

# 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**  
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
<div>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). / UNDEF</div> <div>.....</div> <div>Environmental Weakness (Racial) Cold / UNDEF</div> <div>.....</div> <div>Infra-vision (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. / UNDEF</div> <div>.....</div> <div>Languages Known Native (native, d8)</div> <div>.....</div> <div>Parry (3) +3 Parry - See page SPCp79 / SWADE Supers p78</div> <div>.....</div> <div>Super Attribute (2; Strength) Boost Selected Attribute by 2 / SWADE Supers p85</div> <div>.....</div> <div>Super Skill (3; Fighting) Boost selected skill by 3 / SWADE Supers p86</div> <div>.....</div> <div>Super Edge (1) Adds 1 Edge to obtain from the Edges tab / SWADE Supers p85</div> <div>.....</div> <div>Toughness (2) +2 toughness - Device (-1): Coat / SWADE Supers p88</div>	

Novice	
1	<u>Raise Attribute: Vigor</u>
2	<u>Edge: Counterattack</u>
3	<u>Edge: Sweep (custom)</u>
Seasoned	
4	<u>Raise Attribute: Strength</u>