

GODLIKE

SUPERHERO ROLEPLAYING IN A WORLD ON FIRE, 1936-1946

Name/Alias: S/Sgt. Robert Baker "Brilliant Bob"

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

Age: 26 Date of Birth: 10/12/1917 Date of Manifestation: 7/23/1943

Education: High School Profession: Carpenter

Motivations: Try desperately to fit in now that he's more intelligent than almost everyone on the planet.

Help his fellow man as a way of retaining his humanity.

Brains → 2 (10)

Body → 2

Command → 2

Coordination → 2 (6)

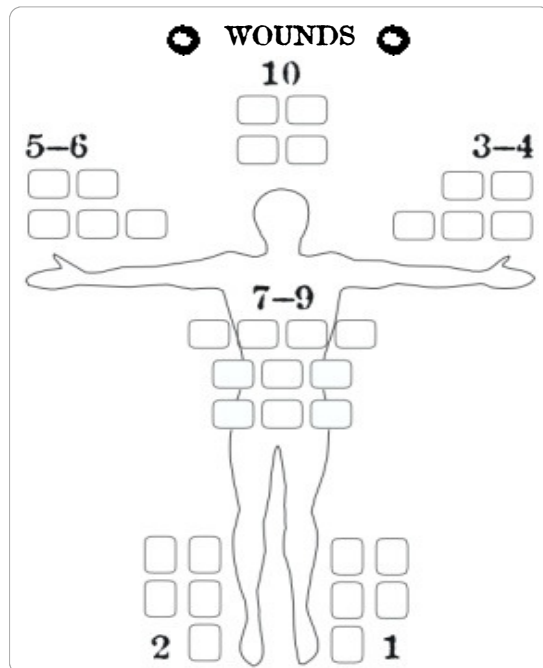
Cool → 3

Sense → 1

Base Will → 6 → ○○○○○○ 05 ○○○○○○ 10

○○○○○○ 15 ○○○○○○ 20 ○○○○○○ 25 ○○○○○○ 30

○○○○○○ 35 ○○○○○○ 40 ○○○○○○ 45 ○○○○○○ 50



SKILLS

| | Attribute | Dice Pool | | | |
|---|-----------|-----------|----------------------|-----------|-----|
| Bluff 2 | Cool / | 5d | Language [English] 2 | Brains / | 12d |
| Brawling 2 | Body / | 4d | Language [English] 2 | Brains / | 12d |
| Climbing 1 | Coord. / | 7d | Language [German] 0 | Brains / | 10d |
| Cryptography 1 | Brains / | 11d | Language [Italian] 0 | Brains / | 10d |
| Dodge 1 | Coord. / | 7d | Leadership 2 | Command / | 4d |
| Driving [Car/Truck/Universal Carrier] 1 | Coord. / | 7d | Lie 2 | Cool / | 5d |
| Endurance 2 | Body / | 4d | Machine Gun 1 | Coord. / | 7d |
| Explosives 1 | Brains / | 11d | Map Reading 1 | Brains / | 11d |
| First Aid 0 | Brains / | 10d | Mental Stability 3 | Cool / | 6d |
| Forward Observer 0 | Brains / | 10d | Mortar 1 | Brains / | 11d |
| Grenade 1 | Coord. / | 7d | Navigation (Land) 1 | Brains / | 11d |
| Health 2 | Body / | 4d | Parachuting 1 | Coord. / | 7d |
| Knife Fighting 1 | Coord. / | 7d | Pistol 1 | Coord. / | 7d |
| | | | Radio Operation 1 | Brains / | 11d |

TALENTS

| | d | hd | wd | Spent | | |
|---------------------------------|----|------|------|-------|--|-----|
| Hyperstat: HyperCoordination 4d | 2 | • 5 | • 10 | 8 | | • • |
| Hyperstat: HyperBrains 8d | 2 | • 5 | • 10 | 8 | | • • |
| Flaw: Nervous Habit [Mumbling] | -1 | • -2 | • -4 | | | • • |
| Multiple Actions Level 1 (-) | | • | • | 8 | | • • |
| Flaw: Interfere | -2 | • -4 | • -8 | | | • • |
| | | • | • | | | • • |
| | | • | • | | | • • |
| | | • | • | | | • • |

