

Medal of Valor

1940-1945 Forever Five Years Of Hell

Medal of Valor is horror-focused theatric roleplaying set during the Second World War where average people become trapped in a temporal discontinuity forcing them to relive five years of war as they fight against the Axis powers who refuse to accept defeat and are trying alter reality through the use occultism and unknowable paranormal powers. These are the untold stories of average G.I. Joes and Janes fighting in a world where magic has returned and is being twisted to the evil purposes of fascism and communism.

The early 1940s is a world of demons, damnation, darkness and death, where the allied soldiers and civilians face more than just the horrors of war. The Allies sought refuge in science and the atom, but the Axis sought salvation in occultism and mysticism.

Players are members of (or associates with) the allied forces, brave men and women who battle the paranormal with their wits and what little sanity they can save. They begin play as low rank soldiers or civilian contractors with little knowledge of magic or time shifts, but then are swept into a horrific world of paranormal energies where time can repeat and the war never seems to end.

The player characters have a choice. They can seek to escape the Time Flux and return to normal time in a world where the Axis will lose or they can stay in the Time Flux and fight the Axis Occultists who are causing it. However, there are those who believe that if the Axis powers are successful they will change the future of time itself, remaking the world into a world where Nazism, Fascism and Imperialism triumph.

If this is true, those of us living our lives in the twenty-first century could suddenly find our world radically changed, because even now, unknown to us, in some shadow time, brave Allied soldiers and civilians could still be fighting their endless war, trying to prevent the Axis Occultists from changing history.

Only the greatest of heroes win the Medal of Valor.

Mystic Realms

Medal of Valor

1940-1945 Forever Five Years of Hell

A Theatric Roleplaying Chronicle of World War II Horror
Written by Lee M. Lewis

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~A foreword from the Author~

Medal of Valor is my labor of love dedicated to the Lovecraftian feel of the early 19th century coupled with glory of bold men and women fighting an insurmountable threat in the name of freedom, both theirs and future generations.

In order to preserve the feel of a dark and gritty, mundane world with a supernatural overlay I would like to take a moment to encourage everyone to contribute to the horror roleplaying environment by making characters that are real. They should have strong backgrounds, personalities and motivations. I also urge you to avoid playing the power-character heroes so popular in other Mystic Realms genres; this is your chance to play the underdog hero. The character who believes that he or she does not have a chance in hell to survive!

The dead rising from their blighted graves should chill your character to the bone. Try not to play characters with inflated egos, but instead embrace the fear, the desperation, the fact that you might not come back. This is a setting about average everyday people - soldiers, civilians, spies, resistance fighter, sympathizers, etc - who encounter the unknown.

With love,

Lee L.

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Introduction

Greetings my friends,

If you wouldn't mind staying a while, I will take a moment to enlighten you with a story and to get you up to speed.

But, where are my manners? My name is disciple Adam Harris.

I was born out west in the state of Wyoming right as the frontier and the age of the wild west drew to a close to embrace the modern day. One of my most delightful childhood memories was meeting an actual cowboy! My father was a rancher and my mother a school teacher, they desired I become more than they were, and even they knew the spark of mystique of the west had been snuffed out. There would eventually be nothing for me if I stayed, so I went to the big city to learn of the world and study hard.

I worked my way through university until I graduated. I took to being a lawyer, perhaps feeding that childhood desire of playing cowboy, playing lawman, defending the weak and so forth.

And most notably I am a member of the Disciples of Illumination, but there'll be more on that later.

The year is 1940 and the world is at war.

Adolph Hitler was announced chancellor of Germany in 1933 and since then he has seen fit to begin a war of aggression and threatens the freedom and security of all good peoples, with his axis of evil.

But more importantly we stand at the cusp of our world's destruction if we do not end it quickly. And we will need your help, so I'll make this quick: the folklore you heard as children are true; there is magic in the world.

There exist areas known as "ley lines" where paths of energy called flow. This is energy said to exist in many forms: heat, cold, electricity and even the newly discovered radiation. This energy pools up in areas called nodes. We believe this energy formed the basis of ancient magic, but the knowledge to tap into it; to utilize it was lost to man long ago.

Ah, I can see it in your eyes; you think I am mad for isn't magic supposed to be for children to believe in? Well perhaps you can explain where all the folklore from thousands of years of human existence arose from? Don't worry I'm sure the disbelief will wear itself out once you

have enough exposure to it in the field.

You see, the Native American warned the settlers early on about disturbing the energy flows, through extensive agriculture and over developing. Had they listened we all might be skilled in its manipulation. Grand cities and fields of crops block, disrupted, and even cut off the ley lines resulting in a more and more magic dead America, with the Wild West being the last frontier for magic usage to have allegedly occurred.

But even the west fell to modern science and innovation, and Europe had been magic dead for centuries. For the first time, we all lived in a magic dead world.

However, it seems there is a silver lining; energy cannot be destroyed only rearranged and when the land was magic dead for many years pockets of magic shifted around the world and formed new paths; new ley lines formed.

However unlike in times of old we do not know how to control or manage these mystic and cryptic energies, and where they pool they often resonate with the emotions of the surrounding areas; ones that resounded with peace and love formed sacred hallows. These areas promote healing and wellbeing, but given man's selfish and hateful nature are few and far between.

But in areas of war and death, where hatred and other negative emotions resound, the pools can become tainted and form blights on the land. These blights corrupt the living, spread disease and famine, and if the reports are correct, cause the dead to rise from their graves!

It is up to us to end the war quickly and to salvage what we can of the old knowledge to keep these blights in check or else we will all be consumed in the taint.

So I will ask you this once,

Will you join us in our covenant against the darkness?

Occupations

Living aint free, so most people have a day job or a livelihood to make a living. Most occupations are fairly mundane, and not equipped to deal with the supernatural. The listed occupations represent core occupations, and are a good generalization of what most people were during the time of the Second World War, with some creative adjustments. The skills listed are divided into 2 categories: basic and required.

Investigators must learn the required skills listed for their occupation before learning any others. In order to qualify for Hunter lore, the investigator must choose at least 600 status off their basic skills list.

Your normal person typically only takes the basic skills on an occupation, and maybe some from the common skills list. These poor souls are often the victims of supernatural entities praying on the ignorant, and as such occult investigators often refer to these people as “victims.” An occult investigator is a normal human being, but by education, sheer willpower, or military training, has the mental and physical tools necessary to combat the forces of the night. The first lesson a new investigator learns is that they are still weak normal human beings, and need to be cautious and cunning; bravado often ends up with one

splattered on the side of a wall.

The world has been magic dead, and is slowly crawling back to life, and during an investigation an investigator might stumble upon some old parchment, stone tablet, ancient artifact or even a supernatural entity willing to barter knowledge. These are source of old, lost lore that may be learned by someone who is trained in the correct occupation. Lost lore must be learned in character and during play, for it represents ancient, forgotten secrets lost to the ravages of time and to preserve that feel it must be learned in-game.

Antiquarian

Antiquarians are collectors of rare, sometimes historically important relics. They often frequent flea markets, antique and curio shops, auctions, yard sales and even book stores. Their specialty is identification and appraisal, which makes them an invaluable source of information in a team. During the roaring twenties many persons collected antiques and many hot items were pre-civil war era. However during the great depression only the few, wealthy individuals were able to continue this hobby. Most persons who had anything of worth were willing to sell it for a fraction of its true price, just to be able to buy food and make ends meet. For the antiquarian this was a great time to exploit and nab a deal.

Required Skills:

Occult I 100, History 100, First Aid 100

Basic Occupational Skills: Knowledge:

Astronomy 100, Commerce 100, Engimas 100, Fine Arts 100, Imaging 100, Language (any) 100, Literature 100, , Politics 100, Regain Feat

(Nostalgia) 200, Repair 100, Rumors 100, Sense I 100, Theology 100, weapons (guns) I 200

Archaeologist

Archeologists study human society, through recovery and study of artifacts, architecture, environmental data, and records. They travel to the most exotic and desolate of places in order to piece together facts and find answers lost to time. Archeologists often are fit and highly educated in order to survive the ordeals a lost catacomb or tomb may present. During the 1940s American archaeology moved from a concern with chronological ordering of artifacts to an interest in the function of an object and the context in which it was used.

Required Skills:

History 100, First Aid 100, Forensics 100

Basic Occupational Skills:

Feats: Dodge I 200, Willpower I 200

Knowledge: Biology 100, Climb I 100, Enigmas 100, Fine Arts 100, Geology 100, , Literature 100, Occult I 100, Regain Feat (Examination) 200, Rumors 100, Theology 100, Weapon (Cutting) 100

Artist

Artists are creative and unique individuals that express themselves and how they see the world through their work. A painter, writer, musician, sculptor, or other nontraditional art form makes one an artist. They tend to have a higher intellect that separates them from the general public, however sometimes this makes the artist very vain or arrogant. Art during the 1940's was still inspired by the hopelessness of the great depression and encouraged to be used for propaganda to win hearts and minds of citizens.

Required skills:

Fine Arts 100, First Aid 100

Basic Occupational Skills:

Knowledge: Extrasensory Perception 200, , History 100, Imagine 100, Literature 100, Performance 200, Psychology 100, Politics 100, Occult I 100, Regain Feat (Appreciation) 200, Rumors 100, Theology 100, Wealth I 200, Weapons (cut) 100

Athlete

Athletes are persons who train their physical bodies rigorously, honing their physical prowess and using it to participating in, for profit or not, various sports such as fencing, baseball, football, or gymnastics. Above all they are sportsmen; often but not always have a good foundation of fair play and adherence to the rules.

Required Skills:

Climb I 100, Swim I 100 , First aid 100

Basic Occupational Skills:

Feats: Dodge I 200, Knockback I 200, Parry I 200, Strength I 100, Stun I 200

Knowledge: , Fatal Finish 100, History 100, Regain Feat (Contest Physical) 200, Resuscitate 200,

Clergy

Clergy are leaders of their faith and strong pillars of the local community. Their faith is strong, and they are seen as bastions of hope and their words steel the resolve of their followers. There are many different types of religions in the world, but the one constant is the clergy's desire to bring people together in worship. During the time of the Second World War, churches actually received a revival as opposed to the great depression when faith was at an all-time low. With the influx of refugee immigrants, particularly eastern European Jews, Americas religious base got more diversified.

Required Skills:

First Aid 100, Theology 100,

Basic Occupational Skills:

Feats: Willpower I 200

Knowledge: Astronomy 100, Chemistry 100, Commerce 100, Crime 100, Embalm 100, Enigmas 100, History 100, Law 100, Literature 100, Occult I 100, Politics 100, Regain Feat (Revival) 200, Sense I 100

Doctor

Doctors are trained persons who want to cure sickness and heal the injured. Surgeons, Physicians, pediatricians, pharmacists, and even less academically trained midwives and shaman can be considered doctors. Medicine takes many forms, but all share the same end of helping the patient. An investigator team would greatly benefit from having a doctor on the team. In the 1940's it was considered the golden age of medicine, as many new breakthroughs and innovations were implemented, such as blood typing and the beginning of polio vaccinations.

Required Skills:

First Aid 100, Medicine 200

Basic Occupational Skills:

Knowledge: Biology 100, Chemistry 100, Forensics 100, Geology 100, Hypnosis 400, Psychology 100, Regain Feat (Observation) 200, Resuscitate 200, Splint 100

Drifter

Drifters move on from place to place and never settle down. Hobos riding the railcar, vagabonds, bikers, criminals on the run, and migrant workers could all be considered drifters. Drifters are typically untrustworthy, but should one make their way onto an investigators team they will prove a useful element of resilience and stealth capability. In

the great depression, with the rise of homelessness and people residing in shacks known as hoovervilles, named for President Herbert Hoover, there was a great increase in the number of drifters, going from town to town looking for work.

