



WAR MACHINE II

James Rhodes

FIGHTING <i>melee</i>	EXCELLENT (20)	HEALTH <i>F+A+S+E</i>	56
AGILITY <i>ranged · dodge</i>	TYPICAL (6)	KARMA <i>R+I+P</i>	50
STRENGTH <i>damage · grapple</i>	GOOD (10)	RESOURCES <i>afford by rank</i>	EXCELLENT (20)
ENDURANCE <i>stamina · resist</i>	EXCELLENT (20)	POPULARITY <i>fame</i>	5
REASON <i>knowledge · invent</i>	EXCELLENT (20)		
INTUITION <i>senses · initiative</i>	EXCELLENT (20)		
PSYCHE <i>willpower · magic</i>	GOOD (10)		

MOVEMENT

GROUND
1 AREA

AIR

TALENTS

MARTIAL ARTS B D

PILOT AIRCRAFT (COMBAT

NORMAL)

MILITARY

MECHANIC

BUISNESS\FINANCE

POWERS

DAMAGE

the number = how much damage this hit deals

ABSORBED

the number = how much damage this armor blocks per hit

MOVEMENT

see Movement block above for areas/turn + mph

RESTORED

the number = Health restored

EN

energy attack — roll Agility on the Universal Table

LIVING ARMOR	MONSTROUS (75) ABSORBED	Jim's Eidolon Warwear gives him Monstrous protection from all attacks.
DRONES	MONSTROUS (75) EN	Miniature drones capable of independent action with at least a Monstrous Energy Blast
VARIABLE POWERS	UNEARTHLY (100)	The Warwear forms weapons and powers at Jim's will. As such he can demonstrate any power with a maximum rank of Unearthly.
ENERGY BLAST	UNEARTHLY (100) DAMAGE EN	Jim usually uses an Energy Blast of at least Unearthly Rank.
REGENERATION	UNEARTHLY (100) RESTORED	Jim can heal from fatal wounds at Unearthly rank
SEALED SYSTEMS	CLASS 5000 (5000)	Jim can Survive without air indefinitely, at Class 5000 rank.
FLIGHT	MOVEMENT	Shift X speeds.
INSTANT CHANGE TO WAR MACHINE. RHODEY'S STATS OUTSIDE THE ARMOR ARE	ABSORBED	

CONTACTS

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STARK ENTERPRISES

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AVENGERS

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CENTURY