

Arrowhead

Seasoned Female 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

Derived

Pace	Parry	Toughness
6	5	9 (2)

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	
Focus:	4	6	8	10	12	
Language						
(Native):	4	6	8	10	12	
Notice:	4	6	8	10	12	+2
Persuasion:	4	6	8	10	12	
Shooting:	4	6	8	10	12	
Stealth:	4	6	8	10	12	

Armor

(Unarmored)	0
..... Toughness: 7	
Body Armor	5
..... Toughness: 9 (2)	

Gear

Backpack	7
└ Trail Rations	5
Boots, Hiking	2
Clothing, Casual	2
Flask (ceramic)	1
2x Quiver (holds 20 arrows/ bolts)	4
└ (empty)	
Wealth: \$265	0

Damage

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

Hindrances

Bad Eyes (major)
Without glasses, suffers a 2 penalty to any Trait roll dependent on vision / SWADE p22

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Wanted (major,)
The character is wanted by the authorities. / SWADE p28

Edges

Alertness
+2 to Notice tests / SWADE p37

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Dead Shot
Once per turn, double damage from Athletics (throwing) or Shooting roll when dealt a Joker. / SWADE p41

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Dodge
2 to be hit by ranged attacks. / SWADE p41

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Marksman
If firing a weapon with no more than a Rate of Fire of 1 as her first action, she may add +1 to an Athletics (throwing) or Shooting roll, or ignore up to 2 points of penalties from Called Shots, Cover, Range, Scale, or Speed. / SWADE p43

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Steady Hands
Ignore the Unstable Platform penalty when firing from a moving vehicle, horse, etc. / SWADE p44

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

Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Ranged Attack (1)	2d6	12/24/48	2	-	-	0	Innate Attack, Super Power, AP 2
Compound Bow	Str+d6	12/24/48	1	1	1	3	



Special Abilities

Advances

Languages Known

Native (native, d8)

Ranged Attack (1)

2d6 Damage - Double Range (2), Can "charge up" her attack as a limited action, adding +1d6 to the first damage roll made in her next action (or +1d10 if combined with an All Out Attack (page 30)., Device (-2): Bow, +2 AP / SWADE Supers p80

Super Attribute (1; Agility)

Boost Selected Attribute by 1 / SWADE Supers p85

Super Edge (1)

Adds 1 Edge to obtain from the Edges tab / SWADE Supers p85

Super Skill (2; Shooting)

Boost selected skill by 2 / SWADE Supers p86

Awareness (2)

Ignores 2 point of attack penalties - Device (-1): Visor, Must make a Focus roll as an action to activate this ability. If he loses concentration, it Powers Down and must be reactivated / SWADE Supers p53

Heightened Senses

Hero has heightened senses. - Device (-1): Visor, The character can read fine print up to a mile distant. This reduces Range penalties by 1. , The character can see heat sources. He halves darkness penalties against targets with heat signatures (or lack thereof in normal environments). If he also has Low Light Vision, he ignores all illumination penalties., Ignores penalties for Dim and Dark Illumination (but not Pitch Darkness). If he also has Infravision, he ignores all illumination penalties., -1 / SWADE Supers p66

Toughness (2)

+2 toughness - Device (-1): Combat Armor / SWADE Supers p88

Novice

- 1 Raise Attribute: Spirit
- 2 Raise Skills: Focus/Athletics
- 3 Edge: Alertness

Seasoned

- 4 Edge: Dodge