

Name/Alias: 1st Lt. Mitchell Sterlin "The Protector"

Sex: Male Nation/Ethnicity: Canadian Ht.: 5' 10" Wt.: 153 lbs

Age: 22 Date of Birth: 5/9/1921 Date of Manifestation: 12/7/1943

Education: BSc (Honours) from McGill University Profession: University graduate

Motivations: Protecting other Canadian soldiers at all cost.

Brains → 3

Body → 2

Command → 2

Coordination → 2

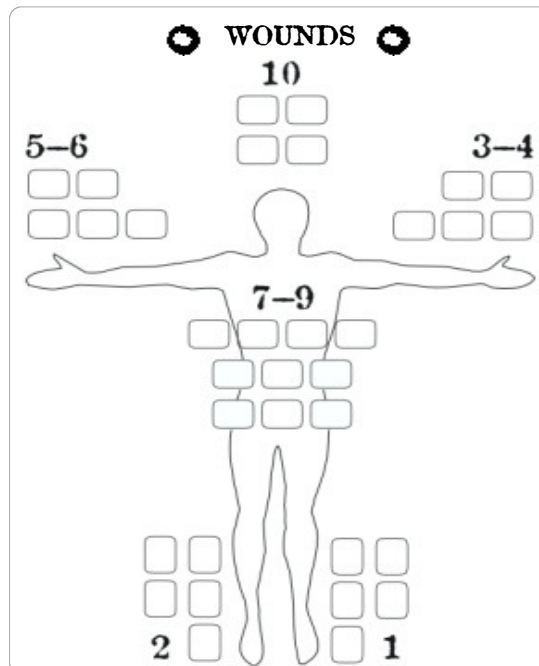
Cool → 2

Sense → 1

Base Will → 7 → 00000005 0000000010

00000015 0000000020 0000000025 0000000030

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### SKILLS

	Attribute	Dice Pool	Sight 1	Sense	/	2d
Dodge 2	Coord.	/ 4d	Stealth 2	Coord.	/	4d
Education 3	Brains	/ 6d	Submachine Gun 2	Coord.	/	4d
Grenade 2	Coord.	/ 4d	Tactics 2	Brains	/	5d
Health 2	Body	/ 4d			/	
Inspire 2	Command	/ 4d			/	
Language [English] 3	Brains	/ 6d			/	
Language [French] 1	Brains	/ 4d			/	
Leadership 3	Command	/ 5d			/	
Mental Stability 2	Cool	/ 4d			/	
Navigation (Land) 2	Brains	/ 5d			/	
Pistol 2	Coord.	/ 4d			/	
Radio Operation 2	Brains	/ 5d			/	
Rifle 1	Coord.	/ 3d			/	

### TALENTS

	d	hd	wd	Spent			
Containment 6d+4wd (ADRU)	5	• 10	• 20	22		•	•
Flaw: Beacon	-4	• -8	• -16			•	•
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		•	•			•	•
		•	•			•	•
		•	•			•	•
		•	•			•	•
		•	•			•	•

### 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

Lt. Mitchell ("Mitch") Sterlin is the son of Leon Sterlin a Ukrainian Jew, and Helen Trapido, a

Lithuanian Jew, both of whom were emigrants to Montreal, Quebec. Mitch was born in Montreal on May 8, 1921. Mitch studied at McGill University in Montreal, where he received honours. He joined the army the day before his 21st birthday. In August of that year, he graduated from the Officer's Training Centre in British Columbia.

Mitch landed in Sicily with the Royal Canadian Regiment where -- like the other Canadians -- he saw a number of small but fierce actions. The same thing happened to him in Italy.

On 9 December, Sterlin's platoon was defending a two storey home from the Germans when the rest of his company was ordered to retreat. The order was shouted verbally, but Sterlin and his men failed to hear the order. His platoon held the house against determined German assaults for hours. German bodies piled up around it as the vicious fighting continued. Sterlin manifested Talent abilities shortly before he came under attack by a pair of Übermenschen. He deflected attacks directed on his men by way of some sort of invisible shield, and even killed one of the German Talents and forced the other to retreat. After nightfall, with ammunition running low, Sterlin pulled his dozen surviving men back from the building now known as "Sterlin's Castle". Some 40 Germans lay dead around it.

Less than a week later he was with the Talent Platoon when most of the men of his old platoon were cut down in an attack on The Gully. He vows not to let that happen to "his" Talent Platoon.

## PORTRAIT

## NOTES

Mitch has the Containment power. He can contain objects or people. He can even contain gunfire and explosions if he is aware of them.

The only downside to his power is that it radiates a bright light visible only to Talents (though it does not obscure their vision) within 200 yards. Enemy Talents will know where he is and that he is using his power.

## 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

M1 Thompson SMG

Pistol No. 2 Mk. 1

## ASSETS

100 rounds of ammo in 5 twenty-round magazines

26 rounds of pistol ammo in 2 thirteen-round magazines

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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## MORE SKILLS

Attribute	Dice Pool
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## MORE TALENTS

d	hd	wd	Spent
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