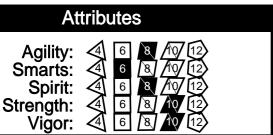
# Swampgator

Seasoned Male Swamp Freak



#### **Derived Pace Parry** Toughness 6 6 10 Size: 1 (Normal)

## **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 /0/12 Persuasion: 4 6 8 10 12 -2 Stealth: 4 6 8 /0/12 Survival: 4 6 8 10 12

	Armor	
(Unarmored)		0
	Toughness: 10	
	Todgrificas. 10	

/ \\	
(Unarmored)	0
Toughness: 10	

Gear

You have no gear.

### Hindrances

**Damage** 

-3

-2

All Thumbs (minor) –2 to use mechanical or electrical devices / SWADE p22

INC

-2

Fatigue

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 súccessful 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

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	<u>-</u>	<b>-</b>	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, of Hindrance for 2. This doesn't affect the ability to choose Hindrances during character creation. / Custom	-	Counterattack Free attack against one foe per round who failed a Fighting roll. / SWADE p41			
Aquatic (Racial) Native to the water. Cannot drown in oxygenated liquid a full Pace when swimming / Custom	and moves at	Frenzy (custom) Roll a second Fighting die with one melee attack per turn. Frenzy is a limited action. / SWADE p42			
Bite (Racial) The race has fangs that cause Strength+d4 damage and used on a Bound or Entangled foe / Custom	d can also be	Menacing +2 to Intimidation. / SWADE p50			
Claws (d4) (Racial) The race has claws that cause Str+d4 damage (this state like Bruiser or Martial Artist). They never count as an Un Defender (page 108), add +2 to Athletics (climbing) rolls climb at their full Pace. / Custom	armed	Super Powers (15) This character has Super Powers from the SWADE Super Power Companion (2021) / SWADE Supers p10			
Laby (Pacial)		Advances			
Jgly (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		Novice  1 Raise Attribute: Spirit  2 Raise Skills:Intimidation/Stealth			
Languages Known Native (native, d8)	ative (native, d8)				
Super Attribute (2; Strength) Boost Selected Attribute by 2 / SWADE Supers p85		4 Edge: Brute			
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					