Required skills:

Crime 100, First Aid 100, Survival 100

Basic Occupational Skills:

Feats: Parry I 200, Surprise Strike I 200,

Knowledge: Astronomy 100, Bindings 100, Climb I 100, Disarm Traps 200, Fatal Finish 100, First Aid 100, Forgery 200, Gambling 200, Mechanics I 100, Pick Locks 300, Regain Feat (Stealth Practice) 200

Entertainer

Entertainers are a time honored profession. Anything from rock and roll players, big brass band, drummers in a circle, Actors, or opera singers can claim the title of entertainer, and each has the spark of potential to make it big one day. Entertainers can be a good source of report with locals who are fans, or if they are famous they can bring financial backing to an investigator team. At the very least, the team will enjoy the entertainers company. During the 1940's rock and roll was a decade away and swing and big band music was all the rage, some famous entertainers were the legendary Frank Sinatra and Bing Crosby, Doris Day, Louis Armstrong, The Andrews Sisters, and Dick Haymes.

Required Skills:

Performance 200, First Aid 100

Basic Occupational Skills:

Knowledge: Commerce 100, Fine Arts 100, History 100, Language (any) 100, Law 100, Literature 100, Mathematics 100, Politics 100, Psychology 100, Regain Feat (storytelling) 200, Repair 100, Rumors 100, Wealth I 200

Entrepreneur

In its simplest form, an entrepreneur is a businessman. However the occupation represents the upper crust of society; those who may come from old or new money but are well to do regardless how they got there. Entrepreneurs are people of wealth, influence, and power. They are marked by their privileged demeanor and often cut throat tactics in their line of business. If an Investigator team can get over their arrogance and snobbery, an entrepreneur can bring financial backing and the best training money can buy to the team. During the time of the Second World War, it was a curious coincident no senators son or rockerfella managed to get drafted to go out and fight for their nations freedom. During the war, the previous economically depressed nation found itself in a boom, the demand for war goods, for obvious reasons, skyrocketed.

Required Skills:

Commerce 100, First Aid 100, politics 100,

Basic Occupational Skills:

Knowledge: Fine Arts 100, Gaming 200, History 100, Law 100, Mathematics 100, Literature 100, Psychology 100, Regain Feat (Decadence) 200, Rumors 100, Wealth I 200, Wealth II 200

Farmer

Farmers typically work from sun up to sun down, toiling in the hot day sun trying to make a living through agriculture. They are hardworking people with honest, core values. Farmers may be dirty, and may reek of foul odors, but they typically are a pillar in their communities, of which are typically good, god fearing folk. Farmers typically have a down to earth style, and a rich culture of folklore. The dust bowl ravaged farmers, forcing many to give up their homes until President Roosevelt stepped in to make them work in accordance to nature, and helped subsidize many farmers, saving thousands of farms from ruin and foreclosure. The dust storms were so bad they

even reached Washington DC all the way from out west.

Required Skills:

First aid 100, Tracking 200

Basic Occupational Skills:

Feats: Critical Melee I 200

Knowledge: Animal Handling 100, Biology 100, Chemistry 100, Fatal Finish 100, Geology 100, Navigation 100, Regain Feat (grievance) 200, Repair 100, Resuscitate 200, Rumors 100, Splint 100, Survival 100, Weapons (chopping) melee I 100

Gangster

Anyone who is willing and able can be a common criminal, as it takes no skill to break the law. However, those who are well connected and often part of a larger syndicate with the resources that conveys may call themselves a gangster. Gangsters range from all forms, from brutish thugs to your archetype well-dressed con man running rackets. Prohibition was the real start to organized crime, as funds from bootlegged liquor funded many criminal empires, and when prohibition was repealed, the existing organizations merely moved into other criminal activities.

Required Skills:

Crime 100, Climb I 100, First Aid 100,

Basic Occupational Skills:

Feats: Critical Ranged I 200, Dodge I 200

Knowledge: Chemistry 100, Commerce 100, Fatal Finish 100, Forgery 200, Gambling 200, Pick locks 300, Regain Feat (scheming) 200, Weapons (Guns) I 200

Law Officer

Law officers are known by many names: Police officer, Correction officer, Probation officer, Sherriff, Investigator, Detective, and even federal CIA or FBI agents all fall under the domain of the law officer occupation. The

only criteria is that they are a public servant with the vested interested in serving and protecting the public at large, not to say there aren't crooked or jaded law officers but most wish to protect. Having a cop on an investigator team brings some legitimacy and will smooth interactions with authorities.

Required Skills:

Bindings 100, First Aid 100, Law 100,

Basic Occupational Skills:

Knowledge: , Climb I 100, Crime 100, Fatal Finish 100 History 100, Forgery 200, Mettle I 400, Politics 100, Regain feat (Target Practice) 200, Tracking 200, Weapons (Guns) I 200

Mechanic

Mechanics specialize in fixing broken things, and during an investigation your things are likely to get broken, making a mechanic a vital part of any team. Mechanics can come from any background, from your typical car mechanics greased up under a hood, to a construction worker. During the Second World War, many mechanics were drafted to work on tank engines and military grade vehicles, so even Uncle Sam valued the importance of a good mechanic.

Required Skills:

First Aid 100, Mechanics I 100, repair 100

Basic Occupational Skills:

Fabrication: Constructing 200

Knowledge: Commerce 100, Electronics I 100, Maintenance 400, Mechanics II 300, Mechanics III 200, Regain Feat (boasting) 200, Rumors 100

Military Character

Anyone currently in the military regardless if they are soldier, sailor, or marine falls under this occupation. A military character is always in uniform while on duty, and where they lack knowledge about the occult they more than

make up for it with grit resolve and more combat training than any typical civilian would have. Military branches typically have a rich culture and traditions independent of the others. Note that anyone taking this occupation falls under the special rules for military characters. During the Second World War, Over 16.5 million men **and women** served in the armed forces during World War II, of who 291,557 died in battle, 113,842 died from other causes, and 670,846 were wounded.

Required Skills:

Climb I 100, First Aid 100, Military 100 Swim I 100

Basic Occupational Skills:

Feats: Dodge I 200, Critical Ranged I 200

Knowledge:, Mettle I 400, Regain Feat (Tactical discussion) 200, Resuscitate 200, Splint 100, Survival 100, Weapons (Thrown) I 100, Weapons (Guns) I 200, Weapons (Guns) II 200

Mortician

Since the dawn of mankind, there has always been someone who has dealt with the dead. In modern day we call this person a mortician, although coroners also fall under this occupation, the only qualifying factor is one must handle the dead. Handling the dead on a regular basis often erodes a normal person's sense of humor, or at the very least makes them a bit of a social pariah however this is not true in all cases, as many go on to lead healthy lives and have families.

Required skills:

Embalm 100, First Aid 100, Occult I 100

Basic Occupational Skills:

Knowledge: Biology 100, Chemistry 100, Crime 100, Fatal Finish 100 Forensics 100, Geology 100, History 100, Medicine 100, Mettle I 400, Psychology 100, Regain Feat (Prayers) 200, Theology 100

Occultist

An occultist is someone who specializes in the occult; in the supernatural. Occultism was a popular fad in the Victorian era, and continued to about the end of the war when belief in the supernatural faded and the rise of science and technology crushed it. Occultists believe in divination and various forms myths. The rest of the world may not believe in the occult, the occultist knows it to be true. The difference between a victim occultist and an investigator is that the occultist knows they should be afraid, and cautious when dealing with the supernal.

Required skills:

Astronomy 100, First Aid 100, Occult I 100

Basic Occupational Skills:

Knowledge: Biology 100, Embalm 100, Fine Arts 100, History 100, Geology 100, Hypnosis 400, Mettle I 400, Occult II 300, Regain Feat (divination) 200, Sense I 100

Private Investigator

Private investigators are often hired to find missing persons, reveal cheating spouses, or help with a police investigation. A private investigator is often suave, cunning, and austere. A good PI will have connections across town, to make his investigators easier and if one has need of information and can pay, it would be wise to make use of a private investigators services.

Required skills:

Crime 100, Climb I 100, First Aid 100

Basic Occupational Skills:

Knowledge: Biology 100, Climb I 100, Crime 100, First Aid 100, Forensics 100, Forgery 200, History 100, Imaging 100, Law 100, Mettle I 400, Pick Locks 300, Regain Feat (Theorize) 200, Tracking 200

Prostitute

The world's oldest occupation; Prostitutes

exchange sex for money. Quite often, prostitutes live and work in the dangerous, seedy parts of town to avoid authority figures. Many times prostitutes will have ties to the criminal underground, making them a useful member of any team for gathering information. During the second world war, prostitutes saw an increase of business, as lonely GI's who were single had a whole months pay to blow for a good time. German soldiers, especially in occupied France, had to be careful or ended up with their throats slit by vengeful Parisian prostitutes.

Required skills:

Crime 100, First aid 100, gambling 200

Basic Occupational Skills:

Feats: Surprise Strike I 200

Knowledge: Bindings 100, Chemistry 100, Commerce 100, Compound Sleight 300, Pocket Pick 300, Pick locks 300, Politics 100, Regain Feat (Flirting) 200

Professor

Professors are highly educated individuals who typically teach at colleges or universities where they teach in specialized areas. All professors have at least a master's degree or better, but a high school professor needs only their bachelor's degree. Having a professor on the team will bring a sense of legitimacy and therefore a boon to an investigation. During the Second World War, many professors fled from Germany and their occupied nations, for fear of ending up in a concentration camp, some even went to America for freedom and a new life.

Required skills:

Biology 100, First aid 100, Literature 100

Basic Occupational Skills:

Knowledge: Astronomy 100, Chemistry 100, Commerce 100, Fine Arts 100, Forensics 100, Gaming 200, History 100, Language (any) 100,

Mathematics 100, Occult I 100, Physics 100, Psychology 100, Regain Feat (Debate) 200, Theology 100

Pugilist

Pugilism is the art of unarmed fighting, typically with ones fists. In its simplest and most modern form, a pugilist is a boxer. However, a pugilist is no mere athlete, they both might have sportsmanship but a pugilist is a prize fighter and often has his own standards of conduct and integrity. The elite will often employ the use of prize fighters to settle a dispute that won't or can't be resolved by more convenient or even dirty methods. A pugilist is a modern day Gladiator. During the Second World War, many popular boxers were sent overseas, such as Joe Louis, Bob Montgomery, Billy Conn, and Beau Jack. However, many propaganda movies were made using them to spur on the fight against the axis.

Required skills:

First Aid 100, Weapon (Body) I 200

Basic Occupational Skills:

Feats: Critical Melee I 200, Strength I 100

Knowledge: Biology 100, Fatal Finish 100, History 100, Politics 100, Regain Feat (Calisthenics) 200, Resuscitate 200, Rumors 100, Splint 100, Swim I,

Resistance Fighter

A Resistance fighter is a civilian combatant who typically employs guerilla style combat tactics to fight occupiers of their nation. In most circumstances, this is not an occupation one is groomed into but rather taken out of necessity to liberate their homes from an oppressor. During the Second World War, many of the European nations fell under the boot of axis control, and later under soviet oppression, nations such as Poland, France, Belgium, Greece, Latvia, and Denmark to name

a few.

