

Paul Bunyan

Veteran Male, Giant Lumberjack

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 +1
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
Focus: 4 6 8 10 12
Language
(Native): 4 6 8 10 12
Notice: 4 6 8 10 12
Persuasion: 4 6 8 10 12
Stealth: 4 6 8 10 12
Survival: 4 6 8 10 12 +2
Taunt: 4 6 8 10 12

Derived

Pace	Parry	Toughness
6	5	10

Size: 1 (Normal)

Armor

(Unarmored) 0
Toughness: 10

Gear

You have no gear.

Damage

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

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

Nerves of Steel

Ignore one level of Wound penalties. / SWADE p43

Super Powers

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

Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str+d4	Melee	0	-	-	0	Innate Attack
Melee Attack (Special Weapon) (3)	Str+3d6+d4	Melee	2	-	-	0	Heavy, Innate Attack, Super Power, HW, AP 2

There is one more weapon on page 2



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More Weapons and Attacks							
Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Paul's Axe	Str+3d6+d10	Melee	2	-	-	7	-1 Parry, Heavy

Special Abilities	More Edges
<p>Languages Known Native (native, d8)</p> <p>.....</p> <p>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</p> <p>.....</p> <p>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 Power Points / SWADE Supers p50</p> <p>.....</p> <p>Melee Attack (Special Weapon) (3) +3d6 damage to Selected Weapon - Ignore the Armor of inanimate 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</p> <p>.....</p> <p>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 (not skill rolls). / SWADE Supers p85</p> <p>.....</p> <p>Hardy (Biological) A second Shaken result in combat doesn't cause a Wound. / SWADE Supers p65</p> <p>.....</p> <p>Super Attribute (1; Biological; Vigor) Boost Selected Attribute by 1 / SWADE Supers p85</p>	<p>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</p> <p>.....</p> <p>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</p> <p>.....</p> <p>Woodsman +2 to Survival and Stealth in the wilds. / SWADE p50</p>

Advances
<p>Novice</p> <p>1 <u>Edge: Woodsman</u></p> <p>2 <u>Edge: Brawler</u></p> <p>3 <u>Raise Attribute: Vigor</u></p> <p>Seasoned</p> <p>4 <u>Edge: Sweep (custom)</u></p> <p>5 <u>Edge: Iron Jaw</u></p> <p>6 <u>Raise Attribute: Strength</u></p> <p>7 <u>Edge: Nerves of Steel</u></p> <p>Veteran</p> <p>8 <u>Edge: Improved Sweep</u></p>

Background
<p>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.</p>

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