



IRON FIST

Daniel Rand

FIGHTING <i>melee</i>	AMAZING (50)	HEALTH <i>F+A+S+E</i>	120
AGILITY <i>ranged · dodge</i>	INCREDIBLE (40)	KARMA <i>R+I+P</i>	70
STRENGTH <i>damage · grapple</i>	GOOD (10)	RESOURCES <i>afford by rank</i>	TYPICAL (6)
ENDURANCE <i>stamina · resist</i>	EXCELLENT (20)	POPULARITY <i>fame</i>	30
REASON <i>knowledge · invent</i>	EXCELLENT (20)		
INTUITION <i>senses · initiative</i>	GOOD (10)		
PSYCHE <i>willpower · magic</i>	INCREDIBLE (40)		

MOVEMENT

GROUND
1 AREA

TALENTS

ALL MARTIAL ARTS

ACROBATICS

TUMBLING

BUSINESS/FINANCE

ACCOUNTING

POWERS	
CHI	Ironfist can increase any one of his physical attributes FASE by +1CS for 10 rounds. This does not increase his health total. Requires 1 round of meditation and Psyche FEAT. to use. At the conculsion of 10 rounds Daniel is so exhausted he loses 25 health points due to the strain.
IRON FIST	Once a day, may be used. Must make a Psyche FEAT to determine damage.
GREEN	INCREDIBLE (40)
YELLOW	AMAZING (50)
RED	MONSTROUS (75)
	Monstrous. If red FEAT is used, he will be knock-out for 1-10 rounds

CONTACTS

ORACLE INC

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