Required skills:

Climb I 100 First Aid 100, Weapons (guns) I 200

Basic Occupational Skills:

Knowledge: Biology 100, Crime 100, Explosives I 200, Explosives II 400, Fatal Finish 100, Gambling 200, Forgery 200, Military 100, Rumors 100, Regain Feat (Combat Training) 200, Scrounge 200, Swim I 100,

Servant

Better known as Domestic servants, they fulfill domestic needs such as cooking and cleaning. Butlers, Maids, and Gardeners fit this occupation, however in more advanced countries persons working minimum wage service jobs such as fast food or retail could fit this occupation rather well. As a member of a team, they can relate to other domestic servants well and have a good grasp of rules and procedures.

Required skills:

First Aid 100, Politics 100

Basic Occupational Skills:

Fabrication: Brewing 100, Cooking 100

Knowledge: Biology 100, Fine Arts 100 History 100, Law 100, Medicine 200 Psychology 100, Regain Feat (Gossip) 200, Splint 100, Repair 100, Resuscitate 200, Scrounge 200, Survival 100,

Scientist

Scientists are people who search for answers by experimentation and observation. Scientists take many forms: biologist, chemist, naturalist, ecologist, and even a physicist are only separated by what field of science they study. Through science, a scientist wishes to solve all the questions of the universe, even if man is not

ready for the answers. The United States got many of its best scientists from Nazi Germany, fleeing for their lives from under the boot of fascism. Post war, during operation paperclip the United States acquired many of the v2 rocket scientists.

Required skills:

Computers I 100, electronics I 100, First Aid 100

Basic Occupational Skills:

Knowledge: Astronomy 100, Biology 100, Chemistry 100, Computers II 300, Computers III 200, Electronics II 300, Electronics III 200, Geology 100, Mechanics I 100, Physics 100, Regain Feat (innovate) 200

Skill Lists

Basic Skills List

The listed skills below represent totally mundane, or academically learnable skills that any person or being in medal of valor may learn, and are taught with the skill teach I

Fabrication

Constructing 200, Fashioning I 200, Fashioning II 200, Fashioning III 200, Fashioning IV 200, Fashioning V 200, Manufacturing 100

Feats

Critical Melee I 200, Critical Ranged I 200, Dodge I 200, Knockback I 200, Parry I 200, Pursue I 200, Propel I 200, Quick Aim I 200, Quick Load I 200, Strength I 100, Stun I 200, Surprise Strike I 200, Willpower I 200

Academic Knowledge

Animal Handling 100, Astronomy 100, Binding 100, Biology 100, Chemistry 100, Climb I 100, Commerce 100, Computers I 100, Crime 100, Disarm Trap 200, Electronics I 100, Electronics II 300, Electronics III 200, Enigmas 100, Explosives I 200, Explosives II 400, Extrasensory Perception 200, Fine Arts 100, First Aid 100, Forensics 100, Forgery 200, Gambling 200, Gaming 200, Geology 100, History 100, Language (Any) 100, Law 100, Literature 100, Maintenance 400, Mathematics 100, Mechanics I 100, Mechanics II 300, Mechanics III 200, Medicine 200, Mettle I 400, Military 100, Mutilation 100, Navigation 100, Occult I 100, Physics 100, Pick Locks 300, Politics 100, Psychology 100, Regain Feat (Any) 200, Repair 100, Resuscitate 200, Ride I 100, Rumors 100, Scrounge 200, Sense I 100, Splint 100, Survival 100, Swim I 100, Teach I 100, Teach II 100, Theology 100, Tracking 100, Vehicles I 200, Vehicles II 200, Vehicles III 200, Wealth I 200, Wealth II 200, Wealth III 400, Wealth IV 400, Wealth V 600

Weapon Knowledge

Armor I 200, Armor II 200, Armor III 200, Armor IV 200, Armor V 200, Blindfight 200,

Coordinate 200, Fatal Finish 100, Weapons (body) I 200, Weapons (bows) I 200, Weapons (bows) II 200, Weapons (bows) III 200, Weapons (bows) IV 100, Weapons (bows) V 100, Weapons (Chopping) melee I 100, Weapons (Chopping) melee II 100, Weapons (Chopping) melee III 100, Weapons (Crushing) melee I 100, Weapons (Crushing) melee II 100, Weapons (Crushing) melee III 100, Weapons (cutting) melee I 100, Weapons (cutting) melee II 100, Weapons (Cutting) melee III 100, Weapons (Guns) I 200, Weapons (Guns) II 200, Weapons (Guns) III 200, Weapons (Guns) IV 100, Weapons (Guns) V 100, Weapons (Thrown) I 100, Weapons (Thrown) II 100, Weapons (Thrown) III 200,

Hunter Lore

There are three kinds of people in the world: Victims, Investigators, and SNE (Supernatural entities). A supernatural entity is exactly as it sounds; a thing that defies common logic and modern science be it malevolent or otherwise. A victim is your average everyday person on the street, perhaps even a junior investigator bumbling around in the dark. What makes them a victim is that they are often ill equipped to deal with the forces of the night.

An investigator is someone who is or has been exposed to the supernatural, and even if the face of madness and overwhelming odds still crusades to defend the innocent and explore the mysteries of the unknown. Investigators are no more suited physically to deal with threats from the supernal than your average victim; however what they bring to the table is experience and training, perhaps even dabbling in supernatural mysticism. It is important to note that an investigator is not super human or impervious to mind crushing fear and insanity.

Experienced Investigators who have learned the required skills, in addition to at least 600 status for their basic occupation may learn Hunter lore. Hunter lore is not for the faint of heart, it requires dedication to investigation or rigorous military-level training. That is why the average victim cannot learn it, or your junior investigators as they have not fully committed themselves to an insane, suicidal lifestyle.

For many years the world has been Magic dead, and this has caused most of the hunter lore of old to be rendered impotent and forgotten. The available lore is comprised of handed down techniques and sacred rites, possibly gleaned from dealings with supernatural entities. Therefore, all hunter lore can only be taught with the skill Teach II

Hunter lore level feats are extraordinary actions that can be performed by the investigator, and in many cases the fruit of grueling military training. Knowledges represent lost knowledge or heavily classified Intel that normal persons do not get access to, either way they provide the investigator with tools to aid in their research.

Other categories of hunter lore require the investigator to use the tools of the enemy against them; to use the mystic forces of the world. These investigators walk a fine line between being the hunter or the hunted and some join the causes of darkness, tempted by forbidden knowledge.

Compounds are mixtures representing a wide variety of mixtures and concoctions ranging from herbal potions, animal venoms, bacterial cultures, pharmaceutical drugs, or scientifically produced amalgamations. Making them involves the use of rare base catalysts. A glyph is a series of lines, angles, shapes, and symbols contained within a circle and drawn on a medium with special chalk. Often times the use of advanced mathematics is employed in the creation of glyphs.

Rituals are old rites that have not been forgotten from the memory of mankind, and somehow retained their potency. Procedures are the more mundane variation of rituals and have less occultism and more science behind them. Either way they often employ some form of rare component as the base. Rituals and procedures both require elaborate gestures, mantras or magic words, atmosphere setting apparatus if it is more occult in nature, and often the participation of others to successfully complete.

Runes are drawings placed upon the body that provide an instant, momentary protection from a specific type of misfortune to befall the bearer. Runes, scripts, and sigils are named

for the type of effect they cancel. An investigator may only bear two runes at once and they must be different.

In days of old, it was said that people of all kinds could store the magical essence within themselves. But that was before the fall of the Wild West, and the rise of technology. All who might have known are surely dead, but what is known is that people, even investigators cannot use the prayers and spells of the old world. Rather, an investigator will find to their disadvantage that supernatural entities are able to employ these dark, mystical arts and often guard their secrets with a jealous zeal. However, an investigator may be so fortunate to stumble upon an ancient tomb or scroll or even gain tutorage from an SNE in these forgotten arts.

Athletic Prowess

Feats: elude woodlands I 200, elude woodlands II 200, evade I 400, Pursue II 400, Pursue III 400, Strength II 100, Strength III 200, Tough I 400

Knowledge: balance 200, climb II 200, climb III 100, escape 200, hold breath 100, leap 300, pratfalls 300, swim II 200, swim III 100

Enhancement of the Self

Rituals: Alertness 200, alter auras 200, bolster body 200, breathe water 100, education 200, firm grip 100, glib voice 300, heightened senses 200, invulnerable limb 400, pass lore 400, protection 100, regain feat ritually 200, spatial location 200, time reducer (any) 200, spirit coloring (bleeding) 200

Enchantment

Rituals: bottomless bag 300, bridge 200, buffing 200, buoyant item 100, dispelling 100, locate 200, lock 200, recover item 200, smuggle 200, spirit adornment (any) 200, talisman (polished) 100, theft protection 100, time reducer (tool) 200, transmutation 200,

weight 200, workstation 200

Compounds, Boon

Compounds: Curative 500, Enabler 500, Hazard 300, Toxicant 300

Knowledge: Compound combat 400, Compound Handling 200, Compound Sleight 300

Rituals: Healing Location (bunk) 400, Laboratory 200, Preservation 100, Time Reducer (any) 200

Compounds, Bane

Compounds: disabler 500, infection 300, poison 500, narcotic 300

Knowledge: Compound combat 400, Compound Handling 200, Compound Sleight 300

Rituals: Laboratory 200, Preservation 100

Divination

Rituals: Ascertain 200, Séance I 400, Séance II 200, Sending (send dreams) 100, spirit adornment (fetish) 200, spirit remembrance (augury) 100, talisman (lettered) 100, time reducer (any) 200, voices I 100, voices II 200, voices III 300

Divine Communion

Rituals: Divine allegiance 200, Divine alter 300, divine benevolence 100, divine body 200, divine bond 200, divine homage 100, divine mark 200, divine prayers 200, divine reliquary 300, divine shrine 200, divine symbol 200, divine vestment 300, sending (send dreams) 100, spirit remembrance (eulogy) 100, talisman (religious) 100, time reducer (idol) 200

Healing

Knowledge: Compound Handling 200, Surgery 400

Rituals: dispelling 100, healing location (any) 400, infirmary 200, purify blood 200, restoration 300, return 200, spirit adornment (any) 200, , talisman (bone) 100, time reducer

(tomb), spirit remembrance (effigy) 100

Military Cadence

Procedures: military allegiance 200, military armory 300, military barracks 300, military body 200, military code 200, military memorial 200, military retreat 100, military standard 200, military stronghold 100, military tour of duty 100, military uniform 300, military weapon 200, time reducer (baton) 200
Knowledge: armor VI 200, armor VII - 200, armor VIII- 100

Mental Augmentation

Feats: willpower II 400
Knowledge: mettle II 200, mettle III 200, sense II 300, sense III 200
Rituals: dispelling 100, electroshock 200, education 200, healing location (stone circle) 400, talisman (woven) 100

Resist Magicka

Feats: deplete mana I 200, deplete mana II 400, negate sp&p I 400, negate sp&p II 400, repulse sp&p I 400, repulse sp&p II 600
Rituals: dispelling 100, talisman (natural) 100

Scripting

Glyphs: Glyph I 200, glyph II 200, glyph III 200, glyph IV 200, glyph V 200
Rituals: Talisman (lettered) 200, time reducer (scepter) 200
Runes/Sigils: rs&s I 300, rs&s II 300, rs&s III 300, rs&s IV 300, rs&s V 300

Trap Mastery

Feats: evade I 400, evade II 400,
Traps: box traps 200, door traps 200, hanger traps 300, obstacle traps 400, pressure place traps 300, snare traps 300

Weapon Specialization (Archery)

