

# The Sentinel

Novice Male

## 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
8	12	10 (3)

## 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	
Common						
Knowledge:	4	6	8	10	12	
Fighting:	4	6	8	10	12	
Gambling:	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	
Persuasion:	4	6	8	10	12	
Shooting:	4	6	8	10	12	
Stealth:	4	6	8	10	12	
Survival:	4	6	8	10	12	

## Armor

(Unarmored)	0
Toughness: 7	
Chain Shirt	25
Toughness: 10 (3)	

## Gear

Comm Link	0
Wealth: \$0	0

## Damage

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

## Hindrances

### Heroic (major)

The character always helps those in need / SWADE p24

### Idealistic (minor)

You see things in black and white and struggle with more nuanced dilemmas. / SWADE Supers p8

### Quirk (minor, Man out of time)

The individual has some minor but persistent foible that often annoys others. / SWADE p26

## Edges

### Command

+1 to Extras' Spirit rolls and +1 to Vigor rolls to recover from Shaken or Stunned in Command Range. / SWADE p45

### Command Presence

Increase Command Range to 10" (20 yards) / SWADE p45

### Hold the Line

+1 to Extras' Toughness in Command Range. / SWADE p45

### Improved Trademark Weapon (Shield (Special Weapon))

The attack and Parry bonus increases to +2. / SWADE p44

### Inspire (custom)

Once per turn, the hero may roll his Battle skill to Support one type of Trait roll, and apply it to everyone in Command Range. Inspire is now a limited action. / SWADE p45

### Master Tactician

Draw and distribute two extra Action Cards instead of one. / SWADE p45

### Natural Leader

Leadership Edges that apply to Extras now apply to Wild Cards as well. / SWADE p45

### Soldier

Treat Minimum Strength as one die type higher for Encumbrance and Min Str. May Retest Vigor rolls when resisting environmental Hazards. / SWADE p49



## Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str[d8]	Melee	0	-	-	0	Innate Attack
Melee Attack (Special Weapon) (1)	Str[d8]+d6	Melee	0	-	-	0	Innate Attack, Super Power
Shield (Special Weapon)	Str[d8]+d4+d6	3/6/12	0	-	-	8	+2 to Hit, +4 Parry, -2 Cover; Returns

## Special Abilities

## More Edges

### Languages Known

Native (native, d8)

### Super Edge (7)

Adds 7 Edges to obtain from the Edges tab / SWADE Supers p85

### Super Attribute (3; Vigor)

Boost Selected Attribute by 3 / SWADE Supers p85

### Melee Attack (Special Weapon) (1)

+1d6 damage to Selected Weapon - Device (-1): Shield, For +1 point, the weapon returns to the wielder's hand after it's thrown., Hero's melee damage bonus applies to thrown weapons / SWADE Supers p72

### Super Attribute (2; Agility)

Boost Selected Attribute by 2 / SWADE Supers p85

### Super Attribute (2; Strength)

Boost Selected Attribute by 2 / SWADE Supers p85

### Super Skill (4; Fighting)

Boost selected skill by 4 / SWADE Supers p86

### Pace

Increase Pace by +2 and the hero's running die a die type. - Ignores Difficult Ground / SWADE Supers p78

### Super Skill (3; Athletics)

Boost selected skill by 3 / SWADE Supers p86

### Dodge (2)

-2 to be hit by direct ranged attacks / SWADE Supers p57

### Super Skill (1; Shooting)

Boost selected skill by 1 / SWADE Supers p86

### Super Powers

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

### Tactician

Draw an extra Action Card each turn that may be assigned to any ally in Command Range. / SWADE p45

### Trademark Weapon (Shield (Special Weapon))

+1 to Athletics (throwing), Fighting, or Shooting total with a specific weapon; +1 Parry while weapon is readied. / SWADE p44