

Dr. Elara "Nullifier" Voss

Seasoned Female Human



Derived		
Pace	Parry	Toughness
6	2	5

Armor	
(Unarmored)	0
Toughness: 5	
Armored duster (light)	10
Toughness: 7 (2)	

Gear	
Boots	4
2x Healing unguent	0
Horse	0
Bedroll	10
Canteen	5
Lantern	4
Saddle	30
Mess kit	3
2x Lantern oil (per gallon)	12
Rope (10")	8
Saddlebags	5
Rattler detector	5
Samson's elixir	0
Shirt/blouse, work	1
Silk Stockings	0
Spectacles	0
Trousers/skirt	2
Watch, standard	0.5
Wealth: \$15.80	0

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

Hindrances	
Cautious (minor)	The character plans extensively and/or is overly careful / SWADE p23
.....	
Hesitant (minor)	Draw two Action Cards and take the lowest (except Jokers, which may be kept) / SWADE p25
.....	
Quirk (minor, Chews on her hair when she's thinking)	The individual has some minor but persistent foible that often annoys others. / SWADE p26

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
Academics:	4 6 8 10 12
Athletics:	4 6 8 10 12
Common Knowledge:	4 6 8 10 12
Healing:	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
Repair:	4 6 8 10 12
Research:	4 6 8 10 12
Science:	4 6 8 10 12
Stealth:	4 6 8 10 12
Weird Science:	4 6 8 10 12

Edges	
Arcane Background (Mad Scientist) (Mad Scientist)	Build weird and wonderful devices. / Deadlands p18
.....	
Gadgeteer	Spend 3 Power Points to create a device that replicates another power. / SWADE p46
.....	
New Powers (Bolt, Numb)	Your character learns a new power. Wizards must have access to an Arcane Laboratory and Clerics must complete a quest. / SWADE p47
.....	
New Powers (Protection, Relief)	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[d10]	Melee	0	-	-	0	Innate Attack
Rationality Lance (Bolt)	2d6	Smarts x2	0	-	-	0	Power, Power Points: 1



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Special Abilities

Mad Scientist

Power Points: 20; Powers: Bio-Flux Stabilizer (Numb; Deadlands - The Weird West p76; Flux Energy Trappings; Limitations: Self (limited); Skill Bonus: +1), Dispel (Savage Worlds: Adventure Edition p158-159), Lower Trait (Savage Worlds: Adventure Edition p156; Limitations: One Aspect), Null Field Rejuvenator (Relief; Savage Worlds: Adventure Edition p166; Static Discharge Trappings; Limitations: Self (limited); Skill Bonus: +2), Rationality Bubble Projector (Protection; Savage Worlds: Adventure Edition p165-166; Mathematical Formulas Trappings; Limitations: Self (limited); Skill Bonus: +2), Rationality Lance (Bolt; Savage Worlds: Adventure Edition p156; A piercing white-gold lance of concentrated "ordered" electromagnetic force Trappings) / Deadlands

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Languages Known

Native (native, d8)

Advances

Novice

- 1 Raise Skills: Weird Science/Repair
- 2 Raise Attribute: Smarts
- 3 Edge: New Powers (Bolt, Numb)

Seasoned

- 4 Edge: Gadgeteer
- 5 Raise Skills: Weird Science/Science
- 6 Edge: New Powers (Protection, Relief)

Description

A woman of mixed Prussian-Chinese heritage, she has sharp, expressive almond-shaped eyes, high cheekbones, and smooth features framed by dark, tousled curls that escape a loose updo. Wearing a coat, scarred and dust-streaked and thick leather gloves ready to clutch the grip of an elaborate rifle slung across her body. The weapon bristles with brass fittings, exposed gears, coiled copper tubing, glass cylinders glowing faintly with ghost rock energy, pressure gauges, and multiple barrels—clearly no ordinary firearm, but a bespoke infernal device designed to unravel the supernatural.

Strapped to her back is an imposing ghost rock backpack foundry: a hulking brass-and-iron contraption of pipes, valves, rivets, and hissing vents, trailing faint wisps of acrid steam and ethereal blue vapor. The smoke curling around her, underscores her role as a rational warrior against the Weird West's otherworldly horrors.

Background

Dr. Elara Voss was born in 1862 in a mining camp near Shan Fan in the Great Maze. Her father, Heinrich Voss, was a Prussian immigrant engineer obsessed with ghost rock tech; her mother, Mei-Ling Chen, came from a local merchant family. Elara grew up tinkering in her father's workshop, mastering mathematics and experimental devices by her teens.