Feats: critical ranged II 200, critical ranged III 200, critical ranged IV 400, distance drop I 400, distance drop II 400, dodge II 400, dodge III 400, double range I 200, double range II 200,

eye pierce 600, kill pierce 600, limb pierce I 200, limb pierce II 400, limb pierce III 400, propel II 200, propel III 200, quick aim I 200, quick aim II 200, quick aim III 200, quick load II 200, quick load III 200, vocal pierce 400

Weapon Specialization (Chopping)

Feats: Critical melee II 200, critical melee III 200, critical melee IV 400, deflect strike I 200, disarm I 200, disarm II 400, eye chop 600, feint I 200, fend I 200, fend II 200, kill chop 600, limb chop I 200, limb chop II 400, parry II 400, parry III 400, riposte I 200, riposte II 400, strength II 100, stun II 200, stun III 200, vocal chop 400

Weapon Specialization (Crushing)

Feats: bash I 200, Critical melee II 200, critical melee III 200, critical melee IV 400, deflect strike I 200, disarm I 200, disarm II 400, eye crush 600, feint I 200, fend I 200, fend II 200, kill crush 600, limb crush I 200, limb crush II 400, parry II 400, parry III 400, riposte I 200, riposte II 400, strength II 100, stun II 200, stun III 200, vocal crush 400

Weapon Specialization (Cutting)

Feats: Critical melee II 200, critical melee III 200, critical melee IV 400, deflect strike I 200, disarm I 200, disarm II 400, eye cut 600, feint I 200, fend I 200, fend II 200, kill cut 600, limb cut I 200, limb cut II 400, parry II 400, parry III 400, riposte I 200, riposte II 400, strength II 100, stun II 200, stun III 200, vocal cut 400

Weapon Specialization (Guns)

Feats: critical ranged II 200, critical ranged III 200, critical ranged IV 400, distance drop I 400, distance drop II 400, dodge II 400, dodge III 400, double range I 200, double range II 200, eye shot 600, kill shot 600, limb shot I 200, limb shot II 400, limb shot III 400, propel II 200, propel III 200, propel IV 200, quick aim I 200, quick aim II 200, quick aim III 200, quick load II 200, quick load III 200, vocal shot 400

Specialization (Stealth Striking)

Feats: bypass I 200, assassinate 800, surprise strike II 200, surprise strike III 200, surprise strike IV 400, stun II 200, waylay I 400, waylay II 400, waylay III 600

Weapon Specialization (Thrown)

Feats: catch I 200, catch II 200, critical ranged II 200, critical ranged III 200, critical ranged IV 400, distance drop I 400, distance drop II 400, dodge II 400, dodge III 400, double range I 200, double range II 200, eye throw 600, kill throw 600, limb throw I 200, limb throw II 400, limb throw III 400, propel II 200, propel III 200, propel IV 200, quick aim I 200, quick aim II 200, quick aim III 200, quick load II 200, quick load III 200, vocal throw 400

Specialization (Unarmed)

Feats: constrict I 200, Critical melee II 200, critical melee III 200, critical melee IV 400, deflect strike I 200, disarm I 200, fend I 200, knockback II 200, knockback III 200, knockback IV 200, knockout I 400, parry II 400, parry III 400, parry IV 400, strength II 100, strength III 200, seize I 400, seize II 400, stun II 200, stun III 200, stun IV 200,
Knowledge: grappling 300, weapons (body) II 200, weapons (body) III 200

Time Line

1920's America

Known as the roaring twenties, it was a time of great excess and the era of prohibition was in. With the banning of alcohol it gave rise to the first American organized crime syndicates and the new and profitable occupation of bootlegging. The stock market was held to be a money generator, able to make anyone go from rags to riches if they invested enough.

However, in Germany there was a time of great economic recession, with the loss of the 1st world war, known as the Great War, the treaty of Versailles in 1918 made them pay war reparations, crippling their economy and resulting in much latent aggression to the west.

1930's America

Surely what comes up must come back down; the good times came to a halt with the crash of the stock market on October 29, 1929, known as black Tuesday. This heralded the start of the great depression, which would spread worldwide. This was brought about by terrible economic policies such as the infamous smoot-hawley tariff act which caused retaliatory tariff policies towards the U.S. and combined with the greed of people cheating the stock market plus panic driven people making bank runs, caused a world-wide economic depression.

With loss of faith in the banks and businesses, people with money began to hoard it, and by not spending they exacerbated the problem, for without revenue businesses could not hire or pay employees causing layoffs and thus less people able to spend money (one cannot spend money if one does not have a job to earn it)

Ironically it was the Second World War which pulled the world from the economic recession,

with many of the rearmament acts causing a massive boom and demand for war time goods, which provided jobs to craft these goods, and profit was made from the selling of the goods.

Germany and the rise of Hitler:

Adolph Hitler is probably the most infamous person in all of human history, who has a long and arduous past that shaped and most would argue corrupted what could have been a noble leader but instead created a monster.

April 20, 1889 Hitler is born in Austria, in the Gasthof zum Pommer; an inn in Ranshofen. He is the fourth of six children, of whom most die before the age of three. In February of 1900 his older brother dies of measles.

October 1907 Adolph Hitler fails entrance into art school, twice. He is deemed unable to paint and is suggested to study architecture. However due to his misbehavior and expulsions from previous schools is ineligible to enter any programs.

1909-1913 Hitler is homeless in Vienna, he lives off of orphans benefits from his mother's death in 1907, she died of breast cancer. It is in Vienna he becomes a confirmed anti-semiter, possibly due to the large amount of orthodox Jews living in Vienna at the time, or influenced by the anti-semiter occultist Lanz von Liebenfels. 1914-1918 Hitler enlists in the First World War, the Great War. He sees a lot of heavy combat, and participated personally in: The First Battle of Ypres, the Battle of the Somme, the Battle of Arras and the Battle of Passchendaele. He achieves the rank of corporal. He is also awarded the iron cross twice and several other awards for bravery. In 1920 he is discharged from the army.

Hitler joins the German workers party in September 12th, 1919 becoming its' 55th member. At the German workers party, Hitler

met Dietrich Eckart, one of its early founders and member of the occult Thule Society. Eckart became Hitler's mentor, exchanging ideas with him and introducing Hitler to a wide range of ideas and the occult.

November 9th 1923 The beer hall putsch: Hitler's first failed attempt at overthrowing the German government. The day ended with him arrested and charged with treason of which he would only be sentenced 5 years, parole in 6 months. It was from the trials he gained national limelight, and in many ways it was not the end of his political career but the beginning.

The great depression 1929- Rippling forth throughout the world was a great economic depression, which hit the already vulnerable German economy rather difficult, casting the middle class worker into poverty practically

overnight. The German currency, the mark, slipped drastically in value. It had been four marks to the U.S. dollar until the war reparations were announced. Then it became 75 to the dollar and in 1922 sank to 400 to the dollar. The German government asked for a postponement of payments. The French refused. The Germans defied them by defaulting on their payments. In response to this, in January 1923, the French Army occupied the industrial part of Germany known as the Ruhr.

The German mark fell to 18,000 to the dollar. By July 1923, it sank to 160,000. By August, 1,000,000, and by November 1923, it took 4,000,000,000 marks to obtain a dollar. It was said that to buy a loaf of bread you needed a wheelbarrow full of money.

The average German cried out for relief, and Hitler knew this was his chance to act. Using his powers of persuasion, instead of force he legally went and set up a dictatorship. Instead of the prone to violence thugs he ran with during the beer hall putsch, they had been replaced by the upper socialites and the industrialist business man.

Hitler is named Chancellor of Germany January 30th, 1933 which starts many new changes in Germany from the autobahn being built to the start of the holocaust. Germany invades Poland in 1939, and the rest is history, or is it?

Many folks believe the stuff the media or the history books talked about, but very few investigators and soldiers were privy to the real side of the war missed out by the papers and mainstream society. Nazi supers science, atomic research facilities, weaponized occult artifacts, the dead rising from their graves, blighted land, it's all true.

Just ask any of the lucky German investigators that managed to flee their homeland and not end up in a death camp themselves. Or perhaps one of the investigators that teamed up with the military to go over there. Heck even us GI's have seen the impossible. You'll see soon enough.

Hitler is no ordinary man, no person could be that persuasive to manage a takeover of an entire country, or persuade people to commit such atrocities without the aid of the supernatural. Rumors say he found something back in the day, some kinda artifact from his time studying under Dietrich Eckart and it made

him inhumanly irresistible, possibly from bartering with god knows only what.

Speaking of trouble, that commie leader Joseph Stalin? Yeah, now he is playing nice helping us take out the axis but I say that is all a front. No commie is going to help out us westerners out of the goodness of their heart, I know once the dust settles with old addie and tojo, we're going to be in very long, cold war with the bear. Which reminds me, how does he keep his followers so very docile and loyal to such a bizarre ideology, this communism? I reckon that he found some kind of spell book from back in the day, from another crazy Russian; a Russian sorcerer by the name of Rasputin. Stalin must have found his notes and I bet you my last pack of smokes that old tomb has some pretty good mojo in it, how else would the reds be able to take so many losses and still put up such a fight?

Well friend, I hope a glimpse at the truth will wake you up, but I suppose seeing really is believing.

*With regards,
Sergeant J. Stone
102nd Airborn, United States Army*

Civilian life

Before the great depression was the roaring twenties, this period was marked by high excess and the prohibition period where alcohol was banned, this fueled many criminal empires.

When the culmination of the stock market crash, the smoot-hawley tariff, the dust bowl, and other factors combined brought forth the great depression. This period was marked by great strife and hunger, as one in four Americans were unemployed, and the ones who were employed made so very little. It was circular problem, Americans had no money to spend because they had no jobs or were afraid to spend, which caused businesses (and thus jobs) to close due to the lack of sales.

If there can be one good thing said about the Second World War, it caused the end of the great depression which had not only ravaged America since the 1930's.

When the war started there was a huge demand for war goods, and this demand created a need of which jobs were then created to produce. America did not officially join the war until December 8th, 1941 when Pearl Harbor was bombed, but had been secretly aiding by attacking all German U-boats during escorts of marine merchants.

Even during wartime, fashion never goes away, Fashion adapts to history and is a fascinating mirror, reflecting the society that wears it. Frivolity is never really out of fashion, no matter what is happening in the world, and during WWII, escapism was a crucial morale booster. Hats became outlandish with feathers, flowers, and veils. Turbans and snoods were popular and practical to women who didn't have the time (due to work) or the money to spend on the complicated and popular "victory rolls" consisting of twists, curls, and

waves.

Men wore suits made from rationed materials as well-sometimes until they had been worn out. They sometimes wore V-necked sweater vests or knitted waist coats for occasions as well, over a shirt and tie. Most of the men who were in the armed service typically wore their uniform and dress uniform, for special occasions, of which were simply made. The zoot suit was the height of fashion until the government deemed the squandered material wasteful and better served for war purposes.

During the roaring twenties we see the start of jazz, but other genres such as big band and have roots here. It was a popular activity to go out dancing to big band clubs, and if one had the money they could drink illegally thanks to bootleggers. It was also known as the jazz age, thanks to African-Americans who in searching for better jobs, went up north, and shared their culture of which jazz was a product. The Charleston, a lively dance with origins in South Carolina and African American styles, became immensely popular. One of the most famous jazz musicians of this period was Louis Armstrong. According to many who lived through the Depression, you can't be sad and dance at the same time. Music and dancing made people forget the hardships of daily life. The thirties and great depression saw a rise in swing music, popular with the kids. People would dance to the music of Count Basie, Duke Ellington, Benny Goodman, and Tommy Dorsey. Louis Armstrong expanded his repertoire here. Radio was the lifeline for Americans in the 1940's, providing news, music and entertainment, much like television today. Programs included soap operas, quiz shows, children's hours, mystery stories, fine drama, and sports. Kate Smith and Arthur Godfrey were popular radio hosts. The government relied heavily on radio for propaganda.

