GODLIKE
SUPERHERO ROLEPLAYING IN A WORLD ON FIRE, 1936-1946

Name/Alias: 2nd Lt. Farley Mowat "The Projector"

Sex: M   **Nation/Ethnicity:** Canadian   **Ht.:** 5' 7"   **Wt.:** 155 lbs

Age: 22   **Date of Birth:** 5/10/1921   **Date of Manifestation:** 12/11/1943

Education: High school   **Profession:** Writer

Motivations: Hatred of Germans. Hatred of self-important officers. Prove himself capable in spite of his slight stature.

WOUNDS

10

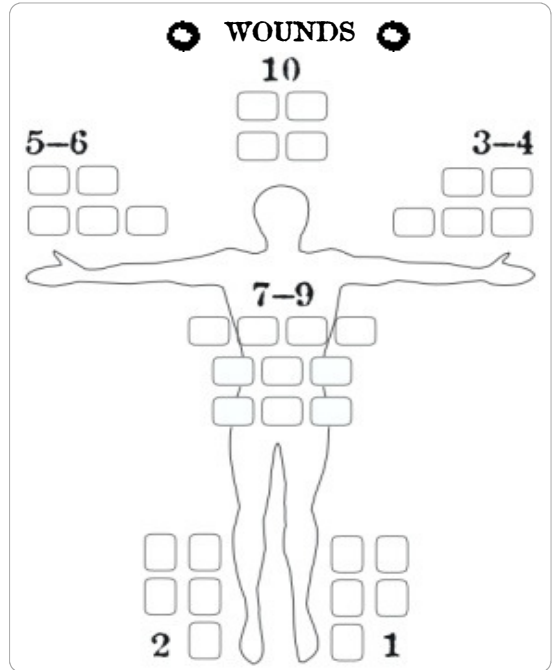5–6   3–4

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2   1

Brains → 3	**Body** → 1
Command → 2	**Coordination** → 2
Cool → 2	**Sense** → 2 (6)

Base Will → 5 → ☐☐☐☐☐ 05 ☐☐☐☐☐ 10

☐☐☐☐☐ 15 ☐☐☐☐☐ 20 ☐☐☐☐☐ 25 ☐☐☐☐☐ 30

☐☐☐☐☐ 35 ☐☐☐☐☐ 40 ☐☐☐☐☐ 45 ☐☐☐☐☐ 50

SKILLS

Skill	Attribute		Dice Pool
	Attribute		Dice Pool
Bluff 2	Cool	/	4d
Brawling 1	Body	/	2d
Endurance 1	Body	/	2d
Grenade 2	Coord.	/	4d
Health 1	Body	/	2d
Hearing 1	Sense	/	7d
Inspire 2	Command	/	4d
Language [English] 3	Brains	/	6d
Map Reading 2	Brains	/	5d
Mental Stability 2	Cool	/	4d
Navigation (Land) 2	Brains	/	5d
Pistol 2	Coord.	/	4d
Radio Operation 2	Brains	/	5d
Rifle 2	Coord.	/	4d
Running 1	Body	/	2d
Sight 1	Sense	/	7d
Smell	Sense	/	6d
Stealth 2	Coord.	/	4d
Survival 2	Brains	/	5d
Tactics 3	Brains	/	6d
Taste	Sense	/	6d
Touch	Sense	/	6d

TALENTS

Talent	d	hd	wd	Spent
Hyperstat: HyperSense 4d	2 •	5 •	10	8
Projected Hallucination 4d+1wd (ADRU)	5 •	10 •	20	16
Flaw: Nervous Habit	-1 •	-2 •	-4	
Flaw: Uneven	-2 •	-4 •	-8	

WEAPONS

Weapon	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 Slow -	/	2	/ 3		W+1 in SK	15 /	30
Hawkins Grenade Slow -	/	4	/ 6		W in SK	15 /	30

ARMOR

Mk. II Helmet (LAR 2)

⚙ APPEARANCE AND PERSONALITY ⚙

2nd Lt. Farley Mowat was an intelligence officer in the Hastings and Price Edward Regiment during the

Moro River campaign. His power manifested when a radio failure cut off the lead company during a

counterattack along the coastal road. Farley saw the location of the company and indicated their

position through images he projected for his fellow soldiers. He later turned the hallucinations against

the Germans.

Farley is a writer with an affinity for animals. He grew up in Ontario and Saskatchewan, and held a

newspaper job before the war. He intends to go to university after the war ends. He is an accomplished

story teller with a good sense of humour and a strong need to fight injustice. That doesn't stop him

from playing around with the truth a little if it makes for a better story.

Farley is an avid bird watcher. His love of birds may have been the reason why he originally

volunteered for the Royal Canadian Air Force. Due to his slight build, he was rejected by the RCAF.

Since joining the army he's had his share of blow-hard, know-nothing officers to contend with. He's also

had to deal with his manhood being questioned due to his stature and youthful appearance.

He has a hatred of the Germans, stemming from the fact they wounded his father in World War I and due

to the fascists' anti-democratic policies.

⚙ PORTRAIT ⚙

⚙ NOTES ⚙

Farley has two Talents, Hypersense 10 and Projected

Hallucinations. He makes targets believe any illusion for

Width in minutes and it takes concentration. Convincing a

target is a dynamic contest, but making a distracting

illusion is not. He can project pain.

His senses are as sharp as an animal's; it is impossible

to sneak up on him; he can see in near absolute darkness;

he can attack invisible Talents with no penalty; he can see

through camouflage and illusions; he can detect motion up

to a mile away; he can identify targets by smell up to a

mile away and track by scent; he can differentiate

chemicals by taste; he can differentiate between dozens of

sounds in a cacophony; he can aim firearms by hearing alone

with a -1d penalty; he can read printed material by touch.

⚙ 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

⚙ MORE WEAPONS ⚙

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

	Attribute	Dice Pool
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	/	

⚙ MORE TALENTS ⚙

	d	hd	wd	Spent
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