend to honor the code must take Reputation -2 (Apologetic non-conformist, everyone, all the time) (p. B26) [-10] or Reputation -3 (Dangerous non-conformist, everyone, all the time) (p. B26) [-15]. The rare officer who disrespects the Code will need to take Secret (Code is flawed) (p. B152) [-20].

POLISH ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Acute Senses (p. B35) [2/level]; Combat Reflexes (p. B43) [15]; Common Sense (p. B43) [10]; Damage Resistance (Tough Skin -40%) [3/level]; Fearlessness (p. B55) [2/level]; Reputation (Medals) (p. W63) or Reputation (Good conduct) (p. B26) (varies); Will (p. B16) [5/level]; Single-Minded (p. B85) [5].

POLISH DISADVANTAGES

Astereotypical set: Fanaticism (Patriotism) (p. B136) [-15] and Wealth (Poor) (p. B25) [-15].

Substitute from among: Addiction (Tobacco) (p. B122) [-5]; Bad Sight (mitigator-60%) (p. B123) [-10]; Code of Honor (p. W64 and p. B127) (varies); Chummy (p. B126) [-5]; Hidebound (p. B138) [-5]; Intolerance (p. B140) (varies); Overconfidence [12] (p. B148) [-5]; Proud (p. B164) [-1] Social Stigma (Minority) (p. B155) [-10]; Stubbornness (p. B157) [-5]; Truthfulness (12) (p. B159) [-5]; Workaholic (p. B162) [-5].

ROMANIAN ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Acute Senses (p. B35) [2/level]; Combat Reflexes (p. B43) [15]; Common Sense (p. B43) [10]; Damage Resistance (Tough Skin -40%) [3/level]; Fatigue Points (p. B16) [3/level]; Fearlessness 1-5 (p. B55) [2/level]; High Pain Threshold (p. B59) [10]; Patron (Iron Guard) (p. B72) (varies); Pitiable (p. B22) [5]; Reputation from medals (p. W63) or good conduct (p. B26) (varies); Will (p. B16) [5/level].

ROMANIAN DISADVANTAGES

A stereotypical set: Intolerance (p. B140) [-10], Wealth (Poor) (p. B25) [-15], and Semi-Literacy (p. CI94) [-5].

Substitute among: Bad Sight (mitigator-60%) (p. B123) [-10]; Bloodlust [12] (p. B125) [-10]; Callous (p. B125) [-5]; Code of Honor (p. W64 and p. B127) (varies); Chummy (p. B126) [-5]; Fanaticism (Greater Romania) (p. B136) [-15]; Greed [12] (p. B137) [-15]; Overconfidence [12] (p. B148) [-5]; Secret (Jew, Communist) (p. B152) [-20/-30]; Sense of Duty (p. B153) (Comrades in arms) [-5] or (Country) [-10]; Social Stigma (Ethnic Minority) (p. B155) [-10]; Stubbornness (p. B157) [-5]; Romanian (native/none) (p. B24) [-3] or Romanian (native/broken) (p. B24) [-1] Illiteracy (p. B33) either of the preceding two choices requires taking Social Stigma (Uneducated) (p. B155) [-5].

SOVIET ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Absolute Direction (p. B34) [5]; Alcohol Tolerance (p. B100) [1]; Combat Reflexes (p. B43) [15]; Common Sense (p. B43) [10]; Damage Resistance (Tough Skin -40%) [3/level]; Danger Sense (p. B47) [15]; Fearlessness 1-5 (p. B55) [2/level]; Hit Points 1-4 (p. B16) [2/level]; Hard to Kill 1-2 (p. B58) [2/level]; High Pain Threshold (p. B59) [10]; Less Sleep 1-5 (p. B65) [2/level]; Night Vision (p. B71) [1/level]; Pitiable (p. B22) [5]; Reputation from medals (p. W63) or simply good conduct (p. B26) (varies); Will (p. B16) [5/level]; Temperature Tolerance 1-2 (p. B93) [1/level].

