

Character Name: **Tetsuronin**

AKA: Masahara Yoshihiro

Genre: Superheroic

Campaign:

**CHARACTERISTICS**

| Val | Char | Base | Cost | Roll | Summary |
|--------------|------|------|------|-----------|---|
| 15/65 | STR | 10 | 5 | 12- / 22- | Lift: 200.0kg/204.8tons |
| 20 | DEX | 10 | 20 | 13- | Initiative: 50 |
| 18/48 | CON | 10 | 8 | 13- / 19- | Stun Threshold: 18/48 |
| 23 | INT | 10 | 13 | 14- | Perception Roll: 14- |
| 23 | EGO | 10 | 13 | 14- | |
| 30/50 | PRE | 10 | 20 | 15- / 19- | PRE Attack: 6d6/10d6 |
| 5/12 | OCV | 3 | 10 | | STR Dmg: 3d6/13d6 |
| 5/8 | DCV | 3 | 10 | | STR END: 1/6 |
| 3 | OMCV | 3 | 0 | | |
| 8 | DMCV | 3 | 15 | | |
| 5/35 | PD | 2 | 3 | | 5/35 PD • 0/30 Res. PD |
| 5/35 | ED | 2 | 3 | | 5/35 ED • 0/30 Res. ED |
| 3/8 | SPD | 2.0 | 10 | | Phases: 4, 8, 12/2, 3, 5, 6, 8, 9, 11, 12 |
| 9 | REC | 4 | 5 | | |
| 35 | END | 20 | 3 | | |
| 12 | BODY | 10 | 2 | | |
| 58 | STUN | 20 | 19 | | |
| 12m | Run | 12 | 0 | | |
| 4m | Swim | 4 | 0 | | |
| 4m | Leap | 4 | 0 | | |
| Total | | | | | 159 |

CHARACTER IMAGE**EXPERIENCE POINTS**

| | |
|------------------------|-------------|
| Total earned: | 870 |
| Spent: | 870 |
| Unspent: | 0 |
| Base Points: | 650 |
| Complication Points: | 100 |
| <hr/> | |
| Characteristic Points: | 159 |
| Power Points: | 894 |
| Talent Points: | 76 |
| Martial Art Points: | 42 |
| Skill Points: | 149 |
| Perk Points: | 200 |
| Total Points: | 1520 |

MOVEMENT

| Type | Top Speed |
|----------|------------------|
| Run | 12m [24m NC] |
| Swim | 4m [8m NC] |
| H. Leap | 4m [8m NC] |
| V. Leap | 2m [4m NC] |
| Flight | 100m [51200m NC] |
| Teleport | 1m [2m NC] |

INFORMATION**Eye Color:** Brown**Height:** 1.75 m**Hair Color:** Black**Weight:** 73.00 kg**Appearance**

Masahara Yoshihiro is an average-looking Japanese man, 5'9" tall, 160 pounds, with black hair and a thin black goatee. As Tetsuronin, he wears a suit of powered armor styled to resemble that of the ancient samurai, but with large gauntlets from which he can project various energy bolts and other attacks.

Background

It was Julie Dormyer's fault. And Bob Hawkins', as well.

Masahara Yoshihiro grew up a boy engineering genius in the city of Osaka during the 1970's. The full extent of his intellectual gifts may never have been discovered, however, except for his attempt to befriend the nine-year-old one-quarter Japanese girl who moved to Osaka from Dallas, Texas in 1971. The first time he walked Julie Dormyer back home to Ishikawa House, he became equally enraptured by everything the conglomerate that Julie's grandfather Ishikawa Hideki did. Julie's grandfather, for his part, was impressed by Yoshi's precociousness, intellect -- and courage to reach out to a granddaughter the rest of their society considered to be gaijin. Yoshi became a regular fixture over at Ishikawa House while he and Julie grew up, even dating her, until it became clear to him that Julie was drawn to returning to Texas to seek justice for her parents' assassination. Yoshi's heartbreak was lessened by Ishikawa Group's sponsorship of his college education, and eventual recruitment into officer training for the JSDF.

