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*Savage Worlds* [www.peginc.com](http://www.peginc.com). *Savage Worlds* If you find errors, mistakes, or have feedback: [davidgarrett69@gmail.com](mailto:davidgarrett69@gmail.com)

By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

## Gretchen "Elf" Alexander (Doomsayer)

Gretchen was a competitive archer before the Big War, now she's a devotee of The Glow.

**Rank:** Heroic

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

**Skills:** Faith d10, Fighting d8, Healing d6, Knowledge (Demolitions) d8; Notice d6, Persuasion d8, Shooting d10, Stealth d6, Streetwise d6; Survival d4

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9/11 (2/4)

**Hindrances:**

- **Mutant (major):** Acquire 1 mutation in addition to Doomsayer mutation
- **Bad Eyes (minor):** -2 to Shooting and Sight-based Notice rolls without glasses
- **Curious (minor):** Fascinated by radiation

**Edges:**

- **AB: Doomsayer (miracles):** Begin with 10 Power Points and 2 Powers + *environmental protection*
- **Expert Archer/Improved Expert Archer:** Reload and fire in one Action; Can fire two arrows every other Action and target foes within 2" of each other
- **Marksman:** +2 Shooting when not moving
- **New Power:** 1 new Power
- **Oppenheimer's Chosen:** All of the Doomsayer's damage-causing powers are increased a die type (i.e., *bolt's* 2d6 becomes 2d8); backlash on any power causes Shaken and 3d6 damage.
- **Power Points:** +5 Power Points
- **Rad Resistant:** +4 Vigor rolls to resist Fatigue from radiation

**Mutation (Bad Eyes):** Must wear special lenses to see normally; without glasses -2 to Shooting and Sight-based Notice rolls

**Mutation (Pointy Ears):** Hearing-based Notice rolls +2

**Gear:**

- Compound Bow (Range: 15/30/60; 2d6+1 Damage; RoF: 1; AP 2; 1 Action to reload)
- Grenade Arrows (3d6; MBT)
- Kevlar Bodysuit (+2/+4vsBullets, -4 AP)
- NA M-92 9mm (Range: 12/24/48; 2d6 Damage; Rof: 1; Shots: 15; AP 1; 3RB; laser sight +1 Shooting)
- Sprayskin x2 (stops Bleeding Out as if made Vigor roll; +2 bonus to Vigor to resist infection and perform natural healing; negates 1 level of wound modifier for 6 hours; 20 applications each can)

**Powers (15 Power Points):**

- **Feel the Rad (bolt):** Rank: Novice; Power Points: 1/missile; Range: 12/24/48; Duration: Instant; 1 bolt = 2d6 damage; can fire up to 3 bolts as per Auto Fire; can cast 1 big bolt for 2 Power Points = 3d6 damage.
- **The Chosen's Protection (environmental protection):** Rank: Novice; Power Points: 2; Range: Touch; Duration: 1 hour (1/hour); Can operate normally in a hazardous environment; may affect up to 5 targets by spending a like amount of Power Points.
- **Bow to Glow (EMP):** Rank: Novice; Power Points: 2-10; Range: Spirit; Duration: 3 (2/round); It costs 6 Power Points to affect most human-sized electronic devices (see table in HoE page 71); MBT; for 2 extra Power Points may use LBT
- **Touch of the Doomsayer (healing):** Rank: Novice; Power Points: 3; Range: Touch; Duration: Instant; for Wild Cards, success removes 1 wound & raise removes 2 wounds; for Extras, success returns Extra to Shaken status; can also be used to cure poison & disease.

**Backlash:** Should a Doomsayer roll a 1 on her Faith roll, she is Shaken (plus suffers damage per Oppenheimer's Chosen). On a critical failure, she gains a random mutation and does not get her extra card draw.

