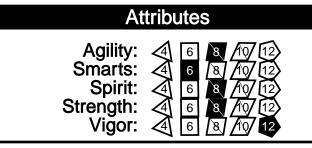
## Tak-Nuke aka Arthur Hillary

Legendary Male Human



Denved						
Parry	Toughness					
6	18 (4)					

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Armor					
(Unarmored)	Toughness: 18 (4)	0			
	Gear				
	You have no gear.				

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

## Hindrances

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 loker is drawn (by

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

Reckless (major)

On Critical Failure to activate a power it goes wildly out of control (GM's choice as to effect). / SWADE Supers

Stubborn (minor)

The character wants his way and rarely admits his mistakes / SWADE p27

Thin Skinned (minor)

The character is particularly susceptible to personal attacks. As a Minor Hindrance, he subtracts two when resisting Taunt attacks. / SWADE p28

Vengeful (minor)

The adventurer seeks payback for slights against her. / SWADE p28

## Edges

Brawler

Toughness +1, add d4 to unarmed damage or increase it a step if combined with Martial Artist, Claws, etc. / SWADE p40

**Bruiser** 

Increase unarmed Strength damage a die type and Toughness another +1. / SWADE p40

Combat Reflexes

+2 Spirit to recover from being Shaken. / SWADE p41

Elan

+2 when spending a Benny to reroll a Trait roll. / SWADE p39

Giant Killer

+1d6 damage vs. creatures three Sizes larger or more. / SWADE p42

Weapons and Attacks							
Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str+d6	Melee	0	-	-	0	Innate Attack





## **Special Abilities** More Edges Iron Jaw Languages Known +2 to Soak and Vigor rolls to avoid Native (native, d8) Knockout Blows. / SWADE p42 The Fallout (Decay) Liquid Courage A successful Focus roll causes a target within 6" to make a Vigor roll (at 2 Alcohol increases Vigor a die type and with a raise on the Focus roll). If the victim fails, he takes a Wound. Decay ignores one level of Wound penalty; -1 to can also destroy a Very Small object of Armor or Hardness 12 or less as an Agility, Smarts, and related skills. / action, or a similarly sized portion of a larger object. It has no effect on SWADE p52 objects with Armor or Hardness of 13 or higher. - Vigor Rolls are made at -1 and Decay affects objects up to hardness 20, Special (2), Contingent (2): explode, Large Blast Template, Heavy Weapon (1), Must touch victim to affect -+1 Benny at the start of each session. / Special is paying for the contingent cost which is not working on this power. SWADE p40 The order is: Focus: Entangle/Explode/Damage Field/Decay. / SWADE Supers p57 **Super Powers** The Fire (Damage Field; 2) This character has Super Powers from the Activating the field is an action, and it remains on until the super terminates SWADE Super Power Companion (2021) / SWA it. At the end of the super's turn, every adjacent character must make an Supers p10 Evasion roll or suffer 3D6 damage. - Attack is inherently deadly - no non-lethal attacks, Special (2), Contingent (2): (unspecified), Limitation Take The Hit (-2): range of touch from entangle point, Large Blast Template, Limitation Free reroll on Soak rolls made to eliminate (-1): Tak takes half damage from this attack, Heavy Weapon (1) - Special is Wounds or Vigor rolls to resist Knockout paying for the contingent cost which is not working on this power. The order Blows / SWADE Supers is: Focus: Entangle/Explode/Damage Field/Decay. / SWADE Supers p56 Tough as Nails Flight (6) The hero can take four Wounds before being Pace 180 (120 MPH), -2 Attack Penalty - Limitation (-1): activation / SWADE Incapacitated. / SWADE p53 Supers p63 Armor (2) Advances +4 Armor - Provides one hour of oxygen and adds +2 to the wearer's roll when resisting airborne toxins or similar threats, Limitation (0): (unspecified), Novice The armor is considered Heavy Armor, and can only be damaged by Heavy Weapons. Raise Attribute: Strength / SWADE Supers p52 2 Raise Skills: Healing/Repair 3 Edge: Brawler The Blast (Explode; Force) Seasoned Exploding is a limited action. A successful Focus roll creates an explosion the 4 Raise Attribute: Vigor size of a Large Blast Template centered on the hero. Everyone within the 5 Edge: Bruiser template must Evade (at 2 with a raise on the Focus roll) or take 3d10 damage 6 Edge: Iron Jaw (4d10 with a raise). A hero is automatically Shaken after exploding. - Special 7 Edge: Take The Hit (2), Explosion may cause 5d10 damage but the hero is Stunned afterward., Veteran Forceful (1), Contingent (2): (unspecified), Limitation (-2): range of touch 8 Edge: Giant Killer (point where entangle activated), Heavy Weapon (1), Super's body disintegrates 9 Raise Attribute: Vigor when it explodes! Once he recovers from being Shaken (or Stunned with Big 10 Raise Skill: Focus Bang), he must make a Focus roll to reform. The hero can't be targeted or 11 Edge: Liquid Courage communicated with while disintegrated - Special is paying for the contingent Heroic cost which is not working on this power. The order is: Focus: 12 Edge: Combat Reflexes Entangle/Explode/Damage Field/Decay. / SWADE Supers p62 13 Edge: Luck 14 Edge: Elan Entangle (Force) 15 Raise Skill: Focus Entangle tangles foes in bands of energy, ropes, vines, webbing, or other Legendary entanglements. To activate, the hero targets any foe within 12" (24 yards) and 16 Raise Skills: Shooting/Healing makes a Focus roll opposed by the victim's Athletics. If the attacker wins, the victim is Entangled. If the attacker wins with a raise, the victim is Bound. -Special (2), Limitation (-2): range of touch, Medium Blast Template - Special\* = LBT for 2 extra points / SWADE Supers p60 rougnness (4) +4 toughness / SWADE Supers p88 Regeneration (1; Force) Make a Focus roll every 24 hours as a limited free action. Success heals one Wound, and a raise heals two. - Treat all permanent injuries as temporary unless caused by acid, fire, or damage caused by a Power Type matching their Environmental Weakness, Power Negation, or Vulnerability Hindrance., Limitation (-1): regrowth delayed by days / SWADE Supers p81 Mind Shield -2 to use mind reading or mind control on this hero. - Device (-2): (unspecified), Attempts to read or control the super's mind are made at -4 / SWADE Supers p76