

Seasoned Female Human

Arrowhead

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

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

Derived

Pace 6  
Parry 5  
Toughness 9 (2)

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  
  
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  
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
<div>Languages Known Native (native, d8) .....</div> <div>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 .....</div> <div>Super Attribute (1; Agility) Boost Selected Attribute by 1 / SWADE Supers p85 .....</div> <div>Super Edge (1) Adds 1 Edge to obtain from the Edges tab / SWADE Supers p85 .....</div> <div>Super Skill (2; Shooting) Boost selected skill by 2 / SWADE Supers p86 .....</div> <div>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 .....</div> <div>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 .....</div> <div>Toughness (2) +2 toughness - Device (-1): Combat Armor / SWADE Supers p88</div>		

Novice

1

Raise Attribute: Spirit

2

Raise Skills: Focus/Athletics

3

Edge: Alertness

Seasoned

4

Edge: Dodge