

NightBane: World War 2

The lab was silent as the candlelight flared up and licked the ceiling around the 12 scientists. The pentagram began to glow an eerie crimson red and rise from the floor, the light bathed the room in a creepy glow and a form started to materialize. Moments later an Aryan stood in the pentagram, clad in demonic looking black armor, Price Rafu had arrived.

Months later a team of SS soldiers uncovered a golden cup embedded with gemstones. Rafu stepped forward and took from his hands, raised it into the sun and cursed some long forgotten name. He quickly placed the cup in a wooden crate and began the long journey back to the homeland, the only place he could keep it safe from the hands of the in-pure ones, those disgusting NightBane!

NEW Skills and Skill Notes:

Physical: Basic Training

Representative of the strenuous training one goes through when enlisted in the military. +4d6 SDC, +2 PS, +1d4 PE, +2 Spd

Communications/Electrical: Radio Repair 35%+5%

This skill is the specialized ability to repair the 1-way radios of the civilian population. This skill can be used to repair 2 way radios at -5%. **Requires:** Basic Electronics and Radio: Basic

Technical: Lore: Politics 45%+5%

Lore: Politics is the knowledge of how government works, the different types of government philosophies such as Marxism and the principal of laissez-faire. Also known is a general knowledge of government figureheads worldwide.

Technical: Computer Operations 15% +2%

This is the operation of the VERY PRIMITIVE computers of the middle 1900s, exclusive to the Communications Officer and Combat Engineer.

Electrical: Basic Electronics (Note)

This skill advances slower than usual because of the general lack of knowledge about electronics at the time of World War 2.

Military OCCs:

Creation Note:

Choose 4 Skills from the list below and give them a (+10%) bonus, they should reflect your character's pre-military profession. After that, choose 2 skills from any of the categories below, these reflect your character's hobbies, and do not get any bonuses. At levels 3, 6, 9, and 14 choose 2 skills - start at level 1 proficiency.

OCC: Communications Officer (Req: IQ: 13, PE: 11)

Lang/Lit: Native 98%	Lang/Lit: 2 of Choice (+10%)	Math: Basic (+15%)
Swimming (+5%)	Climbing (+5%)	Basic Training
First Aid (+5%)	Radio: Basic 98%	Wilderness Survival (+5%)
Cryptography (+15%)	Radio: Scramblers (+15%)	Surveillance Systems (+10%)
Basic Electronics (+10%)	Read Sensory Equipment (+10%)	Math: Advanced (+5%)
Computer Operation (+5%)	WP: Pistol	Hand to Hand: Basic

Equipment: Canteen, 2 weeks rations, Helmet (15 SDC, AR: 14), 2 Field Uniforms, 1 Dress Uniform, First Aid Kit, Pistol (6 clips), long range radio (25 miles), electronics repair kit, tent, 2d4 spare vacuum tubes, survival knife, and binoculars.

OCC: Infantry (Req: PS: 8, PE: 8)

These guys are the grunts and the backbone of the army. They take The bullets and dig in at the trenches. Anyone in reasonably good health Can become a grunt. Many grunts become gruff and disillusioned by the Constant fighting, [OPTIONAL] in fact, after 2 years of fighting most Develop either an insanity (30%) or alcoholism (45%) if their mental endurance is under 14.

Language: Native 98%	Literacy: Native 98%	Math: Basic (+15%)
Swimming (+15%)	Climbing (+15%)	Basic Training
First Aid (+15%)	Radio: Basic (+15%)	Wilderness Survival (+15%)
WP: Pistol	WP: Rifle	WP: Bayonet
WP: Heavy	Running	Boxing
Pilot: Tanks & APCs (+10%)	Demolitions (+5%)	Hand to Hand: Expert

Equipment: Canteen, 2 weeks rations, Helmet (15 SDC, AR: 14), 2 Field Uniforms, 1 Dress Uniform, First Aid Kit, Pistol (6 clips), Rifle (10 Clips), Bayonet for rifle (1d6+1 SDC), 8 grenades, and binoculars.

OCC: Pilot (Req: IQ: 12, ME: 12, PE: 14)

Perhaps the most romantic part of the war, these guys were often caught in dog fights or drop supplies to the guys in the front lines. These "aces" were often celebrated in film and radio for years after the war.