SOVIET DISADVANTAGES

The stock Soviet soldier might have: Compulsive Behavior (Binge Drinking) [12] (p. B128) [-10]; Wealth (Poor) (p. B25) [-15] and Semi-Literacy (spoken (native)/written (broken)) (p. B24) [-2]. Substitute among: Bad Sight (mitigator-60%) (p. B123) [-10]; Bad Temper [12] (p. B124) [-10]; Bloodlust [12] (p. B125) [-10]; Bully [12] (p. B125) [-10]; Callous (p. B125) [-5]; Fanaticism (Communism) (p. B136) [-15]; Gullibility [12] (p. B137) [-10]; Hidebound (p. B138) [-5]; Incurious [12] (p. B140) [-5]; Indecisive [12] (p. B140) [-10]; Intolerance (p. B140) [-5]; Laziness (p. B142) [-10]; Low TL (-1 or -2) (p. B22) [-5/level]; Odious Personal Habits (p. B22) (varies); Overconfidence [12] (p. B148) [-5]; Sense of Duty (Comrades in arms) (p. B153) [-5] or Sense of Duty (Mother Russia) (p. B153) [-10] ; Social Stigma (Female) (p. B155) [-5]; Stubbornness (p. B157) [-5]; Truthfulness (12) (p. B159) [-5]. Illiteracy (spoken (native)/written (none)) (p. B24) [-3] and Social Stigma (Uneducated) (p. B155) [-5] may replace Semi-Literacy.

U.S. ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to IQ [20]; Absolute Timing (p. B35) [2]; Acute Senses (p. B35) [2/level]; Charisma (p. B41) [5/level]; Combat Reflexes (p. B43) [15]; Damage Resistance (Tough Skin -40%) [3/level]; Fatigue Points 1-4 (p. B16) [3/level]; Hard to Kill 1-2 (p. B58) [2/level]; High Manual Dexterity (p. B59) [5/level]; Intuition (p. B63) [15]; Less Sleep 1-5 (p. B65) [2/level]; Luck (p. B66) [15 or 30]; Resistant to Acceleration (3) (p. B80) [1]; Reputation from medals (p. W63) or simply good conduct (p. B26) (varies); Versatile (p. B96) [5].

U.S. DISADVANTAGES

U.S. troops displayed the most diverse disadvantages. A typical set might be: Addiction (Tobacco) (p. B122) [-5]; Fanaticism (Patriotism) (p. B136) [-15]; Intolerance (p. B140) [-5]; and Sense of Duty (Buddies in the unit) (p. B153) [-5].

Freely substitute any of: -1 to IQ [-20]; Bad Sight (mitigator-60%) (p. B123) [-10]; Bad Temper [12] (p. B124) [-10]; Bloodlust [12] (p. B125) [-10]; Bully [12] (p. B125) [-10]; Chummy (p. B126) [-5]; Code of Honor (p. W64 and p. B127) [-10]; Compulsive Behavior (Binge Drinking) [12] (p. B128) [-10]; Compulsive Behavior (Gambling) (12 or 6) (p. B128) [-5 or-10]; Compulsive Behavior (Generosity) [12] (p. B128) [-5]; Fearfulness 1 (p. B136) [-2/level]; Greed [12] (p. B137) [-15]; Gullibility [12] (p. B137) [-10]; Honesty [12] (p. B138) [-10]; Impulsiveness [12] (p. B139) [-10]; Lecherousness [12] (p. B142) [-15]; Odious Personal Habits (p. B22) (varies); Overconfidence [12] (p. B148) [-5]; Post-Combat Shakes (12) [-5]; Semi-Literacy (spoken (native)/written (broken)) (p. B24) [-2]; Sense of Duty (Service or U.S.) (p. B153) [-10]; Social Disease (p. B155) [-5]; Social Stigma (Minority) (p. B155) [-10]; Stubbornness (p. B157) [-5]; Truthfulness (12) (p. B159) [-5]; Will (p. B16) [-5/level]; and Laziness (p. B142) [-10] or Workaholic (p. B162) [-5].