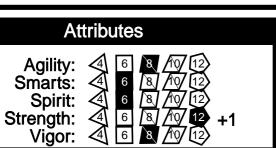
Bladestorm

Seasoned Male Ifrit



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 +1 Intimidation: 4 6 8 / 12 Language (Native): 4 6 8 10 12 Notice: 4 6 8 / 2 +2 Occult: 4 6 8 10 12 Persuasion: 4 6 8 /0/12 -1 Stealth: 4 6 8 /10/12

0
12

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
Adaptable (Racial) 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	Novice 1 Raise Attribute: Vigor 2 Edge: Counterattack 3 Edge: Sweep (custom)
Environmental Weakness (Racial) Cold / Custom	Seasoned4 Raise Attribute: Strength
Infravision (Racial) 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	
Languages Known Native (native, d8)	• • • • • • • • • • • • • • • • • • • •
Parry (3) +3 Parry - See page SPCp79 / SWADE Supers p78	• • • • • • • • • • • • • • • • • • • •
Super Attribute (2; Strength) Boost Selected Attribute by 2 / SWADE Supers p85	• • • • • • • • • • • • • • • • • • • •
Super Skill (3; Fighting) Boost selected skill by 3 / SWADE Supers p86	• • • • • • • • • • • • • • • • • • • •
Super Edge (1) Adds 1 Edge to obtain from the Edges tab / SWADE Supers p85	
Toughness (2) +2 toughness - Device (-1): Coat / SWADE Supers p88	