WAR MACHINE

James Rhodes (Public)

	Affiliations		**Distinctions**	
		6 SOLO 8 BUDDY 10 TEAM		THE BIG GUN AIR FORCE COLONEL PLAYS BY THE RULES

XP ☐

PP ☐

Stress/Trauma

P	4 6 8 10 12
M	4 6 8 10 12
E	4 6 8 10 12

Power Sets

POWERED ARMOR

6 CYBERNETIC SENSES   8 ENHANCED REFLEXES
10 SUPERHUMAN DURABILITY   10 SUPERHUMAN STRENGTH
10 SUPERSONIC FLIGHT

SFX: *Boost*. Shutdown highest-rated Weapons Platform or Powered Armor power to step up another Powered Armor power by +1. Recover power by activating an opportunity or during a Transition Scene.
SFX: *Reinforced Power Armor*. Spend a D6 Doom die to ignore physical stress or trauma unless caused by mystical attacks.
Limit: *Power Surge*. Shutdown highest-rated power to gain 1 PP. Take an action vs. the doom pool to recover.

WEAPONS PLATFORM

6 MISSILES   8 REPULSORS   10 GATLING GUN

SFX: *Area Attack*. Target multiple opponents. For every additional target, add d6 to your pool and keep +1 effect die.
SFX: *Unibeam*. Step up or double Repulsors on your next roll, or spend 1 PP to do both, then shutdown Repulsors. Recover power by activating an opportunity or during a Transition Scene.
SFX: *The Ex-Wife*. Spend 1PP to step up twice and double Missiles for one attack. Recover during a transition scene.
Limit: *Charged System*. Shutdown highest-rated power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specs

8 COMBAT EXPERT   8 COVERT EXPERT   8 TECH EXPERT   10 VEHICLE MASTER

Milestones

YOU WANT TO BE THE WAR MACHINE?
1XP When you use cutting edge technology on a mission.
3XP When you use a new weapon or system on your armor.
10XP When you either give up wearing the suit, or you defeat a major threat and prove that the suit belongs with you.

MAN ON A MISSION
1 XP When your military affiliation is referenced.
3XP When you work against your friends or with the enemies of your friends for the mission.
10XP When you stand with your friend when the man says no, or when you abandon your friend forever to do the job.