

NOVEMBER COMPANY CHARACTER CREATION

You get 10D for Attributes and 5D for Skills

ATTRIBUTE & SKILL
PROGRESSION

Attributes & Their Associated Skills

1D... 1D⁺1... 1D⁺2...

2D... 2D⁺1... 2D⁺2...

MIGHT

3D... 3D⁺1... 3D⁺2...

Brawling, Climbing, Jumping, Lifting, Running, Stamina, Swimming

4D... 4D⁺1... 4D⁺2...

AGILITY

Athletics, Contortion, Dodge, Driving, Gunnery, Heavy Weapons, Melee Combat, Pistol, Riding, Rifle, Sleight Of Hand, Stealth, Submachine Gun, Throwing

WIT

Business, Communications, Conceal, Creative Ability, Cultures, Demolitions, Forgery, Gambling, Languages, Listen, Lockpicking, Medicine, Navigation, Recon, Repair, Scholar, Spot, Streetwise, Survival, Tactics, Traps

CHARM

Acting, Animal Handling, Artist, Bargain, Bluff, Charm, Command, Con, Diplomacy, Disguise, Etiquette, Intimidation, Mettle, Persuasion, Seduction

The Benefits Of Military Training

After distributing your allotted attribute & skill dice above, add the following adjustments to your character to represent what you've learned in the Army.

* Add 1 pip each to these skills: Brawling, Demolitions, Dodge, Medicine, Rifle, Stamina, Stealth, Survival, Tactics

* * Add 1 pip each to Might, Agility and your choice of Wit or Charm

Perks

* Rank (0, +1, +2, 1D): Private, Corporal, Sergeant, Lieutenant

* Lucky (2D): Once per session you can declare your luck to double your next die roll

* Hardy (1D): You get +1 to Stamina, Running, and Swimming rolls

* Perceptive (1D): You get +1 to Spot, Recon and Listen rolls

* Daredevil (1D): You get +1 to Athletics, Jump, and Drive rolls

* Impressive (1D): You get +1 to Command, Intimidation, and Persuasion rolls

* Shady (1D): You get +1 to Stealth, Streetwise, and Con rolls

NOVEMBER COMPANY LOADOUT

WEAPONS

M1 Garand .30 Rifle	6D ⁺¹ (8 rounds)	RoF 1 (or 2 if single fire as multi)
M1903 .30-06 Springfield	7D (5 rounds)	RoF 1 (or 2 if single fire as multi)
M1 .30 Carbine	5D ⁺¹ (8 rounds)	RoF 1 (or 2 if single fire as multi)
M3 .45 SMG "Greasegun"	5D ⁺² (30 rounds)	RoF Burst of 5*, Full Auto of 30
M1911 .45 Pistol	4D (7 ⁺¹ rounds)	RoF 1 (or 2 if single fire as multi)
M1905 Bayonet	+1D	
MK II Grenade "Pineapple"	6D	

* May fire at up to 3 targets per round (burning through 15 rounds)

GEAR

- A bayonet
- An ammunition belt, which holds 10 clips
- A bandolier that holds 6 clips
- 3 grenades
- A pair of binoculars
- A canteen and a cup, plus knife/fork/spoon combo, your "meat can"
- A first aid pouch with first aid implements, including 2 field dressings
- A small collapsible shovel officially called an "entrenching tool."
- A waterproof map case with mission maps
- A compass
- A notepad and a pencil
- A rifle cleaning kit, which includes all needed rifle cleaning parts
- A small backpack
- Dog tags
- Toothbrush, toothpaste, and a hand towel
- Appropriate clothing to the environment

NOVEMBER COMPANY DOSSIER

NAME: _____ BODY PTS: _____ DODGE: _____
RANK: _____ HERO PTS: _____ BLOCK: _____
CHAR PTS: _____ PARRY: _____
MIGHT: _____ AGILITY: _____ WITS: _____ CHARM: _____

WEAPONS

GEAR

PERKS

BARE HAND DAMAGE: _____

NOVEMBER COMPANY DOSSIER

NAME: _____ BODY PTS: _____ DODGE: _____
RANK: _____ HERO PTS: _____ BLOCK: _____
CHAR PTS: _____ PARRY: _____
MIGHT: _____ AGILITY: _____ WITS: _____ CHARM: _____

WEAPONS

GEAR

PERKS

BARE HAND DAMAGE: _____

JEEP (SCALE +2D)

Skill: Driving

Maneuverability: 1D+2

Body: 2D+2

Movement: 2D+2

Crew: 1

Passengers: 4

Cargo: 900 lbs

Weapons: 50 cal. Browning MG (6D) 200 rounds/belt, 50 spent per firing

15 gallon gas tank & (3) 5 gal. Jerry cans

(6) Ammo boxes of 1000 rounds each for MG

Rations, Tarps, etc.

Burns 1.5 gallons per hour of normal driving



JEEP (SCALE +2D)

Skill: Driving

Maneuverability: 1D+2

Body: 2D+2

Movement: 2D+2

Crew: 1

Passengers: 4

Cargo: 900 lbs

Weapons: 50 cal. Browning MG (6D) 180 rounds/belt, 60 spent per firing

15 gallon gas tank & (3) 5 gal. Jerry cans

(6) Ammo boxes of 1000 rounds each for MG

Rations, Tarps, etc.

Burns 1.5 gallons per hour of normal driving

