

Captain America

Male; Age: 96; Height: 6' 5"; Weight: 270 lb.

Eyes: Blue; Hair: Blonde

Power Level 10, 150 PP; Abilities 60 + Powers 19 + Advantages 12 + Skills 35 (69 ranks) + Defenses 24

Abilities

Strength	5	Agility	7	Fighting	6	Awareness	0
Stamina	5	Dexterity	5	Intellect	0	Presence	2

Offense

Initiative: +7

Attack Name	Attack Bonus & Resistance DC	Notes
Shield Bash: Strength-based Damage 1	+14, DC 21 Crit 20
Shield Throw: Strength-based Damage 1	+14, DC 21 25/50/100 ft., Crit 20
Throw	+5, DC 20 Bludgeon, Crit 20
Unarmed	+6, DC 20 Bludgeon, Crit 20

Powers

Ü Super-Soldier Formula (11 PP)

Ü Enhanced Trait: Enhanced Trait 2 (linked)
Traits: Fortitude +2 (+11) (Free - Personal - Sustained)

Ü Regeneration: Regeneration 5 (linked)
Every 2 rounds (Personal - Permanent)

Ü Speed: Speed 2 (linked)
Speed: 8 miles/hour, 120 feet/round (Free - Personal - Sustained)

Ü Vibramium Shield (8 PP)

Easily Removable (indestructible)

Blocking: Deflect 11 (13 PP)
(Standard - Ranged, 275/550/1100 ft. - Instant)

Shield Bash: Strength-based Damage 1 (alternate)
DC 21; Penetrating 5 (Standard - Close - Instant)

Shield Throw: Strength-based Damage 1 (alternate)
DC 21; Increased Range: ranged [3 extra ranks], Multiattack [3 extra ranks] (Standard - Ranged, 25/50/100 ft. - Instant)

Advantages

Defensive Attack Trade attack bonus for active defense bonus.

Defensive Roll 3 +1 active defense bonus to Toughness per rank.

Diehard Automatically stabilize when dying.

Fearless Immune to fear effects.

Great Endurance +5 on checks involving endurance.

Inspire Spend a hero point to grant allies a +1 circumstance bonus per rank.

Leadership Spend a hero point to remove a condition from an ally.

Power Attack Trade attack bonus for effect bonus.

Redirect Use Deception to redirect a missed attack at another target.

Skill Mastery: Athletics Make routine checks with one skill under any conditions.

Skill Mastery: Persuasion Make routine checks with one skill under any conditions.

Takedown Free extra attack when you incapacitate a minion.

Movement

Base Movement Speed - 8 miles/hour, 120 feet/round (run 16 miles/hour, 250 feet/round; swim 2 miles/hour, 30 feet/round)



Defenses

Dodge	12
Parry	12
Fortitude	11/9
Toughness	8/5
Will	9

Hero Points: 1

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted



Real Name: Steve Rogers

Movement

Routine Jump Distance - Running jump: 25 ft.; standing: 12.5 ft.; vertical: 5 ft.; standing vert.: 2.5 ft.

Speed: Speed 2 - Speed: 8 miles/hour, 120 feet/round

Throwing Distance - Throw 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet

Complications

Man out of Time Steve still sometimes has problems coping in the new millennium.

Motivation: Patriotism Next to Uncle Sam, he's the closest thing to living embodiment of American Patriotism in the world.

Background Information

Languages: English

Steve Rogers was born July 4, 1922, to poor Irish immigrant parents, Sarah and Joseph Rogers. Rogers grew up a frail youth during the Great Depression in America. Little else is known about Rogers' early life other than the fact that a strong sense of duty, honor, and humility was instilled in him. Rogers' father died when he was a child and his mother died from pneumonia when he was in his late teens, leaving him in the care of mother's sister until he turned 18.

Horried by newsreel footage of Nazis ransacking Europe and atrocities in Asia that the Empire of Japan committed in China and Korea, Rogers tried to enlist in the Army and was rejected as 4-F because of his frailty and sickness. Rogers tried enlisting under different names at different offices but to no avail. However, his efforts caught the attention of Doctor Abraham Erskine, who had been looking for a volunteer to participate in his top-secret performance-enhancing experiment called Operation Rebirth. He is recruited in the Scientific Strategic Reserve as part of the "super-soldier" experiment under Erskine, Col. Chester Phillips, and British agent Peggy Carter. Phillips is unconvinced by Erskine's claims that Rogers is the right person for the procedure, but relents after seeing Rogers commit an act of self-sacrificing bravery.

After weeks of tests, Rogers was at last administered the Super-Soldier Serum. Given part of the compound intravenously and another part orally, Rogers was then bombarded by vita-rays, a special combination of exotic (in 1941) wavelengths of radiation designed to accelerate and stabilize the serum's effect on his body. Steve Rogers emerged from the vita-ray chamber with a perfect human body. Heinz Kruger, a Nazi spy, who observed the experiment, murdered Dr. Erskine mere minutes after its conclusion. Dr. Erskine died without fully committing the Super-Soldier formula to paper, leaving Rogers the sole beneficiary of his genius.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+17	10	7	
Athletics	+15	10	5	
Close Combat: Vibramium Shield	+14	8	6	
Deception	+2	-	2	
Expertise: Military	+8	8		
Insight	+6	6		
Intimidation	+8	6	2	
Investigation	-	-		
Perception	+0	-		
Persuasion	+8	6	2	
Ranged Combat: Vibramium Shield	+14	9	5	
Sleight of Hand	-	-	5	
Stealth	+9	2	7	
Technology	-	-		
Treatment	-	-		
Vehicles	+9	4	5	

Validation Report

Validation Report (0 issues): Nothing identified

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