During the 40's: the average salary was about \$1299, the minimum wage was set at 43 cents an hour, the average life expectancy for females was 68 and males 60, Antarctica is discovered as a continent, and 55% of US homes have indoor plumbing.

Military Life

*“We few, we happy few, we band of brothers,
for he today that sheds his blood with me shall
be my brother”*

*Henry V, “St. Crispin day speech”
William Shakespear*

Everyone knows it was on the backs of the brave soldiers of the Second World War, who fought and died grim deaths so that we may enjoy the freedoms we do today. It was the culmination of not just one nation, but a unified world against tyranny and fascism that the axis was broken.

Military life is drastically different than civilian life, even in modern times. In the military each service member is bound by a different set of rules and regulations than civilian persons. These rules might seem unfair or overtly harsh, but the ultimate goal is to maintain morale and strict discipline so in the event of war time scenarios or actual combat, no one panics and everyone knows what they are suppose to do. These regulations are ratified in a document known as the United Code of Military Justice (USMJ). Each nation has its own variations and version but most share core ideologies. Most include rules on the humane treatment of prisoners of war (POW's), respect for one's commanding officer commissioned or not, showing up to your post on time, having self discipline and personal honor, and the importance to teamwork. It is also important to note that a commanding officer may never physically strike their subordinate unless it is to prevent an immediate threat to the lives and safety of other subordinates.

Should there be a rules violation, typically if it's a low enough infraction they are brought before the commanding officer and non-judicial punishment is offered in lieu of going through the proceedings of military

court, known as a Court Martial. In some branches non-judicial punishment is known as going to the 'Captains mast.' Typically punishments vary from forfeiture or reduction of pay for a predetermined time, reduction of rank, or extra duties. The most severe of punishments include jail time and administrative separation; being kicked out of the military, usually with a less-than-honorable or dishonorable discharge. In times of war, certain crimes like desertion, treason, or being drunk on duty can carry the penalty of death.

Each nation typically has a branch dedicated to a type of service needed, for mastery over seas they have a navy, for the air an Air Force, and some form of Army for ground encounters. Many nations also have amphibious elite soldiers who are the first responders to combat known as Marines. Most civilized nations do not use their military for policing and enforcing civilian laws, they use civilian police officers whom a large percentage are former service members. The military is viewed as defenders of threats to the whole nation; they are their nations' sword and shield.

After branch, each service member is typically placed into one of three categories, Enlisted, Warrant Officer, and Commissioned officer. Some branches in some nations do not have warrant officers, for example present day United States air force no longer has warrant officers at the time of this being written.

A commissioned officer is a management specialist, whose sole purpose is to maintain good order and discipline at the platoon and higher level, depending on rank. Officers obtain their authority from a sovereign power, typically from a nation's leader. An officer in the United States is 'commissioned' by the president. Typically officers hold 4 year bachelor degrees or greater, and undergo reserve officer training corps (ROTC) in

college or graduate from a military academy. Very few come from promotion programs for enlisted or warrant officer ranks, a grand sum of about 4% of all officers. Senior officers above pay grade 0-3 are your strategists who never see combat directly; they manage paper and desk work. Or are often civilian professionals who wanted to serve their nation, such as doctors and clergy. Junior officers from pay grade 0-1 to 0-3 are actually in the field, as platoon leaders. There is a good deal of underlying resentment between enlistees and officers, for while they are in college learning about battle fields and playing soldier the enlistees are in real combat fighting and dying, and a common belief is that junior officers are inexperienced college kids who have no business leading seasoned soldiers. A sad fact is that no matter how long the enlistee has served, be it 2 or 20 years, a junior commissioned officer will always outrank them.

A warrant officer is a skill specialist, subordinate to a commissioned officer, and senior to an enlistee or Non-commissioned officer. In some nations a warrant officer is a very senior enlistee or Non-commissioned officer, given the position to reaffirm their authority. The position dates back before the time of Napoleon, who was one of the first to use the rank. Typically one sees warrant officers in career fields such as nuclear submarines and pilots of helicopters. In the timeline of world war two, most warrant officers were in the intelligence field, technicians, and even the Tuskegee Airmen; African-American pilots whose impeccable record remains unbeaten today. A warrant officer is a specialist in a skill and has undergone extensive training, and may have higher education of a master's degree or better. Unlike commissioned officers, there is typically a great deal of respect for them from the enlistees. This stems from the high amount of Warrant officers coming from enlistee ranks. A popular phrase was

“Warrant officers earn their warrants, commissions are given”

Enlistees are the bulk of the military population, they are the ones who most the action movies are about and depict in combat. An enlistee typically has little formal education, but at least a high school diploma. In the time of the Second World War that was often waived. Recruits, as they are called before graduation, go through rigorous training that transitions them from civilians to trained military professionals. This occurs at a place known as ‘boot camp’ or officially a “Recruit Training Center.” The process it takes to turn a civilian into an enlistee varies from branch to branch, but is approximately 9-12 weeks, minus any complications.

After graduation, an enlistee goes to their technical school where they learn the trade they signed up for, or chose when drafted. The name varies but most called it a MOS or Military Occupational Specialty. Again the times are different for each specialty and each branch but can range from months to years (36 months the longest) and some require several schools.

The enlistees are often the most underpaid, the average monthly salary was \$66-\$78 a month during the time of the Second World War.

Enlistees with enough time in become Non-Commissioned officers (NCO's), which are different than Commissioned officers as the president or sovereign power does not commission their authority. They still perform the job duties they are trained for but act as supervisors in the platoon or workspace. NCO's are given a great deal of respect from subordinate enlistees and senior officers, and it is quoted that non-commissioned officers are “The backbone of the military.” At the E4 level one is officially a non-commissioned officer and often takes courses on effective

leadership, and a Senior NCO at pay grade E-7-E9, which one achieves usually after about 20 years of service give or take variables. At the very top of the enlisted are your Master Chief and Master sergeants of the branch they are in (Master Chief petty officer of the navy), each branch has one and they are voted into position by other Senior NCO's. Breakdown of Ranks will be explained later in the chapter.

It is true that a 2nd lieutenant, a commissioned officer, outranks a wizened Sergeant major of the Marine Corps, a senior NCO. However it would be a VERY foolish lieutenant that would attempt to pull rank on him, because senior NCO's are the representative of the enlisted personal on that base, and work very closely with high ranking officers, so that VERY foolish 2nd lieutenant would quickly be brought before the base commander to explain himself.

CHARACTER CREATION INFO

In Medal of Valor, persons wishing to play military characters may be from any allied nation: United States of America, Great Britain, United Socialist Soviet Republic, Canada, France, Republic of China, and many others. Once you have selected your nation of service, you must choose branch of military. Typically most of the allied nations had some variation of Army, Navy, Marines, Air Force, and Coast Guard.

Military Player characters may not start play as or become supernatural entities, if such exist, with the exception of templates that specifically state eligibility for military characters.

When playing a military character there are a few considerations that need to be made. If your group is Dice-Play exclusive this is not needed, since you need only describe your appearance. However for Live Action games, all military characters must meet the minimum costume requirements as described: A military Player Character must be in uniform at

all times during area of public play, with the rank insignia properly visible at all times (both arms for enlistees and the lapels for officers/warrant officers), and the rank insignia and uniform must be of the correct branch they wish to play. For example, if someone is dressed in the matter of a petty officer 3rd class, they may not role-play a member of the army. All patches must be sewn or attached in a discreet and durable enough way that they do not fall off during play, for example no duct/packing tape or clothes pins.

Players may not start play as a warrant or commissioned officer, but may take the officer ranks when they've accrued a total of 10,000 status from play and bought the appropriate level of wealth. This is called earning a field commission. This is a time honored tradition and should be a prime opportunity for quality role-playing, to conclude with a ceremony where the player character receives his bars and exchange salutes. Officers authority only extend to their platoon and players of officers should take care not to flaunt their authority around, as this ruins the feel of esprit de corps and the other players good time; no one likes a bully. No player character may advance beyond the pay grade of O-3, which in most branches is captain (lieutenant for navy/coast guard). The necessary wealth requirement is a minimum of Wealth II for O-1, Wealth III for O-2, and wealth IV for O-3. Military player characters start play off as any rank they wish from E-1 through E-6. Those who wish to play senior enlisted characters E-7 through E-9 must look in their 40's or use makeup to physically age themselves. The reason why is because it takes roughly 20+ years of service to make that rank. If your group is playing dice play exclusively, disregard the makeup requirement, which is for live-action groups only. Also note that no character may achieve titles already earned by persons living at the time, such as Sargent major of the Marine

Corps, as there is only 1. Note that a military character may take multiple occupations, as this represents learning advanced skills, with no detriment. However, if a civilian takes the military character occupation they are now bound by the rules governing military characters including the wearing of a proper uniform.

This world differs from the real world of world war II in one important aspect Historical gender assignments of roles are to be ignored. Women are allowed (and encouraged) to play any role that they desire. In this world its perfectly normal for a woman to play a soldier on the front lines.

And one last consideration, those choosing a branch should know the basic knowledge of that branch as it is taught in basic training or ROTC for officers. No one is asking anyone to know the entirety of the UCMJ but if you don't know the insignias of your branches ranks, there's a problem.

Branches of the Military

This section highlights the different branches of United States military. Note that each allied nation has its own military history and culture and you are encouraged to research a position before you play it. The Four branches of the United States armed forces are the Army, Marine Corps, Navy, and Coast guard. It is important to note that most ranks transfer over quite well into other nation's armed services, for example almost everyone has privates and sergeants. Therefore, you are not obligated to play exclusively U.S. military forces but rules for character creation still apply regardless of origin.

United States Army

U.S. Soldiers Creed

I am an American Soldier.
I am a Warrior and a member of a team.
I serve the people of the United States, and live the Army Values.
I will always place the mission first.
I will never accept defeat.
I will never quit.
I will never leave a fallen comrade.
I am disciplined, physically and mentally tough, trained and proficient in my warrior tasks and drills.
I always maintain my arms, my equipment and myself.

I am an expert and I am a professional.
I stand ready to deploy, engage, and destroy, the enemies of the United States of America in close combat.
I am a guardian of freedom and the American way of life.
I am an American Soldier.

The United States army has its roots from the continental army, founded in 1775 by the then continental congress to combat the British. Since then the army has fought in numerous battles from the civil war to the Spanish-American war of 1898. The army's main objective is to defend the United States and its territories; support national policies and objectives; and defeat adversaries responsible for aggression that endangers the peace and security of the United States and our allies. The army covers the land warfare compartment of the United States military. Before 1947 the air force was a part of the United States army, and each airman considered a soldier, it was after the Second World War the air force became the fifth branch of the United States military.

The special forces of the army include the Green berets, whose origins start during the Second World War but do not receive official commission until 1961, and the Rangers. It is during the Second World War during the invasion of Normandy on Omaha beach that general Cota coined the famous phrase "rangers lead the way."

The motto of the United States army is "This we'll defend"

The song of the army is "The army goes rolling along"

United States Marine Corps

Rifleman's Creed

This is my rifle. There are many like it, but this one is mine.

My rifle is my best friend. It is my life. I must master it as I must master my life.

