

Hypno-Me-Elmo

Legendary Male Construct

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

Skills

(Unskilled): 4 6 8 10 12 -2
Academics: 4 6 8 10 12
Athletics: 4 6 8 10 12
Battle: 4 6 8 10 12
Boating: 4 6 8 10 12
Common Knowledge: 4 6 8 10 12
Driving: 4 6 8 10 12
Electronics: 4 6 8 10 12
Faith: 4 6 8 10 12
Fighting: 4 6 8 10 12
Focus: 4 6 8 10 12 +4
Gambling: 4 6 8 10 12
Hacking: 4 6 8 10 12
Healing: 4 6 8 10 12
Intimidation: 4 6 8 10 12 +4
Language (Native): 4 6 8 10 12
Notice: 4 6 8 10 12 +1
Occult: 4 6 8 10 12
Performance: 4 6 8 10 12
Persuasion: 4 6 8 10 12 -1
Piloting: 4 6 8 10 12
Psionics: 4 6 8 10 12
Repair: 4 6 8 10 12 +2
Research: 4 6 8 10 12
Riding: 4 6 8 10 12
Science: 4 6 8 10 12
Shooting: 4 6 8 10 12 +1
Spellcasting: 4 6 8 10 12
Stealth: 4 6 8 10 12
Survival: 4 6 8 10 12
Taunt: 4 6 8 10 12
Thievery: 4 6 8 10 12
Weird Science: 4 6 8 10 12

Derived

Pace	Parry	Toughness
6	2	13 (3) Heavy

Armor

(Unarmored)	0
Toughness: 6	
Cape, Long Intimidation	2
Toughness: 6	
Cloth and Armored Jacket	8
Toughness: 9 (3)	
Force Field, Personal	4
Toughness: 10	

Gear

You have no gear.

Damage

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

Hindrances

Alien Form (major)

Healing rolls to help the hero are at 4.
Numerous roleplaying challenges as well. / SWADE Supers p6

Mean (minor)

-1 to Persuasion rolls / SWADE p25

Ruthless (minor)

The character does what it takes to get her way. / SWADE p26

Small (minor)

Size and Toughness are reduced by 1 / SWADE p27

Vengeful (minor)

The adventurer seeks payback for slights against her. / SWADE p28

Edges

Brave

+2 to Fear tests and -2 to rolls on the Fear Table. / SWADE p38

Danger Sense

Notice roll at +2 to sense ambushes or similar events. / SWADE p52

Elan

+2 when spending a Benny to reroll a Trait roll. / SWADE p39

Fame

+1 Persuasion rolls when recognized (Common Knowledge), double usual fee for Performance. / SWADE p39

Fast Healer

+2 Vigor when rolling for natural healing. / SWADE p39

Iron Jaw

+2 to Soak and Vigor rolls to avoid Knockout Blows. / SWADE p42

Iron Will

+4 to resist Smarts or Spirit-based Tests. / SWADE p51

There are 8 more edges on page 2

Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Gatling Laser	3d6+4	50/100/200	2	4	800	20	+1 to Hit, no recoil penalty.



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Special Abilities

Languages Known

Native (native, d8)

Mind Control

The target makes a Spirit roll or is controlled. - Triple Range (4), If the controller chooses, the victim must resist with Smarts instead of Spirit, Smarts roll to resist mind reading is made at an additional -2 penalty., Must remain within 12" of subject, Victim doesn't remember what happened while controlled, Limitation (-2): multiple attempts on individual +1 opp res., Can control 4 more minds - Leashed = range which is 36" not 12" / SWADE Supers p74

Mind Reading

On a failed Smarts roll, the target's mind is read by the super. - Triple Range (4), Smarts roll to resist mind reading is made at an additional -2 penalty., Selective (1), Limitation (-2): cannot use Mind Reader and Mind Rider in same round, Alter, repair, and implant memories / SWADE Supers p75

Regeneration (3; Synthetic)

Make a Focus roll every round as a limited free action. Success heals one Wound, and a raise heals two. - Treat all permanent injuries as temporary unless caused by acid, fire, or damage caused by a Power Type matching their Environmental Weakness, Power Negation, or Vulnerability Hindrance., Limitation (-2): requires synthetic material to assimilate, 0 / SWADE Supers p81

Additional Actions (1)

Ignore up to 2 MAP penalties / SWADE Supers p48

Telepathy (Mental)

Communicates with any/all intelligent minds within 24" - Range is 1 mile., Limitation (-2): -2 to Focus for Rider, The telepath can see, hear, taste, touch, and feel through the senses of any willing mind in Range. / SWADE Supers p87

Super Skill (5; Focus)

Boost selected skill by 5 - Limitation (-1): only for power activations, 0 / SWADE Supers p86

Boost/Lower Trait (Mental; Any Trait)

Make a Focus roll. If successful, increased or decrease target Trait by one die type, two with a raise, minimum d4 - Boosted Ally gets a free reroll once per round, or once per action on Focus Roll, Can affect any trait "on the fly", Limitation (-2): boost only, Super must touch target to boost or lower trait / SWADE Supers p53

Mind Shield (Mental)

-2 to use mind reading or mind control on this hero. - Attempts to read or control the super's mind are made at -4, Limitation (-2): (unspecified) / SWADE Supers p76

Description

Elmo not need to recharge.

Elmo vulnerable fire not electricity. It no matter if Elmo burn Elmo regenerate.

Elmo vow mobilize children army.

Get in Elmo's way Elmo kill everything you care about.

Elmo Robot mods:

1) Multi Optics Eye/Laser sight +1 shooting / +1 notice / -2 penalties / no illumination penalties for active night vision

2) Voice Modulator/Language Translator +1 intimidation

3) Portable 13million mAh battery shoved up... uh, recharge for up to a week without needing to plug in

More Edges

Level Headed

Draw an additional Action Card each round and choose which one to use. / SWADE p42

Luck

+1 Benny at the start of each session. / SWADE p40

Menacing

+2 to Intimidation. / SWADE p50

Strong Willed

+2 to resist Smarts or Spirit-based Tests. / SWADE p51

Super Powers (60)

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

Take The Hit

Free reroll on Soak rolls made to eliminate Wounds or Vigor rolls to resist Knockout Blows / SWADE Supers

Tough as Nails

The hero can take four Wounds before being Incapacitated. / SWADE p53

Tougher than Nails

The hero can take five Wounds before being Incapacitated. / SWADE p53

Advances

Novice

1 Raise Skills: Athletics/Stealth

2 Raise Skills: Persuasion/Performance

3 Raise Attribute: Vigor

Seasoned

4 Edge: Level Headed

5 Raise Skills: Taunt/Common Knowledge

6 Raise Skills: Shooting/Repair

7 Edge: Iron Will

Veteran

8 Raise Attribute: Vigor

9 Edge: Iron Jaw

10 Raise Skills: Repair/Intimidation

11 Edge: Take The Hit

Heroic

12 Raise Attribute: Smarts

13 Raise Skills: Notice/Taunt

14 Edge: Elan

15 Edge: Danger Sense

Legendary

16 Edge: Fast Healer

17 Edge: Luck

18 Raise Attribute: Strength

19 Edge: Menacing

20 Edge: Brave

21 Edge: Fame