Lang/Lit: Native 98%	Math: Basic (+15%)	Swimming (+10%)
----------------------	--------------------	-----------------

Climbing (+10%)	Basic Training	First Aid (+12%)
Radio: Basic (+10%)	Wilderness Survival (+12%)	WP: Pistol
Pilot: Airplane (+15%)	Weapon Systems (+10%)	Navigation (+10%)
Read Sensor Equip. (+10%)	Parachuting (+10%)	Astronomy (+5%)
Aircraft Mechanics (+5%)	Detect Concealment (+5%)	Hand to Hand: Basic

Equipment: Canteen, 2 weeks rations, Helmet (18 SDC, AR: 16), 2 Field Uniforms, 1 Dress Uniform, First Aid Kit, Pistol (6 clips), survival knife, binoculars, parachute, flight jumpsuit, star maps, terrain map, survival kit, goggles, and assigned to a plane of player's choice (usually small, such as the P-51 Mustang).

OCC: Marine/OSS Agent (Req: IQ: 11, PS: 14, PE: 14, PP: 14, Spd: 12)

The true elite of the Army, these men were trained much harder than the average soldier. They were often sent in alone or in a small group (3-6) to enemy territory To accomplish objectives judged too dangerous for a large-scale attack. They tend to rely on stealth and silent weapons, and try to avoid using guns if at all possible.

Lang/Lit: Native 98%	Math: Basic (+15%)	Swimming (+10%)
Climbing (+20%)	Basic Training	First Aid (+20%)
Radio: Basic (+5%)	Wilderness Survival (+20%)	WP: Pistol
WP: Rifle	WP: Knife	Sniper
Tracking (+15%)	Land Navigation (+15%)	Detect Ambush (+15%)
Detect Concealment (+10%)	Trap Construction (+15%)	Prowl (+15%)
Athletics	Boxing	Hand to Hand: Martial Arts

Equipment: Canteen, 2 weeks rations, Helmet (15 SDC, AR: 14), 2 Field Uniforms, 1 Dress Uniform, First Aid Kit, Pistol (6 clips), tent, survival knife, and binoculars, high-power rifle (10 clips), 4 grenades, 50ft rope, terrain map, compass, garrote cord

OCC: Sailor (Req: IQ: 10, ME: 15)

Lang/Lit: Native 98%	Math: Basic (+15%)	Scuba (+15%)
Climbing (+5%)	Basic Training	First Aid (+5%)
Radio: Basic (+10%)	Wilderness Survival (+10%)	WP: Pistol
Demolitions (+10%)	WP: Harpoon Gun	WP: Knife
Detect Ambush (+10%)	Prowl (+10%)	Wrestling
Astronomy (+10%)	Pilot: Small Boats (+10%)	Navigation (+10%)

Equipment: Canteen, 2 weeks rations, Helmet (15 SDC, AR: 14), 2 Field Uniforms, 1 Dress Uniform, First Aid Kit, Pistol (6 clips), tent, 2d4 knives, binoculars, inflatable raft, life vest, survival kit, 4d4x10 water-proof matches

OCC: Medic (Req: IQ: 16, ME: 13, PP: 9)

Lang/Lit: Native 98%	Math: Basic (+15%)	Swimming (+5%)
Climbing (+5%)	Basic Training	Radio: Basic (+10%)
Wilderness Survival (+5%)	WP: Pistol	WP: Knife
Medical Doctor (+20%)	Pilot: Automobile (+5%)	Biology (+10%)

Math: Advanced (+15%) Toxicology (+15%) Hand to Hand: Basic

Equipment: Canteen, 2 weeks rations, Helmet (15 SDC, AR: 14), 2 Field Uniforms, 1 Dress Uniform, First Aid Kit, Pistol (6 clips), long range radio (25 miles), tent, survival knife, binoculars, Field Surgeon's kit, Jeep.

OCC: Combat Engineer (Req: IQ: 15)

Lang/Lit: Native 98%	Math: Basic (+15%)	Swimming (+5%)
Climbing (+5%)	Basic Training	First Aid (+10%)
Radio: Basic (+10%)	Wilderness Survival (+5%)	WP: Pistol
Basic Electronics (+15%)	Auto Mechanics (+15%)	Math: Advanced (+20%)
Mechanical Engineer (+20%)	Demolitions (+10%)	Demolitions Disposal (+10%)
Pilot: Trucks (+10%)	Read Sensory Equip. (+10%)	Camouflage (+15%)
Trap Construction (+15%)		Hand to Hand: Basic

Equipment: Canteen, 2 weeks rations, Helmet (15 SDC, AR: 14), 2 Field Uniforms, 1 Dress Uniform, First Aid Kit, Pistol (6 clips), long range radio (25 miles), electronics repair kit, tent, 2d4 spare vacuum tubes, survival knife, binoculars, complete tool kit, 4d6 lbs. of plastique, 6d6 yards of camouflage netting, Starting vehicle is a truck.

