Iron Man
Tony Stark

Height: 1.79 m   **Weight:** 64.00 kg
Hair: Black   **Eyes:** Brown

HERO SYSTEM FIFTH EDITION
EGYPTOID

Val	Char	Cost	Roll	Notes
10+38	STR		11- / 19-	Lift 100.0kg/19.4tons; 2d6/9 ½d6
12+8	DEX		11- / 13-	OCV: 4/7/DCV: 4/7
22+8	CON		13- / 15-	
20	INT		13-	PER Roll 13-
15	EGO		12-	ECV: 5
20+5	PRE		13- / 14-	PRE Attack: 4d6/5d6
4+2	SPD			Phases: 3, 6, 9, 12/2, 4, 6, 8, 10, 12
2+28	PD			Total: 2/30 PD (2/20 rPD)
8+22	ED			Total: 8/30 ED (8/20 rED)
10+10	REC	-		
114+16	END	-		
10	BODY	-		
26+51	STUN			**Total Characteristic Cost: 128**

Movement:
Running: 6"/12"   Flight: 15"/120"
Leaping: 2"/4"   Swimming: 2"/4"

Powers
END

High-Tech Armored **Battlesuit,** all slots OIF (Custom Battle-armor)
1) *Armored Shell*: +20 PD, Resistant; ; **plus** +20 ED, Resistant; ;   0
2) *Built-in Jets*: Flight 15", x8 Noncombat; ;   4
3) *Physical Enhancement*: +38 STR; ; **plus** +8 DEX; ; **plus** +8 CON; ;
    plus +5 PRE; ; **plus** +2 SPD; ; **plus** +28 STUN; ;   4
4) *Environmental Systems*: Life Support (Safe in High Pressure; Safe in High
Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low
Pressure/Vacuum; Self-Contained Breathing); ;   0
5) *Jarvis: Onboard Computer*: Computer Link; ; **plus** Eidetic Memory; ; **plus**
Lightning Calculator; ; **plus** Radio Perception/Transmission (Radio Group); ;
    6) *Sensors*: IR Perception (Sight Group); ;

Skills

AK: United States 8-	Acting 8-
Climbing 8-	Computer Programming 13-
Concealment 8-	Conversation 8-
Deduction 8-	Electronics 13-
High Society 13- (14-)	Inventor 13-
KS: Bleeding Edge Tech 13-	Mechanics 13-
Prof: CEO 11-	Prof: Futurist 15-
Paramedics 8-	Persuasion 8-
Power: Suit Systems 13-	Shadowing 8-
Stealth 8-	

TranspFam: Quinjet, Small Motorized Ground Vehicles
Language (idiomatic; Everyman, literate) English, French
+2 with single Characteristic Roll (INT)
That's my Tech!: Analyze: Technology 13-
I took controlling interest of Williams Industries this morning:
    PS+KS: Economics 13-

-Offensive Systems: Multipower, 75-point reserve, all slots ;
  1) *Standard Repulsors*: Blast 11d6, Reduced Endurance (½ END);   2
  2) *Full-Powered Repulsors*: Blast 8d6, Double Knockback;   7
  3) *Uni-Beam*: Killing Attack *Ranged* 3d6+1, Armor Piercing;
     Increased Endurance Cost (x4 END), ;   28

Atomic Pacemaker: +10 CON (20 AP); Fuel Dependent (fuel is Uncommon; must
    refuel Once per 6 months; Fuel is very expensive or difficult to obtain), IIF

Appearance: Tony Stark is a slim, handsome Caucasian man of average height. He wears a short beard and dresses in expensive semi-formal clothing.

350+ **Complications**
  Hunted: Enemies of the Avengers
  Normal Characteristic Maxima:
  Hunted: SHIELD
  Physical Complication: Incapacitated if Arc Reactor Chest Implant is removed or damaged
  Psychological Complication: Futurist, Believes Technology is the answer to all problems
  Psychological Complication: Egotistical
  Susceptibility: When End Score is below 20
  Reputation: hotshot playboy
  Social Limitation: public ID tony stark
  Rivalry:
  Accidental Change (Shut offs, Stalls): EMPs, Extreme Atmospheric Effects, Radiation Overloads
10 Experience Points

Background: Son of a visionary industrialist, Tony Stark inherited what was already one of the largest and most profitable high-tech firms in the world. Tony Stark proved that he was at least, if not more gifted than his father and used his technical abilities to push Stark International to even greater heights. When he was critically injured by mis-used technology he himself designed, Tony Stark turned his back on weapons manufacture, formerly one of his most profitable ventures. He now focuses Stark International on peaceful uses of technology while using his Iron Man armor to make up the gap left when law enforcement lost access to the high-technology gear that the bad guys still seem to get their hands on.

