

CAPTAIN AMERICA

Affiliations	SOLO 6 BUDDY 8 TEAM 10	PP <input type="checkbox"/> STRESS / TRAUMA P <input type="checkbox"/> 4 <input type="checkbox"/> 6 <input type="checkbox"/> 8 <input type="checkbox"/> 10 <input type="checkbox"/> 12 M <input type="checkbox"/> 4 <input type="checkbox"/> 6 <input type="checkbox"/> 8 <input type="checkbox"/> 10 <input type="checkbox"/> 12 E <input type="checkbox"/> 4 <input type="checkbox"/> 6 <input type="checkbox"/> 8 <input type="checkbox"/> 10 <input type="checkbox"/> 12 XP <input type="checkbox"/>
Distinctions	LEAD BY EXAMPLE MAN OUT OF TIME SENTINEL OF LIBERTY 4 +1 PP or 8 	
Power Sets	SUPER-SOLDIER PROGRAM ENHANCED DURABILITY 8 ENHANCED REFLEXES 8 ENHANCED STAMINA 8 ENHANCED STRENGTH 8 SFX: <i>Immunity.</i> Spend 1 PP to ignore stress, trauma, or complications from poison, disease, or fatigue. SFX: <i>Last-Ditch Effort.</i> Step up or double any SUPER-SOLDIER PROGRAM die on your next roll, or spend 1 PP to do both, then shutdown that power. Recover power by activating an opportunity or during a Transition Scene. SFX: <i>Second Wind.</i> Before you make an action including a SUPER-SOLDIER PROGRAM power, you may move your physical stress die to the doom pool and step up the SUPER-SOLDIER PROGRAM power by +1 for this action. Limit: <i>Patriot.</i> Earn 1 PP if you step up emotional stress inflicted by government forces or popular opinion by +1.	
	VIBRANIUM-ALLOY SHIELD GODLIKE DURABILITY 12 WEAPON 8 SFX: <i>Area Attack.</i> Target multiple opponents. For every additional target, add D6 to your pool and keep +1 effect die. SFX: <i>Ricochet.</i> Step up or double WEAPON die against a single target. Remove highest-rolling die and add an additional die to your total. Limit: <i>Gear.</i> Shutdown VIBRANIUM-ALLOY SHIELD and gain 1 PP. Take an action vs. the doom pool to recover gear.	
Specialties	ACROBATIC EXPERT 8 COMBAT MASTER 10 COVERT EXPERT 8 PSYCH EXPERT 8 VEHICLE EXPERT 8 [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	
Milestones	MENTOR THE HERO 1 XP when you choose to aid a specific hero for the first time. 3 XP when you aid a stressed-out hero in recovery. 10 XP when you either give leadership of the team to your chosen hero or force your chosen hero to resign or step down from the team.	
	AVENGERS ASSEMBLE! 1 XP when you first lead a team. 3 XP when you defeat a foe without any team member becoming stressed out. 10 XP when you either convince a hero to join a new Avengers team or disband your existing team.	