My rifle, without me, is useless. Without my rifle, I am useless. I must fire my rifle true. I must shoot straighter than my enemy who is trying to kill me. I must shoot him before he shoots me. I will.

My rifle and myself know that what counts in this war is not the rounds we fire, the noise of our burst, nor the smoke we make. We know that it is the hits that count. We will hit.

My rifle is human, even as I, because it is my life. Thus, I will learn it as a brother. I will learn its weaknesses, its strength, its parts, its accessories, its sights and its barrel. I will ever guard it against the ravages of weather and damage as I will ever guard my legs, my arms, my eyes and my heart against damage. I will keep my rifle clean and ready. We will become part of each other. We will.

Before God, I swear this creed. My rifle and myself are the defenders of my country. We are the masters of our enemy. We are the saviors of my life.

So be it, until victory is America's and there is no enemy, but peace!

Every marine is a rifleman, hence why the Marine Corps have a rifleman's creed. The United States Marine Corps origins begin November 10, 1775, when the continental congress commissioned Robert Mullan, the proprietor of Tun Tavern, located in Philadelphia, to raise the first two battalions of Marines, under the leadership of Samuel Nicholas, the first appointed Commandant of the Continental Marines. The Marine Corps

share many similarities with royal British marines and trace their roots from them, and out of respect for the American Marine Corps in the war of 1812 the marine barracks were the only buildings spared when Washington burned. It is during the Second World War the marines would be given the moniker from the Germans of Teufel-hunden or "devil dogs". Teufel-hunden were the vicious, wild, and ferocious mountain dogs of German Bavarian folklore. The marine corps have a mascot, which is a bulldog, to represent the tenacity and ferocity of a marine. The very first one was named Jiggs. The marine corps prides itself in three qualities: Honor, Courage, and Commitment. They also do not have a song; they have a hymn and pride themselves on it. It would be fair to say marines consider themselves a cut above the rest, and once a marine one is always a marine. Their motto is Semper fidelis, or "always faithful."

United States Navy

Sailor's Creed

I have chosen to serve in the United States Navy. America depends on my performance for her survival, and I accept the challenge to set my standards high, placing my country's well-being above self-interest.

I will be loyal to my country, its Constitution and laws, and to my shipmates.

I will be honest in my personal and professional life and encourage my shipmates to do the same.

I will, to the best of my ability, do the right thing for its own sake, and I am prepared to face pain or death in defense of my country.

I will be a professional, wearing my uniform with pride and accepting responsibility for my actions.

I will set excellence as my standard and always strive for ways to make me a better sailor and my crew a better crew

The navy is the naval warfare component of the United States military. It draws its roots from the continental navy, established October 13th 1775 during the revolutionary war. The mission statement of the navy is to maintain, train, and equip combat-ready naval forces capable of winning wars, deterring aggression and maintaining freedom of the seas. During the U.S. civil war the navy of the north was responsible for blockading much of the aid for the confederacy that would have come from Britain and Europe. After the war the navy went into a decline, with fewer ships and sailors until 1882 on the recommendation of navy secretary William H. Hunt requested funds from Congress to construct modern ships. The request was rejected initially, but in 1883 Congress authorized the construction of three protected cruisers, the USS Chicago, USS Boston, and USS Atlanta. The navy would see little to no combat in the First World War, with exceptions, but of significance was the United States Navy had almost 500,000 officers and enlisted men and women; in terms of personnel the navy was the largest in the world. December 7th 1941 was a date no one would ever forget; the bombing of Pearl Harbor by the Japanese. The motto of the United States navy is Non sibi sed patriae (not self, but country.) The song of the United States navy is “anchors aweigh.” The United States navy does have a special operations unite, an elite group of sailors known as navy seals. They draw their origins from 1942 at Fort Pierce, Florida, where the amphibious scout and ranger school was founded.

United States Coast Guard

U.S. Coast Guardsman Creed

I am proud to be a United States Coast Guardsman.

I revere that long line of expert seamen who by their devotion to duty and sacrifice of self, have made it possible for me to be a member of a service honored and respected, in peace and in war, throughout the world.

I never, by word or deed, will bring reproach upon the fair name of my service, nor permit others to do so unchallenged.

I will cheerfully and willingly obey all lawful orders.

I will always be on time to relieve, and shall endeavor to do more, rather than less, than my share.

I will always be at my station, alert and attending to my duties.

I shall, so far as I am able, bring to my seniors solutions, not problems.

I shall live joyously, but always with due regard for the rights and privileges of others.

I shall endeavor to be a model citizen in the community in which I live.

I shall sell life dearly to an enemy of my country, but give it freely to rescue those in peril.

With God’s help, I shall endeavor to be one of His noblest Works...

A United States Coast Guardsman.

The coast guard is one of five recognized branches of the United States military, and serves a unique role. The coast guard is maritime law enforcement with authority both domestic and international waters. It was originally founded as the revenue cutter service

by Treasurer Alexander Hamilton on August 4th, 1790. The Coast Guard's mission is divided into three basic roles, maritime safety, maritime security, and maritime stewardship. The Coast Guard operates under the Department of the Navy, and much like the Marine Corps and Navy, answers to the Secretary of the Navy. During the course of WW2 the Coast Guard served a vital role, ferrying soldiers to the beaches of Normandy during D-Day and searching US coastlines for hidden German U-2 boats. The reason why the military cannot act as a police force and why there is a civilian police force is because of the Posse Comitatus act. However, the Coast Guard is exempt from this statute and is authorized to enforce federal law, and furthermore this authority extends to all service members be they enlisted, warrant or commissioned officers. Coast Guard members have all the arresting powers that a peace time law officer has, and is entitled to carry a firearm off duty for personal protection, a privilege the other military branches do not enjoy. Further authority of the Coast Guard includes: execute and serve any order, warrant, subpoena, summons, or other process issued under the authority of the United States, make an arrest without a warrant for any offense against the United States committed in the officer's presence or for a felony, cognizable under the laws of the United States committed outside the officer's presence if the officer has reasonable grounds to believe that the person to be arrested has committed or is committing a felony. The motto of the United States Coast Guard is "Semper Paratus" or "always prepared." The Coast Guard has an anthem which is also named "Semper Paratus."

Investigator Origins

Every investigator has to have come from somewhere; have some place they call home. An origin does not have to be one's birthplace but is where one's allegiance lies. The loyalty to one's origin typically varies from person to person, but generally everyone will agree that as long as they're fighting the axis they're ok in most people's books. Depending on one's origin the investigator may be required to have an accent, or if none is listed they may choose to opt out of an accent.

American

The United States is located in North America and before the Second World War entered into a devastating depression, compounded by poor economic policies, lack of government control and corruption, natural disasters ravaging farmer communities, and a stringent isolation policy that allowed the rise of the axis. It wasn't until Roosevelt was elected and pearl harbor was bombed that most Americans were on board with joining the war effort. Enlistments skyrocketed when the atrocities of the holocaust were revealed. Some Americans have no accent, while those in the New York/New Jersey/Philadelphia/Boston area are classified as New England. States south of Virginia are classified as southern for accent purposes, and states such as Kansas and Nebraska are the mid-west.

Accents: None, Southern, New England,

Midwest

British Isles

The British Isles encompasses England, Wales, Scotland, and Ireland. During the start of the Second World War the British prime minister was Neville chamberlain, whose appeasement allowed the axis to grow exponentially, and he would forever be vilified for refusing to go to war earlier. Winston Churchill before his election has the reputation of a gifted politician who changed political parties twice, conservative, and a vocal opponent of chamberlain's foreign policy. Despite being in the same geographic region and under the same law, Scotland and Ireland have a deep seeded

resentment towards England, in fact the Irish republican army went rogue only a decade before the war after a gruesome and bloody civil war.

Accents: English, Irish, Scottish



France

During the Great War, the First World War, France suffered more than any western nation.

Most of the fighting was done on French soil, acres of land ruined by trench warfare and millions of men lost their lives repelling German invaders. In the 1920's and 1930's the French had the largest, most powerful army on the face of the earth. Much of their equipment was good, and they had large resources in their colonies upon which to draw. After seeing so much bloodshed, the French people wished to place fighting out of their minds, and the average citizen paid no attention to the rising

German nationalism; only French communists cared. Sadly, without British support the French could not move to stop the Germans from acquiring the Rhine, and some even condoned it; seeing it as Germany taking back what was rightfully theirs. France would be occupied by Nazi forces in May of 1940.

Accents: French

Soviet

The Union of Soviet Socialist Republics was officially founded in 1922. There was a great amount of dissent from the common people about how lavish the Tsar, or nobility, of the Russian empire had it. The Bolshevik party, lead by Vladimir Lenin, won the civil war. After Lenin's death in 1924, Joseph Stalin took power, leading the Soviet Union through a large-scale industrialization program. Before the fall of Germany and the rise of the Berlin wall, which started the imagery of the iron curtain and the start of the cold war, the following countries were in the Soviet Union: Russia, Latvia, Estonia, Georgia, Armenia, Ukraine, in addition to many other Eurasian countries. When Germany broke the nonaggression treaty in 1941, it started what the soviets called "the great patriotic war."

Accents: Russian, Romanian

Axis Refugees

People often forget that the very first countries the axis powers invaded were their own. Once fascism and totalitarianism had taken over the government, any dissenters were quickly jailed and/or executed without trial. Contrary to common belief or propaganda, not all the citizens believed in the war crimes being committed by Hitler, Mussolini, or Emperor Hirohito. Many citizens fled to the safety of the United States and other allied nations, if possible. The axis nations actually had their own occult investigators at one point, and tried to prevent heinous acts from occurring, because they knew it would bring the rise of blights and tainted landscapes. Most were forced to flee, alongside citizens, but sadly a lot ended up executed, or remained hidden if they were lucky, or if they were unlucky sent to the death camps.

Accents: German, Italian, Japanese

Investigator's Notebook

~From the notes of Professor Charles B. Hamilton~

The following information has been painstakingly gathered from different occult investigators over the years, some of it jealously guarded. It has been compiled here for your benefit, so it would behoove you to take a gander before taking on the forces of the night; remember that an investigator who doesn't want to end up smeared against a wall must be prepared. You will be facing against monstrosities the average person does not come in contact with, even the most grizzled soldier or jaded police officer. Worst of all we've lost most of the tools in our trade to combat these forces, which brings up the first point:

Magic

We are currently living in a world were magic energies are being dispersed and destroyed because of the fighting, but before I can imagine the puzzled look on your face, so let's explain what magic is.

Now, in most people's mind (and in some investigators) this sounds ridiculous, as if magical acts were possible we'd be doing them every day or at least hearing it on the radio. According to many other professors and researchers, gathering anthropological data, the human race could at one point!

