

# Swampgator

Seasoned Male Swamp Freak

## 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 +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

## Derived

Pace	Parry	Toughness
6	6	10

Size: 1 (Normal)

## Armor

(Unarmored) 0  
Toughness: 10

## Gear

You have no gear.

## Damage

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

## 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

## 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



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Special Abilities	More Edges
<div><b>All thumbs (Racial)</b> 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</div> <div></div>	<div><b>Counterattack</b> Free attack against one foe per round who failed a Fighting roll. / SWADE p41</div> <div></div>
<div><b>Aquatic (Racial)</b> Native to the water. Cannot drown in oxygenated liquid and moves at full Pace when swimming / Custom</div> <div></div>	<div><b>Frenzy (custom)</b> Roll a second Fighting die with one melee attack per turn. Frenzy is a limited action. / SWADE p42</div> <div></div>
<div><b>Bite (Racial)</b> The race has fangs that cause Strength+d4 damage and can also be used on a Bound or Entangled foe / Custom</div> <div></div>	<div><b>Menacing</b> +2 to Intimidation. / SWADE p50</div> <div></div>
<div><b>Claws (d4) (Racial)</b> 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</div> <div></div>	<div><b>Super Powers (15)</b> This character has Super Powers from the SWADE Super Power Companion (2021) / SWADE Supers p10</div>
<div><b>Ugly (Racial)</b> 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</div> <div></div>	<div><b>Advances</b></div> <div><div><b>Novice</b></div><div><div>1</div><div><u>Raise Attribute: Spirit</u></div></div><div><div>2</div><div><u>Raise Skills: Intimidation/Stealth</u></div></div><div><div>3</div><div><u>Edge: Brawny</u></div></div></div> <div><b>Seasoned</b></div> <div><div>4</div><div><u>Edge: Brute</u></div></div>
<div><b>Languages Known</b> Native (native, d8)</div> <div></div>	
<div><b>Super Attribute (2; Strength)</b> Boost Selected Attribute by 2 / SWADE Supers p85</div> <div></div>	
<div><b>Super Attribute (2; Vigor)</b> Boost Selected Attribute by 2 / SWADE Supers p85</div> <div></div>	
<div><b>Super Edge (1)</b> Adds 1 Edge to obtain from the Edges tab / SWADE Supers p85</div> <div></div>	
<div><b>Toughness (2)</b> +2 toughness / SWADE Supers p88</div> <div></div>	
<div><b>Heightened Senses</b> 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</div>	