

Captain Autumn [GURPS 4e]

500 pt

Name: Captain Autumn (Captain Terry Martin)

Race: Human

Attributes [190]: ST 11 [10], DX 14 [80], IQ 13 [60], HT 14 [40], HP 11, Will 13, Per 13, FP 14

Basic Lift 24

Damage 1d-1/1d+1, Crushing Attack (Innate Attack) 2d cr, Telekinesis (Thrust) 1d-2 cr, Telekinesis (Swing) 1d cr

Basic Speed 7, Basic Move 7, Air Move 14/42, Ground Move 7, Water Move 1

Social Background: TL: 8 [0]

Cultural Familiarities: Middle East [1]; Western (Native) [0].

Languages: Arabic (Native) [6]; English (Native) [0];

Spanish (Accented) [4].

Advantages [347]: Charisma (1) [5], Combat Reflexes [15], Control Air (1) (Elemental: Air) [18], Courtesy Rank (Military) (5) [5], Crushing Attack (2) (Elemental: Air) [9], Damage Resistance (15) (Elemental: Air; Force Field; Limited (Physical)) [68], Doesn't Breathe (Elemental: Air) [18], Enhanced Move (Air) (1.5) (Elemental: Air) [27], Flight (Elemental: Air) [36], Independent Income (5) [5],

Pressure Support (1) [5], Protected Air [5], Resistant (inhaled threat) (Occasional) (Immunity) [10], Sealed [15], Social Regard (Respected) (1) [5], Telekinesis (10) (Elemental: Air; Environmental (Very Common)) [43], Vacuum Support [5], Very Fit [15], Vibration Sense (Elemental: Air) [9], Walk on Air (Elemental: Air) [18]

Disadvantages [-65]: Code of Honor (Superhero) [-15], Curious (12 or less) [-5], Enemy (Terrorists) (Small group (3-5 people)) (9 or less) [-10], Honesty (12 or less) [-10], Pacifism (Reluctant Killer) [-5], Secret Identity (Serious Embarrassment) [-5], Sense of Duty (USA) (Large Group) [-10], Trademark (Whirlwinds) (Simple) [-5]

Quirks [-5]: Always checks under the table [-1], Combat Veteran's sense of humor [-1], Drinks cheap beer and likes it [-1], Lady's Man [-1], Loves dogs [-1]

Packages [0]: Soldier of Fortune (Basic Set) [0]

Skills [33]: Acrobatics DX/H - DX-1 13 [2], Brawling DX/E - DX+1 15 [2], Carousing HT/E - HT+0 14 [1], Driving/TL8 (Heavy Wheeled) DX/A - DX-1 13 [1], First Aid/TL8 (Human) IQ/E - IQ+0 13 [1], Flight HT/A - HT-1 13 [1], Guns/TL8 (Pistol) DX/E - DX+2 16 [4], Guns/TL8 (Rifle) DX/E - DX+2 16 [4], Innate Attack (Beam) (Air blast) DX/E - DX+0 14 [1], Knife DX/E - DX+0 14 [1], Leadership IQ/A -

IQ+0 13 [1] *, Observation Per/A - Per-1 12 [1],
Performance IQ/A - IQ+1 14 [4], Savoir-Faire (High
Society) IQ/E - IQ+0 13 [1], Savoir-Faire (Military) IQ/E -
IQ+0 13 [1], Search Per/A - Per-1 12 [1], Sex Appeal
(Human) HT/A - HT-1 13 [1], Singing HT/E - HT+0 14 [1],
Soldier/TL8 IQ/A - IQ-1 12 [1], Stealth DX/A - DX-1 13 [1],
Tactics IQ/H - IQ-1 12 [2]

*includes: +1 from 'Charisma'

Stats [190] Ads [347] Disads [-65] Quirks [-5] Skills [33] =
Total [500]

Costume: when serving, Captain Autumn wore field
fatigues with rank insignia, a standard military helmet, and
a domino mask (he adamantly refused to wear a cape). In
his civilian superhero appearances he wears a loose red
and yellow jumpsuit and mask. When he expects trouble,
Captain Autumn wears his old helmet and kevlar
underneath the jumpsuit, because he's not an idiot and
he's flying around anyway.