Nocturne OCCs:

About the Nocturnes:

The Nocturnes were established by a mysterious entity around 1700. A group of human slaves were fleeing from a pack of hounds and hunters in the nightlands After escaping a darkblade forge when a motley crew of 3 nightbane and 2 secondary vampires rescued them. After taking haven in an abandoned mine the Nightbane offered to return to the Humans back to earth, most of the humans accepted but 4 decided they would stay. These humans asked if they could visit Earth to gather supplies and get their affairs in order, then they would return. It was agreed that one of the nightbane, Leos, would accompany them and they would meet back here in 3 weeks. The weeks passed and the humans obtained everything they could and stored it in the nightlands. By the end of the three weeks they had gotten a small arsenal of small arms and even a WASP armored vehicle. Using this equipment they staged a number of raids on bordering slave pens and freed countless humans. Although many of these humans wished to return to earth, a few stayed behind to help the growing number, and a large amount of those even requested that the vampires of the group embrace them so they may better help their human allies. As time went on, the group became stronger and the 9 remaining secondary vampires finally perfected a technique in which they could turn humans into Wampyres. Leading to a sharp decrease in humans in the Nocturne resistance. As the stigma Of being a vampire disappeared many volunteered to risk becoming a wild vampire to be embraced while nearly all the rest became wampyres of their own free will.

Nocturne Population:

3,000 and growing
12% Nightbane
20% Human
21% Vampire
41% Wampyres
6% Other

Nocturne Resistance Fighter

These guys are those that chose to stay in the nightlands and fight after they were freed by the nocturnes. They were trained and given elementary weapons. Anyone can become a fighter, it doesn't matter if you are nightbane, human, vampire, or something else.

Requirements: NONE, only a will to fight

Bonuses: +2d6 SDC, +2 PE

Lang: American (+20%)	Camouflage (+10%)	Prowl (+20%)
Wilderness Survival (+10%)	Lore: Nightlands (+10%)	Lore: Demon & Monster (+10%)
WP: Sword	WP: Rifle	WP: Pistol
Athletics	Running	HTH: Basic

Select 4 OCC Related Skills (All categories open except medical)

Select 7 Secondary Skills

Equipment: Rifle with Bayonet and 2d6 clips, 1d4-1 Grenades (yes, it could be zero)
 40% have a darkblade of some sort, Basic Survival Gear, 1 set of cheap clothing. Money: \$2d6+5 (Remember, these guys are former slaves or other Nightlands denizens)

Nightlands Tracker OCC

The Tracker is a driven individual, always human, who woke up one day and found himself in the nightlands. He is never certain how he got there, but he heard the mirror wall calling to him. Telling him to become a defender against the dark and stop the nightlords from shattering it.

Reality: Before dark day, mirror-walking had a strange effect. Every time a minion of a nightlord crossed over to Earth, a small fragment of the mirror-wall always remained in the nightlands. The fragments usually dissolve after only a number of minutes but sometimes they became permanent. Humans can only utilize these shards, but first they must be found. They cannot be seen by any creature, supernatural or not except mirror-mages and the tracker. Mirror Mages cannot use them, however, because they are already charged with large amounts of PPE.

All trackers' goal is to find a shard of the mirror wall and absorb it. Trackers will not use darkblades under any circumstance.

Requirements: Good Alignment, IQ: 10, ME: 16, PS: 13, PE: 13, Spd: 13

Skills:

Lang/Lit: Native 98%	Wilderness Survival (+15%)	Tracking 98%
Prowl (+15%)	Pilot: Automobile (+10%)	Climbing (+10/+10)

Swimming (+10%)	Boxing	HTH: Martial Arts
-----------------	--------	-------------------

Choose 6 OCC related Skills and 4 secondary skills (any category except electrical, mechanical, and medical)

Equipment:

Starts with nothing

The Tracker is a progressive OCC, as such he/she gains skills and abilities every new level

Level 1:

PS is supernatural

Land Navigation 98%

+1d4x10+10 PPE

Globe of Daylight (Same as Spell, costs triple PPE but only 1 action to cast)

Level 2:

Mirror Walk (5 PPE, takes 1 melee. Self and 60 lbs only)

+4d6 SDC, +1d6 HP

Level 3:

Sight of the Shard

-Has learned enough to sense shards of the mirror wall. Will fight his/her shard in 1d6 days.

