

Tin Cup

Attributes [150]: ST 10/25*, DX 13 [60], IQ 14 [80], HT 11 [10], HP 10, Will 14, Per 14, FP 11

Basic Lift 20/125*

Damage 1d-2/1d; 2d-+2/ 5d-1*

*When wearing Tinman Suit.

Basic Speed 6, Basic Move 6, Ground Move 6, Water Move 1

Advantages [300]: Appearance (Attractive) [4], Artificer (4) [40], Business Acumen (3) [30], Charisma (2) [10], Combat Reflexes [15], Gadgeteer (Quick) [50], Gizmo (2) [10], High TL (2) [10], Independent Income (1) [1], Mathematical Ability (1) [10], Smooth Operator (3) [45], Wealth (Multimillionaire 1) [75] [Plus Super Jump 2 when in Tinman Suit]

Disadvantages [-70]: Code of Honor (Comics Code) [-15], Curious (12 or less) [-5], Enemy (Villain of the Week) (Equal in power to the PC) (9 or less) [-10], Pacifism (Reluctant Killer) [-5], Secret (Time Traveler) (Serious

Embarrassment) [-5], Sense of Duty (Humanity) (Entire Race) [-15], Trademark (Initials) (Simple) [-5], Xenophilia (12 or less) [-10]

Quirks [-5]: Chauvinistic [-1], Doesn't want to settle down [-1], Imaginative [-1], Likes Loud rock music [-1], Swears in Spanish, but doesn't know any [-1]

Skills [75]: Accounting IQ/H - IQ+2 16 [1]*/**, Acting IQ/A - IQ+2 16 [1]**, Administration IQ/A - IQ+2 16 [1]**, Aerobatics DX/H - DX-1 12 [2], Armoury/TL10 (Battlesuits) IQ/A - IQ+4 18 [2]****, Astronomy/TL10 IQ/H - IQ-1 13 [1]*, Battlesuit/TL10 DX/A - DX+1 14 [4], Beam Weapons/TL10 (Rifle) DX/E - DX+1 14 [2], Carousing HT/E - HT+3 14 [1]**, Carpentry IQ/E - IQ+4 18 [1]****, Chemistry/TL10 IQ/H - IQ-2 12 [1], Computer Programming/TL10 IQ/H - IQ-2 12 [1], Cryptography/TL10 IQ/H - IQ-1 13 [1]*, Detect Lies Per/H - Per+1 15 [1]**, Diplomacy IQ/H - IQ+2 16 [2]**, Economics IQ/H - IQ+1 15 [1]**, Electrician/TL10 IQ/A - IQ+3 17 [1]****, Electronics Operation/TL10 (Sensors) IQ/A - IQ+0 14 [2], Engineer/TL10 (Nanotechnology) IQ/H - IQ+4 18 [2]*/****, Fast-Talk IQ/A - IQ+2 16 [1]**, Finance IQ/H - IQ+2 16 [1]*/**, Gambling IQ/A - IQ+2 16 [1]**, Guns/TL10 (Rifle) DX/E - DX+1 14 [2], Karate DX/H - DX+2 15 [12], Leadership IQ/A - IQ+4 18 [1]**/****, Machinist/TL10 IQ/A - IQ+3 17 [1]****,

Market Analysis IQ/H - IQ+2 16 [1]*/***, Masonry IQ/E - IQ+4 18 [1]****, Mathematics/TL10 (Applied) IQ/H - IQ-1 13 [1]*, Mechanic/TL10 (Nanomachines) IQ/A - IQ+4 18 [2]****, Merchant IQ/A - IQ+2 16 [1]**, Metallurgy/TL10 IQ/H - IQ-2 12 [1], Observation Per/A - Per-1 13 [1], Panhandling IQ/E - IQ+5 19 [1]***/*****, Physics/TL10 IQ/VH - IQ+1 15 [8]*, Piloting/TL10 (Flight Pack) DX/A - DX+0 13 [2], Politics IQ/A - IQ+2 16 [1]***, Propaganda/TL10 IQ/A - IQ+2 16 [1]**, Public Speaking IQ/A - IQ+4 18 [1]***/*****, Savoir-Faire (High Society) IQ/E - IQ+3 17 [1]***, Scrounging Per/E - Per+0 14 [1], Smith/TL10 (Iron) IQ/A - IQ+4 18 [2]****, Streetwise IQ/A - IQ+2 16 [1]***, Urban Survival Per/A - Per-1 13 [1]

