

IRON MAN

"I'm just one man, doing all he can to keep things sane. If that makes me a Super Hero, I guess I'm one of many".

Power Level: 24 **Concept:** Robotic Power Hero **Occupation:** Industrialist and Inventor

Str	Dex	Con	Int	Wis	Cha	Melee
10	15	11	20	10	16	+6
+0	+2	+0	+5	+0	+3	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+15	+15	+5	+0	30	+8
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +6, Bluff (Cha) +4, Computers (Int) +14, Craft—Electronics (Int) +15, Craft—Mechanics (Int) +15, Craft—Weapon Systems (Int) +15, Diplomacy (Cha) +4, Disable Device (Int) +11, Drive (Dex) +3, Gather Information (Cha) +4, Knowledge—Culture (Int) +11, Listen (Wis) +1, Pilot (Dex) +6, Profession—Industrialist (Wis) +3, Repair (Int) +11, Science—Metallurgy (Int) +14, Science—Nuclear Physics (Int) +11, Science—Physics (Int) +11, Science—Robotics (Int) +14, Spot (Wis) +1

Initiative

+5

DEX

Dma Bonus

+10/+15 S/L

Fist/Repulsor

DEFENSE

17/22

Flat Footed



CHARACTERISTICS

Real Name: Anthony "Tony" Stark
Height: 6' 1"
Weight: 185 lb.
Eyes: Blue
Hair: Black
Birthplace: Long Island, New York City
Group Affiliation: Avengers
Headquarters: Seattle, Washington, New York City
Relatives: Howard (father, deceased), Maria (mother, deceased), Morgan (cousin)
Other Aliases: None
Marital Status: Single
First Appeared: Tales of Suspense #39

HISTORY

Anthony Stark, son of industrialist Howard Stark, demonstrated his mechanical aptitude and inventive genius at a very early age, enrolling in college electrical engineering program at the Massachusetts Institute of Technology at the age of 15. When he was 21, he inherited his father's business, Stark Industries, and within a few years turned it into a multimillion-dollar industry complex whose chief contracts were for weaponry and munitions for the U.S. government. Stark was sent to Vietnam to supervise a field test for one of his transistorized weapons. While he was there Stark trip on a booby trap and a piece of shrapnel was lodged in his chest. The gravely injured Stark was taken captive by the Communist leader Wong-Chu, and was informed that within a week the shrapnel would penetrate his heart and kill them. Wong-Chu offered Stark at deal: if he built the Communist a powerful weapon, want to allow Stark to undergo an operation to save his life. Stark agreed, hoping to gain time and access to tools. Stark was given access to a small laboratory in communist territory with another captive, the renowned Oriental physicist Professor Ho Yinsen. With the incense help Stark designed and

FEATS

Identity Change (The Armour compacts down into a briefcase), Aerial Combat, Accurate Attack, Assessment, Attractive, Connected, Dodge, Fame, Far Shot, Leadership, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Skill Focus (Computer), Skill Focus (Robotics), Skill Focus (Weapon systems), Skill Focus (Metallurgy), Skill Focus (Mechanics), Skill Focus (Electronics), Takedown Attack

POWERS

Super Intelligence +5: Stark has a very adept intellect allowing him to add his power rank to all Intelligence checks and all skill checks with Intelligence as their key ability [*Source:* Training; *Cost:* 2 pp].

WEAKNESSES

Artificial Heart: During an incident where Starks old armour gained some sentience, his damaged heart has been replaced entirely with part of his armour. He now has a metallic node in his chest that powers his heart, occasionally needing electrical recharging in order to keep him alive. This basically means he must recharge via a special chamber he has constructed once every few days or he begins to need to make Fortitude (DC 15) saves each hour if he fails once he becomes fatigued, then exhausted, unconscious and then finally dies.

Alcoholism: Basically Tony has faced a very long struggle with his drink problem, but whenever faced with a serious loss, failure, stress, or defeat he must make a Will save (DC 15) or start drinking again.

PERSONALITY

Stark is driven to create new devices, many of which tend to have applications as weapons. However, he scrupulously maintained the standard that all his devices were essentially nonlethal. Sudden distressing events can trigger extreme moodswings, which tend to either drive him into bouts of depression and possibly drinking or savage almost berserk rampages (as in the Anti-armour rampage). Stark is also a socialite and in recent years someone who is trying very hard to come to terms with just who he is and how he fits into the world, and has even managed finally to approach not only his work but his social life in a sensible manner. He may also have found a lasting relationship with Ms Rumiko Fujikawa whom he cares for immensely. Stark also recently publicly announced his identity as Iron Man, ending the myth that iron man was merely his guard.