After shard has been found, he/she loses this ability.

Level 4:

2 new non-professional skills of choice (+15%)

Level 5:

Gain 2 spells from levels 1-3, each. (cannot learn new spells, intuitively known)

Level 6:

+3d6 PPE, Can take others across mirror wall with himself at 12 PPE per person.

Level 7:

Gain Spell: Invisibility Superior, +2d6 ME, +1d6 PE

Levels 8-10:

Learns 1 new skill at (+5%) and +5d6 PPE

Levels 11-14: +4d6 PPE

Level 15:

Double PPE and add 2 attacks per melee

ABSORBING THE SHARD:

When the shard is located and the tracker picks it up, it melds in his/her hand and is absorbed into the skin. The Tracker has a new sense of purpose (destroy the nightlords and their minions on earth and prevent Humans from entering the nightlands) To accomplish these goals, the shard instills a number of bonuses. +1d4x10 HP, +2 Strike/Parry/Dodge, Sense Minions of the nightlords (60ft radius, 30%/+2% per lvl) Summon MirrorWall Armor – 60 SDC, AR: 16, Duration: 30 minutes (20 PPE)

Summon Reflective Sword – 2d6 Damage, +1d6 every other level; Duration: 30 minutes (20 PPE)

Double damage to supernatural creatures

Conversions: Vehicles

<i>Light Tanks</i>	<i>Medium Tanks</i>	<i>Heavy Tanks</i>
<i>German SIG 33</i>	<i>British Sherman Firefly</i>	<i>British Centurion</i>
<i>British Mk.VI.</i>	<i>French S35</i>	<i>French B1</i>
<i>British Mk.VI. Crusader II</i>	<i>US M4 General Sherman</i>	
<i>Canadian Mk.I Ram</i>		
<i>Canadian Mk.II Ram</i>		
<i>German PzKpfw.II</i>		
<i>US M22 Locust</i>		
<i>French FT-17</i>		
<i>German PzKpfw.I</i>		

<i>Infantry Tanks</i>	<i>Anti-Armor Tanks</i>
<i>British Mk.II. Matilda</i>	<i>German PanzerJager</i>
<i>British Mk.III. Matilda</i>	<i>German Marder I</i>
<i>British Mk.IV. Churchill</i>	
<i>Anti-Aircraft Tanks</i>	<i>Scout & Recon Cars</i>
<i>Canadian Crusader III Anti-Aircraft Tank</i>	<i>Canadian Lynx Scout Car</i>
<i>Canadian Skink Anti-Aircraft Tank</i>	<i>Canadian Otter Light Recon Car</i>

	Light Tanks	Medium Tanks	Heavy Tanks
Crew:	2	4	5
Speed:	40 mph	35 mph	25 mph
Engine Range:	100 miles	150 miles	130 miles
Armor:	200 SDC, AR: 12	300 SDC, AR: 14	380 SDC, AR: 16
Main Cannon			
<i>Damage:</i>	6d6 SDC	1d4+1x10 SDC	1d6+1x10 SDC
<i>Range:</i>	600ft	600ft	600ft
<i>Payload:</i>	300 rounds	300 rounds	350 rounds
<i>Rate of Fire:</i>	4 per melee	4 per melee	3 per melee

Canadian 15-CWT - Armored Truck

Crew: 2 (Driver and Navigator)
Passengers: 8
Speed: 65 mph
Engine: Gasoline (160 mile range)
Armor: 120 SDC, AR: 14

Canadian Kangaroo APC

Crew: 2 (Driver and Navigator)

Passengers: 24

Speed: 60 mph

Engine: Gasoline (120 mile range)

Armor: 200 SDC, AR: 16

Canadian Mk.II Wasp - Flame Thrower Armored Car

Crew: 3 (Driver, Navigator, and Gunner)

Passengers: 1

Speed: 60 mph

Engine: Gasoline (120 mile range)

Armor: 160, AR: 15

Flame Thrower:

