

Tak-Nuke aka Arthur Hillary

Legendary Male Human

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
Academics:	4	6	8	10	12	
Athletics:	4	6	8	10	12	
Battle:	4	6	8	10	12	
Boating:	4	6	8	10	12	
Common						
Knowledge:	4	6	8	10	12	
Driving:	4	6	8	10	12	
Electronics:	4	6	8	10	12	
Faith:	4	6	8	10	12	
Fighting:	4	6	8	10	12	
Focus:	4	6	8	10	12	
Gambling:	4	6	8	10	12	
Hacking:	4	6	8	10	12	
Healing:	4	6	8	10	12	
Intimidation:	4	6	8	10	12	
Language						
(Native):	4	6	8	10	12	
Notice:	4	6	8	10	12	
Occult:	4	6	8	10	12	
Performance:	4	6	8	10	12	
Persuasion:	4	6	8	10	12	
Piloting:	4	6	8	10	12	
Psionics:	4	6	8	10	12	
Repair:	4	6	8	10	12	
Research:	4	6	8	10	12	
Riding:	4	6	8	10	12	
Science:	4	6	8	10	12	
Shooting:	4	6	8	10	12	
Spellcasting:	4	6	8	10	12	
Stealth:	4	6	8	10	12	
Survival:	4	6	8	10	12	
Taunt:	4	6	8	10	12	
Thievery:	4	6	8	10	12	
Weird Science:	4	6	8	10	12	

Derived

Pace	Parry	Toughness
6	6	18 (4)

Armor

(Unarmored)	0
Toughness: 18 (4)	

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 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



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Special Abilities		More Edges	
<p>Languages Known Native (native, d8)</p> <p>.....</p> <p>The Fallout (Decay) A successful Focus roll causes a target within 6” to make a Vigor roll (at 2 with a raise on the Focus roll). If the victim fails, he takes a Wound. Decay can also destroy a Very Small object of Armor or Hardness 12 or less as an action, or a similarly sized portion of a larger object. It has no effect on 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 - Special is paying for the contingent cost which is not working on this power. The order is: Focus: Entangle/Explode/Damage Field/Decay. / SWADE Supers p57</p> <p>.....</p> <p>The Fire (Damage Field; 2) Activating the field is an action, and it remains on until the super terminates it. At the end of the super's turn, every adjacent character must make an Evasion roll or suffer 3D6 damage. - Attack is inherently deadly - no non-lethal attacks, Special (2), Contingent (2): (unspecified), Limitation (-2): range of touch from entangle point, Large Blast Template, Limitation (-1): Tak takes half damage from this attack, Heavy Weapon (1) - Special is paying for the contingent cost which is not working on this power. The order is: Focus: Entangle/Explode/Damage Field/Decay. / SWADE Supers p56</p> <p>.....</p> <p>Flight (6) Pace 180 (120 MPH), -2 Attack Penalty - Limitation (-1): activation / SWADE Supers p63</p> <p>.....</p> <p>Armor (2) +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), The armor is considered Heavy Armor, and can only be damaged by Heavy Weapons. / SWADE Supers p52</p> <p>.....</p> <p>The Blast (Explode; Force) Exploding is a limited action. A successful Focus roll creates an explosion the size of a Large Blast Template centered on the hero. Everyone within the template must Evade (at 2 with a raise on the Focus roll) or take 3d10 damage (4d10 with a raise). A hero is automatically Shaken after exploding. - Special (2), Explosion may cause 5d10 damage but the hero is Stunned afterward., Forceful (1), Contingent (2): (unspecified), Limitation (-2): range of touch (point where entangle activated), Heavy Weapon (1), Super's body disintegrates when it explodes! Once he recovers from being Shaken (or Stunned with Big Bang), he must make a Focus roll to reform. The hero can't be targeted or communicated with while disintegrated - Special is paying for the contingent cost which is not working on this power. The order is: Focus: Entangle/Explode/Damage Field/Decay. / SWADE Supers p62</p> <p>.....</p> <p>Entangle (Force) Entangle tangles foes in bands of energy, ropes, vines, webbing, or other entanglements. To activate, the hero targets any foe within 12” (24 yards) and 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</p> <p>.....</p> <p>Toughness (4) +4 toughness / SWADE Supers p88</p> <p>.....</p> <p>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</p> <p>.....</p> <p>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</p>		<p>Iron Jaw +2 to Soak and Vigor rolls to avoid Knockout Blows. / SWADE p42</p> <p>.....</p> <p>Liquid Courage Alcohol increases Vigor a die type and ignores one level of Wound penalty; –1 to Agility, Smarts, and related skills. / SWADE p52</p> <p>.....</p> <p>Luck +1 Benny at the start of each session. / SWADE p40</p> <p>.....</p> <p>Super Powers This character has Super Powers from the SWADE Super Power Companion (2021) / SWA Supers p10</p> <p>.....</p> <p>Take The Hit Free reroll on Soak rolls made to eliminate Wounds or Vigor rolls to resist Knockout Blows / SWADE Supers</p> <p>.....</p> <p>Tough as Nails The hero can take four Wounds before being Incapacitated. / SWADE p53</p>	
		Advances	
		<p>Novice</p> <p>1 <u>Raise Attribute: Strength</u></p> <p>2 <u>Raise Skills: Healing/Repair</u></p> <p>3 <u>Edge: Brawler</u></p> <p>Seasoned</p> <p>4 <u>Raise Attribute: Vigor</u></p> <p>5 <u>Edge: Bruiser</u></p> <p>6 <u>Edge: Iron Jaw</u></p> <p>7 <u>Edge: Take The Hit</u></p> <p>Veteran</p> <p>8 <u>Edge: Giant Killer</u></p> <p>9 <u>Raise Attribute: Vigor</u></p> <p>10 <u>Raise Skill: Focus</u></p> <p>11 <u>Edge: Liquid Courage</u></p> <p>Heroic</p> <p>12 <u>Edge: Combat Reflexes</u></p> <p>13 <u>Edge: Luck</u></p> <p>14 <u>Edge: Elan</u></p> <p>15 <u>Raise Skill: Focus</u></p> <p>Legendary</p> <p>16 <u>Raise Skills: Shooting/Healing</u></p>	