In 1879, a pack of loup-garou attacked their camp during a full moon, slaughtering her parents and most of the settlers. Hidden in a crawlspace, 17-year-old Elara watched helplessly as her family died. The horror shattered her belief in the supernatural as mystical; she reframed it as exploitable "glitches" in reality—biological and energetic aberrations amplified by ghost rock and fear.

Selling salvaged gear from the ruins, she funded years of obsessive study: apprenticing with reclusive inventors, stealing schematics, and experimenting in abandoned shafts. Ghost rock fumes brought whispers—manitous offering forbidden insights—which she dismissed as hallucinations but quietly used. By her late twenties, she had earned the informal title "Doctor" through audacious inventions, including her first suppressor device that neutralized a walkin' dead by disrupting its animating force.

Her early anti-arcania gadgets drew attention. When one accidentally nullified a blessed artifact carried by a Texas Ranger, she was branded a heretic and hunted. Now she roams the Weird West with her ghost rock backpack foundry, muttering entropy equations, crafting ever-deadlier rational suppressors, and hunting abominations to "correct" the cosmic machine.

Deep down, the voices in the ghost rock grow louder, promising ultimate understanding—if she dares experiment further. To Elara, science demands any price to defeat the glitch at its source.

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).

Bio-Flux Stabilizer

Numb - Deadlands - The Weird West p76

Power Points: 1
Weird Science Roll: d10+1
Skill Modifier: +1 (included above)
Trappings: Flux Energy
Range: Self (limited)
Duration:

With success, caster/allies in range ignore 1 point of Wound/Fatigue (2 with a raise) and temporary Injuries. - A compact chest harness node (integrated with her backpack foundry) that emits synchronized pulses of stabilizing "flux energy" via glowing crystal resonators. It recalibrates the body's chaotic response to trauma, damping pain signals as if recalibrating a misfiring machine. The device whirs and clicks like fine-tuning a clockwork heart, with faint blue arcs dancing across the target's form.

Deadlands - The Weird West p76

Dispel

Savage Worlds: Adventure Edition p158-159

Power Points: 1
Weird Science Roll: d10
Range: Smarts
Duration: Instant
Negates magical effects. -

DISENCHANT (+1): The caster can target a magical item rather than an individual or a power. This is a standard arcane skill roll, not an opposed roll (the GM may apply a penalty to disenchant powerful items or artifacts). If successful, all the item's magical abilities are negated for one round, or two with a raise.

MULTIPLE POWERS (+3): If successful, the caster dispels all the target's currently activated powers.

Savage Worlds: Adventure Edition p158-159

Lower Trait

Savage Worlds: Adventure Edition p156

Power Points: 2
Weird Science Roll: d10
Range: Smarts
Duration: 5 for boost/Instant for lower
Increases or decreases a skill or attribute. -

ADDITIONAL RECIPIENTS (+2): The power may affect more than one target for 1 additional Power Point each.

STRONG (+1): The Spirit roll to shake off the effect is made at 2.

Savage Worlds: Adventure Edition p156

Null Field Rejuvenator

Relief - Savage Worlds: Adventure Edition p166

Power Points: 1
Weird Science Roll: d10+2
Skill Modifier: +2 (included above)
Trappings: Static Discharge
Range: Self (limited)
Duration: Instant

Removes negative conditions or penalties. - A backpack-mounted emitter (tied to her foundry) that projects an anti-entropy bubble. Voss activates it with a flip of a switch; pale blue light washes over her, nullifying accumulated supernatural drain and restoring equilibrium. Visible "static discharge" arcs that fizzle out fatigue like short-circuiting bad wiring.

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

STUNNED (+1): If using the Recover option, the caster may also affect the Stunned condition. This completely removes the effects of being Stunned.

Savage Worlds: Adventure Edition p166

Rationality Bubble Projector

Protection - Savage Worlds: Adventure Edition p165-166

Power Points: 1
Weird Science Roll: d10+2
Skill Modifier: +2 (included above)
Trappings: Mathematical Formulas
Range: Self (limited)
Duration: 5

Grants Armor +2 (Toughness, with a raise). - A belt-clipped cylindrical projector that casts a personal spherical "bubble" of enforced physical laws. Within it, supernatural phenomena are treated as mere optical illusions or energetic anomalies — claws pass through harmlessly, hexes fizzle. The bubble appears as a translucent, faintly green-tinted dome with scrolling mathematical formulae projected on its surface; impacts cause equations to flare and rewrite themselves, accompanied by a sharp "calculation complete" chime.

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

Rationality Lance

Bolt - Savage Worlds: Adventure Edition p156

Power Points: 1
Weird Science Roll: d10
Trappings: A piercing white-gold lance of concentrate
Range: Smarts x2
Duration: Instant
Damage: 2d6
2d6 ranged attack. -

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

Savage Worlds: Adventure Edition p156