Damage: 2d10x10 SDC

plus ignition of all combustibles

Range: 1,500 ft

Rate of Fire: Equal to gunner's HTH attacks

Payload: Varies, Enough to last a good size battle

A-2 & V-2 Rocket Bombs (Nazi)

Armor: SDC: 40, AR: 8

Max. Altitude: 35,000 ft

Range: 4 miles (Usually less)

Damage: 2d4x10 SDC to a 20ft Radius

Nazi Biber midget Submarine

Armor: SDC: 75, AR: 10

Displacement: 6.25 tons

Speed: 6.5 knots

Range: 130 miles

Crew: 1

Armaments: 2 21-inch torpedoes (2d6x10 SDC)

Nazi Potato Masher (Grenade)

Damage: 5d6, Radius: 60ft

US Military Tommy Gun

Damage: 10 shot bursts does 1d4x10 SDC

Range: 200ft

Rate of Fire: Burst, Wild, Spray

Payload: 30 round box or 50 round can

Cost: \$209.00

Nazi Poison Gas

Released by a variety of methods, Nazis often used it to clear hardened Allied lines and kill dug-in infantry.

Victims must make a save vs. Lethal Poison

Damage: 3d6 direct to HP if a save if made

6d6 direct to HP if the save is failed
Area Effect: Usually 40-60 feet
In heavy winds the Area of effect is doubled.
Duration: The gas hangs in the air for 2d6x10 minutes

Race: Wraith (Result of Death Camps)

“Sir, at 1500 hours a Jew climbed out of the grave. He attacked and killed 19 soldiers before the flamer crew finally cut him down. This is the 8th incident this month, we must report this to the General.”

“No, the occult division is already working on finding a solution, but personally, I fear that these incidents will continue to occur as long as we operate like this. Do not report these incidents to anyone, is that clear?”

“Yes Sir.”

Wraiths are the supernatural dead who have died horrible deaths. There are a great many of these located around Death Camps, they seek a single goal (even if that goal cannot be obtained.) once that goal is obtained, and the Wraith passes on to the other side. They are incredibly resistant to damage, with only fire actually harming them.

Optional Player Character

IQ: 3d6 ME: 4d6 MA: 3d4 PS: 4d6 PP: 4d6 PE: 4d6 PB: 1d4+1 Spd: 4d6

SDC: None HP: 2d6x10 PPE: 5d6 HF: 12

Special Abilities:

Regen 4d6 hp per melee

Turn intangible at will (Self and clothing only, once per melee)

Takes only 1 point of damage from most attacks

Fire does full damage, magic and psionics do double damage

OCC Restrictions: No magic or Psionic OCCs

Science of Death: The Chemical Zombie (Nazi Experiment)

Dear Laura, I realize the censors will most likely cut this out but I must tell someone of my fears. We were in the middle of a battle when my CO told myself and 8 others to circle around and blow the bridge. We stumbled through the dense black forest avoiding the various traps and such that those Huns had laid for us when we came across the Nazi Medical tent. Our Engineer said this would be a perfect opportunity to strike a blow for freedom and we went about setting a charge.

God Laura, it was all my fault! If I hadn't have tripped we would all be alive today. But I did, the 2 guards ran out but we greatly outnumbered them. Then the doctor ran over to a table and grabbed a needle. He opened several body bags and injected the bodies with some strange liquid. Moments later these dead people rose and attacked us in a whirlwind frenzy. Ensign Wartog and myself were the only 2 that survived. I had to have my leg amputated at the knee, so I should be coming home soon and we can get married, if you still want me. I fear that Europe won't last long though, the Nazis are very powerful....and if they can raise the dead, what else can they do?

All my love,
Bobby Smith

One of the most successful Nazi Experiments was bringing back the dead. A special chemical cocktail is injected into a dead corpse after death, if injected within 6 hours of death the dead will raise and become essentially cannon fodder lashing out at everything it can find. Nazi medics usually carry 12 doses and use them on the dead during battle.

IQ: 1d4 (Low animal intelligence) **ME:** 1d4 **MA:** 1d4 **PS:** 1d4x10 **PP:** 2d6 **PE:** 6d6 **PB:** 3d4 **Spd:** 2d6

SDC: 1d4x100 **HP:** 1d6 **AR:** 10

Hand-to-Hand: 5 Attacks, Only bonuses from Strength apply.

