WILDCARDS

NPC

THE BEAR

ATTRIBUTES

- AGILITY d6
- SMARTS d6
- SPIRIT d8
- STRENGTH d12
- VIGOR d10

SKILLS

- Athletics d10
- Common Knowledge d6
- Fighting d10
- Intimidation (+2) d8
- Notice d6
- Persuasion d6
- Shooting d6
- Stealth d6
- Survival d6

Name: Adrian "The Bear" Meeker

Race: Male Human

Pace	Parry	Toughness
6	8	10

HINDRANCES

- Greedy (minor) — SWADE p24
- Mean — SWADE p25
- Overconfident — SWADE p26

EDGES

- Brawler — SWADE p40
- Brawny — SWADE p38
- Bruiser — SWADE p40
- Brute — SWADE p38
- Menacing — SWADE p50
- Nerves of Steel — SWADE p43
- Trademark Weapon — SWADE p44

Description:
A giant brute of a man, The Bear is an imposing figure, made even more so by his wild hair, heavy fur pelts, and the grizzly bear head he wears atop his own. On his right arm is strapped The Bear Claw, a custom ghost steel claw bracer that is as wickedly sharp as it is gigantic.

Background:
The Bear is one of Baron Simone Lacroix's four lieutenants. His responsibilities largely include recruiting men for Bayou Vermilion, one way or another. He sometimes organizes secret underground fights in larger cities and towns, offering cash prizes to attract the best of the best. These fights are always to the death, and once a champion emerges, it is the Bear's greatest pleasure to then destroy them in the ring. Afterwards, all of their corpses are resurrected and put to work on the Baron's rail lines.

He is not a smart man, but he is cunning. He is not a quick man, but when he hits, he hits HARD. He is not immortal...but once you've angered the Bear, he is very hard to stop.

WILDCARDS

NPC

THE BEAR

HINDRANCE SUMMARIES

Hindrance	Summary	Page
Greedy	The individual is obsessed with wealth and material possessions	SWADE p24
Mean	–1 to Persuasion rolls	SWADE p25
Overconfident	The hero believes she can do anything.	SWADE p26

EDGE SUMMARIES

Edge	Summary	Page
Brawler	Toughness +1, add d4 to unarmed damage or increase it a step if combined with Martial Artist, Claws, etc.	SWADE p40
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
Bruiser	Increase unarmed Strength damage a die type and Toughness another +1.	SWADE p40
Brute	Link Athletics to Strength instead of Agility. This includes resisting Athletics Tests as well.	SWADE p38
Menacing	+2 to Intimidation.	SWADE p50
Nerves of Steel	Ignore one level of Wound penalties.	SWADE p43
Trademark Weapon	+1 to Athletics (throwing), Fighting, or Shooting total with a specific weapon.	SWADE p44

CUSTOM ITEM SUMMARIES

The Bear Claw

An enormous ghost steel bracer worn on the arm and hand, tipped with four razor sharp "claws." Since it is worn on the arm, it is not susceptible to Disarm attempts.

WEAPONS

Weapon	Range	Damage	AP	ROF	Shots	Weight	Notes
The Bear Claw		Str+d8	1	0	0	4	
Unarmed	Melee	Str+d6	0			0	