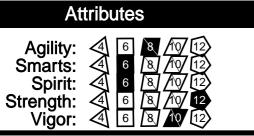
### Steel Sentinel

Seasoned Male Ferrite



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

# | Common | C

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

#### Gear

You have no gear.

| Damage |    |     |        |    |    |
|--------|----|-----|--------|----|----|
| -1     | -2 | INC | -3     | -2 | -1 |
| Fatig  | ue |     | 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   | 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  |
| 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               | 2 Raise Skills: Athletics/Taunt 3 Edge: Mighty Blow Seasoned 4 Edge: Bruiser                                     |
| 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<br>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 dan in her next action (or +1d10 if combined with an All Out Attack (page 30)., Can't use this pake Non-Lethal Attacks / SWADE Supers p80 | nage roll made<br>power to   |
| Super Attribute (1; Vigor) Boost Selected Attribute by 1 / SWADE Supers p85   | •••••••  |