

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



Special Abilities		Advances	
<b>Languages Known</b> Native (native, d8) .....		<b>Novice</b>	
		1 <u>Raise Skills: Fighting/Stealth</u>	
		2 <u>Edge: Acrobat</u>	
<b>Speed (3)</b> Pace 45 (30 MPH) / SWADE Supers p84 .....		3 <u>Edge: Free Runner</u>	
<b>Parry (4)</b> +4 Parry / SWADE Supers p78 .....		<b>Seasoned</b>	
		4 <u>Edge: Combat Acrobat</u>	
.....			
<b>Melee Attack (Generic) (1)</b> - 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 .....			
<b>Push</b> Everyone in a Cone Template is Distracted (knocked back on a raise). - Selective (1) / SWADE Supers p80 .....			
<b>Awareness (1)</b> Ignores 1 point of attack penalties / SWADE Supers p53			