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 |
| M1 Thompson SMG | 1/3 / / | 20 | WSK+1K | 25 / 100 |
| Bren Mk. 2 LMG | 0/2/3 / / | 30 | W+2 in SK | 200 / 1850 |
| Bayonet | / / | | W+1 in K | - / - |

ARMOR

| |
|-----------------------|
| Mk. II Helmet (LAR 2) |
| |
| |
| |
| |
| |
| |
| |

APPEARANCE AND PERSONALITY

Robert (Rob) Baker is of African descent. Growing up in Nova Scotia, he didn't hesitate to join the army when war was declared, ending up in the West Nova Scotia regiment.

Rob's Talent manifested in fighting in Sicily, where over the course of two days -- after his platoon leader was wounded -- he became a virtual cyclone of activity and fast thinking.

There are times when his abilities truly frighten him. His biggest fear is that he will "outgrow" humanity, that he will no longer be able to identify as human, let alone with them. As such, he tends to overcompensate in the empathy department, lending his super dexterity and new found intelligence in incredibly advanced surgical techniques.

There is no segregation in the Canadian army. That's not to say there isn't racism (this is the 1940s, after all). Rather than letting it get him down, Rob enjoys messing with the media, which has a hard time classifying him.

His nickname "Brilliant Bob" comes from the BBC. While Canadian and (especially) American media were coming to grips with him, the British people virtually adopted him, giving him his nickname. He doesn't particularly care for it, finding it not a little condescending, but he lives with it as a thank you to genuine affection he received from the British.

PORTRAIT

NOTES

Rob's memory is flawless due to Hyperbrains. His brain is as fast as a computer's. He can draw nearly flawlessly anything he's seen. (He gets +2 XP per session). He mumbles uncontrollably when he's thinking, sometimes insulting those around him ("Why can't they understand??")

Because of Hypercoordination, Rob climbs well enough that he seems to stick to walls. He can control any muscle in his body to the point of near impossible contortion. He can dodge perceived gun attacks. He can catch fast objects. He can dodge multiple attacks without penalty. All perceived attacks against him are at -2 Width.

If he uses his Multiple Actions, he can do up to 2 actions with no penalty, and add 1 to the Width of one success. Any Talent can spend 1 Will to interfere with his Multiple Actions.

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
 Bren Mk. 2 LMG

ASSETS

180 rounds of ammo in 6 thirty-round magazines
 Two magazines (26 rounds) of pistol ammunition
 10 No. 36M grenades
 2 No. 75 "Hawkins" anti-tank grenades

MORE WEAPONS

| | Spray/Pen/Area | Cap | Damage | Range Close/Max |
|--|----------------|-----|--------|--------------------|
| | / / | | | / |
| | / / | | | / |
| | / / | | | / |
| | / / | | | / |
| | / / | | | / |
| | / / | | | / |
| | / / | | | / |
| | / / | | | / |
| | / / | | | / |
| | / / | | | / |

MORE SKILLS

| | Attribute | | Dice Pool |
|------------------|-----------|---|-----------|
| Rifle 2 | Coord. | / | 8d |
| Running 2 | Body | / | 4d |
| Sight 1 | Sense | / | 2d |
| Stealth 2 | Coord. | / | 8d |
| Submachine Gun 2 | Coord. | / | 8d |
| Survival 1 | Brains | / | 11d |
| Tactics 1 | Brains | / | 11d |
| | | / | |

MORE TALENTS

| | d | hd | wd | Spent |
|--|---|----|----|-------|
| | . | . | | |
| | . | . | | |
| | . | . | | |
| | . | . | | |
| | . | . | | |
| | . | . | | |
| | . | . | | |
| | . | . | | |
| | . | . | | |
| | . | . | | |