For his JSDF service commitment, he talked his way into an assignment with their Bureau 18, where he was exposed to the broader superhuman culture which had developed both in Japan and worldwide during his childhood. During his assignment, he was most fascinated by technical superheroes in general and the new Texan superhero Starforce specifically. His greatest moment with Bureau 18 was in helping his childhood sweetheart (now the American superheroine Ladyhawk) and his superheroic idol Starforce defeat Megaterak during its attempted 1985 attack on Tokyo ("Megaterak Raids Again")

When he finished his JSDF service commitment in 1986, Yoshi went back to Julie's grandfather Hideki with a business proposal for a company specializing in industrial engineering and exploring emerging technologies like electrogravitics, advanced metallurgy, energy projection, force fields, and other areas that had been pushed forward by the increasing emergence of superhumans. Much to his surprise, Hideki *gave* him a research and development company he had been looking to spin off from his industrial portfolio which employed some of the brightest young minds in the country. Renaming the new company Masahara Corporation, Yoshi rapidly established it as a leader in several fields, with extensive government contracts for everything from weapons, to aerospace, to computers.

Yoshi himself worked with a small team of specialists to design the next generation of powered armor, working from the advances made by scientists and superheroes. It only took one year before they'd designed a prototype suit that relied heavily on their patented force field technology. The suit was an obvious target for the underworld, and within a few weeks Masahara's security division had fended off several attempts by various supervillains to steal it.

In early 1988, VIPER assembled a team of agents and Dragon Branch supervillains to attack Masahara's Tokyo plant and obtain the suit. Yoshi, working late, sent out a distress call and then put on the suit himself to fight the intruders. He held VIPER off just long enough for several superheroes to arrive and drive the snakes away. Exhilarated by the experience, Yoshi decided to become a superhero himself. With the permission of the original user of the name, a World War II-era defender of Japan, he christened himself Tetsuronin ("Iron Samurai") and began fighting crime, evil, and injustice.

In the nearly thirty years since then, Tetsuronin has become known as one of Japan's and Earth's foremost defenders. Widely acknowledged as the most powerful powered armor hero in the world, he's battled master villains like the Warlord and Dr. Destroyer, alien invaders, VIPER, ARGENT, DEMON, and just about everyone in between. He's on excellent terms with UNTIL, the Champions, the Sentinels, the Justice Squadron, the New Knights of the Round Table, and nearly every other major superhero. He nominally leads the Jinsoku Chiimu ("Swift Team"), an informal group of Japanese superheroes, and serves as both an inspiration for and a mentor to many a younger hero -- much like Starforce did when he helped inspire Yoshi to become a hero himself back in 1985.

Personality

Tetsuronin is one of the world's foremost superhuman defenders, a role he takes very seriously. He's sacrificed everything -- the chance to marry and raise a family, the possibility of becoming even more successful and wealthy in his chosen field, sometimes even his own health -- to keep the world and its people safe from many kinds of threats. To show for his dedication he has worldwide fame and a deep and pleasant feeling of personal satisfaction. If he has any personality flaws, it's his pride; he hates to be "shown up," insulted, made light of, or beaten out. Sometimes this causes him to act foolishly.

His reputation as a womanizer is more of an informed ability rather than a flaw. Though he has had a bevy of girlfriends both normal and superheroic over the decades, none have ever had anything resembling a lasting commitment with

him.

His only other known weakness is a yearly tradition. Every year since 1997, he sets aside the first two weeks in August for both himself and Bob 'Starforce' Hawkins only. Alternating yearly between DFW and Tokyo, it's their annual vacation from superheroing -- spent getting drunk, watching speculative fiction and anime, and taking a whack at technical problems which interest them. Geekfest is actually a major event when it's held in Japan, approaching Comic-Con in its levels of geek cred, publicity, and cosplay ("Mechanon, Inc.")

