

Steel Sentinel

Seasoned Male Ferrite

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

Derived

| Pace | Parry | Toughness |
|------|-------|-----------|
| 6 | 6 | 14 (4) |

Size: 1 (Normal)

Armor

| | |
|-------------------------|----|
| (Unarmored) | 0 |
| Toughness: 10 | |
| Cape, Long Intimidation | 2 |
| Toughness: 10 | |
| Heavy Body Armor | 17 |
| Toughness: 14 (4) | |

Gear

You have no gear.

Damage

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

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

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

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

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

Dependency (Racial)

Spend 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

More Edges

Super Powers (15)

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

Advances

Novice

1 Edge: Brawler

2 Raise Skills: Athletics/Taunt

3 Edge: Mighty Blow

Seasoned

4 Edge: Bruiser