They keep fighting until they are destroyed or until they Fatigue (see Physical Endurance)

At the point of fatigue, the body goes limp and lifeless, it cannot be re-injected or resurrected by any means (Magic or medical)

Nazi Occult Division:

Head: Albert Schwartz (Prince Rafu)

Magic Users: 3 Sorcerers and 1 Mirror Mage

Personnel:

SS Officers: 420

Disguised Hounds: 200

Occult Scientists: 76 (Equivalent to Acolytes with many science skills)

Magic Users: 4 (3 Sorcerers and 1 Mirror Mage)

Total Personnel: 700

NPC: Rafu (Night Prince in Charge of Occult Division)

Rafu was summoned to earth in the by the Occult Division in the Early Days of World War 2. He masqueraded as an Aryan human sorcerer as quickly gained control of the Occult Division of the Military. He has increased the potential of the occult division 100 fold. There are now 4 full-fledged sorcerers (levels 5,2,1,3) instead of just the 1 original and Rafu has summoned over 300 hounds to Earth. The hounds are almost exclusive assigned to the task of locating the Spear of Destiny, the exception to this is the 40 Hounds that are always guarding the Holy Grail. If Rafu is not defeated soon, the Allies may well lose the war and the Holocaust will continue, which is what he wants. You see, the death camps play on Hitler's Racism but they also serve the Ba'al a purpose. They are currently fueling Rafu's ritual for summoning hounds but if a few more can be completed and put into operation (total needed is 50). It is possible that he will be able to permanently breach the mirror-wall and let Lord Magog come to Earth. 3 Hounds disguised as SS Soldiers always accompany Rafu, there are 4 more guarding Hitler, and usually at least 5 at each Death Camp.

Level 7, Alias: Albert Schwartz

IQ: 21 ME: 26 MA: 19 PS: 28 PP: 17 PE: 31 PB: 15 Spd: 23

SDC: 200 HP: 121 PPE: 405

All usual night Prince Knowledge and abilities

Spear of Destiny

The Roman Guards at the Crucifixion of Christ to stab him in the sides and torture him used this object. As his blood ran down the spear tip, it was transformed into an object of profound mystic power. Legend holds that the ruler of the Roman Empire found out about this artifact and carried it with him always, when he died it was to be buried with him. Hundreds of years later his grave was robbed and the spear tip was taken (the shaft had rotted away). No one knows where tip is currently but a good guess would be an antique shop or private collection.

IQ: 32

Alignment: Diabolic

Shape-shift into Roman Helm

Abilities:

Artifact Armor, Anti-Magic, Energy Blast, **Shatter the Mirror Wall***

**Shatter the Mirror Wall: Using this power permanently destroys the mirror wall, allowing anyone to mirror-walk or cross from the nightlands to earth and vise-versa instantly and without PPE cost.*

Holy Grail

A Simple Grail that Christ drank from at the last supper. Jesus Christ, having the foreknowledge of what was to happen with the creation of the Spear of Destiny, decided he would need to leave behind a way to defeat those who would use the Spear of Destiny.

Int: 34

Alignment: Principled

Shapeshift into Crusifix

Abilities:

Artifact Armor (1000 SDC, AR: 20), Anti-Magic, Dark Destroyer, **Seal the Mirror Wall***

*Seal the Mirror Wall: This will permanently seal the mirror wall and prevent anyone in the

nightlands from ever gaining access to earth, ever! Using this

ability

will permanently destroy the Holy Grail and the spear of

destiny.

Death Camps:

The death camps serve to remind us the entire truly demented mind of Adolph Hitler, for some were already running before Rafu arrived but after his arrival, the death camp idea was re-designed and more actively pursued, many more were built. No one knows the true purpose of the Death Camps besides Prince Rafu, and, unless stopped, by the time everyone discovers the truth, it will be to late...

The Death Camps created after Prince Rafu camp along are designed, not only to provide an agonizing to death to millions to store their PPE in large, underground vats until enough PPE can be collected to breach the mirror wall and allow the nightlords through. The PPE manifests in cisterns as a blood-like liquid that swirls constantly.

Death Camp Stats:

PPE: 4,000

Alignment: Diabolic

IQ: 6

Personnel: *Hundreds of Human Nazis and every death camp has a group of at least 15*

hunters.

