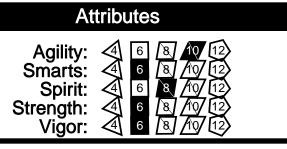
Arrowhead

Seasoned Female Human

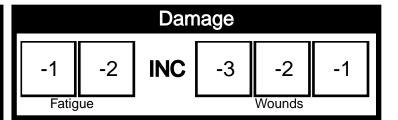


Derived			
Pace	Parry	Toughness	
6	5	9 (2)	

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 70 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 /70/12

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

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



Hindrances

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

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

Edges

Alertness +2 to Notice tests / SWADE p37

Dead Shot Once per turn, double damage from Athletics (throwing) or Shooting roll

Dodge 2 to be hit by ranged attacks. /

SWADE p41

when dealt a Joker. / SWADE p41

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

Steady Hands

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

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)		Novice 1 Raise Attribute: Spirit
Ranged Attack (1) 2d6 Damage - Double Range (2), Can "charge up" her at limited action, adding +1d6 to the first damage roll made next action (or +1d10 if combined with an All Out Attack Device (-2): Bow, +2 AP / SWADE Supers p80	in her	 2 Raise Skills: Focus/Athletics 3 Edge: Alertness Seasoned 4 Edge: Dodge
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 Sup	•	
Super Skill (2; Shooting) Boost selected skill by 2 / SWADE Supers p86	• • • • • • • • • • • • • • • • • • • •	
Awareness (2) Ignores 2 point of attack penalties - Device (-1): Visor, M activate this ability. If he loses concentration, it Powers D p53		
Heightened Senses Hero has heightened senses Device (-1): Visor, The characteristic distant. This reduces Range penalties by 1., The characteristic against targets with heat signatures (or lack the Low Light Vision, he ignores all illumination penalties., Ignores all illumination (but not Pitch Darkness). If he also has Infrarepenalties., -1 / SWADE Supers p66	ter can see heat sources. He halve ereof in normal environments). If h nores penalties for Dim and Dark	es darkness ne also has
Toughness (2) +2 toughness - Device (-1): Combat Armor / SWADE Su	pers p88	••••••