Quotes

Tetsuronin

COMBAT MANEUVERS

| Maneuver | Phase | OCV | DCV | Effect |
|-----------------------|-------|-------|-----|--|
| Block | ½ | +0 | +0 | Block, abort |
| Brace | 0 | +2 | ½ | +2 vs. Range Mod. |
| Disarm | ½ | -2 | +0 | Can disarm |
| Dodge | ½ | -- | +3 | Abort, vs. all attacks |
| Grab | ½ | -1 | -2 | Grab two limbs |
| Grab By | ½ | -3 | -4 | Move and Grab |
| Haymaker | ½* | +0 | -5 | +4 DC attack damage |
| Move By | ½ | -2 | -2 | STR/2 + v/10, you take 1/3 |
| Move Through | ½ | -v/10 | -3 | STR + v/6 |
| 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 | STR or weapon |
| Throw | ½ | +0 | +0 | Throw w/ STR dmg |
| Trip | ½ | -1 | -2 | Knock target prone |
| Aikido Throw | 1/2 | +0 | +1 | 6d6 / 16d6 +v/5, Target Falls |
| Boxing Cross | 1/2 | +0 | +2 | 8d6 / 18d6 Strike |
| Choke Hold | 1/2 | -2 | +0 | Grab One Limb; 3 1/2d6 NND |
| Martial Escape | 1/2 | +0 | +0 | 45 STR / 95 STR vs. Grabs |
| Martial Grab | 1/2 | -1 | -1 | Grab Two Limbs, 40 STR / 90 STR for holding on |
| Judo Disarm | 1/2 | -1 | +1 | Disarm; 40 STR / 90 STR to Disarm |
| Kung Fu Block | 1/2 | +2 | +2 | Block, Abort |
| Nerve Strike | 1/2 | -1 | +1 | 3 1/2d6 NND |

ATTACK POWERS

| Name | Effect | END |
|-----------------------------|-------------------------------|-----|
| Vari-Beam | 20d6 Blast | 10 |
| Tangleweb | 10d6, 10 PD/10 ED Entangle | [8] |
| Neurotranq | 12d6 Blast | [8] |
| Neurotranq Flechette | 8d6 Blast | [4] |
| Flashbang | 10d6 Flash | [8] |
| Concussion | 10d6 Blast | [4] |
| Shaped Charge | 7d6-1 Killing Attack - Ranged | [2] |
| Enhanced Strength | STR | 5 |
| Stabilization | Combat Skill Levels | |

DEFENSE POWERS

| Name | Effect | Defense | END |
|----------------------------------|----------------------|---------|-----|
| Variable-Phase Forcefield | Resistant Protection | 40 | 0 |
| | Damage Reduction | 0 | 0 |
| | Damage Reduction | 0 | 0 |
| Rhenium Diboride Armor | Resistant Protection | 40 | 0 |
| | Flash Defense | 15 | 0 |

COMBAT STATS

| Type | Base/Total | Current Vitals |
|---------------------|------------|----------------|
| Stunned Threshold | 18/48 | STUN: |
| Melee Damage | 3d6/13d6 | |
| Physical Defense | 5/35 | /58 |
| Res. Phys. Defense | 0/30 | END: |
| Energy Defense | 5/35 | |
| Res. Energy Defense | 0/30 | /35 |
| Mental Defense | 10 | BODY: |
| Power Defense | 10 | /12 |

COMBAT VALUES

OCV: 5/12 **DCV: 5/8**
OMCV: 3 **DMCV: 8**

Combat Skill Levels

+2 Overall +4 with Vari-Blaster (12 Active Points); Unified Power (Onboard Computer [Talent]; -1/4), Only In Alternate Identity (-1/4)

Initiative and Action Phases

DEX: 50 Action Phases: 4, 8, 12/2, 3, 5, 6, 8, 9, 11, 12

COMBAT MODIFIERS

| Range | 0-8m | 9-16m | 17-32m | 33-64m | 65-125m | 129-250m |
|-------------------------------|------|-------|--------|--------|------------|---------------------|
| RMOD | 0 | -2 | -4 | -6 | -8 | -10 |
| Targeting Shot | | | | | OCV | Hit Location |
| Head Shot (Head to Shoulders) | | | | | -4 | 1D6+3 |
| High Shot (Head to Vitals) | | | | | -2 | 2D6+1 |
| Body Shot (Hands to Legs) | | | | | -1 | 2D6+4 |
| Low Shot (Shoulders to Feet) | | | | | -2 | 2D6+7* |
| Leg Shot (Vitals to Feet) | | | | | -4 | 1D6+12 |