Some of us Americans had the good fortune of having grandparents who fought in the civil war, and claim to remember a time when the west had walking needle-shooting cacti, and organ feasting piñatas from Mexico. Some even speak of flying airships powered by universal energies! Of course these stories were dismissed as senility and delusion, and our grandparents were locked

away in mental institutions or passed away; their stories long forgotten. It is believed throughout the community that the settling of the west was the death knell for magic and magic-users. Which begs the question of how did magic die; where did it go? The investigator community pooled their resources, and from old notes and journals, it was found that magic follows along predetermined paths called ley lines, and by tilling the soil for agricultural purposes, or even home construction, disrupted these lines. Europe had long since been dead, but many rituals and procedures that did somehow remain functional were brought over to the new world, where the land was untouched; pure. Native American tribes were masters of magic, and many of their shaman and tribe leaders were quite capable magic users! However with the colonization process, most of those ways were pushed further west, as New England and the south were settled, North Americas ley lines were disrupted and destroyed. Also compounding the problem was the issue of disbelief; fewer and fewer people believed, let alone knew the truth, about magic and its usage. Also, as I will reiterate, most of the knowledge of the old world faded into memory, but from the evidence I've gathered, I believe one can re-learn the old ways of magic manipulation, the only fly in the ointment being the lack of fuel. It should be noted that if such information exists it will be jealously guarded and such knowledge may have a steep price you might not be willing to pay. Interesting, I've just been reading up lately that there has been unusual activity, energy flows where there have previously not been. It seems we were mistaken, you cannot destroy magic, only disrupt it. By golly, it's taken nearly 80 years but they're back; the ley lines have

returned! The divine energy has been reported pooling up in areas, and from some of these testimonials in the community, it can be harvested to fuel the teachings of the old world. Oh dear, it seems that with the return of these energies, long dormant supernatural entities have been awakened to prey upon mankind once again, and this time we're gravely unprepared. I must collaborate with my colleagues and record all data to help the future generation of investigators.

Universal Energies

Magic energy has been referred to differently throughout the ages, the Chinese called it "chi", more scientific people refer to it as Universal Energy, but regardless of name it is a supernal substance; it is magic in it a tangible state.

There are various kinds of universal energy that can be tapped and manipulated by those with the ability. Some examples from ancient times are heat, cold, wind, water, and earth. These energies have always been around and were used by ancient people to build the pyramids and other great wonders.

Of course science is finding new energies like electricity, radiation and toxic. Sound has been around since the dawn of time, but it's only been recently that man has rediscovered the raw power in thunder and other loud sounds.

The war has also reveal darker energies. Malignant forms of energy that are being used by the axis powers to undermine allied success. The powers of profane energy have been used to unify their entire people under the arms of the NAZI party. As their war effort slows the use of necromantic energy is becoming more common, allowing their soldiers to fight beyond even death. And there are rumors of even darker energies.

Mana

According to many other professors and researchers, gathering anthropological data, the human race could at one point use magic to cast spells, prayers or other kinds of formidable powers! The key is mana, and our bodies many years ago could in fact store this substance within us, and with proper training it could be utilized for beneficial or harmful purposes. Scientists claim it has something to do with genetics, occultists claim our souls had a divine spark, my fellow colleagues believed it involved complicated training and mathematical signs. I believe it may be some combination of these that allowed the human species to interact with our world on such a higher level, and at one point we lost this ability.

Mana is the scientific term for useful energy stored in a person's body that is quantified by a number. The kind of energy does not matter, because most supers are unique and use all kinds of different energies. Castings are fueled by energy that is stored in the super's body. Each use of a spell, prayer or power requires a stated amount of mana. Most magical people can store up to sixteen units of mana in their body. After the mana is expended by using a skill, the mana must be regained, before the skill can be used again. People will regain mana as described in the core rulebook.

Materials

Skill such as mixing compounds, making items, performing procedures and building traps require materials. Different types of materials are used with skills and materials required for one type of skill cannot be substituted.

Materials are consumed during the skill use and produce the desired compound, item, effect or trap. Materials have a quality rating from zero to nine. Qualities ranging from one

to four are fairly common, while materials of a quality higher than five are increasingly rare. Materials with a quality of zero are inferior, but can be used to make certain ordinary things with much work.

Compounds use catalysts. Fashion uses bits and pieces. Rituals use powder. Procedures use components. Glyphs, rune, scripts and sigils use ink. Traps use supplies.

Super-natural Entities (SNE's)

In your investigation you might come across some of these super-natural entities (SNE's) and some not listed here. When the world went magic dead, many creatures of the night entered a state of dormancy, so they have not been seen in hundreds of years, however we no longer have the edge of magic use, so it's even more imperative an investigator go into a situation fully aware and take notes.

Undead

Undead are reanimated mockeries of true life, fueled by negative energy. Some undead are fully sentient and can have complex thoughts and even mimic emotions. Other kinds of undead are reduced to base animal-like instincts, motivated only to fulfill a need and have limited speech. There are many kinds of undead, but what they all share in common is a connection to blights and negative emotions.

The walking dead

Straight out of a romero film, these are the most common undead. Walking dead with most of their flesh attached are commonly referred to as 'zombies' while the mostly bone ones are 'skeletons.' A rookie investigator might casually dismiss the walking undead as a low level threat; that they are all just slow moving and stupid, until the rookie trips over

something and the undead eat his brains. There have even been reports of fast moving ones, so never trust popular media! Reports have indicated that sometimes the walking dead can infect the living with some kind of disease that kills the host and causes them to rise up as a brain-eater shortly after. Blights can cause dead bodies to reanimate and rise from their graves. In the old world, most folk had the sense to not bury their dead in the vicinity of a blight, and would often embalm or cremate the corpses to prevent this. Blights aren't the only way for the walking dead to be formed, in the old world (and by some cultists today) individuals could usher dark prayers to create undead servants bound to their will. Investigators encountering undead outside a blight should be alert for such necromancers.

Draugr

Draugr is a term used by German investigators meaning "vengeful dead." Draugr are always created from the negative energy associated with extreme suffering, and can be easily recognized by the eerie glow around their eyes. When a victim of incredible cruelty and torture dies, they may become reanimated as a hate-filled draugr. Draugr are fully sentient undead, whom have a bitter disdain for all life, as the draugr was so wrongfully robbed of its life and made to suffer it shall do in kind to all life around it. Draugr cannot be laid to rest peacefully, as they have become blinded by rage and forever trapped in their moment of death. Due to the Third Reich's Holocaust, God help any investigator who should happen to stumble upon a decommissioned Nazi death camp, as it is sure to have draugr about.

Banshee

Banshee are fully sentient undead women, created from the energy of the negative emotion of grief. Banshees come from

women who in life suffered great emotional pain such as unrequited love or betrayed love, then took their own lives or died of a broken heart. Sadly, this does not give them the release they seek, and instead of going to the hereafter, they rise as a banshee. Banshee in their unives will often relish romantic notions, citing poetry and singing but it is a cruel mockery of actual romanticism. Banshee are dangerous to men who cannot live up their impossible romantic standards, and even more dangerous to women who get in the way of a man they want. A tell-tale sign of a banshee is hearing quiet sobbing and poetry recited with a hushed voice.

Vampire

Blood sucking creatures of the night, vampires have lived in various forms folklore throughout human history. Vampires need to feed on blood from living organisms in order to fuel their eternal existance. Sadly, most investigators treat vampires as any other undead; an abomination to be destroyed. The reason this is sad, is because of all the undead, vampires are the most like and able to live peaceably amongst humans; sustaining only on animal blood. In order to maintain their sanity, vampires cling to the past when they were alive, and even decorate their homes in such an archaic fashion. Vampires yearn to be alive and in their time, thus have called this phase of their unives the yearning. Those who eventually lose their sanity enter a phase called perdition, which has been documented to be irreversable. While in perdition a vampire loses their concern for the dignity and sanctity of life and become remorseless, cold killers. An investigator should be cautious in their dealings with vampires, while not all are evil, certainly a creature several centuries old will be a master of deception.

Skin Switchers

A skin switcher is a peculiar kind of super-natural entity; not quite beast or man, they exist somewhere in between the two, and can morph between forms. Most folks who are in the know, believe skin switchers are werewolves or wolfmen, however this is only half true. A skin switcher is able to assume most any animal form, some investigators have reported encountering a crocodile or shark switcher! Skin switchers live on the most remote fringes of human civilization; they are content to stay as far away from normal victims as possible, which as an investigator is a blessing. However, when man expands too far into their territory, or starts to pollute the enviroment either spiritually (through negative actions such as war) or materially (such as dumping waste), there is often a very unpleasant and bloody conflict. Previous reports have indicated that skin switcher live in packs and are a highly communal society, whichs means for the average investigator, you are greatly outnumbered. Skin switchers view themselves as guardians of nature and the bridge between the worlds of the spirit and the flesh, a high switcher presence may indicate a local metaphysical problem, such a blight.

Cultists

A cult is a gathering of like minded individuals lead by a malevolent yet highly charismatic leader, to venerate or propegate some nefarious cause. Members of a cult are called cultists, and there are many different types of cults:

A death cult is a cult where prospective members are lured in with promises of grandiose sexual orgies, free drugs and alcohol usage, and then are brainwashed into

obedient yet highly dangerous slaves to the cult's leader. A death cult reaches its opus when it gathers enough members who then ritually committ suicide for the benefit of their leader, who then absorbs their life force to assume a god-like state known as an avatar. Investigators must never let it reach this stage, as cult avatars are incredibly powerful, both physically and magically, and able to use a wide variety or arcane euridition that you may not be able to successfully combat.

A demon cult pays homage to a sentient manifestation of negative emotions, called demons, or an ancient and powerful extraplanar being. The mission of a demon cult is to bring into our world the wicked being of their reverance, which would surely bring about the doom of all mankind, save for the cultists who are usually promised some combination of power and eternal life.

Occult investigators should be very wary of cultists for a number of reasons, one being that even the rank and file members of a cult are capable of storing the mystic substance in their bodies and may invoke dark prayers or spells. I theorize that they are given this wonderous gift in exchange for their servitude or veneration of a demon/extraplanar entity. Sadly, many occult investigators are willing to selfishly damn mankind and sell their souls for this shortcut to power and ill-gotten knowledge. So, during your investigations be aware of investigators who have defected to a cult and may try to tempt you to join with promises of power, wealth, or carnal delights.

Extraplanar Beings

Our world and dimension are but one of many, with multiple others in existence. Extra planar beings are sentient beings from these other worlds, planets, or dimensions. Some may resemble the human form whilst

others may be completely freakish in appearance. Some of these beings may be hostile invaders, pilferer of resources, scientific explorers, or even a large consciousness trapped in its very own dimension. Earth has not encountered any of these beings since the time of the old world, when investigators had access to magic. The world being magic dead was both a curse and a boon; prospective conquerors viewed our world as worthless since all the magic was believed gone. With the return of magic, portals may now open and invaders again turn their eyes upon our world, except this time we don't have the mystic defenses of the old world. An investigator should always be cautious and assume nothing in their dealings with these foreign beings.

Chuula

The Chuula are white humanoid beings with large pot bellies and hanging adipose tissue around the waist. They have elongated limbs with fatty deposits that wiggle when they move. Their arms end suctioning fingers. Their round faces are gaunt, but fleshy and their cheeks dangle down over jaws that are filled with sharp little teeth. Their eyes are beady and black.

Chuula are highly magical beings. They disdain technology and fill their society with ritualistic services and incantations. They do not like physical labor and accomplish everything with the force of magic. Chuula are not religious, but they do worship the memories of their ancestors. Important Chuula can trace their heritage back to the dawn of their civilization.

Chuula are selfish and egocentric. Their society is ruled by the eldest members of their race who have important ancestors. The great aged ones sit in a council on their home system where they rule a vast number

of interconnected worlds. Chuula place great value on the family. Direct descendants always respect elders and because of the importance on family, marriages are very important decisions. Women generally join the male's family.

The Chuula are enslavers of worlds. They are cruel overlords who demean all beings save their own kind. They delight in senseless torture and make sport of suffering. Their cruelty undermines their civilizations. The worlds they have enslaved are in a constant state of revolution and disorder. Chuula slave armies are built from defeated planets and governed through fear

Oculus

The oculi have a human appearance, marked by a third eye in their foreheads. It is through this third eye that the oculi can sense spirits, as such they are a very spiritual people.

