

# GODLIKE

SUPERHERO ROLEPLAYING IN A WORLD ON FIRE, 1936-1946

Name/Alias: L/Cpl Johnny Fay "The Maple Leaf Kid"

Sex: Male Nation/Ethnicity: Canadian Ht.: 5' 10" Wt.: 157 lbs

Age: 17 Date of Birth: 7/17/1926 Date of Manifestation: 7/29/1943

Education: High school Profession: Store clerk

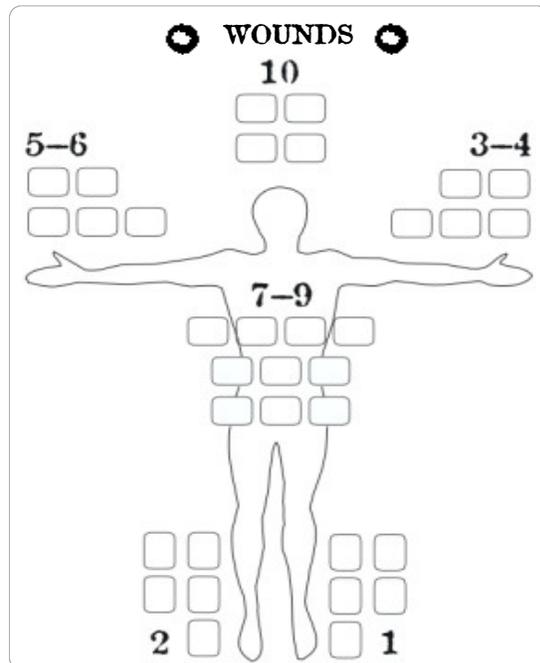
Motivations: Prove to the other Talents that he's not just a kid, but a capable soldier.

Brains ----->  **Body** ----->  (4)

Command ----->  **Coordination** ----->  (4)

Cool ----->  (5) **Sense** ----->

Base Will ----->  ----->



## SKILLS

	Attribute	Dice Pool			
Athletics 2	Body /	6d	Map Reading 1	Brains /	2d
Brawling 2	Body /	6d	Mental Stability 2	Cool /	7d
Climbing 2	Coord. /	6d	Mortar 1	Brains /	2d
Cryptography 1	Brains /	2d	Navigation (Land) 1	Brains /	2d
Dodge 2	Coord. /	6d	Parachuting 1	Coord. /	5d
Endurance 2	Body /	6d	Pistol 1	Coord. /	5d
Explosives 1	Brains /	2d	Radio Operation 1	Brains /	2d
Grenade 2	Coord. /	6d	Rifle 2	Coord. /	6d
Health 2	Body /	6d	Running 1	Body /	5d
Hearing 2	Sense /	5d	Sight 2	Sense /	5d
Knife Fighting 2	Coord. /	6d	Stealth 2	Coord. /	6d
Language [English] 1	Brains /	2d	Submachine Gun 1	Coord. /	5d
Machine Gun 1	Coord. /	5d	Survival 1	Brains /	2d
			Tactics 1	Brains /	2d

## TALENTS

	d	hd	wd	Spent	Flaw: Nervous Habit	-1	-2	-4
Hyperstat: HyperBody 2d	2	•	5	•	10	2		
Flaw: Attached to Hockey Stick	-1	•	-2	•	-4			
Hyperstat: HyperCoordination 2d	2	•	5	•	10	2		
Flaw: Attached to Hockey Stick	-1	•	-2	•	-4			
Hyperstat: HyperCool 3d	2	•	5	•	10	3		
Flaw: Attached to Hockey Stick	-1	•	-2	•	-4			
Harm 8d+2wd (AR)	3	•	6	•	12	16		
Flaw: Attached to Hockey Stick	-1	•	-2	•	-4			

## WEAPONS

	Spray/Pen/Area	Cap	Damage	Range Close/Max
Rifle No. 4 Mk. 1 (Slow 1)	/ /	10	W+2 in SK	550 / 3000
Pistol No. 2 Mk. 1	/ /	13	WSK+1K	16 / 32
No. 36M Grenade	/ 2 / 3		W+1 in SK	15 / 30
Hawkins Grenade	/ 4 / 6		W in SK	15 / 30
	/ /			/
	/ /			/
	/ /			/

## ARMOR

Mk. II Helmet (LAR 2)

## APPEARANCE AND PERSONALITY

Johnny Fay lied about his age to enlist in the army, joining the Royal Canadian Regiment. He was an unremarkable soldier. Physically he was about average and he took orders well, but he wasn't a particularly brilliant soldier. It seemed that he would never rise above the rank of private. Johnny was well liked by the other men in his regiment, though his age made him the butt of many jokes.

He first saw action in Sicily where, in July of 1943, something extraordinary happened. He woke up one morning to find his hockey stick -- which he had left at home -- lying beside him. He crawled out of his tent holding the stick, about to ask where the stick came from (he suspected it was mailed from home) when a German Messerschmitt fighter attacked the regiment with a strafing run. Something clicked in Johnny. He put the hockey stick up to his shoulder -- as he had while playing "guns" as a kid -- and made shooting noises. The German fighter burst into flames.

Johnny was sent to Scotland with the other Canadian Talents who manifested in Sicily. His youthful good looks, his "ah, shucks" demeanor and his love of the Toronto Maple Leafs made him popular back home. While in Scotland he was promoted to lance corporal. Johnny is naively looking forward to getting back into action in order to prove himself to the other Talents.

## PORTRAIT

## NOTES

When he pulls his hockey stick up to his shoulder, and points it at a target, it becomes a rifle with no recoil, hardly ever misses, and has no need to reload.

When he carries his hockey stick, he is physically stronger (Body jumps to 4d), more coordinated (Coordination jumps to 4d) and more confident (Cool jumps to 5d). His hockey stick only has to be on his person for these effects to work. For instance, he could strap it to his back and still gain the Hypercoordination benefits while climbing.

If his stick is broken, he loses his powers until a suitable substitute is found.

## EQUIPMENT

Mk. II Helmet  
 Pattern 37 Battle Dress, with boots and gaiters  
 Pattern 37 web gear with 2 ammo pouches  
 Ankle-high "ammunition" boots  
 Web gaiters  
 No. 4 Mk. 1 spike bayonet and frog  
 Haversack with groundsheet, rations, mess tin, eating utensils, shaving kit, sewing kit, gas cape  
 Mk. II respirator bag with 1943 Light  
 Weight Assault Respirator  
 Entrenching tool carrier and entrenching tool  
 Water bottle with carrier  
 Pistol No. 2 Mk. 1  
 Rifle No. 4 Mk. 1 bolt action rifle

## ASSETS

100 rounds of ammo in 20 five-round stripper clips  
 Two magazines (26 rounds) of pistol ammunition.  
 10 No. 36M grenades  
 2 No. 75 "Hawkins" anti-tank grenades  
 A hockey stick taped on the handle and the blade

## MORE WEAPONS

	Spray/Pen/Area	Cap	Damage	Range Close/Max
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## MORE SKILLS

	Attribute	Dice Pool
Throwing 1	Body	/ 5d
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## MORE TALENTS

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