*Treat a 19 as the Feet location

HIT LOCATIONS

| 3D6 Roll | Location | STUN X | N STUN | BODY | To Hit |
|----------|-----------|--------|--------|------|--------|
| 3-5 | Head | x5 | x2 | x2 | -8 |
| 6 | Hands | x1 | x½ | x½ | -6 |
| 7-8 | Arms | x2 | x½ | x½ | -5 |
| 9 | Shoulders | x3 | x1 | x1 | -5 |
| 10-11 | Chest | x3 | x1 | x1 | -3 |
| 12 | Stomach | x4 | x1½ | x1 | -7 |
| 13 | Vitals | x4 | x1½ | x2 | -8 |
| 14 | Thighs | x2 | x1 | x1 | -4 |
| 15-16 | Legs | x2 | x½ | x½ | -6 |
| 17-18 | Feet | x1 | x½ | x½ | -8 |

| Name | Effect | Defense | END |
|------|---------------|---------|-----|
| | Flash Defense | 15 | 0 |

SENSORY POWERS

| Name | Effect | END |
|------------------------------|--------------------------------------|-----|
| Link to Base Computer | Mind Link | 0 |
| | Infrared Perception | 0 |
| | Ultraviolet Perception | 0 |
| | Radar | 1 |
| Comm Suite | High Range Radio Perception | 0 |
| | +10 versus Range Modifier Telescopic | 0 |

EQUIPMENT

| Item | Stats | Range | END |
|------------------------------|------------------------------------|-------|-----|
| Chameleon Field | Invisibility | | 3 |
| Energy Wall | Barrier | 450m | 9 |
| Energy Reflector | 90 Active Points' worth Reflection | | 4 |
| Electrification Field | 1d6+1 Killing Attack - Ranged | | 2 |
| Kinetic Damper | 1m Teleportation | 10m | [1] |
| Tractor Beam | (65 STR) Telekinesis | 990m | 10 |
| Tactical Predictor | Combat Luck | | |
| | Universal Translator | | |

Tetsuronin

POWERS

| END | Description | Cost |
|-----|--|------|
| 0 | Micropulson Fusion Cell: Endurance Reserve (180 END, 24 REC) (61 Active Points); Only In Alternate Identity (-1/4), Only for powers bought with "Only In Alternate ID" limitation (-1/4) | 41 |
| 10 | Vari-Beam: Blast 20d6, Reduced Endurance (1/2 END; +1/4), Variable Advantage (+1/2 Advantages; +1) (225 Active Points); Only In Alternate Identity (-1/4) <i>Notes: Advantages can be APx2, Affects Desolid, 16m radius explosion+AP, Penetrating, Indirect (source is in front of Forcewall)+AP, 8m radius AE, 4m radius AE+AP, NND (Power Defense), Double Knockback, or any combination of advantages that sums to +1/2. He doesn't know it yet, but he has independently rediscovered the principle behind the Destroyer-Beam.</i> | 180 |
| | Micro-grenade Launcher: Multipower, 125-point reserve, (125 Active Points); all slots Only In Alternate Identity (-1/4) | 100 |
| [8] | 1) Tangleweb: Entangle 10d6, 10 PD/10 ED, Entangle And Character Both Take Damage (+1/4) (125 Active Points); 8 Charges (-1/2), Only In Alternate Identity (-1/4) | 7f |
| [8] | 2) Neurotranq: Energy Blast 12d6, Attack Versus Alternate Defense (Power Defense; +1) (120 Active Points); 8 Charges (-1/2), No Knockback (-1/4), Only In Alternate Identity (-1/4) | 6f |
| [4] | 3) Neurotranq Flechette: Energy Blast 8d6, Attack Versus Alternate Defense (Power Defense; +1), Area Of Effect (16m Radius; +3/4), Selective (+1/4) (120 Active Points); 4 Charges (-1), No Knockback (-1/4), Only In Alternate Identity (-1/4) | 5f |
| [8] | 4) Flashbang: Sight and Hearing Groups Flash 10d6, Armor Piercing (+1/4), Area Of Effect (12m Radius Explosion; +1/4), Does Knockback (+1/4), Personal Immunity (+1/4) (110 Active Points); 8 Charges (-1/2), Only In Alternate Identity (-1/4) | 6f |
| [4] | 5) Concussion: Energy Blast 10d6, Penetrating (+1/2), Area Of Effect (20m Radius Explosion; +1/2), Double Knockback (+1/2) (125 Active Points); 4 Charges (-1), Only In Alternate Identity (-1/4) | 5f |
| [2] | 6) Shaped Charge: Killing Attack - Ranged 7d6-1, Armor Piercing (+1/4) (125 Active Points); 2 Charges (-1 1/2), Only In Alternate Identity (-1/4) | 4f |
| 0 | Variable-Phase Forcefield: Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense), Allocatable (+1/4), Hardened (+1/4), Impenetrable (+1/4) (105 Active Points); Only In Alternate Identity (-1/4), Nonpersistent (-1/4) <i>Forcefield Enhancement, all slots Linked (Variable-Phase Forcefield; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)</i> | 70 |
| 0 | 1) Absorption 10 BODY (energy, END reserves), Absorption As A Defense (Resistant; +1), Increased Maximum (x16 points) (+1) (30 Active Points); Linked (Variable-Phase Forcefield; -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) | 15 |
| 0 | 2) Absorption 10 BODY (physical, END reserves), Absorption As A Defense (Resistant; +1), Increased Maximum (x16 points) (+1) (30 Active Points); Linked (Variable-Phase Forcefield; -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) | 15 |
| 0 | 3) Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Variable-Phase Forcefield; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) | 15 |
| 0 | 4) Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Variable-Phase Forcefield; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) | 15 |
| 0 | Rhenium Diboride Armor: Resistant Protection (20 PD/20 ED), Hardened (+1/4), Impenetrable (+1/4) (90 Active Points); Only In Alternate Identity (-1/4) <i>Armor Core Powers, all slots Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4)</i> | 72 |
| 5 | 1) Enhanced Strength: +50 STR (50 Active Points); Linked (Rhenium Diboride Armor; -1/2), Only In Heroic Identity (-1/4) | 28 |
| | 2) +30 CON (30 Active Points); Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4) | 17 |
| | 3) +20 PRE (20 Active Points); Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4) | 11 |
| 0 | 4) Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4) | 16 |
| | <i>Armor Agility Powers, all slots Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4)</i> | |

