

# Bladestorm

Seasoned Male Ifrit

## 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	+1
Vigor:	▲4	6	8	▲10	12	

## Derived

Pace	Parry	Toughness
6	11	10 (2)

## 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

## 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.

## 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

.....  
**Environmental Weakness (Racial)**

Cold / Custom

.....  
**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

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**Languages Known**

Native (native, d8)

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**Parry (3)**

+3 Parry - See page SPCp79 / SWADE Supers p78

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**Super Attribute (2; Strength)**

Boost Selected Attribute by 2 / SWADE Supers p85

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**Super Skill (3; Fighting)**

Boost selected skill by 3 / SWADE Supers p86

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**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

**Novice**

- 1 Raise Attribute: Vigor
- 2 Edge: Counterattack
- 3 Edge: Sweep (custom)

**Seasoned**

- 4 Raise Attribute: Strength