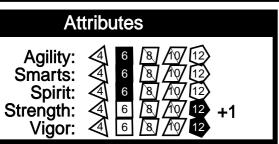
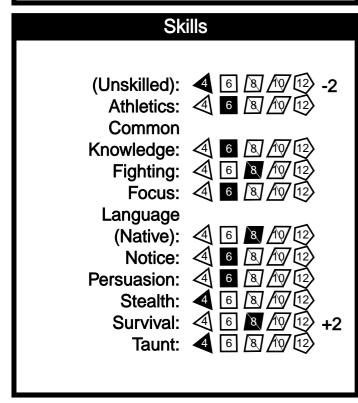
Paul Bunyan

Veteran Male, Giant Lumberjack



	Derive	<u>u</u>		
Pace	Parry	Toughness		
6	5	10		
Size: 1 (Normal)				



Armor	
(Unarmored)	0
Toughness: 10	

Gear

You have no gear.

Damage INC -2 -3 -2

Hindrances
Heroic (major) The character always helps those in need / SWADE p24
Impulsive (major) The hero leaps before he looks / SWADE p25
Overconfident (major) The hero believes she can do

anything. / SWADE p26
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
Improved Sweep As above, but ignore the –2 penalty / SWADE p44
Iron Jaw +2 to Soak and Vigor rolls to avoid Knockout Blows / SWADE p42

Improved Sweep As above, but ignore the –2 penalty / SWADE p44
Iron Jaw +2 to Soak and Vigor rolls to avoid Knockout Blows. / SWADE p42
Nerves of Steel Ignore one level of Wound penalties. / SWADE p43
Super Powers (75) This character has Super Powers from the SWADE Super Power Companion (2021) / SWADE Supers p10

There are 3 more edges on page 2

		Weapo	ons and At	tacks			
Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str+d4	Melee	0	-	-	0	Innate Attack
		There are 2 i	more weapons	on page 2	2		





		More Weapons	and	Attack	(S		
Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Melee Attack (Special Weapon) (3)	Str+3d6+d4	Melee	2	-	-	0	Heavy, Innate Attack, Super Power, HW. AP 2
Paul's Axe	Str+3d6+d10	Melee	2	-	-	7	-1 Parry, Heavy

Special Abilities	More Edges
Languages Known Native (native, d8) Growth (11; Biological) May grow up to size +11, strength and toughness both a +11 while power is active - Reduces the Scale penalty when attacking smaller targets by 4 "The Best There Is!" / SWADE Supers p64 Babe the Blue Ox (Animal Companion; 6) Size 3 Companion - The hero has a loyal animal companion. The creature is a Wild Card and can share Bennies with its master and vice-versa Can summon an animal companion with a Focus roll. If successful, it appears anywhere within 12" (24 yards). With a raise on the Focus roll, the creature may act immediately - otherwise it acts on the summoner's next Action Card., Creature has human Smarts rather than "animal" Smarts, Has same number of powers as Master's	Sweep (custom) Fighting roll at –2 to hit (if using a two handed weapon) all adjacent targets in weapon's Reach, no more than once per turn. Sweep is now a limited action. / SWADE p44 The Best There Is Power Limit is half the maximum Super Power Points (round down) rather than a third on a single Power / SWADE Supers p11 Woodsman +2 to Survival and Stealth in the wilds. / SWADE p50
Power Points / SWADE Supers p50 Melee Attack (Special Weapon) (3) +3d6 damage to Selected Weapon - Ignore the Armor of inanimate	Advances
objects and vehicles (not people or the armor they wear) for one attack this turn. Once Smash is declared, the hero is Vulnerable until the end of her next turn., Can "charge up" her attack form as a limited action, adding +1d6 to the first damage roll made in next action (or +1d10 if combined with an All Out Attack (page 30), Device (-2): (Paul's Axe), Forceful (1), For +1 point, the weapon returns to the wielder's hand after it's thrown., Heavy Weapon (1), +2 AP / SWADE Supers p72	Novice 1 Edge: Woodsman 2 Edge: Brawler 3 Raise Attribute: Vigor Seasoned 4 Edge: Sweep (custom) 5 Edge: Iron Jaw 6 Raise Attribute: Strength 7 Edge: Nerves of Steel
attack this turn. Once Smash is declared, the hero is Vulnerable until the end of her next turn., Can "charge up" her attack form as a limited action, adding +1d6 to the first damage roll made in next action (or +1d10 if combined with an All Out Attack (page 30), Device (-2): (Paul's Axe), Forceful (1), For +1 point, the weapon returns to the wielder's hand after it's thrown., Heavy Weapon (1),	1 Edge: Woodsman 2 Edge: Brawler 3 Raise Attribute: Vigor Seasoned 4 Edge: Sweep (custom) 5 Edge: Iron Jaw 6 Raise Attribute: Strength
attack this turn. Once Smash is declared, the hero is Vulnerable until the end of her next turn., Can "charge up" her attack form as a limited action, adding +1d6 to the first damage roll made in next action (or +1d10 if combined with an All Out Attack (page 30), Device (-2): (Paul's Axe), Forceful (1), For +1 point, the weapon returns to the wielder's hand after it's thrown., Heavy Weapon (1), +2 AP / SWADE Supers p72 Super Attribute (2; Biological; Strength) Boost Selected Attribute by 2 - Once per session, the character can substitute one of her super attributes for any other attribute roll	1 Edge: Woodsman 2 Edge: Brawler 3 Raise Attribute: Vigor Seasoned 4 Edge: Sweep (custom) 5 Edge: Iron Jaw 6 Raise Attribute: Strength 7 Edge: Nerves of Steel Veteran

Background

Paul Bunyan is every part the man spoken of in myth and legend. As far as anyone can tell, the only difference is this Paul Bunyan can alter his size.

Babe the Blue Ox

Babe the Blue Ox

A Wildcard

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6

Pace: 7; Parry: 6; Toughness: 17; Edges: The Best There Is (Growth) Weapons: *Melee Attack (7)

Special Abilities

- *Fearless (4): Just like Paul, Babe knows no Fear. Allies within 5" gain +2 on Fear checks. (Steady)
- •*Growth (37): Babe is known as "The Big Blue Ox" for a reason. Level 11. Size 14 (150' tall, Gargantuan, +3 Wounds, +6 Scale modifier). Scale penalty when attacking smaller targets is reduced by 4. (Swat +2)
- *Hardy (2): Babe is made of tough stuff. A second Shaken result in combat doesn't result in a Wound.
- *Melee Attack (7): Horns (Str+2d6, AP 4). May add +4 damage at end of one Fighting Attack if she runs at least 5" (10 yards) and successfully hits foe. (Armor Piercing)
- Size 3: Even without powers, Babe naturally weighs in at just under a ton.
- · *Super Attribute (2): Smarts to d6.
- *Super Edge (2): The Best There Is (Growth).
- *Super Skills (2): Fighting to d8. Intimidation to d8.
- *Toughness (6): +6 Toughness