MORE HISTORY

built an electrically powered suit of armor and equipped with heavy offensive weaponry. The armor also contained pacemaker like device which enables Stark's heart to keep beating after the shrapnel entered it. Donning the suit, Stark connected it to its power source, an electrical generator. Lying on a table Stark was helpless until the suit was fully charged. His captor, Wong-Chu, sensed something was amiss and came to investigate with armed men. Realizing he was sacrificing his life, Professor Ho Yinsen went out to confront Wong-Chu, to give Stark the extra time he needed to charge the armored suit fully. As the Iron Man Stark avenged Yinsens death and scattered Wong Chu's guerilla troops. Then, still clad in his armor, which was necessary to keep his heart beating, stark made his way to the jungle, trying to escape communist territory. James Rhodes, a pilot in the United States Marines who was stationed in South East Asia, had been shot down in the jungle nearby Communist rockets while he was on a reconnaissance mission. Rhodes managed to land safely and was attempting to get his helicopter air worthy when he encountered Iron Man. After Iron Man help Rhodes fight off an attack by communist forces, Rhodes allowed him to drain helicopters batteries to recharge his armor. The to attract to the jungle together, finally discovering a hidden Communist rocket base. Stealing an enemy helicopter, they destroyed the base and flew to the nearest American base. Back in the United States, Stark redesigned his chest plate, which contained a pacemaker like device, reducing the chest plates size and wait so he could wear it under his normal clothing. Required to wear the armor is just played at all times to keep his heart beating, Stark decided to put to rest of the armor to regular use as well. After redesigning the entire armored suit to match the letter chest plate, Starks made the existence of the suit public. He concealed the suits true origin, as well as the fact that he himself had to wear the chest plate to live. Stark made it known that he would soon manufacture the arts suit, which he called "the human machine," for sale for the public. Soon afterward, Stark donned one of his battle suits in order to prevent thieves from stealing parts of the other copies of it. This experience made him realize that the suit was too dangerous to me made available to the public. The next day Stark revealed what had happened to him in Southeast Asia to Joanna Nivena, who was then his fiancée. Together they attended a tennis match in Forest Hills, N.Y. that afternoon. Stark brought along his armor, which he was taken to nearby laboratory for tests. The match was invaded by terrorists who threaten to kill everyone present with a bomb. Joanna urge Stark to don the armor to stop terrorist. Stark did sell, captured the terrorist, and save the spectators when the bomb went off by throwing himself atop the bomb. Iron Man thus publicly became a hero, and Stark had a new sense of purpose, having decided to combat evildoers as Iron Man. Wishing to retain some degree of anonymity, Stark established the fiction that Iron Man was is paid bodyguard wearing a suit of armor that he had invented. Only his most trusted aides learned Stark and Iron Man were one and the same. At first Stark used his Iron Man identity only to combat spies and criminals who threaten Stark industries. Later, he expanded the scope of his alter egos activities to battle any force or person who friend the security of America or the world. Stark was instrumental in the organization and are meant of the original World intelligence and law-enforcement agency known as SHIELD, and as Iron Man he became a founding member of the team of super human champions known as the avengers.

DEVICES

IRON MANS ARMOUR MK IX

Super Strength +10: Iron Man suit grants tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 1024 times his normal carrying capacity [*Power Stunt*: Lethal; *Flaws*: Device; *Source*: Super Science; *Cost*: 3 pp].

Super Dexterity +3: Iron Mans suit provides him incredible agility and adds his power rank as a dodge bonus to his Defence and Reflex saves, Dexterity checks, initiative checks and all Dex skill checks [*Flaws*: Device; *Source*: Super Science; *Cost*: 3 pp].

Super Constitution +15: Iron Mans suit has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Flaws*: Device; *Source*: Super Science; *Cost*: 3 pp].

Armour +10: Iron Mans suit is incredibly strong, allowing its wearer to reduce its power rank from the Damage bonus before the Damage save is made. The Armoured shell is also adaptive providing a sealed adapting environment for its wearer, effectively providing a rank number of immunities, currently it provides Immunity to Suffocation, Pressure, Cold, Disease, Poison, Electricity, Radiation, Fire, Corrosion, Critical Hits [*Power Stunt*: Radio Hearing, Radio broadcast, Ultra Hearing, Darksight; *Extra*: Immunity; *Source*: Super Science; *Cost*: 2 pp].