| | | |
|----|---|------------|
| | 1) Lightning Reflexes (+15 DEX to act first with All Actions) (15 Active Points); Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) | 7 |
| | 2) +7 OCV (35 Active Points); Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) | 17 |
| | 3) +3 DCV (15 Active Points); Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) | 7 |
| | 4) +5 SPD (50 Active Points); Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) | 25 |
| | 5) Acrobatics 17- (11 Active Points); Linked (Rhenium Diboride Armor; -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) | 5 |
| | Gravitic Modulator: Multipower, 105-point reserve, (105 Active Points); all slots Only In Alternate Identity (-1/4) | 84 |
| | <i>Notes: He and Bob cracked the secret of Gadroon gravitics tech in 2009</i> | |
| 4 | 1) Combat: Flight 60m, No Turn Mode (+1/4), Combat Acceleration/Deceleration (+1/4), Reduced Endurance (1/2 END; +1/4) (105 Active Points); Only In Alternate Identity (-1/4) | 8f |
| 10 | 2) Noncombat: Flight 40m, x512 Noncombat, Rapid Noncombat Movement (+1/4) (100 Active Points); Only In Alternate Identity (-1/4) | 8f |
| | <i>Notes: top speed 6,144 mph. If he lowers his SPD to 2, he can sustain a cruising speed of over 1,500 mph without draining his power cells.</i> | |
| | <i>Onboard Computer, all slots Unified Power (Onboard Computer [Talent]; -1/4), Only In Alternate Identity (-1/4)</i> | |
| | 1) Stabilization: +4 with Vari-Blaster (12 Active Points); Unified Power (Onboard Computer [Talent]; -1/4), Only In Alternate Identity (-1/4) | 8 |
| 0 | 2) Link to Base Computer: Mind Link , One Specific Mind, No LOS Needed, Unlimited range in this dimension (20 Active Points); Unified Power (Onboard Computer [Talent]; -1/4), Only In Alternate Identity (-1/4) | 13 |
| | <i>Synaptic Filter, all slots Hardened (+1/4); all slots Only In Alternate Identity (-1/4), Unified Power (-1/4)</i> | |
| 0 | 1) Hearing Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); Only In Alternate Identity (-1/4), Unified Power (-1/4) | 13 |
| 0 | 2) Sight Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); Only In Alternate Identity (-1/4), Unified Power (-1/4) | 13 |
| | Vari-sensor: Variable Power Pool, 40 base + 30 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1) (85 Active Points); Sensors/Comm Only (-1); all slots Unified Power (Synaptic Filter; -1/4), Only In Alternate Identity (-1/4) | 58 |
| 0 | 1) Infrared Perception (Sight Group) (5 Active Points); Unified Power (Synaptic Filter; -1/4), Only In Alternate Identity (-1/4) Real Cost: 3 | 0 |
| 0 | 2) Ultraviolet Perception (Sight Group) (5 Active Points); Unified Power (Synaptic Filter; -1/4), Only In Alternate Identity (-1/4) Real Cost: 3 | 0 |
| 1 | 3) Radar (Radio Group) (15 Active Points); Costs Endurance (-1/2), Affected as Sight Group as well as Radio Group (-1/4), Unified Power (Synaptic Filter; -1/4), Only In Alternate Identity (-1/4) Real Cost: 7 | 0 |
| 0 | 4) Comm Suite: High Range Radio Perception (Radio Group), Tracking (17 Active Points); Affected as Sight and Hearing Groups (-1/2), Unified Power (Synaptic Filter; -1/4), Only In Alternate Identity (-1/4) Real Cost: 8 | 0 |
| 0 | 5) +10 versus Range Modifier for Sight Group and Radio Group (30 Active Points); Unified Power (Synaptic Filter; -1/4), Only In Alternate Identity (-1/4) Real Cost: 20 | 0 |
| | Total Powers Cost | 894 |

