



IRONMAN

Anthony Stark

FIGHTING <i>melee</i>	TYPICAL (6)	HEALTH <i>F+A+S+E</i>	270	MOVEMENT	
AGILITY <i>ranged · dodge</i>	TYPICAL (6)	KARMA <i>R+I+P</i>	70	GROUND 1 AREA	AIR 9 AREAS
STRENGTH <i>damage · grapple</i>	TYPICAL (6)	RESOURCES <i>afford by rank</i>	REMARKABLE (30)		MONSTROUS · 450 MPH
ENDURANCE <i>stamina · resist</i>	TYPICAL (6)	POPULARITY <i>fame</i>	35	TALENTS	
REASON <i>knowledge · invent</i>	INCREDIBLE (40)			BIONICS	BUSINESS/FINANCE
INTUITION <i>senses · initiative</i>	EXCELLENT (20)			ELECTRONICS	ENGINEERING
PSYCHE <i>willpower · magic</i>	GOOD (10)			WEAPONS	DESIGN
				MARTIAL ARTS	A B

EQUIPMENT

TB	thrown blunt / ensnaring — roll Agility on the Universal Table	EN	energy attack — roll Agility on the Universal Table
BODY ARMOR	REMARKABLE (30) TB	Electric-powered, iron-alloy, molecular scale chain mail maintained by an enclosed magnetic field. It is made of Remarkable material bolstered by the magnetic field to Amazing material when in operation; Provides Amazing protection from physical damage. • Provides Amazing protection from most energy attacks; Provides Unearthly resistance to radiation; Provides Remarkable resistance to heat, cold, and acid; Provides Unearthly resistance to electrical attacks.	
FLIGHT	MONSTROUS (75)	High-speed gyro-stabilized turbines located in the boots; Normal flight at Monstrous speeds, 9 areas per round normally, up to a Maximum of 30 areas; Boot-jets may be used as weapons, inflicting Incredible damage against targets in the same area.	
REPULSORS	AMAZING (50)	Medium-density plasma projectors located in each gauntlet. Outlet located in palm of gauntlet; Range of 10 areas; May inflict up to Amazing damage. May inflict less at the discretion of the user; May be fired at separate targets (red FEAT, yellow for Tony Stark, Jim Rhodes), for up to Amazing damage, no target may receive more than Amazing damage.	
UNIBEAM	REMARKABLE (30) EN	Chest-mounted high-intensity lamp; Illuminates an area up to 3 areas away. Turned on suddenly, may blind an opponent facing the wearer for 1-10 rounds (Endurance FEAT roll to avoid). This light is of Remarkable intensity; The beam may be narrowed to produce a laser. This laser has a 3-area range and inflicts Incredible damage (may not be lowered); Illumination from the unibeam extends into the ultraviolet and infrared bands of the spectrum.	
AIR-SUPPLY		Fully-functional life-support system capable of functioning underwater and in vacuum for 2 hours; Internal indicators and bell warns of potential failure or exhaustion of air resources.	
FIRE EXTINGUISHER	REMARKABLE (30)	Foam sprayer contained within the armor reduces fire by a Remarkable degree, It will eliminate fires of less than Incredible intensity; Range of fire extinguisher is 1 area; Foam may be sprayed over armor to further reduce heat damage by 1 rank.	
ENERGY ABSORPTION	UNEARTHLY (100) EN	Internal circuitry of the suit may absorb up to an Unearthly amount of energy each round; Three rounds of Unearthly electrical energy, or 300 points of potential damage, may be so stored; Further storage causes the storage pods to overload for Monstrous damage to all in the same area; Stored energy may be redirected through the repulsors or unibeam, inflicting Monstrous damage each round until the stored energy is depleted; The circuitry of the energy systems may be modified to absorb other forms of energy. This requires a Reason of at least Incredible.	
ENERGY PODS	REMARKABLE (30)	Excess energy is stored in two disk-like pods attached to the waist; Detached from the belt, but linked by cables, these pods may generate a broad spectrum induction field. This field may:: Act as a Remarkable strength force field; Overload electronic circuitry with Excellent intensity. Those electrical items without an Endurance rank are overloaded on a green FEAT roll; Fully detached from the armor, the pods may be thrown up to 5 areas, exploding for Amazing damage in a single area; If one pod is detached, reduce the wearer's Strength, Endurance, and maximum damage by one rank. If both pods are detached, reduce these abilities by two ranks. Excess electrical energy may not be stored if both pods have been detached.	
OVERRIDE	UNEARTHLY (100)	The armor is equipped with internal safety mechanisms to prevent overloading of designed systems. These interfaces may be consciously bypassed to increase abilities; Strength or repulsor damage may be raised to Unearthly in this fashion; Any other single ability may be raised by a single rank through override; Each round of override, the owner of the armor must make a yellow FEAT roll on the Shift o column; Failure indicates the armor is immobilized and must be repaired.	
SONIC ATTACK	AMAZING (50)	Mechanisms within the helmet may project an omni-directional high-frequency sound wave; Range of 3 adjacent areas; Sonic attack may inflict up to Amazing damage to all within those areas; In addition everyone in the affected areas must make an Endurance FEAT roll against the intensity of the attack, or be Stunned for 1- 10 rounds.	
TRACTOR BEAM	GOOD (10) EN	The armor has a small tractor beam located in the chest plate; Lifts objects as Good strength; Range of 1 area.	

