

Mad Millie Hurst

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

Skills

(Unskilled): 4 6 8 10 12 -2
Athletics: 4 6 8 10 12
Common Knowledge: 4 6 8 10 12
Electronics: 4 6 8 10 12
Fighting: 4 6 8 10 12
Language (Native): 4 6 8 10 12
Notice: 4 6 8 10 12
Persuasion: 4 6 8 10 12
Research: 4 6 8 10 12 +2
Science: 4 6 8 10 12
Stealth: 4 6 8 10 12

Derived

Pace	Parry	Toughness
6	4	5 (1)

Armor

(Unarmored)	0
Toughness: 4	
Thick coat, Leather Jacket	5
Toughness: 5 (1)	

Gear

Backpack	3
"Bug" (Micro Transmitter)	0
Hand held computer	1
Boots, Hiking	2
Clothing, Casual	2
Wealth: \$200	0

Damage

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

Hindrances

Delusional (minor, The voices tell you what to... make/steal/kill/keep in your secret airtight vault)
The individual believes something strange that causes him occasional or frequent trouble / SWADE p23

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Small (minor)
Size and Toughness are reduced by 1 / SWADE p27

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

Edges

Calculating
Ignore up to 2 points of penalties on one action with an Action Card of Five or less. / SWADE p41

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Investigator (custom)
+2 to Research and certain types of Notice rolls. / SWADE p48

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Level Headed
Draw an additional Action Card each round and choose which one to use. / SWADE p42

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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	-	-	0	Innate Attack
Ranged Attack (1)	2d6	12/24/48	0	-	-	0	Innate Attack, Super Power



Special Abilities		Advances
Languages Known Native (native, d8) 		Novice 1 <u>Raise Skills: Research/CommonKnowledge</u> 2 <u>Raise Attribute: Smarts</u> 3 <u>Raise Skills: Science/Research</u>
Force Field (5) Reduces incoming damage by 5 - Device (-1): Power belt, Alternate Trait (1): , 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 p64 		Seasoned 4 <u>Edge: Investigator (custom)</u>
Genius Gets a free reroll on all Smarts and Smarts-based skills - The hero ignores the 2 penalty when making unskilled, Smarts-based rolls. / SWADE Supers p64 		
Ranged Attack (1) 2d6 Damage - Must use the Cone Template, emanating from the super., 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): Theta Bolt Caster, Selective (1), Alternate Trait (1): Science, -1 / SWADE Supers p80 		
Heightened Senses Hero has heightened senses. - Device (-2): Spectacles, 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., Can see through any substance x-rays can penetrate (they’re usually blocked by thick metal or particularly dense materials). Can ignore up to 2 points of Cover penalties if can see through the intervening obstacle., Alternate Trait (1): Science, Ignores penalties for Dim and Dark Illumination (but not Pitch Darkness). If he also has Infravision, he ignores all illumination penalties., Can see down to the molecular level. This adds a +1 bonus to any roll where that might prove useful, such as a Healing roll to treat a disease, Science to analyze the composition of a substance, or Survival to track tell-tale particles through otherwise untrackable terrain., -1 / SWADE Supers p66 		
Healing Your helpful hero can heal herself or another within 6” (12 yards). This takes a Focus roll as an action and heals one Wound with a success, or two with a raise. - Device (-2): Blue Vials, May heal fatigue instead of wounds, Power requires touch to affect, Alternate Trait (1): Science, -1 / SWADE Supers p65 		
Interface Your hero can interface with electronic gadgets, giving him much greater access to their inner workings than others. He gains +2 to Electronics and Hacking rolls. - Device (-2): Haptic gloves, Thievery gains the +2 bonus for interface so long as electronics are involved in some way., Alternate Trait (1): Science, -1 / SWADE Supers p69 		
Malfunction Make a piece of technology or machinery within range malfunction. - Device (-2): EMP Ring, Alternate Trait (1): Science, -1 / SWADE Supers p71		