Shining Legion (Nightbane Underground Railroad contact)

Shining Legion was born in Russia in the late 1300s. He was raised in a typical Russian family, with his father being a simple shoemaker. He was caught out in the woods during a sudden snowstorm where he was forced to hide in a small cave and eat grubs for a number of days before His family found him. While they were walking back to the village where they lived, a starving bear attacked, mauling his family and killing both of his parents, frightened and furious, he underwent his first becoming. He transformed in a massive centuroid ant with a fiery aura and blasted the bear several times. In the following weeks he was contacted

by the Underground Railroad and escorted to France where he was taught about his race and the nightlands.

Shining Legion is part of a growing faction in the railroad that wants to take an active stand against the Nazis, but the majority still wishes to remain out of human affairs. He is currently helping prisoners escape death camps and giving the allies tips on prison trains and troop movements.

No one has ever seen SL in his morphus (and lived), and he has never openly attacked anyone, he prefers to keep quite and let others fight.

Viewpoints and Positions of the Factions in the 1940s.

The Resistance:

Is very small during this time period, only about 120 members strong. They only have the vaguest ideas of Prince Rafu but have noticed a large increase in the number of hounds.

The Nocturnes:

The Nocturnes originated from this time period. Pendragon, a vampire created in the nightlands, organized them; he severed his link with vampire intelligence hundreds of thousands of years earlier. Contrary to popular belief, the nocturnes do not take their name from the fact vampires and nightbane walk among them but from the fact that the group was started in the Nightlands.

It is uncertain exactly where they first met, but it is believed to be somewhere in the eastern coast of nightlands America. The began to stage A large number of raids into New York, eventually they were forced underground, at that point, they fled to Nightlands Asia and began to Attack the nightlands versions of death camps, freeing countless humans, Most of whom returned home, but a few joined this group, even volunteering to become vampires! They now have cells operating In Nightlands France (the largest group and the nightlands version of the allied underground), Nightlands Moscow (only about 60 members), Nightlands Britain, and a war camp in the Atlantic Desert that stages raids in both America and Europe.

The Nightbane Underground Railroad:

As usual, the railroad has taken a wait and see stance, preferring to stay out of human affairs, they continue to rescue and educate young nightbane.

The Seekers:

The seekers know a lot about the Nazi occult division and have staged several raids to Acquire objects that the Nazi Occult Division has had. They know something is up, but they aren't sure what yet or why there are hounds working for the Nazis. There have been several run-ins between the hounds and seekers when pursuing spell tomes and magical artifacts around the world. Luckily, Rafu has more pressing matters to attend to than dealing with a few human "Dabblers".

Cults of the Night:

Cults are springing up all over Germany. It is even rumored that there is one operating in the American mid-west! Generally speaking though, these groups are small (4-8 members) and try to stay away from the

General public.

The Guardians:

Few of these mysterious beings exist at this point in time, when they are seen, they are considered avenging angels by the Allies and Jewish people, The Nazis consider them angels as well, but they can't understand why they attack them... No human will willingly fight a guardian
But hounds and Prince Rafu have no problems slaying them.

Use of Trenches in Game Terms

Infantry usually "dug-in" to defend and hold a position,
Although it may seem silly to fight from a hole in the ground it was actually very effective at stopping the foot troopers of the Nazis. Trenches
That were combined with multiple machine guns were especially effective and very deadly. Sometimes trenches were surrounded with barbed wire and mines as well to impede enemy troops even more. Trenches were usually 4-6 feet deep so that a normal-sized human could sit down and
Be totally unhittable.

In Game Terms this translates into giving attackers from the ground a -7 to strike anyone in a trench if the trench soldier is standing and if sitting down or hiding in the trench attackers are -14 to strike.

However, if an enemy makes it up to the trench (Within 4 feet) or has high Ground where he can clearly shoot into the trench, all penalties are negated and the soldiers in the trench have a -4 to dodge because of the cramped space.

Often times Nazis and Americans alike would use flamethrowers to quickly clear out a machine-gun nest or trench and the Nazis also made very good use of poison gases (described earlier).

NPC: Adolph Hitler

Please tell me you don't need a description for this guy.

Age: 34 (Will vary according to your time-period)

IQ: 11 ME: 18 MA: 24 PS: 12 PP: 10 PE: 16 PB: 12 Spd: 11

SDC: 32 HP: 34

Skills of Note: Public Oratory 98%, WP: Pistol, Rifle, Knife, Sniper,
Prowl 75%, Swim 80%, Climb 98%/98%, Divination 40%
Lang/Lit German, French, and Italian 98%

Has all of the Axis powers at his beck and call.

Always accompanied by a human honor guard and at least 5 hounds.