

Building an SIS Character

So, you think you've got what it takes to serve in the Devil's Own? We'll just see about that. The character sheet is on page 27, maggots!

SIS Skills List

All Marine SIS graduates receive the following skills automatically at character creation, at no Will cost.

SIS Skill	# of Dice
Brawling	1d
Endurance	1d
Grenade	1d
Knife-Fighting	1d
Machine Gun	1d
Map Reading	1d
Navigation (Land/Sea)	1d
Pistol	1d
Rifle	1d
Stealth	1d
Swim	1d
Survival (Jungle)	1d
Tactics (Jungle)	1d

SIS Specialists

SIS specialists gain the SIS skill set above for free, as well as the specialty skills listed for each specialty below, for the Will cost listed next to the specialist type. These are by no means the only skills they can have—they can buy the listed skills, or buy any skills they want, per the normal character creation rules.

If a skill is found in both the SIS skill set and an SIS Specialist set, add them together.

For example, an SIS flamethrower man has Stealth 1 in his SIS skills and Stealth 1 in his Flamethrower suite: This gives him Stealth 2 at the beginning of play.



Corpsman (2 Will Points)

Marine medics, called “corpsmen” (pronounced “coremen”), are known for their reckless daring in the field. Few Marines have anything but praise for these bold individuals. The Japanese often refuse to recognize the necessity and sanctity of the combat medic and are as likely to fire on corpsmen as they are on a regular Marine—to them, there is no such distinction. Nevertheless, the cry “Corpsman up!” rarely goes unanswered.

Corpsman Skill	# of Dice
First Aid	1d
Medicine	1d

Engineer (2 Will Points)

Engineers remove enemy obstacles such as machine gun nests, bunkers, spider-holes, and fortifications.

Their expertise with explosives makes them a significant asset in the field.

Engineer Skill	# of Dice
Explosives	2d
Mortar	1d
Engineering	1d

Flamethrower Man (2 Will Points)

Vital in the removal of entrenched enemy opposition, the flamethrower man is a necessary component of any SIS squad. Unfortunately, his distinctive equipment makes him a particularly juicy target for the enemy.

Flamethrower Man Skill	# of Dice
Flamethrower	2d
Explosives	1d
Stealth	1d

Radioman (1 Will Point)

Due to the difficult terrain, the radioman is vital to the war effort in the Pacific. He is also responsible for wiring field telephones, fixing electronics, and making sure that communications remain secure.

Radioman Skill	# of Dice
Radio Operation	1d
Telephony	1d
Electronics	1d

Sniper (2 Will Points)

Snipers are the deadliest threat in the jungle. Like hunters, they slowly stalk their targets, shooting only when necessity or opportunity arises.

Sniper Skill	# of Dice
Rifle	1d
Running	1d
Stalk	1d
Stealth	1d
Survival (Jungle)	1d