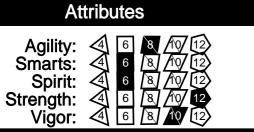
Steel Sentinel

Seasoned Male Ferrite



Skille

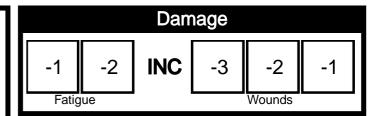
Pace Parry Toughness 6 6 14 (4) Size: 1 (Normal)

SKIIIS					
(Unskilled):	4 6 8 10 12 -2				
Athletics:	4 6 8 10 12				
Common					
Knowledge:					
Fighting:	4 6 8 10 12				
Intimidation:	4 6 8 10 12 +1				
Language					
(Native):	4 6 8 10 12				
Notice:					
Persuasion:	4 6 8 10 2 -1				
Science:	4 6 8 10 12				
Shooting:	4 6 8 10 12				
Stealth:					
Taunt:	4 6 8 10 12				

Armor				
(Unarmored) Toughness: 10	0			
Cape, Long Intimidation Toughness: 10				
Heavy Body Armor Toughness: 14 (4)	17			

Gear

You have no gear.



Hindrances

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

Monologuer (major)
If Action Card is a Club, he must
make a Smarts roll at 2 or spend his
entire turn talking. May still move
and take free actions. / SWADE Supers
p8

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

Edges

Brawler

Toughness +1, add d4 to unarmed damage or increase it a step if combined with Martial Artist, Claws, etc. / SWADE p40

Brawny

Size (and therefore Toughness) +1.
Treat Minimum Strength requirements as one die type less; treat Strength as one die type higher for Encumbrance. / SWADE p38

Bruiser

Increase unarmed Strength damage a die type and Toughness another +1./ SWADE p40

Brute

Link Athletics to Strength instead of Agility. This includes resisting Athletics Tests as well. / SWADE p38

Mighty Blow

Once per turn, double Fighting damage when dealt a Joker. / SWADE p43

There is one more edge on page 2





Weapons and Attacks									
Name	Damage	Range	AP	ROF	Shots	Weight	Notes		
Unarmed	Str+d6	Melee	0	-	-	0	Innate Attack		
Ranged Attack (1)	2d6	12/24/48	0	-	-	0	Innate Attack, Super Power		

Special Abilities	More Edges					
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	Super Powers (15) This character has Super Powers from the SWADE Super Power Companion (2021) / SWADE Supers p10					
Attribute Increase (Racial) - Strength During character creation, the species increases a particular attribute (Agility, Smarts, Spirit, Strength, or Vigor) one die type. This increases the Trait's maximum by one as well. / Custom	Advances Novice 1 Edge: Brawler 2 Raise Skills: Athletics/Taunt 3 Edge: Mighty Blow Seasoned 4 Edge: Bruiser					
Attribute Increase (Racial) - Vigor During character creation, the species increases a particular attribute (Agility, Smarts, Spirit, Strength, or Vigor) one die type. This increases the Trait's maximum by one as well. / Custom						
ependency (Racial) pend one hour a day consuming iron ore. / Custom						
Environmental Weakness (Racial) Cold / Custom						
Skill Penalty (-1) (Racial) - Persuasion The race suffers a -1 penalty to one skill / Custom						
Languages Known Native (native, d8)						
Flight (3) Pace 24 (16 MPH), 0 Attack Penalty / SWADE Supers p63						
Super Attribute (2; Strength) Boost Selected Attribute by 2 / SWADE Supers p85						
Ranged Attack (1) 2d6 Damage - Can "charge up" her attack as a limited action, adding +1d6 to the first damage roll made in her next action (or +1d10 if combined with an All Out Attack (page 30)., Can't use this power to make Non-Lethal Attacks / SWADE Supers p80						
Super Attribute (1; Vigor) Boost Selected Attribute by 1 / SWADE Supers p85	• • • • • • • • • • • • • • • • • • • •					