


























# Bladestorm

Seasoned Male Ifrit
























































## 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 +1  
Vigor: 4 6 8 10 12

## Derived

Pace	Parry	Toughness
6	11	10 (2)

## Skills

(Unskilled): 4 6 8 10 12 -2  
Athletics: 4 6 8 10 12  
Battle: 4 6 8 10 12  
Common  
Knowledge: 4 6 8 10 12  
Fighting: 4 6 8 10 12 +1  
Intimidation: 4 6 8 10 12  
Language  
(Native): 4 6 8 10 12  
Notice: 4 6 8 10 12 +2  
Occult: 4 6 8 10 12  
Persuasion: 4 6 8 10 12 -1  
Stealth: 4 6 8 10 12

## Armor

(Unarmored)	0
..... Toughness: 8 .....	
Combat Armor	12
..... Toughness: 10 (2) .....	

## Gear

You have no gear.

## Damage

-1	-2	INC	-3	-2	-1
Fatigue			Wounds		

## Hindrances

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

**Mean (minor)**  
-1 to Persuasion rolls / SWADE p25  
.....

**Wanted (major, )**  
The character is wanted by the authorities. / SWADE p28

## Edges

**Alertness**  
+2 to Notice tests / SWADE p37  
.....

**Counterattack**  
Free attack against one foe per round who failed a Fighting roll. / SWADE p41  
.....

**Super Powers (15)**  
This character has Super Powers from the SWADE Super Power Companion (2021) / SWADE Supers p10  
.....

**Sweep (custom)**  
Fighting roll at -2 to hit (if using a two handed weapon) all adjacent targets in weapon's Reach, no more than once per turn. Sweep is now a limited action. / SWADE p44  
.....

**Two-Fisted**  
May make an additional attack at no Multi-Action penalty when equipped with a weapon in each hand / SWADE p44

## Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Katana	Str+d6+1	Melee	0	-	-	3	
Katana	Str+d6+1	Melee	0	-	-	3	



Special Abilities		Advances	
<b>Adaptable (Racial)</b> The race has great variation among its people and cultures. Characters start with a free Novice Edge of their choice (and must meet all the Edge's Requirements). / Custom .....		<b>Novice</b> 1 <u>Raise Attribute: Vigor</u> 2 <u>Edge: Counterattack</u> 3 <u>Edge: Sweep (custom)</u>	
<b>Environmental Weakness (Racial)</b> Cold / Custom .....		<b>Seasoned</b> 4 <u>Raise Attribute: Strength</u>	
<b>Infra-vision (Racial)</b> The creature detects and "sees" heat, either through eyes or other sensory organs. This allows it to halve penalties for bad lighting when attacking targets that radiate heat. / Custom .....			
<b>Languages Known</b> Native (native, d8) .....			
<b>Parry (3)</b> +3 Parry - See page SPCp79 / SWADE Supers p78 .....			
<b>Super Attribute (2; Strength)</b> Boost Selected Attribute by 2 / SWADE Supers p85 .....			
<b>Super Skill (3; Fighting)</b> Boost selected skill by 3 / SWADE Supers p86 .....			
<b>Super Edge (1)</b> Adds 1 Edge to obtain from the Edges tab / SWADE Supers p85 .....			
<b>Toughness (2)</b> +2 toughness - Device (-1): Coat / SWADE Supers p88			