EQUIPMENT

| END | Item | Cost |
|-----|--|------|
| | <i>Experimental Technology, all slots OIF (-1/2), Requires A Roll (14- roll; Jammed; -1/4)</i> | |
| | <i>Notes: Not a complete list</i> | |
| 3 | 1) Chameleon Field: Invisibility to Sight, Radio and Mental Groups (30 Active Points); OIF (-1/2), Requires A Roll (14- roll; Jammed; -1/4) | \$17 |

| | | |
|-----|---|------|
| 9 | 2) Energy Wall: Barrier 10 PD/10 ED, 0 BODY (up to 10m long, 4m tall, and 1/2m thick), Dismissable, Non-Anchored, Allocatable (+1/4), Configurable (+1/4) (90 Active Points); Costs Endurance (to maintain; -1/2), OIF (-1/2), Requires A Roll (14- roll; Jammed; -1/4) | \$40 |
| 4 | 3) Energy Reflector: Reflection (90 Active Points' worth), Reduced Endurance (1/2 END; +1/4), Any Target (+1/2) (105 Active Points); OIF (-1/2), Requires A Roll (14- roll; Jammed; -1/4) | \$60 |
| 2 | 4) Electrification Field: Killing Attack - Ranged 1d6+1, Area Of Effect (1m Surface; +1/4) (25 Active Points); No Range (-1/2), Linked (Variable-Phase Forcefield; -1/2), OIF (-1/2), Requires A Roll (14- roll; Jammed; -1/4) | \$9 |
| [1] | 5) Kinetic Damper: Teleportation 1m, No Relative Velocity, x32 Increased Mass, Ranged (+1/2), Usable As Attack (does not work on characters with Teleportation or dimensional manipulation powers; +1 1/4) (99 Active Points); 1 Charge (-2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the recipient of the benefits of the Power; 10d6 damage; -1/2), OIF (-1/2), Only to Stop a Moving Character from Moving (-1/4), Requires A Roll (14- roll; Jammed; -1/4) | \$28 |
| 10 | 6) Tractor Beam: Telekinesis (65 STR) (99 Active Points); OIF (-1/2), Requires A Roll (14- roll; Jammed; -1/4) | \$56 |
| | 7) Tactical Predictor: Combat Luck (9 PD/9 ED) (18 Active Points); OIF (-1/2), Requires A Roll (14- roll; Jammed; -1/4) | \$10 |
| | 8) Universal Translator 14- (20 Active Points); OIF (-1/2), Requires A Roll (14- roll; Jammed; -1/4) | \$11 |

TALENTS

| Description | Cost |
|--|-----------|
| Lightsleep | 3 |
| True Jack of All Trades 11- | 20 |
| Universal Pilot 11- | 20 |
| Universal Scientist 14- | 23 |
| +2/+2d6 Striking Appearance (vs. opposite sex) | 4 |
| Onboard Computer, all slots Unified Power (-1/4), Only In Alternate Identity (-1/4) | |
| 1) Absolute Range Sense (3 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4) | 2 |
| 2) Absolute Time Sense (3 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4) | 2 |
| 3) Bump Of Direction (3 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4) | 2 |
| Total Talents Cost | 76 |

