

# 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