

Swampgator

Seasoned Male Swamp Freak

Damage

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

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

Derived

Pace	Parry	Toughness
6	6	10

Size: 1 (Normal)

Hindrances

All Thumbs (minor)

-2 to use mechanical or electrical devices / SWADE p22

.....
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

Grim (minor)

You're Provoked on any successful Taunt—whether the opponent has the Provoke Edge or not. Subtract 2 from rolls to affect any opponent except the one who insulted you until a Joker is drawn (by either side) or someone else successfully Taunts you. / SWADE Supers p7

Ugly (minor)

The character is physically unattractive and subtracts 1 from Persuasion rolls / SWADE p28

Wanted (major,)

The character is wanted by the authorities. / SWADE p28

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	+2
Language (Native):	▲4	6	8	▲10	12	
Notice:	▲4	6	8	▲10	12	
Persuasion:	▲4	6	8	▲10	12	-2
Stealth:	▲4	6	8	▲10	12	
Survival:	▲4	6	8	▲10	12	

Armor

(Unarmored)	0
..... Toughness: 10	

Gear

You have no gear.

Edges

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

Brute

Link Athletics to Strength instead of Agility. This includes resisting Athletics Tests as well. / SWADE p38

There are 4 more edges on page 2

Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Bite	Str+d4	Melee	0	-	-	0	Innate Attack
Claws	Str+d4	Melee	0	-	-	0	Innate Attack



Special Abilities

More Edges

All thumbs (Racial)

The creature has a built-in Minor Hindrance for 1 point, or a Major Hindrance for 2. This doesn't affect the ability to choose other Hindrances during character creation. / Custom

Aquatic (Racial)

Native to the water. Cannot drown in oxygenated liquid and moves at full Pace when swimming / Custom

Bite (Racial)

The race has fangs that cause Strength+d4 damage and can also be used on a Bound or Entangled foe / Custom

Claws (d4) (Racial)

The race has claws that cause Str+d4 damage (this stacks with Edges like Bruiser or Martial Artist). They never count as an Unarmed Defender (page 108), add +2 to Athletics (climbing) rolls, and may climb at their full Pace. / Custom

Ugly (Racial)

The creature has a built-in Minor Hindrance for 1 point, or a Major Hindrance for 2. This doesn't affect the ability to choose other Hindrances during character creation. / Custom

Languages Known

Native (native, d8)

Super Attribute (2; Strength)

Boost Selected Attribute by 2 / SWADE Supers p85

Super Attribute (2; Vigor)

Boost Selected Attribute by 2 / SWADE Supers p85

Super Edge (1)

Adds 1 Edge to obtain from the Edges tab / SWADE Supers p85

Toughness (2)

+2 toughness / SWADE Supers p88

Heightened Senses

Hero has heightened senses. - Ignores penalties for Dim and Dark Illumination (but not Pitch Darkness). If he also has Infravision, he ignores all illumination penalties. / SWADE Supers p66

Counterattack

Free attack against one foe per round who failed a Fighting roll. / SWADE p41

Frenzy (custom)

Roll a second Fighting die with one melee attack per turn. Frenzy is a limited action. / SWADE p42

Menacing

+2 to Intimidation. / SWADE p50

Super Powers (15)

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

Advances

Novice

- 1 Raise Attribute: Spirit
- 2 Raise Skills: Intimidation/Stealth
- 3 Edge: Brawny

Seasoned

- 4 Edge: Brute