

Name/Alias: Sgt. Gordon Sinclair "The Slotback"

Sex: Male Nation/Ethnicity: Canadian Ht.: 6' 1" Wt.: 188 lbs

Age: 31 Date of Birth: 11/30/1912 Date of Manifestation: 7/23/1943

Education: High school Profession: Car salesman

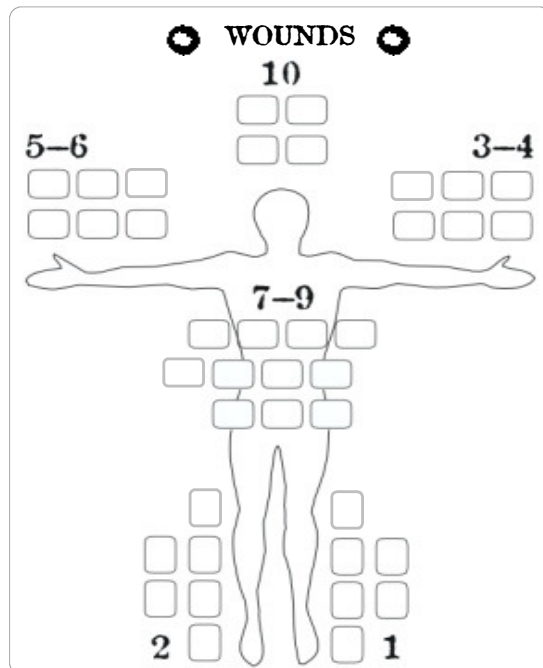
Motivations: Performing to the best of his ability for his country, especially if it brings him fame.

Brains -----> Body -----> (10)

Command -----> Coordination -----> (9)

Cool -----> (6) Sense ----->

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



SKILLS

	Attribute	Dice Pool			
Anti-Tank Rocket 1	Coord.	/ 10d	Knife Fighting 1	Coord.	/ 10d
Athletics 3	Body	/ 13d	Knife Fighting 1	Coord.	/ 10d
Bluff 1	Cool	/ 7d	Language [English] 2	Brains	/ 4d
Brawling 1	Body	/ 11d	Lie 1	Cool	/ 7d
Climbing 1	Coord.	/ 10d	Machine Gun 1	Coord.	/ 10d
Cryptography 1	Brains	/ 3d	Map Reading 2	Brains	/ 4d
Dodge 1	Coord.	/ 10d	Mental Stability 1	Cool	/ 7d
Driving [Car/Truck/Universal Carrier] 2	Coord.	/ 11d	Mortar 2	Brains	/ 4d
Endurance 1	Body	/ 11d	Navigation (Land) 1	Brains	/ 3d
Explosives 2	Brains	/ 4d	Parachuting 1	Coord.	/ 10d
Grenade 1	Coord.	/ 10d	Pistol 1	Coord.	/ 10d
Health 3	Body	/ 13d	Radio Operation 1	Brains	/ 3d
Hearing 2	Sense	/ 4d	Rifle 1	Coord.	/ 10d
			Running 1	Body	/ 11d

TALENTS

	d	hd	wd	Spent		
Hyperstat: HyperBody 7d	2	• 5	• 10	7		• •
Flaw: Locational [Head]	-1	• -2	• -4			• •
Hyperstat: HyperCoordination 7d	2	• 5	• 10	7		• •
Flaw: Locational [Head]	-1	• -2	• -4			• •
Hyperstat: HyperCool 5d	2	• 5	• 10	5		• •
Flaw: Locational [Head]	-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
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

Gord Sinclair was a slotback for two Canadian football teams. He played for the Toronto Argonauts of the Interprovincial Rugby Football Union from 1935 to 1937 (the Argos won the Grey Cup in 1937), and the Toronto Balmy Beach Beachers of the Ontario Rugby Football Union in 1938. An injury kept him out of football in 1939, then the war started.

Football was an amateur sport. Gord sold cars for a living, though his personal integrity (and bad poker face) was a bit of a liability. When the call came to fight for his country, Gord quit his job and joined the army.

While fighting in Sicily with the 48th Highlanders of Canada, Gord's Talent -- a magnification of his natural athletic abilities -- appeared while under fire. He dodged a machine gun attack. He cleared a building by punching through the wall for his squad. Gord was always emotional with a short temper, but he now suddenly found himself calm in a crisis.

Gord, along with the other newly manifested Talents, was pulled off the combat line and sent to Scotland for special Talent training. As a second string player, Gord never received the fame that other players had even on the 1937 Grey Cup winning team. Now that he was a Talent, Gord believed the fame that had always eluded him would now be his. During training, he discovered that being struck in the head makes him lose his powers for a short time, a fact that he has not shared with his fellow Talents or the military.

PORTRAIT

NOTES

Gord's Hyperbody allows him to punch hard materials without harm; fist and kick attacks do Width + 4 damage and Killing instead of Shock; unarmed attacks have Penetration 5; all Shock automatically evaporates after a fight; he can shatter glass with a shout.

Because of Hypercoordination, Gord climbs well enough that he seems to stick to walls; he can try to 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.

Due to his Hypercool, he adds 1 to the Width of all rolls for Initiative purposes only.

If Gord is struck in the head, his powers go away for one combat round.

EQUIPMENT

Mk. II Helmet	Projector, Infantry, Anti-Tank (PIAT)
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	

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
 6 PIAT rockets in 2 three-rocket cases

MORE WEAPONS

	Spray/Pen/Area	Cap	Damage	Range Close/Max
PIAT (Slow 4)	/ 6 / 8	1	W+1 in SK	100 / 300
	/ /			/
	/ /			/
	/ /			/
	/ /			/
	/ /			/
	/ /			/
	/ /			/

MORE SKILLS

	Attribute		Dice Pool
Sight 2	Sense	/	4d
Stealth 1	Coord.	/	10d
Submachine Gun 1	Coord.	/	10d
Survival 1	Brains	/	3d
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		/	

MORE TALENTS

	d	hd	wd	Spent
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