

# GODLIKE

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

Name/Alias: Cpl George Wright "Animikii" (Myth Name, "Thunderbird")

Sex: Male Nation/Ethnicity: Canadian/Metis Ht.: 5' 8" Wt.: 149 lbs

Age: 29 Date of Birth: 3/14/1914 Date of Manifestation: 12/18/1943

Education: BA University of Saskatchewan Profession: High school history teacher

Motivations: Avenging the death of his brother, by killing Germans or by saving the lives of other

Canadians.

Brains ----->

Body ----->

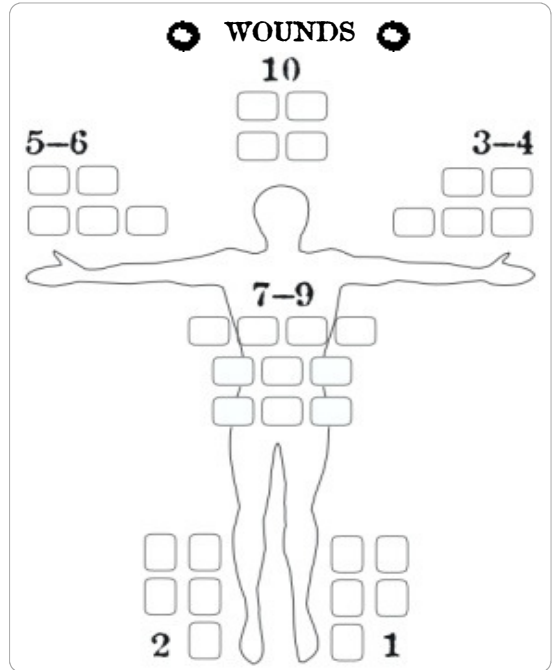
Command ----->

Coordination ----->

Cool ----->

Sense ----->

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



### SKILLS

	Attribute	Dice Pool		Brains /	
Brawling 2	Body /	4d	Navigation (Land) 2	Brains /	4d
Dodge 2	Coord. /	4d	Radio Operation 1	Brains /	3d
Education 2	Brains /	4d	Rifle 1	Coord. /	3d
Endurance 2	Body /	4d	Sight 2	Sense /	4d
Grenade 2	Coord. /	4d	Stealth 2	Coord. /	4d
Health 2	Body /	4d		/	
Knife Fighting 1	Coord. /	3d		/	
Language [English] 1	Brains /	3d		/	
Language [French] 2	Brains /	4d		/	
Machine Gun 2	Coord. /	4d		/	
Map Reading 2	Brains /	4d		/	
Mental Stability 2	Cool /	4d		/	
Mortar 2	Brains /	4d		/	

### TALENTS

	d	hd	wd	Spent		
Teleportation 6d+1wd (ADRU)	5	• 10	• 20	20		• •
Flaw: Forced Attendance	-1	• -2	• -4			• •
Flaw: Expensive	-1	• -2	• -4			• •
Flaw: Nervous Habit (shout brother's name)	-1	• -2	• -4			• •
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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

George Wright is a Metis -- of French-Canadian and Native Canadian descent -- teaching history in Saskatchewan. George was hesitant to join the army at first, but when his younger brother John came home in his Royal Canadian Artillery uniform, George knew he had to join up, too.

George ended up in the Saskatchewan Light Infantry, the regiment providing supporting fire to the other regiments by way of their medium machine guns and heavier mortars.

On 18 December, John Wright was killed by counter-battery fire from German artillery. When he heard about his brother's death, a distraught George demanded to know where John's body was. John was at an aid station where George had once taken a wounded comrade. With a crack that sounded like thunder, George arrived at the aid station without knowing how he got there.

That evening, George teleported back to his family in Regina to give them the news. He returned several hours later to find that his platoon leader had reported him missing. George confessed to his platoon commander. George was put on report pending a formal inquiry and possible court martial, though his commander expressed sympathy due to the circumstances.

George was moved to the Talent platoon. As one of the most recently manifesting Talents, he is still coming to grips with his ability while he mourns the loss of his brother. A Native Canadian in the Seaforth Highlanders named him Animikii, which is the Ojibwe name for "thunderbird".

## PORTRAIT

## NOTES

George can teleport anything he touches up to 1,000 lbs in weight up to 4,000 miles. George can extend that mass limit by decreasing the distance, and vice versa. His maximum mass limit is about 120 tons teleporting up to 1,000 yards. His maximum distance limit is 6,500 miles and 500 lbs.

The reason George can't extend the distance any further is because he must accompany whatever he teleports. It also costs him 1 Will every time he teleports. His ability is tied so closely to the anguish of his brother's death that he must call out his brother's name -- John or Johnny -- for the teleportation to work.

Like most teleporters, George can only teleport to a location he previously visited or that he sees, and teleporting causes a thunder clap like sound.

## 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  
 Rifle No. 4 Mk. 1

## ASSETS

100 rounds of ammo in 20 five-round stripper clips  
 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

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