A song-and-dance man for Uncle Sam! Well, not the
dancing part. It's all right for an African-American
superhero to sing for his country, but *dancing*? That's
maybe a little awkward, historically speaking. Besides,
Terry Martin never really learned how.

The rest of it, though? Yeah, it was fine. Martin did ROTC to get through college, despite knowing that he'd probably end up getting shot at in an unfriendly place; somebody had to do it, right? He figured he'd go in, do his tours, decide if he really was interested in a career, and go on from there. It wasn't a very detailed plan, but at least it was one. Said plan did not survive the blood test for metahuman abilities that the US military routinely gives to recruits and cadets before they do something irrevocable (and, more importantly, something involving serious, prolonged physical stress). Martin's numbers were so high, it was a surprise that his metahuman abilities hadn't manifested yet; this made for a unique research opportunity, as well as the chance to get another military superhero for the Army.

If this was a paranoid technothriller, Martin would have been broken, tortured, and turned into a powerful, yet erratic super-soldier. In boring objective reality, the research team quickly worked out that Martin had strong telekinesis, and that he could easily visualize it in terms of manipulating air (he got his name from his ability to turn fall leaves into a protective whirlwind). Flight, physical protection against bullets, precision airbursts -- he had nothing extremely fancy, but the powers he had were all

useful. So Martin finished the study, finished up his ROTC courses, and went off to the fight as one 'Lt. Autumn.'

Serving overseas was kind of a mixed bag for Martin. He was a decent soldier and officer, and he absolutely followed the chain of command, but he was not cut out to be a genius tactician leading a crack team of elite soldiers into impossible missions. What he *was* good at was going in as an auxiliary to special forces units, where his ability to scout positions and place grenades *precisely* where they needed to be made him friends anyway. Martin spent most of his tour divided between doing that, and appearing in morale-boosting movies and shows. That's where the singing and acting came in -- but, again, no dancing.

All in all, Martin got through everything pretty well. He saw some stuff he doesn't like to remember, and sometimes had to do things that needed to be done, but he learned how to get past all of that. He may not talk about it much, except to other veterans, but that's normal. He was maintaining, or even more than maintaining: in fact, Martin had made it to 'Captain Autumn' before his military career ended with a change of Presidential administrations. The new one didn't like the idea of official government superheroes having secret identities, and *really* didn't like the idea of military superheroes at all. They offered

Captain Autumn the same choice as all the others: unmask, or take an honorable discharge and small pension.

Like most of the military's superheroes, Autumn took the discharge. This mass behavior shocked the new administration, but Autumn was not even slightly apologetic about his decision. After all, he had just spent several years making various terrorist groups have exquisitely bad days. That kind of behavior was what secret identities were *for*. He enjoyed serving his country, but if the civilian leadership didn't want him anymore, well, that was the civilian leadership's prerogative.

These days, Captain Autumn is, perhaps weirdly, getting involved in Hollywood. His superpowers are dramatic camera-friendly, he's got the cachet of being a war veteran, and he can even act! ...Reasonably well. He'll be doing his first real movie soon, and hopefully it'll be a hit. He also spends time on the community superhero circuit: visiting hospitals, showing up at local events, assisting firefighters and disaster workers. He likes to do it and it's good publicity -- in that order. Making sure that it stays in that order is currently Captain Autumn's primary personal development objective. It's really easy to get too full of yourself, you know?

In the meantime, he's a charming, young, single guy in a city full of movie stars. As long as he doesn't do anything stupid, he can have a decent life out here. Does fighting street crime count as 'doing anything stupid?' Well, that depends. Do they have laser pistols? No? Then it probably *doesn't* count.

Captain Autumn has a basic attitude towards combat: guns are a bright line. Below that bright line, he'll show some delicacy in subduing bad guys, since they're unlikely to hurt him anyway. But pull a gun, and he'll make sure the gun goes away, fast. His air-Telekinesis is high enough to pick up somebody, lift them up a bit, and then just *drop* them, and his air blasts hit harder than beanbag rounds. If he's facing a street gang, he'll use stealth and flight to knock them down and around, one by one. If it's a fair fight, something went wrong.

And if they're fighting him with automatic weapons? Well, he'll snatch one of their guns out of their hands, and shoot right back, with better aim. He's not big on the idea of killing anybody, but again: fair fights are for other people.

- Moe Lane

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