MARTIAL ARTS

| Description | Cost |
|--|-----------|
| +3 HTH Damage Class(es) +3 HTH Damage Class(es) | 12 |
| Martial Arts: Commando Training | |
| Notes: Learned during his hitch with the JSDF and Bureau 18 | |
| 1) Aikido Throw 1/2 Phase, +0 OCV, +1 DCV, 6d6 / 16d6 +v/5, Target Falls | 3 |
| 2) Boxing Cross 1/2 Phase, +0 OCV, +2 DCV, 8d6 / 18d6 Strike | 4 |
| 3) Choke Hold 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 3 1/2d6 NND | 4 |
| 4) Martial Escape 1/2 Phase, +0 OCV, +0 DCV, 45 STR / 95 STR vs. Grabs | 4 |
| 5) Martial Grab 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 40 STR / 90 STR for holding on | 3 |
| 6) Judo Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 40 STR / 90 STR to Disarm | 4 |
| 7) Kung Fu Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort | 4 |
| 8) Nerve Strike 1/2 Phase, -1 OCV, +1 DCV, 3 1/2d6 NND | 4 |
| Total Martial Arts Cost | 42 |

Tetsuronin**SKILLS**

| Roll | Description | Cost |
|--------------------------|--|------------|
| | +2 Overall | 24 |
| | +3 with all Intellect Skills | 12 |
| | Crack Shot: +6 to offset Range Modifiers | 18 |
| | <i>Notes: He was a two-time marksmanship champion with the Japanese Self-Defense Force</i> | |
| 14- | Analyze: Technology | 3 |
| 13- | Breakfall | 3 |
| 15- (19-) | Bribery | 3 |
| 15- (19-) | Bureaucratics | 3 |
| 15- (19-) | Charm | 3 |
| 13- | Combat Piloting | 3 |
| 14- | Computer Programming | 3 |
| 15- (19-) | Conversation | 3 |
| 14- | Deduction | 3 |
| 14- | Demolitions | 3 |
| 14- | Electronics | 3 |
| 15- (19-) | High Society | 3 |
| 14- | Inventor | 3 |
| 14- | Mechanics | 3 |
| 14- | Navigation (Air, Land, Marine, Space) | 5 |
| 15- (19-) | Persuasion | 3 |
| 14- | Survival (Temperate/Subtropical, Tropical, Marine Surface) | 5 |
| 14- | Systems Operation | 3 |
| 14- | Tactics | 3 |
| 15- (19-) | Trading | 3 |
| 14- | Weaponsmith (Energy Weapons, Firearms, Missiles & Rockets) | 4 |
| | Traveler | 3 |
| 11- | 1) AK: Japan (2 Active Points) | 1 |
| 11- | 2) AK: San Francisco Bay (2 Active Points) | 1 |
| 11- | 3) CK: Hong Kong (2 Active Points) | 1 |
| 11- | 4) CK: Shanghai (2 Active Points) | 1 |
| 11- | 5) CK: Singapore (2 Active Points) | 1 |
| 11- | 6) CK: Tokyo (2 Active Points) | 1 |
| | Language: English (completely fluent) | 3 |
| | Language: Japanese (idiomatic) (4 Active Points) | 0 |
| | Language: Mandarin (basic conversation) | 1 |
| | Scholar | 3 |
| 14- | 1) KS: Anime (3 Active Points) | 2 |
| 14- | 2) KS: Forensic Accounting (3 Active Points) | 2 |
| 14- | 3) KS: Japanese Government (3 Active Points) | 2 |
| 14- | 4) KS: Japanese Industry and Business (3 Active Points) | 2 |
| 11- | 5) KS: Science Fiction & Fantasy (2 Active Points) | 1 |
| | <i>Notes: Starforce's Revenge for getting addicted to Bleach, Neon Genesis Evangelion et al was addicting Yoshi to Tolkein, Zelazny, Niven/Pournelle, Star Trek, and Doctor Who.</i> | |
| 14- | 6) KS: Technological Superhumans (3 Active Points) | 2 |
| Total Skills Cost | | 149 |