*Includes: +1 from 'Mathematical Ability'

**Includes: +3 from 'Business Acumen'

***Includes: +3 from 'Smooth Operator'

****Includes: +4 from 'Artificer'

*****Includes: +2 from 'Charisma'

Stats [150] Ads [300] Disads [-70] Quirks [-5] Skills [75] = Total [450]

Weapons:

Sonic Stun Rifle LC:4 Dam:HT-4 (5) aff Acc:6 Range:60 / 180 RoF:1 Shots:56(3) ST:5† Bulk:-3 Rcl:1 \$8000
Wgt:5

Tangler, 25mmT LC:4 Dam:1d pi++ Acc:2 Range:30 / 190 RoF:3 Shots:8+1(3i) ST:7† Bulk:-4 Rcl:2 \$2400
Wgt:5

Armor & Possessions:

“Tinman Suit:” Commando Battlesuit \$320000 Wgt:150
Location: full suit 105/75 DR

Commando Battlesuit Helmet \$40000 Wgt:15 Location:
head

Contragrav Belt \$48000 Wgt:20 Location: torso

Harry F. Green (the F stands for ‘Fifty’) always knew that he was destined for greater things than being just another clone-technician servicing the great warsuit repositories on Terra Prime. Not that being a clone-technician was **bad**, or anything. It was honest and respected work, keeping the battlesuits in top condition and ready for another war. But there weren’t going to be any more wars. The Imperial Republic was at peace. Everything was fine. Bucolic, even.

It wasn't supposed to drive Harry nuts -- but it did, so when a freak accident with a wormhole projector put a portion of the facility at risk, he was the first to react, and probably saved at least a thousand people's lives by selflessly staying at his post and shutting down the rogue wormhole before it could violently decohere. He was in the blast radius though, poor fellow, which meant that there was; nothing was left to bury. So the Terrans instead put up a statue of him, and his entire clone line now considers Harry Fifty Green to be the most illustrious of them all. He'd be really gratified at all the fuss that got made over his presumed death, honestly.

But, of course, the wormhole simply dumped him into an alternate universe. It was smelly, primitive, dangerous, and absolutely wonderful; Harry fell in love with it even before he got back onto his feet. Best of all, it had costumed vigilantes with strange powers, just like from the historical fiction back home! This world wasn't from the Imperial Republic's own past, but it was close enough that Harry was able to get along in their version of English with nothing more than a very faint drawl. He usually claims that he's from Wyoming, on the grounds there's almost nobody living there anyway.

As should be obvious, Harry has settled into his new life with some enthusiasm and rather more success. To his pleasure, the new immigrant soon discovered that he has an inherent knack at business and social interactions; he quickly used that, coupled with Harry's impressive technical acumen, to found and grow the visionary manufacturing corporation DorotheaTech. Harry has yet to hit thirty, but he's already a multimillionaire several times over.

And then there's the other stuff that he does. It's a winked-at 'secret' that Harry is the superhero Tin Cup (his interdimensional status is considerably more secret); his Tinman Suit is a distinctive sight as it flies patrol around various city landmarks. Tin Cup does a lot of rescues, foilings, and general thwartings of the bad guys; there's always some supervillain trying to provoke a fight with him, because that's how supervillains do. Besides, Tin Cup will both readily scrap with a bad guy, and pull his punches to keep from seriously hurting anybody; that's a fine nemesis for a thoughtful villain to have, particularly when the villain has his or her own reasons for wanting to keep having a decent reputation with the public.

In person, Harry is nice, polite, generous, principled, noble, and perhaps just the slightest bit smug about all of

that. That last can be somewhat common among your superheroic types, but in Harry's case it's about what he's **done**, rather than who he **is**. Not that who he is isn't awesome, of course -- only the best got to have their own clone lines -- but Harry's managed to do extremely well for himself, out of more or less nothing. He is perhaps a bit understandably certain that he can handle other difficult situations equally successfully. How Harry reacts to *losing* badly has yet to really be seen. But he's not weak or vicious, merely... untested.

Note that Harry/Tin Cup is at -3 to skill when dealing with TL8 technology. He obviously has his own, largely hand-made, facilities which are up to TL10 standards; and he is carefully cultivating the TL of his new home (while trying not to disrupt things too much). But the power restrictions continue to be a problem. Harry's seriously considering simply leaking the secrets to cold fusion and room-temperature superconductors, once and for all. But even then, reactionless drives and contragrav technology are going to remain strictly for his own, personal use. Slow and steady, that's his motto.

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