

# Atomata, Scion of Hephes

Seasoned

## Damage

-1	-2	<b>INC</b>	-3	-2	-1
Fatigue			Wounds		

## Attributes

Agility:	4	6	8	10	12
Smarts:	4	6	8	10	12
Spirit:	4	6	8	10	12
Strength:	4	6	8	10	12
Vigor:	4	6	8	10	12

## Derived

Pace	Parry	Toughness
10	6	15 (10)

## Skills

(Unskilled):	4	6	8	10	12	-2
Academics:	4	6	8	10	12	
Athletics:	4	6	8	10	12	
Common Knowledge:	4	6	8	10	12	
Electronics:	4	6	8	10	12	
Fighting:	4	6	8	10	12	
Hacking:	4	6	8	10	12	
Intimidation:	4	6	8	10	12	
Language (Native):	4	6	8	10	12	
Notice:	4	6	8	10	12	
Persuasion:	4	6	8	10	12	
Repair:	4	6	8	10	12	+2
Science:	4	6	8	10	12	
Shooting:	4	6	8	10	12	
Stealth:	4	6	8	10	12	
Thievery:	4	6	8	10	12	

## Armor

(Unarmored) 0  
 ..... Toughness: 15 (10)

## Gear

You have no gear.

## Hindrances

**Distinctive Appearance (minor, )**  
 Your appearance in and out of costume is somewhat different from others of your race and is easy to spot. / SWADE Supers p7

**Environmental Weakness (minor, )**  
 Your character is more susceptible to a specific Power Type and takes +4 damage when hit by it and subtract 4 from resistance rolls to it. / SWADE Supers

**Grim (minor)**  
 You're Provoked on any successful Taunt—whether the opponent has the Provoke Edge or not. Subtract 2 from rolls to affect any opponent except the one who insulted you until a Joker is drawn (by either side) or someone else successfully Taunts you. / SWADE Supers p7

**Loyal (minor)**  
 The hero is loyal to his friends and allies / SWADE p25

## Edges

**Fleet-Footed**  
 Pace +2, increase running die one step / SWADE p39

**Mr. Fix It**  
 +2 to Repair rolls, half the time required with a raise. / SWADE p49

**Super Powers**  
 This character has Super Powers from the SWADE Super Power Companion (2021) / SWADE Supers p10

## Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Ranged Attack (1)	2d6	12/24/48	0	-	-	0	Innate Attack, Super Power
Melee Attack (Generic) (1)	Str+d6	Melee	0	-	-	0	Innate Attack, Super Power



**Special Abilities**

**Advances**

**Languages Known**

Native (native, d8)

**Construct**

Constructs add +2 to recover from being Shaken, don't breathe, ignore one level of Wound modifiers, and are immune to poison and disease. Constructs cannot heal naturally. Healing one requires the Repair skill—which is treated like Healing but not limited to the "Golden Hour" (see page 96). / SWADE Supers p55

**Interface**

Your hero can interface with electronic gadgets, giving him much greater access to their inner workings than others. He gains +2 to Electronics and Hacking rolls. - Any skill affected by interface that would normally take 10 minutes or less can be tried with a single action., The character may interface with devices up to 12" (24 yards) distant, Thievery gains the +2 bonus for interface so long as electronics are involved in some way. / SWADE Supers p69

**Super Attribute (3; Strength)**

Boost Selected Attribute by 3 / SWADE Supers p85

**Armor (5)**

+10 Armor / SWADE Supers p52

**Heightened Senses**

Hero has heightened senses. - The character can hear a whisper up to a mile away if he knows to listen for it. It also gives him +2 to Notice rolls based on hearing., The character can read fine print up to a mile distant. This reduces Range penalties by 1. , The character can see heat sources. He halves darkness penalties against targets with heat signatures (or lack thereof in normal environments). If he also has Low Light Vision, he ignores all illumination penalties., Ignores penalties for Dim and Dark Illumination (but not Pitch Darkness). If he also has Infravision, he ignores all illumination penalties. / SWADE Supers p66

**Ranged Attack (1)**

2d6 Damage - Can switch between the Cone Template and other uses as usual / SWADE Supers p80

**Genius**

Gets a free reroll on all Smarts and Smarts-based skills - The hero ignores the 2 penalty when making unskilled, Smarts-based rolls. / SWADE Supers p64

**Leaping (3)**

Can leap 8"(16 yards) vertically, 16" (32 yards) horizontally, ignores falling up to vertical / SWADE Supers p70

**Hardy**

A second Shaken result in combat doesn't cause a Wound. / SWADE Supers p65

**Melee Attack (Generic) (1)**

/ SWADE Supers p73

**Pace**

Increase Pace by +2 and the hero's running die a die type. / SWADE Supers p78

**Novice**

- 1 Raise Attribute: Smarts
- 2 Raise Skills: Repair/Fighting
- 3 Edge: Mr. Fix It

**Seasoned**

- 4 Raise Skills:, Electronics/Hacking

**Background**

During Ares plans to start WWIII a device was placed in an extinct volcano in Virginia, near Washington DC. The plan was simple, the device would go off, then another nation would claim responsibility, causing WWIII.

What was not planned was a young college student studying