Force Field +10: Iron Mans suit can surround him with a powerful force field that provides a Damage save bonus equal to its power rank, however while the force field is up he can take no other action [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Flight +12 (Rockets): Iron Mans suit allows him to fly up to 60 .ft per round as a base speed, 120 .ft as a full round action or 480 .ft as a Sprint [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Energy Blast +20 (Plasma Bolt Generators): Iron Mans suit can generate these "Torpedoes" of high energy plasma. These plasma charges do no damage at short range, instead picking up power and energy as they travel. Effectively this means that the plasma bolts require a ranged attack roll to hit and only do +1 power rank damage for each 5 .ft of distance between iron man and his target (to a maximum of the powers rank in damage). Upon striking a target the plasma erupts in a 5 .ft x power rank area of effect [*Extras*: Explosive Blast; *Flaws*: Device, Build Up; *Source*: Super Science; *Cost*: 1 pp].

Energy Blast—Kinetic +15 (Repulsors): Iron Mans gauntlets can emit his powerful trademark repulsor blasts capable of doing up to power rank kinetic damage at up to normal range on a ranged attack roll [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Energy Control—Light +10 (Unibeam): Iron Mans suit has a round module in the chest plate which can emit his Unibeam a powerful floodlight capable of illuminating a 5 .ft radius x power rank, it can be narrowed to a beam in order to make a dazzle attack against a target. This requires them to make a Reflex save DC10+PR or be blinded. On each following action after the round blinded the target can attempt a Fortitude save with the same DC as before in order to regain the use of the sight. The target receives a +1 bonus to the save for each round of being blind after the first. A blinded target suffers a -1 penalty on all rolls that involve the sense [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Energy Blast—Heat +8 (Heat beam): Iron Mans suit can fire a heat beam from its palm at up to normal range on a successful ranged attack roll and inflicts up to power rank damage [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Energy Control—Magnetism +5: Iron Mans suit is capable of projecting a magnetic force allowing him to move up to 3,200 .lb. This can be used against other beings but requires a ranged attack roll and must succeed at an opposed magnetism vs. strength check [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Absorption +10: Iron Mans suit can absorb any energy attack, reducing the damage bonus by the power rank. It can even absorb up to a total of 10 points of damage per rank, this extra energy bleeds off at a rate of one point per round after the first and can be used to boost the suits Repulsors by up to its absorption power rank for one round per point [*Flaws*: Device; *Source*: Super Science; *Cost*: 2 pp].

Sensory Protection +10: Iron Mans suit has numerous devices to protect sense from sensory overload reducing any relevant dazzle or sensory attack by this abilities power rank [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Super Sense +8: Iron Mans suit has numerous sensory improvement technologies built in, providing power rank as a bonus to all checks using senses (Search, Spot, Listen, Survival checks for tracking and so forth). [*Flaws*: Device; *Source*: Super Science; *Cost*: 1 pp].

Invisibility +8 (ECM): Iron Mans suit allows him to render himself invisible to all kinds of electronic surveillance and detection ability, although iron man is still detectable by normal vision. Surveillance devices within 5 feet of him can make out his image by making a successful Spot (or relevant detection roll) with a DC of 10 + PR. Electronic defences attempting to attack Iron Man while his ECM is on must guess the 5 foot square or squares in which iron man is situated each time an attack is made. Assuming the attacker guesses correctly the attack still suffers a 50% miss chance [*Flaws*: Device, Limited—vs Machines only; *Source*: Super Science; *Cost*: 1 pp].

Stun +8 (Electromagnetic Pulse): Iron Mans suit can emit a powerful EMP pulse that can disable or interrupt all electrical devices. All machines within 5 .ft radius per power rank suffer a -5 penalty to any relevant system roll they control. If against a robotic or artificial being then they are allowed a Reflex save DC10 +PR to avoid the effect otherwise suffer the loss of all dodge bonuses to Defence and can take no actions (including free actions). Foes gain +2 bonus to hit the stunned being. This affect lasts for initially for one round but unless the affecting robot can succeed another save roll with the same DC as previously but with a cumulative +1 bonus for each round then they remain stunned [*Flaws*: Device, Limited—Machines only; *Source*: Super Science; *Cost*: 1 pp].