SENSORS		Radar/sonar/heat detection sensors implanted in armor and helmet; Range of 10 areas; Vital signs detector which may be keyed to specific individuals in advance. Range of ten miles; Nightvision Lense: Nightvision lens allows the wearer to see in normal darkness up to 3 areas away; Exotic energy detector, capable of detecting odd or unusual radiation, range of ten miles.
FREON TABLETS	MONSTROUS (75)	Super-cooled tablets of freon gas are mounted in dispensers in the epaulets of the armor; May be used against targets in close contact; Inflicts Monstrous cold damage. Will supercool metal and inflict the same damage on machinery.
MULTI-BAND RADIO	T B	AM/FM, short wave, civilian, and navigation bands may be monitored through the helmet; Receives own wavelength and those of defense organizations, including S.H.I.E.L.D; May tie in with satellite and computer networks; Has emergency beeper; Range on all of above, 200 miles.
SONIC DISTORTER	AMAZING (50)	Installed in the throat of the helmet, this mechanism cuts out the high and low frequencies of the wearer's voice, hiding the owner's identity; Further scrambling negates the effects of electronic voice-detectors and similar devices with Amazing ability.
ELECTRONIC COUNTER MEASURES	GOOD (10)	Electronic Counter Measures are installed in the suit, providing Good protection from electronic detection; The suit is also equipped with high-quality internal security, such that the wearer has Monstrous protection from outside interference of his or her armor's performance.
REVERSE MAGNETISM	INCREDIBLE (40) T B	Reverse magnetism generators are installed within the armor's gauntlets; This circuitry provides Incredible control over magnetism.
ROLLER SKATES	INCREDIBLE (40)	Roller skates are installed within the boots of the armor; The wearer can reach maximum speed of Incredible (7 areas/round) using the skates on a smooth surface.
EYE PROTECTION		Polarized eye shields installed in the helmet drop into place to protect the wearer from being blinded by bright lights; Sudden polarization causes 1 round of blindness.
IMAGE PROJECTION		The armor may project up to a dozen visual images of Iron Man which match the actions of the original; Any attack on the wearer of the suit has an equal chance of hitting a duplicate; This illusion is one of light manipulation only. Radar, scent, or detection of life energies reveals the true location of the user.
DIGGING ABILITY	GOOD (10)	The gauntlets may be fitted with rotated studs capable of boring through earth; The suit's user may move at Good speed through soil and rock of up to Good material.
BRIEFCASE	REMARKABLE (30)	The suit of armor may be stored in what appears to be a normal briefcase, but which has been specially constructed to contain the armor; The briefcase is made of Remarkable material; It is secured by an Amazing complexity lock; Failure to foil the lock sets off an Amazing strength bomb which destroys the armor completely.
ALTER EGO		When not wearing the Ironman suit Tony Stark.

CONTACTS

AS A FORMER INDUSTRIALIST PLAYBOY	TONY STARK HAS NUMEROUS CONTACTS THROUGHOUT THE ENGINEERING	BUSINESS
ENTERTAINMENT WORLD. HE ALSO HAS NUMEROUS CONTACTS THROUGHOUT THE INTELLIGENCE COMMUNITY		
THANKS TO HIS FORMER DAYS AS A MUNITIONS DEVELOPER. FINALLY	HE IS FOUNDING MEMBER OF THE AVENGERS	IS A CLOSE FRIEND
ALLY OF CAPTAIN AMERICA	THOR	HAWKEYE
THE BLACK WIDOW	JACK OF HEARTS	
NICK FURY OF S.H.I.E.L.D. HIS PERSONAL CONFIDANTS INCLUDE JAMES RHODES (FORMERLY IRON MAN II	FORMERLY WAR MACHINE I)	
BETHANY CABE	HAROLD HOGAN	PEPPER POTTS