Specialized Armors: Variable Power Pool (Gadget Pool), 50 base + 40
    control cost, Can only be changed by switching to **pre-prepared**
    specialized armor; all slots *OIF (Custom Armor Systems)*
    1) *Standard Mark VII Armor*: Radar (Radio Group), Increased Arc Of
    Perception (240 Degrees); **plus** Killing Attack Ranged 1d6-1,
    Penetrating, Area Of Effect (One Hex), Selective; 2 Charges,
       Real Cost: 18   [2]
    2) *Hulkbuster Armor*: +30 STR; No Figured Characteristics,
       plus +10 PD; Real Cost: 22   3
    3) *Stealth Armor*: Invisibility to Sight Group, Radar and High Range
    Radio Perception , No Fringe; Real Cost: 25   4
    4) *Uru Armor*: Physical Damage Reduction, Resistant, 25%; **plus**
    Energy Damage Reduction, Resistant, 25%; **plus** Power Defense (10
    points); Only vs Magic, Real Cost: 25
    5) *Space Armor*: Flight 10", x8 Noncombat; **plus** Radar (Radio
    Group), Increased Arc Of Perception (240 Degrees);
    Real Cost: 31 3

Perks
Money: Filthy Rich
Fringe Benefit: CEO of Stark Enterprises
Avengers Membership: Access to Shield & Other restricted orgs

Total Powers & Skill Cost: 382   **Total Cost: 510**

Total Complications Points: 510

Personality: Tony Stark is used to being the smartest man in the room, seeing solutions to problems other haven't even noticed yet. Using his technical skills he believes he can solve any problem and engineer a way out of any situation. Because of his total self-confidence Tony often belittles or ignores people he doesn't respect. Early on he saw no reason he couldn't single-handedly protect the world as Iron Man.
Fortunately he was able to keep his arrogance under control when it was clear he could use some help. Stark initially organized the Avengers as an extension of his mission as Iron Man and it viewed it as "his" team, naturally assuming everyone should defer to him on team matters and speaking for "his people" when dealing with outside groups. It has been a long and slow process for him to learn that he is now among equals

Quote: "I'm wired into a world-wide network of computers and satellites. The goal is to see danger before it gets here. I'm getting ready for the future and to get humanity there in one piece."

- When designing powered armor characters in Hero System it is often up for debate as to whether it is more appropriate to use OIHID or OIF to represent their battlesuits. The Avengers: EMH version of Iron Man earns his Foci limitation. His armor is often damaged to the point where systems fail and opponents have been seen to target specific systems in the hope of breaking them. Enemies often start to peal his armor off when he is helpless.
- The Avengers: EMH version of Tony Stark has an Arc Reactor in his chest that keeps him alive and supplies power to his armor, much like the movie version of the character. Although this is a Bionic implant, Tony cannot function without it and it cannot be counted as a foci or similar device. As such, his armor does not have an independent power supply and effectively runs off of Tony's personal Endurance statistic. For this reason he has a superhuman level of End, and takes damage if his "power level" falls too low. This is often seen in the show when he curls up in pain after pushing his weapon systems.
- Various pieces of the armor (and therefore individual powers) will function as long as they are connected to his chest unit. It is not necessary for him to have the entire suit on to use individual powers. As such there are no "linked" or "Unified Power" limits applied.
- The Variable Power pool is intended to reflect the arsenal of various specialty suits Iron Man calls on over the course of the series. All of these suits seem to have a large set of common abilities (as reflected by the powers bought outside the pool) but with a few specialized modifications. In order to change out his Gadget Pool, Tony Stark needs to put on one of the many suits he has pre-prepared at Avengers Mansion, Stark Industries headquarter, or his home. This is a borderline use of the Gadget Pool rules but seems the best solution to simulate the way the Armors are portrayed in the series.

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace		0	+2	½ +2 OCV vs. Range Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab		½	-1	-2 Grab 2 limbs
Grab By	½†	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	1d6/4 ½d6 + v/10; you take 1/3
Move Through	½†	-v/10	-3	2d6/9 ½d6 + v/6; you take ½ or full
Multiple Attack	1	var	½	Attack multiple times
Set	1		+1	+0 Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	2d6/9 ½d6 or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target Prone