PERKS

| Description | Cost |
|---|------------|
| Corporate Tycoon: Fringe Benefit: CEO of Masahara Industries, International Driver's License, Passport | 8 |
| Corporate Tycoon: Money: Filthy Rich | 15 |
| Japan's Premier Superhero: Fringe Benefit: Federal/National Police Powers, Security Clearance (SECRET) | 8 |
| Reputation: Japan's Premier Superhero (A large group) 14-, +3/+3d6 | 9 |
| Main Base: 500-point Base | 100 |
| Experimental Weaponry: Equipment Points: 150 | 20 |
| Well-Connected | 3 |
| 1) Director of East Asian Operations: Contact: UNTIL (Contact has access to major institutions, Contact has very useful Skills or resources) (5 Active Points) 11- | 4 |
| 2) Ladyhawk: Contact: Julie Dormyer Hawkins (Contact has extremely useful Skills or resources, Contact has significant Contacts of her own, Good relationship with Contact) (7 Active Points) 11- <i>Notes: They attended the same school growing up.</i> | 6 |
| 3) New Knights of the Round Table: Contact: Sir Merle Champion (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has very useful Skills or resources) (5 Active Points) 8- | 4 |
| 4) Sentinels: Contact: Diamond (Contact has significant Contacts of his own, Contact has very useful Skills or resources, Good relationship with Contact) (5 Active Points) 8- | 4 |
| 5) Starforce: Contact: Dr. Robert Hawkins (Contact has extremely useful Skills or resources, Good relationship with Contact) (6 Active Points) 11- | 5 |
| 6) The Champions: Contact: Defender (Contact has significant Contacts of his own, Contact has very useful Skills or resources, Contact limited by identity, Good relationship with Contact) (4 Active Points) 8- | 3 |
| 7) Tiger Squad (People's Republic of China): Favor (2 Active Points) | 1 |
| 8) Contact: El Dorado (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own) (5 Active Points) 8- | 4 |
| 9) Contact: Japanese Government TBD (Contact has access to major institutions, Contact has significant Contacts of his own, Good relationship with Contact) (5 Active Points) 11- | 4 |
| 10) Contact: Singapore Government TBD (Contact has access to major institutions, Contact has significant Contacts of his own) (3 Active Points) 8- | 2 |
| Total Perks Cost | 200 |

COMPLICATIONS

| Description | Points |
|--|------------|
| Hunted: The Warlord 8- (Mo Pow; Limited Geographical Area; PC has a Public ID or is otherwise very easy to find; Harshly Punish) | 15 |
| Hunted: Japanese Government Infrequently (As Pow; NCI; PC has a Public ID or is otherwise very easy to find; Watching) | 10 |
| Psychological Limitation: True-Blue Hero (Very Common; Strong) | 20 |
| Psychological Limitation: Code Vs. Killing (Common; Total) | 20 |
| Psychological Limitation: Competitive; Hates to Look Bad (Common; Moderate) | 10 |
| Psychological Limitation: Flirts with women (Common; Moderate) | 10 |
| Social Limitation: Public ID (Frequently; Major) | 15 |
| Total Complications Points | 100 |

Tetsuronin**INFORMATION****Powers/Tactics**

I considered the writeup in the 5th edition "Champions Worldwide" supplement to be a bit... underpowered. I corrected that by splitting his primary multipower up. The blaster attacks become the Vari-Beam. Most of the other weaponry makes sense as a microgrenade-based secondary weapons array. Really wild stuff goes into his Experimental Equipment Pool.

In combat, Tetsuronin prefers to stay in the air, shaping the battlespace with the nonlethal rounds from his microgrenade launcher before tailoring options on his Vari-beam to exploit any known weaknesses. With his martial arts training and immense strength, he's also a capable HTH combatant.

The two absorption slots in the "Forcefield Enhancement" linked list function exactly like Starforce's Zero-point Transducer. This translates into a desire to WANT to be hit in combat in order to keep his END reserves charged. Do **not** play him unless you're comfortable with the rules governing adjustment powers and the math involved in tracking his endurance usage.

This is roughly as he was around 2015. ("Mechanon, Inc.")

Campaign Use

I've always thought of Yoshi as a Japanese version of Tony Stark (movie version). I've tweaked his skills and disadvantages from the original character sheet in "Champions Worldwide" as a result.

Like Starforce, Tetsuronin is a Godzilla-threshold superhero -- only with much better publicity. He should be brought into most campaigns only when truly earth-shattering menaces erupt.