

r. Alexander VonWeisagg

Seasoned Male, Scientist

Player: Jeffo

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 | |
| 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 | |
| Shooting: | 4 | 6 | 8 | 10 | 12 | |
| Stealth: | 4 | 6 | 8 | 10 | 12 | |
| Weird Science: | 4 | 6 | 8 | 10 | 12 | |

Derived

| Pace | Parry | Toughness |
|------|-------|-----------|
| 6 | 4 | 5 |

Armor

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

Gear

You have no gear.

Damage

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

Hindrances

Curious (major)

The character wants to know about everything / SWADE p23

Delusional (minor, Thinks that he's destined to save mankind from the forces of darkness.)

The individual believes something strange that causes him occasional or frequent trouble / SWADE p23

Poverty (minor)

Half starting funds and the character is always broke. / SWADE p26

Schmuck (minor)

You tend to take a person at their word until they prove they can't be trusted. / Deadlands Noir p10

Edges

Arcane Background (Patent Science) / Deadlands Noir p38

New Powers (Burst, Protection)

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

New Powers (Darksight, Stun)

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

New Powers (Farsight, Slumber)

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

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

Patent Science

Power Points: 25; Powers: Burst (Savage Worlds: Adventure Edition p157), Farsight (Savage Worlds: Adventure Edition p161; Limitations: Self (limited); Skill Bonus: +1), Goggles (Darksight; Savage Worlds: Adventure Edition p157; Limitations: Touch (limited); Skill Bonus: +1), Protection (Savage Worlds: Adventure Edition p165-166), Slumber (Savage Worlds: Adventure Edition p168), Stun (Savage Worlds: Adventure Edition p168-169) / Deadlands Noir

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Languages Known

Native (native, d8)

More Edges

Power Points

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

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Advances

Novice

- 1 Edge: New Powers (Darksight,, Stun)
- 2 Edge: New Powers (Farsight,, Slumber)
- 3 Edge: Power Points

Seasoned

- 4 Edge: Power Points

Patent Science - 25 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).

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

Farsight

Savage Worlds: Adventure Edition p161

Power Points: 1

Weird Science Roll: d10+1

Skill Modifier: +1 (included above)

Range: Self (limited)

Duration: 5

See detail at great distance; halves Range penalties with a raise

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

Savage Worlds: Adventure Edition p161

Goggles

Darksight - Savage Worlds: Adventure Edition p157

Power Points: 1

Weird Science Roll: d10+1

Skill Modifier: +1 (included above)

Range: Touch (limited)

Duration: One Hour

Target ignores Illumination penalties. -

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

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

Slumber

Savage Worlds: Adventure Edition p168

Power Points: 2

Weird Science Roll: d10

Range: Smarts

Duration: One Hour

Puts victims to sleep. -

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

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