

[WC] Clark "Doc" Savage, Jr.

https://en.wikipedia.org/wiki/Doc_Savage

Designed based on Doc of therealtony

http://swpccc.blogspot.com/2009/03/pulp-doc-savage_12.html

Rank: Legendary

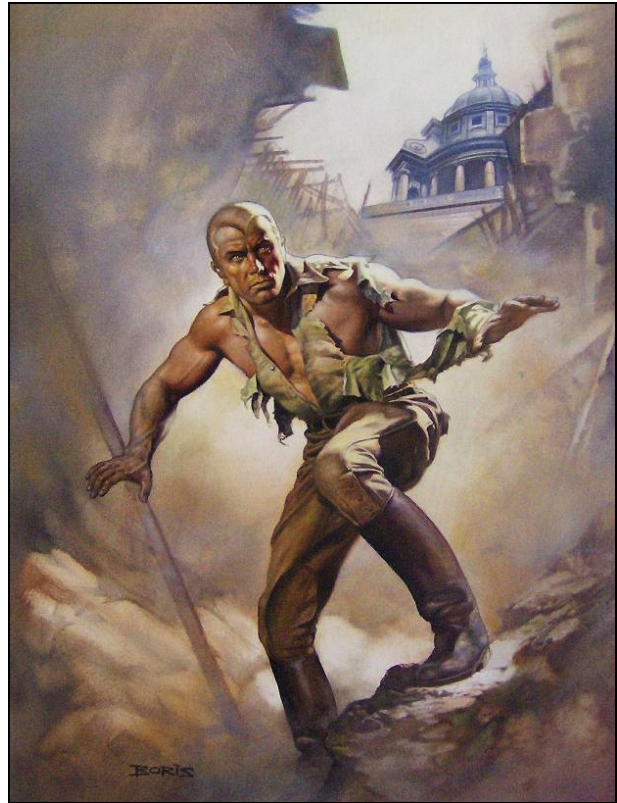
Attributes: Agility d12, Smarts d12+1, Spirit d12, Strength d12+1, Vigor d12

Skills: Boating d12, Climbing d12, Driving d12, Fighting d12, Healing d12, Intimidation d12, Investigation d12, Knowledge d12+1 (All sciences), Lock-picking d12, Notice d10, Persuasion d10, Piloting d10, Repair d12, Riding d10, Shooting d12, Stealth d10, Streetwise d10, Survival d10, Swimming d12, Throwing d12, Tracking d10, Weird Science d10.

Charisma: +6, **Pace:** 8, **Parry:** 9, **Toughness:** 10 (14)

Hindrances: Code of Honor, Curious, Heroic, Loyal
Edges

- **Ace:** +2 to Boating, Driving, Piloting; may make Soak rolls for vehicles at -2
- **Acrobat:** +2 to Agility rolls when performing acrobatic maneuvers including Tricks; +1 Parry
- **Alertness:** +2 Notice
- **Ambidextrous:** Ignore -2 off-hand penalty
- **Arcane Background (Weird Science):** 2 devices (Slug Thrower and Electricity Bombs) and 15 Power Points per device.
- **Very Attractive:** +4 Charisma
- **Block:** +1 Parry
- **Brawny:** Toughness +1
- **Charismatic:** +2 Charisma
- **Combat Reflexes:** +2 to recover from being Shaken
- **Command:** +1 to troops in 5" radius to recover from being Shaken`
- **Common Bond:** May give Bennies to companions
- **Danger Sense:** Notice at -2 to detect surprise attacks/danger
- **Dodge:** -1 to be hit with Ranged attacks
- **Fast Healer:** +2 to Natural Healing rolls
- **First Strike:** May attack one foe who moves adjacent



- **Fleet-Footed:** +2 Pace; d10 running
- **Gadgeteer:** May “jury-rig” and device once per game session
- **Investigator:** +2 Investigation and Streetwise
- **Jack-of-All-Trades:** No -2 for unskilled Smarts-based tests
- **Marksman:** +2 Shooting when not moving
- **McGyver:** May improvise temporary gadgets
- **Mr. Fix It:** +2 to Repair rolls; ½ Repair time with raise
- **Natural Leader:** Leader may give Bennies to troops in command
- **New Power:** 1 Additional device
- **Power Points:** +5 Power Points
- **Quick:** If dealt a 5 or lower Action Card, get new card
- **Filthy Rich:** 5x starting funds; \$500k annual salary
- **Scholar (All Sciences):** +2 to Knowledge skills
- **Improved Sweep:** Attack all adjacent foes
- **Strong Willed:** +2 Intimidation and Taunt; +2 to resist Tests of Will
- **Thief:** +2 Climb, Lockpick, Stealth, or to Disarm Traps
- **Tough as Nails:** Toughness +1
- **Two-Fisted:** May attack with a weapon in each hand without multi-action penalty

Power Points: 15 per each device.

Gear

- **Electricity Bombs:** Weird Science gadgets that use Power of *blast* (Range: 5/10/20; MBT; failed roll deviates; 2 Power Points = 2d6; 4 Power Points = either 3d6 or LBT; 6 Power Points = 3d6 and LBT).
- **Holy Water Grenade:** This device fills the requirement for Doc’s Gadgeteer Edge. He has 3 bombs (Range: 5/10/20; MBT) which each function like the Power *banish* (each hit on a Devil causes it to be banished; for a Wild Card Devil, each hit causes a wound unless it has three wounds at which point it is banished). Use Throwing as Trait roll.
- **Light-weight Bulletproof Union-Suit:** +4 to Toughness; Doc routinely wears a light-weight bulletproof union-suit of wire mesh mail that gives protection from the neck to just below the knees. Over this Doc wears a strange looking under-vest. The vest contains numerous pockets that hold various gadgets and small vials of chemicals. The pockets are nested between padding to conceal their presence.
- **Lock picking tool set:** + 2 to lock-picking rolls
- **Silk line & rubber-coated grappling hook:** 100 feet of rope can hold up to 700 pounds
- **Scope:** A pouch which contains a pencil-thin collapsible periscope which can be converted into either a telescope or a microscope by switching accessory lenses. With lenses removed it also can be used as an underwater snorkel.
- **Slug Thrower:** This device uses Doc’s Shooting skill for both types of rounds. Normally it functions like a Tommy Gun (Range: 12/24/48; Damage: 2d6+1; RoF: 3; Shots: 50; AP: 1; Auto). As Weird Science gadget the bullets are exploding rounds using the Power of *bolt* (Up to 3 2d6 bolts for 1-3 Power Points, roll each bolt separately and only one Wild Die; 1 3d6 bolt for 2 Power Points).