Arrowhead

Seasoned Female Human

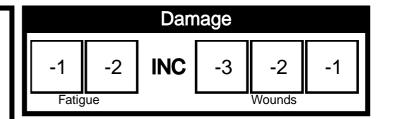
Attributes Agility: 4 6 8 10 12 Smarts: 4 6 8 10 12 Spirit: 4 6 8 10 12 Strength: 4 6 8 10 12 Vigor: 4 6 8 10 12 Vigor: 4 6 8 10 12

Parry	Toughness		
5	9 (2)		
	Parry 5		

| Common | C

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

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



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

Hindrances

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 when dealt a Joker. / SWADE p41

Dodge
2 to be hit by ranged attacks. /
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 (15)
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	<u>-</u>	-	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 Abi	lities	Advances				
Languages Known Native (native, d8)		Novice 1 Raise Attribute: Spirit				
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		 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 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	• • • • • • • • •					