

CAPTAIN AMERICA

"It doesn't have to be this way, we can find another more peaceful resolution".



Power Level: 16 **Concept:** America's Iconic Hero **Occupation:** Former Artist, Crimefighter

Str	Dex	Con	Int	Wis	Cha	Melee
20	18	20	18	20	16	+13/+14
+5	+4	+5	+4	+5	+3	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+12	+12	+6	+12	30	+12
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +9, Diplomacy (Cha) +8, Drive (Dex) +7, Gather Information (Int) +7, Jump (Str) +8, Knowledge—Military (Int) +7, Search (Int) +7, Sense Motive (Wis) +10, Spot (Wis) +8, Listen (Wis) +8

Initiative

+4

DEX

Dma Bonus

+10/+20
S/L

Fists & Shield

DEFENSE

18/22

Flat Footed

CHARACTERISTICS

Real Name: Steve Rogers
Height: 6' 2"
Weight: 240 lb.
Eyes: Blue
Hair: Blonde
Birthplace: New York City
Group Affiliation: Avengers, S.H.I.E.L.D.
Headquarters: Avengers Mansion
Relatives: Joseph (father, deceased), Sara (mother, deceased)
Other Aliases: Nomad, Cap, The Captain
Marital Status: Single
First Appeared: Captain America Comics #1

FEATS

Accurate Attack, All out attack, Attractive, Connected, Attack Focus—Shield, Fame, Great Fortitude, Iron Will, Lightning Reflexes, Heroic Surge, Heroes Luck, Improved Disarm, Expertise, Inspire, Leadership, Point Blank Shot, Precise Shot, Ricochet Attack, Toughness, Sidekick (Bucky, Now Deceased)

POWERS

Super Soldier Serum +5: The Super-Soldier serum. Given part of the compound intravenously and another part orally, The recipient is 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 the body. The effect of the Serum is to provide Power rank bonus to Melee Damage, Damage, Fortitude and Will saves, all Strength, Wisdom and Constitution skill and ability checks. And also doubles the recipients carrying capacity for each rank. [Effects: Super Strength, Super Constitution, Super Wisdom; Extra: Permanent; Flaws: Triggered—Vita Rays activate Permanency, Device; Source: Super Science; Cost: 8 pp per rank].

WEAKNESSES

Quirk—Patriotism: Captain America is driven by his patriotism, his belief and love of Democracy and Personal Freedom. He always acts in the best interest of his country and those innocents most in need of his help, he will not break the laws of his country, which he upholds to a point, though is not blindly patriotic. Truth, Justice and Liberty for all, the American Dream is what he seeks to idealise. He can however use a hero point to not act this way.

PERSONALITY

Steve Rogers is a patriotic individual who believes in the best ideals of the United States and struggles to protect them. He is not blindly patriotic or willing to obey any government directive; Rogers strives to protect what he believes is the American dream: truth, liberty and justice. Steve Rogers sometimes comes off as old fashioned and stuffy (since his culture was chiefly that of the late 1930's and early 1940's America). Although Cap's turbulent love life and his dedication to his duty along with the sorrow at recent terrorist attacks has required him to come more into line with mainstream modern day American thinking relatively quickly. Captain America announced recently his identity as Steve Rogers also.

HISTORY

Steve Rogers was born during the Depression and grew up a frail youth in a poor family. His father died when he was a child, his mother when he was in his late teens. Horrified by newsreel footage of the Nazis in Europe, Rogers was inspired to try to enlist in the Army. However, because of his frailty and sickness, he was rejected. Overhearing the boy's earnest plea to be accepted, General Chester Phillips of the U.S. Army offered Rogers the opportunity to take part in a special experiment called Operation: Rebirth. Rogers agreed and was taken to a secret laboratory in Washington, D.C. where he was introduced to Dr. Abraham Erskine (code named: Prof. Reinstein), the creator to the Super-Soldier formula. 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 body as perfect as a body can be and still be human. A Nazi spy who observed the experiment murdered Dr. Erskine mere

MORE HISTORY

minutes after its conclusion. Erskine died without fully committing the Super-Soldier formula to paper, leaving Steve Rogers the Sole beneficiary of his genius. Roger was then put through an intensive physical and tactical training program, teaching him gymnastics, hand-to-hand combat and military strategy. Three months later, he was given his first assignment, to stop the Nazi agent called the Red Skull. To help him become a symbolic counterpart to the Red Skull, Rogers was given the red, white, and blue costume of Captain America. During the war, he served as both a symbol of freedom and America's most effective special operative. Then, during the final days of the war, he was trying to stop a bomb-loaded drone-plane launched by Nazi technician Baron Heinrich Zemo when the plane exploded, killing his partner Bucky; and throwing him unhurt into icy Arctic waters. The Super-Soldier formula prevented crystallization of Captain America's bodily fluid, allowing him to enter a state of suspended animation. Decades later, he was rescued by the newly-formed Avengers and became a cornerstone of the team. His might undiminished. Captain America remains a symbol of liberty and justice.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

DEVICES

Armour (Chain mail) +4: Captain America wears his trademark red, white and blue costume, which is largely made up of blue coloured chain mail, which allows him to reduce any damage by power rank before making a Damage save. [*Source: Super Science; Cost: 1 pp*].

Shield +10: Caps Shield a concave disk 2.5 feet in diameter, weighing 12 pounds. It is made of a unique Vibranium-Adamantium alloy that has never been duplicated. The Shield was cast by American metallurgist Dr. Myron MacLain, who was contracted by the U.S. government to create an impenetrable substance to use for tanks during World War II. During his experiments, MacLain combined Vibranium with an Adamantium-steel alloy he was working with and created the disc-shaped shield. MacLain was never able to duplicate the process due to his inability identify a still unknown factor that played a role in it. The shield was awarded to Captain America by the government several months after the beginning of his career. The shield has great aerodynamic properties: it is able to slice through the air with minimal wind resistance and deflection of path. Its great overall resilience, combined with its natural concentric stiffness, enables it to rebound from objects with minimal loss of angular momentum. It is virtually indestructible: it is resistant to penetration, temperature extremes, and the entire electromagnetic spectrum of radiation. The only way it can be damaged in any way is by tampering with its molecular bonding. The Shield is primarily used to Deflect incoming attacks made against either Cap himself or anyone within reach, effectively allowing him to make a power check (also add Caps Dex modifier) opposed by his opponents attack roll, if the check is equal to or higher than the attack roll he successfully deflects the attack. Cap can deflect even attacks he does not expect (including Surprise attacks) but still needs to make the deflection check. He can only deflect one attack per round, but if he spends his entire round, taking no other actions he can deflect any number of attacks, but is at -2 to his Deflection check per attack beyond the first. Captain America can also use his shield as a weapon either wielded manually or thrown doing power rank damage that can be either Stun or Lethal. [*Power Stunt: Weapon, Dual Damage; Extras: Deflect Others, Automatic; Flaws: Device; Source: Super Science; Cost: 3 pp*].

MAP

MAP FEATURES

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HEADQUARTERS

NOTES

HERO POINTS