

Charlie Warren

Veteran Male Human, Prospector

Player: Gnome

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	
Boating:	4	6	8	10	12	
Common Knowledge:	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	
Repair:	4	6	8	10	12	
Riding:	4	6	8	10	12	
Science:	4	6	8	10	12	
Shooting:	4	6	8	10	12	
Stealth:	4	6	8	10	12	
Survival:	4	6	8	10	12	
Taunt:	4	6	8	10	12	
Trade:	4	6	8	10	12	
Weird Science:	4	6	8	10	12	

Derived

Pace	Parry	Toughness
5	6	7

Size: 1 (Normal)

Armor

(Unarmored)	0
..... Toughness: 7	

Gear

You have no gear.

Damage

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

Hindrances

Bad Eyes (minor)

Without glasses, suffers a -1 penalty to any Trait roll dependent on vision / SWADE p22

Big Mouth (minor)

Unable to keep secrets and constantly gives away private information / SWADE p23

Lyin' Eyes (minor)

-1 to Intimidation and Persuasion rolls where lies are told. / Deadlands p16

Obese (minor)

Size +1, Pace -1 and running die of d4. / SWADE p25

Edges

Arcane Background (Mad Scientist) (Mad Scientist)

Build weird and wonderful devices. / Deadlands p18

Luck

+1 Benny at the start of each session. / SWADE p40

New Powers (Burst, Burrow)

Your character learns a new power. Wizards must have access to an Arcane Laboratory and Clerics must complete a quest. / SWADE p47

Power Points

Gain 5 additional Power Points, no more than once per Rank. / SWADE p47

Arcane Background (Mad Scientist)

Provides Arcane Background: Mad Scientist / Deadlands p.68

Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Burst	2d6	Cone Template	0	-	-	0	Power, Power Points: 2



Special Abilities

Mad Scientist

Power Points: 20; Powers: Burrow (Savage Worlds: Adventure Edition p156), Burst (Savage Worlds: Adventure Edition p157), Protection (Savage Worlds: Adventure Edition p165-166), Stun (Savage Worlds: Adventure Edition p168-169) / Deadlands

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Languages Known

Native (native, d8)

Advances

Novice

- 1 Raise Skills: Weird, Science/Taunt
- 2 Raise Skill: Weird Science
- 3 Raise Skills: Boating/Notice

Seasoned

- 4 Raise Attribute: Agility
- 5 Raise Skills: Shooting/Repair
- 6 Raise Skill: Fighting
- 7 Raise Skills: Riding/Notice

Veteran

- 8 Edge: Power Points

Mad Scientist - 20 Power Points

SWADE Power Modifiers (p152)

Armor Piercing (+1 to +3): Each Power Point spent grants the power AP 2 (see page 65), MAX AP 6.

Fatigue (+2): This modifier may be attached to any power that can cause damage or is resisted by the target. If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation, however.

Glow/Shroud (+1): This creates soft light in a Small Blast Template centered on the target, and lasts until the power expires. It subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character. Shroud dims and slightly obscures the target so that attacks against her suffer a -1 penalty and she adds +1 to her Stealth rolls.

Heavy Weapon (+2): The attack counts as a Heavy Weapon.

Hinder/Hurry (+1): Target's base Pace is reduced by 2 until the power expires. A caster can Hurry the recipient instead. He might get increased energy, sure footing, or more powerful muscles. His Pace is increased by 2. Effects of either modifier aren't cumulative.

Lingering Damage (+2): On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). If hit with a 2d6 bolt, for example, the victim takes 2d4 damage at the start of his next turn. If the base damage is already a d4 die type, it loses a die instead.

Range (+1/+2): Double the power's listed Range for 1 Power Point, or triple it for +2. This modifier may not be used on powers with a Range of Touch or the Cone Template.

Selective (+1): With intense focus, the caster can choose not to affect any or all individual targets within a power's area of effect (picking all enemies instead of allies in a blast, for example).

Burrow

Savage Worlds: Adventure Edition p156

Power Points: 2
Weird Science Roll: d10
Range: Smarts
Duration: 5

Target tunnels through the earth. -

ADDITIONAL RECIPIENTS (+1): The power may affect more than one target for 1additional Power Point each.

POWER (+1): The caster can burrow through stone, concrete, or similar substances. (Some substances, like plastic, glass, solid lead, etc., might be resistant at the GM's discretion.)

Savage Worlds: Adventure Edition p156

Burst

Savage Worlds: Adventure Edition p157

Power Points: 2
Weird Science Roll: d10
Range: Cone Template
Duration: Instant

Damage: 2d6
Cone-shaped attack for 2d6 damage.

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DAMAGE (+2): The burst causes 3d6 damage, or 4d6 with a raise.

Savage Worlds: Adventure Edition p157

Protection

Savage Worlds: Adventure Edition p165-166

Power Points: 1
Weird Science Roll: d10
Range: Smarts
Duration: 5

Grants Armor +2 (Toughness, with a raise). -

ADDITIONAL RECIPIENTS (+1): The power may affect additional targets at a cost of 1 Power Point each.

MORE ARMOR (+1): Success grants 4 points of Armor (+6 with a raise).

TOUGHNESS (+1): Protection provides Toughness instead of Armor and is not affected by AP (magical or otherwise). This means it stacks with natural or worn armor.

Savage Worlds: Adventure Edition p165-166

Stun

Savage Worlds: Adventure Edition p168-169

Power Points: 2
Weird Science Roll: d10
Range: Smarts
Duration: Special

Target is Stunned. -

AREA OF EFFECT (+2/+3): For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.

Savage Worlds: Adventure Edition p168-169