Oculi are seen as peaceful, intellectual thinkers who are well-known for their contributions to art, music, literature and philosophy.

Psyghen

Psyghens are humanoids with gold metallic skin and large craniums. They dress in regal robes that flow and shimmer as they walk, revealing glowing symbols of their power. Psyghens are adept at physiological perception and manipulation; they are masters of deception and stealth. Eons ago, the psyghens allied themselves with another race of lesser beings known as the tyranti and serve as their intellectual ambassadors and assassins. They specialize in drafting treaties and making alliances for the benefit of the tyranti.

Quanzit

Quanzits are dark blue, furred humanoids with long noses, pointed ears, beady black eyes and mouths with many small teeth and a long red forked tongue. They are well-known as instigators of war and sellers of military technology.

Most Quanzits are travelers and move from world to world; all Quanzits are greedy and value precious metals and gems more than anything. They adorn themselves with jewelry, wear fancy clothing and generally seek to own as much as possible. They are excellent mathematicians and economists. They are fairly good fighters, but prefer to have others do their fighting for them.

Quanzits disdain magic and are brokers of advanced technology. They open portals to primitive worlds and offer technological advances in exchange for minerals, gems and precious metals. The greediest quanzits secretly deal with opposing factions or nations on these primitive worlds to encourage wars and instability. The quanzit's goal is to act behind the scenes to amass sufficient wealth to gain control of the world through puppet leaders.

Servantor

Servantors are grey-white, floating creatures. They are oval with long pseudopods and translucent skin, which shows pulsing veins beneath. In the center of their mass is a protruding hump that serves as their head. A long proboscis extends from the center of this knob and ends in a sucking pore which drips and spits slime. Two claw-like appendages extend from beneath the body.

Servantors have exceptional intelligence and are adept at construction. They are able to absorb the knowledge and skills of intelligent beings, extracting their victim's brains through their long proboscis. Eons ago the servantors allied themselves with another

race of lesser beings known as the tyranti. The servantors became merciless taskmasters and are the driving force behind the tyranti empire, which stretches across large swaths of the universe.

Tyrantus

The tyranti are immense, pear-shaped floating beings with a large, circular mouth. The mouth does not contain teeth, but long filaments and glands that secrete a caustic liquid which dissolves food into a palatable mush that the tyrantus then sucks up through a hollow, tube-like tongue.

Sprouting from the body about one-third of the way up its mass are long tentacles with three grasping digits on the ends. Extending from the bottom of the tyranti are long dragging fibers which they uses for propulsion.

Tyranti sense their environment using a whip-like eye stalk which crowns the top of their pear-shaped body. These eye-stalks is twice as long as the diameter of their body and have a number of extraordinary powers.

The tyranti are the leaders of a vast

Imperium. A thousand worlds have joined together in a democratic republic of beings to provide mutual benefit, under the direction of the Tyrantus, the Servantors and the Legions of Imperial Force Soldiers

Yarva

Yarva are humanoids with purplish black skin. Their heads are in the shape of a five-pointed star. Their eyes, mouth and slit-like nose are in the center of their star heads. Their bodies are sinewy and rather than arms they have long tentacles that end in five-pointed star-like grasping hand. Their feet are star-like as well.

The yarva disdain technology and practice powerful ceremonial magic. They are a nomadic species and travel from world to world. Their symbol is a star with five extending rays; it is generally carved into their architecture.

The yarva call themselves "the spawn of the stars" and believe they are the devolved architects of the universe. While this assertion is unlikely yarva skeletons and architecture have been uncovered on many worlds including frozen in the ice of the south polar regions of Earth.

Locations

I've compiled a list of locations that all investigators should have a base familiarity with. Each of these locations is shrouded in mystique and has a deep connection to the occult. Very little information is known about most of these places, so as always, investigators should take notes.

Oradour-sur-Glane

Oradour-sur-Glane is a rural town, or was one, located in the limousine region in west-central France. In June, the 2nd SS panzer division marched into the town and seized it. After D-day the division was ordered to move north through the town to stop the allied forces. Early in the morning Adolph Diekmann, the division commander was told by the malice, the French secret police that collaborated with the German Gestapo, that the town was a base full of French resistance. Unfortunately for the townspeople, this was not the case; the base was actually several miles away. Diekmann ordered the town sealed off and all the people gathered in the town square. All the women and children were locked in the church while the village was looted. Meanwhile, the men were led to six barns and sheds where machine-gun nests were already in place. The soldiers then proceeded to set the church ablaze. After it was ignited, women and children tried to escape through the doors and windows of the church, but they were met with machine-gun fire. A total of 247 women and 205 children died in the carnage. There were only 2 survivors. All the people gathered in the town square were shot down by machine gun fire. This senseless act of carnage would forever taint the town, forming a permanent blight in the French countryside. No one dares to go near the town now and those foolish enough to go near and be lucky to return are quoted

hearing mournful sobbing and children crying. It is reported that the sun never truly shines over the former town of Oradour-sur-Glane.

Easter Island

Easter Island, discovered on Easter Sunday of 1722 by Dutch explorers, is a Polynesian island in the southeastern Pacific Ocean, of the Polynesian triangle. It is a territory of Chile and was annex in 1888. Easter Island is most famous for 887 extant monumental statues called Moai, created by the early rapanui people. It claims the title of the most remote inhabited island in the world. The indigenous people, the Rapanui, believed in several gods, which comprised the Tangata-manu, or birdman cult, with Makemake, being the chief deity. The other gods of this pantheon are Hawa-tuu-take-take (the Chief of the eggs) his wife Vie Hoa and Vie Kanatea. To venerate these deities, several contestants would be named by the cults prophets, who would swim to a nearby island, orongo, to fetch a specific egg. The race was very dangerous and many contestants were killed by falling, drowning, or getting eaten by sharks. The first one who is successful is allowed to return to the tribe to claim the title of birdman, and take leadership of the cult by presenting the egg to the previous leader called the patron. The new leader was given a new name, entitled to gifts of food and other tributes (including his clan having sole rights to collect that season's harvest of wild bird eggs and went to live in seclusion in a special hut for an entire year.

Occult Activities

The world is full of cultists and other people using magic for nefarious purposes. Hitler has a whole team of researchers and scientists trying to harness the power of

magic to serve their war machine.

Ley lines

Ley lines are the pathways in which magic flows through our world. The energies pool into a mighty river and chooses its own pathway in which it flows, carving the path for future magic to follow. But these intangible lines are not impervious, and human kind is quite able to disrupt these pathways by tilling the soil, blowing up mountains, damming streams, or developing over the pathways. If done enough one can totally disrupt and destroy a ley line, and if enough of the ley lines go, no more nodes are formed, and magic will cease from the world. Which is exactly what happened, with the settling of the west, the earth had all its ley lines developed over and disrupted so the magic simply vanished.

Nodes

In previous notes I wrote about ley lines; the pathways of which the energy flows. Well, when those lines intersect or meet, the pools into a locale called a node. Nodes exude a neutral energy when they form, but the nature of the energy will change with their environment. Nodes surrounded by good, wholesome activities will develop a positive demeanor, whereas nodes that are exposed to dark thoughts or violence develop negative energies. In the old world, they were referred to by many names: in Europe they were called cairns, grounds or circles, in China they were called vessels, meridians or channels. Native Americans had many names for them, but most translate into places of healing or sacredness.

Hallows

One of the forms a node can transform into is a hallow. Hallows are places of healing and positive energy, they are formed from

positive, wholesome thoughts and deeds performed in the vicinity of a node. It is quite difficult to achieve, but well worth the effort since hallows have a natural tendency to ward off many evil forces and energies. Reports have indicated that disease and famine were at an all time low in the vicinity of a hallow. Investigators entering a hallow have described the experience as "peaceful reverence." It should be noted that it is very easy to taint and destroy a hallow with negative thoughts and actions and an investigator must be careful to never do so.

Blights

The other, far less enjoyable form of a node is called a blight. Blights are places of malevolence and negative energy, they are formed from negative thoughts and gruesome deeds performed in the vicinity of a node. Unlike hallows, blights are very easily formed, and with the world at war, every day more blights are being formed. Investigators have described entering a blight as "a place where the light shines dimmer, where you can hear cries in the distance and all the vegetation seems rotten and dead." Undead and other malevolent SNE's tend to congregate at blights, as it seems they feed on the negative energy exuding from a blight. An investigator has a solemn duty to determine the cause of a blight, and if possible, exercise it. If left unchecked a blight can grow and expand, polluting natural resources and causing the dead to rise from their graves; a very unpleasant situation for any poor victims in the nearby vicinity.

Portals

Portals are magically or technologically created openings in one dimension that lead to another location, and are stable enough for people and objects to pass through for a

specific period of time. Portals employ the quantum theorem that distance is an illusion and that all points in all realities exist at one single point; if one had two points on a piece of paper, the shortest distance would be if you folded the paper so the points overlapped. The only limitation is that a location must have a basic amount of energy for a portal to take otherwise the performer will find themselves looking at a dead end. Due to the fall of the old world and the loss of energy, the knowledge for portal creation has been lost to man.

Secret Societies

What? You honestly thought you were the only ones who knew things go bump in the night? No there are other investigators out there, usually loosely scattered into small teams. Its not uncommon for different sects of investigators to meet up and join forces, if only temporary, to take down an exceptionally malignant SNE. However, there are some secrets even investigators aren't privy to; entities with goals vague and abhorrent that only make themselves known when it behooves them. Such entities are referred to as secret societies. Secret societies, unlike investigator teams or military units can be comprised of victims, investigators, or even lead by supernatural entities! Secret societies are very old, very powerful, very well funded, and not well heard of. The following information has been cobbled together from many years of rumor gathering, and from brief interactions with these organizations that occult investigators were fortunate enough to walk away from. A word of advice: only a **fool** would trust organizations this large or powerful. This list is by no means complete or comprehensive, for who knows what else stalks the shadows? (Investigators may not start play in a secret society)

Brotherhood of Illumination

Symbol: the candle

Keepers of lost lore, defenders of mankind

The brotherhood of illumination are a group of tight-nit scholars, philosophers, and archeologists. Their prime directive is to preserve and secure the lost knowledge of mankind, for one day man will be ready for it. Their secondary mission is the defense of mankind from the forces of darkness and supernatural creatures that would prey upon helpless victims. Very little is known about the brotherhood, as they are very skilled in discretion, and have a shadowy underground network of contacts. Typically, the brotherhood of illumination will keep to themselves unless they are forced to intercede in the defense of local victims or to acquire valuable arcane lore or ancient artifacts. It is unknown how large the brotherhood spans, but from previous encounters it has been understood that there is typically a sanctuary, headed by a grandmaster of the brotherhood. The brotherhood will often work with outsiders to accomplish their mission, however these persons hold no rank within the brotherhood. Capable investigators may be invited to join at the recommendation of a brother or sister and the approval of the grandmaster. Upon acceptance, they are then known as "initiates". After a trial period, and performing duties beneficial to the sanctuary, an initiate may be promoted to the rank of brother, or sister. Experienced brothers or sisters may be promoted to the rank of senior brother or master. The grandmaster is someone who has experience, length of time in the brotherhood, and the mastery of the tenants and rites of the brotherhood. Typically a grandmaster is elected by the other masters of the sanctuary. Of all the secret societies, the brotherhood of illumination are regard by investigators are one of the more congenial groups, as their goals often coincide with most investigators.

But as always, a clever investigator knows to never trust these entities for their loyalties are to themselves first and foremost.