

Speedrun

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 | |
| Fighting: | 4 | 6 | 8 | 10 | 12 | |
| Intimidation: | 4 | 6 | 8 | 10 | 12 | |
| Language | | | | | | |
| (Native): | 4 | 6 | 8 | 10 | 12 | |
| Notice: | 4 | 6 | 8 | 10 | 12 | |
| Persuasion: | 4 | 6 | 8 | 10 | 12 | |
| Stealth: | 4 | 6 | 8 | 10 | 12 | |
| Taunt: | 4 | 6 | 8 | 10 | 12 | |

Derived

| Pace | Parry | Toughness |
|---------|-------|-----------|
| Special | 10 | 5 |

Armor

| | |
|--------------|---|
| (Unarmored) | 0 |
| Toughness: 5 | |

Gear

You have no gear.

Damage

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

Hindrances

Can't Swim (minor)

-2 to swimming (Athletics) rolls;
Each inch moved in water costs 3" of
Pace / SWADE p23

Greedy (minor)

The individual is obsessed with
wealth and material possessions /
SWADE p24

Wanted (major,)

The character is wanted by the
authorities. / SWADE p28

Edges

Acrobat

May Reroll most Athletics. / SWADE
p48

Combat Acrobat

1 to hit with ranged and melee
attacks. / SWADE p48

Free Runner

Ignore Difficult Ground and add +2 to
Athletics in foot chases. / SWADE p42

Quick

Action Card must be higher than a
Five. / SWADE p40

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 |
| Melee Attack (Generic) (1) | Str+d6 | Melee | 0 | - | - | 0 | Innate Attack, Super Power |



| Special Abilities | | Advances | |
|---|--|--|--|
| <div>Languages Known Native (native, d8)</div> | | <div>Novice</div> | |
| <div>Speed (3) Pace 45 (30 MPH) / SWADE Supers p84</div> | | <div>1 <u>Raise Skills: Fighting/Stealth</u></div> | |
| <div>Parry (4) +4 Parry / SWADE Supers p78</div> | | <div>2 <u>Edge: Acrobat</u></div> | |
| <div>Melee Attack (Generic) (1) - Can "charge up" her attack form as a limited action, adding +1d6 to the first damage roll made in next action (or +1d10 if combined with an All Out Attack (page 30) / SWADE Supers p73</div> | | <div>3 <u>Edge: Free Runner</u></div> | |
| <div>Push Everyone in a Cone Template is Distracted (knocked back on a raise). - Selective (1) / SWADE Supers p80</div> | | <div>Seasoned</div> | |
| <div>Awareness (1) Ignores 1 point of attack penalties / SWADE Supers p53</div> | | <div>4 <u>Edge: Combat Acrobat</u></div> | |