

Battleground Weird War II

by Brian Cottrell



Blazing Skull: Growing up to become a pacifist, Mark Todd was not pleased with his first big journalism assignment for the Daily Globe. Being a great newsman, he accepted and headed straight for the front of the second Sino-Japanese War. While covering a battle, he was caught in an artillery barrage. Fearing for his life, he ran into a small cave for cover. While within the cave, he discovered a strange race of people called the Skull Men. These creatures all had flaming skulls for heads but otherwise human in all other respects. The Skull People took him in and told him that they believed him to be their chosen one, who was foretold to come, a champion of the beliefs of freedom and liberty to the outside world. This strange race imbued him with immunity to all flame, superhuman healing, as well as superhuman strength. He was also given a flaming mask that would give him the appearance of his new patrons. Returning to the outside world, he traveled to occupied Europe to join the anti-Nazi resistance but was soon captured. He was able to escape just in time to assist Prime Minister Churchill's rescue from Nazi mercenaries. Todd then returned to the United States and continued his journalistic career with the Daily Globe. He continued to fight common criminals and Nazi spies and saboteurs. It wasn't until after he assisted the Invaders in stopping the Battle-Axis stateside that he became an official member of the Invaders. He continues to fight along side his fellow Invaders against the Nazis in Europe and their twisted oppression.

Name: Mark Anthony Todd
Rank: Special Field Operative
Nationality: United States of America
Military Affiliation: Special U.S. Government Agent & the Invaders
Base of Operations: European Theater of War
Height: 6'
Weight: 198 lbs
Eyes: Brown, Red (as Blazing Skull)
Hair: Brown, None (as Blazing Skull)
Actions: Blazing Skull has 2 Actions per turn.

Senses: Skull acts like anyone else when making any tests that are sensory-based.

Strength: The Blazing Skull has been imbued with superhuman strength from his training with the Skull People. He is able to press a maximum of 20 tons at a ¼ Skill Check. He is able to throw anything up to 4 times the normal rate. He may also throw anything under 1 ton up to D20" with an appropriate Skill Check as listed below. Todd has an AP of 20 whilst in close combat but will suffer from an A column hit with a +6 modifier when used. This represents his ability to punch through armor plate but he still possesses the normal toughness of a human that has just punched through several inches of armor plate. When in close combat he rolls 2 dice choosing the best result and will never lose against a normal human unless he rolled a double 20 but this doesn't apply to super-powered opponents.

Throwing Test Chart

Weight	Skill Check
Under 1 ton	Normal
1-6 tons	¾
7-12 tons	½
13-20+ tons	¼

Toughness: Blazing Skull has the normal toughness of a man of his size who engages in extensive physical activity.

Movement: He may move as per the normal rules.

Training: Todd is formally trained in journalism and speaks and writes several languages. He is an excellent boxer and proficient in most weapons and explosives within the Allies combined inventory. Todd is an expert pilot of all known aircraft, boats and vehicles of the day.

Leadership: Blazing Skull is considered a 19-2 Elite Hero.

Weapons & Equipment: The Blazing Skull is most often armed with weapons, equipment and explosives common with that of normal U.S. issue.

Frightening Appearance: The Skull's appearance is very unsettling and often terrifying when suddenly encountered. Due to this physical trait any individual within 5" of him that hasn't seen him until then must make an immediate ½ Morale Check to keep from fleeing in horror. If surprised by the Skull, any individual in close combat will suffer an additional +2 to their Combat Score.

Fire Immunity: The Blazing Skull is immune to all flames no matter their intensity. Therefore he can never be harmed or suffer from psychological effects from such weapons.

Superhuman Healing Factor: Todd has been gifted by the Skull People with a near immortal healing factor. He is able to heal any and all wounds with time and is even able to reattach severed limbs. There is no way to kill him in battle but it is possible to incapacitate him to be of no use. Whenever he is wounded, roll the appropriate dice as listed below. The score is the number of turn it will take before he returns to full capacity. The only way to kill the Skull is to completely obliterate him to where there is nothing left.

Healing Chart

Type of Wound	Dice
Gory Death	D10
KIA	D8
Heavy Wound	D6
Light Wound	D4

No Fear: Because of the powers he has received from the Skull Men, Todd now no longer fears for his life thus making him immune to all Moral rules as well a Gut Checks. The only time he will suffer from a Suppression result is if he is within a blast. This trait often makes the Blazing Skull reckless and cocky revealing himself to unneeded enemy attention and fire.