

# Father Elias "Hawk Eye" Thorne

Seasoned Male Human



### Derived

Pace	Parry	Toughness
6	5	6

### Armor

(Unarmored) Toughness: 6 0

### Gear

Boots	4
Gun belt	1
Holster	1
Longjohns	2
Mule	0
Saddle	30
Saddlebags	5
Mess kit	3
20x Pistol Ammunition (Large, .40-.50 caliber)	2
Shirt/blouse, work	1
Trousers/skirt	2
Wealth: \$8.80	0

### Damage

-1	-2	<b>INC</b>	-3	-2	-1
Fatigue			Wounds		

### Hindrances

**Doubting Thomas (minor)**  
The character doesn't believe in the supernatural, often exposing him to unnecessary risks. / SWADE p24

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**Poverty (minor)**  
Half starting funds and the character is always broke. / SWADE p26

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**Vow (major, Must pursue Reckoner-spawn at any cost)**  
The individual has pledged himself to some cause / SWADE p28

### 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	
Faith:	4	6	8	10	12	
Fighting:	4	6	8	10	12	
Healing:	4	6	8	10	12	
Language (Native):	4	6	8	10	12	
Notice:	4	6	8	10	12	
Persuasion:	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	

### Edges

**Arcane Background (Blessed)**  
Can call upon the power of their deity for aid. / Deadlands p17

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**Elan**  
+2 when spending a Benny to reroll a Trait roll. / SWADE p39

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**Guts**  
Free reroll when making Fear checks. / Deadlands p20

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**Hard to Kill**  
Ignore Wound penalties when making Vigor rolls to avoid Bleeding Out. / SWADE p42

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**New Powers (Blind, Healing)**  
Your character learns a new power. Wizards must have access to an Arcane Laboratory and Clerics must complete a quest. / SWADE p47

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

### Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Colt Peacemaker (.45)	2d6+1	12/24/48	1	1	6	4	



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## Special Abilities

### Blessed

Power Points: 20; Powers: Blind (Savage Worlds: Adventure Edition p156), Empathy (Savage Worlds: Adventure Edition p160), Healing (Savage Worlds: Adventure Edition p162), Holy Symbol (Deadlands - The Weird West p76), Smite (Savage Worlds: Adventure Edition p168) / Deadlands

### Sinnin'

Blessed who violate their core beliefs (see Sin on page 56) are forsaken by whatever forces of good grant them their powers. Minor sins give the character 2 to his Faith rolls for a week. Major sins rob him of all arcane powers for a week. Mortal sins cause the character to be forsaken until the penitent hero completes some great quest or task of atonement to regain his lost powers. / Deadlands p55

### Languages Known

Native (native, d8)

## Advances

### Novice

- 1 Edge: New Powers (Blind, Healing)
- 2 Raise Skills: Faith/Athletics
- 3 Edge: Elan

### Seasoned

- 4 Raise Attribute: Vigor
- 5 Edge: Power Points
- 6 Edge: Hard to Kill

## Description

Father Elias "Eagle Eye" Thorne cuts a lean, weathered figure in his mid-forties. Standing just under six feet, he has a rangy build honed by years on the trail rather than muscle. His face is sharp and angular—high cheekbones, a hawkish nose, and piercing gray eyes that seem to see through sin and shadow alike. A thick mustache frames his stern mouth, streaked with early gray, while dark hair falls in unkempt waves beneath a battered, wide-brimmed hat. Deep lines of doubt and determination etch his brow and crow's feet. He wears a long, dust-caked duster over a plain shirt and vest, a heavy silver crucifix dangling at his chest, and a scripture-etched Colt Peacemaker rides low on his hip.

## Background

Father Elias "Hawk Eye" Thorne was a firebrand preacher in the Confederate ranks, his silver tongue rallying boys to glory at Gettysburg. But glory turned to nightmare when the earth heaved, spewing forth walkin' dead that tore his regiment apart. Bullets barely slowed the abominations; Elias survived by clutching his Bible and screaming Psalms till his voice cracked.

Harrowed by the Reckoning's shadow, he wandered the Disputed Territories, plagued by doubts—why would the Lord allow such evil? A vision on the dusty trail reignited his faith: a cross of lightning smiting a vampire. Swearing a holy vow, Elias became a blessed gunslinger, his Colt etched with scripture, holy fire blazing from the barrel.

Now he roams the Weird West, preaching damnation to the undead, healing the faithful, and banishing demons with fervent prayer. Yet whispers from a spectral comrade tempt him toward darkness, testing if Hawk Eye's gaze can pierce his own soul's abyss.

# Blessed - 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).

## Blind

Savage Worlds: Adventure Edition p156

**Power Points:** 2  
**Faith Roll:** d10  
**Range:** Smarts  
**Duration:** Instant

Inflicts -2/-4 penalty to victims. -

**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.

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

Savage Worlds: Adventure Edition p156

## Empathy

Savage Worlds: Adventure Edition p160

**Power Points:** 1  
**Faith Roll:** d10  
**Range:** Smarts  
**Duration:** 5

Opposed roll vs Spirit to add +2 to social attacks for the Duration of the power. -

Savage Worlds: Adventure Edition p160

## Healing

Savage Worlds: Adventure Edition p162

**Power Points:** 3  
**Faith Roll:** d10  
**Range:** Touch  
**Duration:** Instant

Restores Wounds. -

**GREATER HEALING (+10):** Greater healing can restore any Wound, including those more than an hour old.

**CRIPPLING INJURIES (+20):** The power can heal a permanent Crippling Injury (see Incapacitation, page 95). This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot heal that particular injury (but someone else may try). If successful, the subject is Exhausted for 24 hours.

**NEUTRALIZE POISON OR DISEASE (+1):** A successful healing roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the arcane skill roll as well.

Savage Worlds: Adventure Edition p162

## Holy Symbol

Deadlands - The Weird West p76

**Power Points:** 3  
**Faith Roll:** d10  
**Range:** Self  
**Duration:** 5

Supernatural evil cannot touch you unless Spirit roll as free action (-2 on raise), requires a holy symbol. -

**AREA EFFECT (+2/+3):** For +2 points the power affects all allies within a Medium Blast Template centered on the caster. It does not prevent creatures from entering the area, only their attacks against those within it. For +3 points the area of effect is increased to a Large Blast Template.

**STRONG (+1):** Spirit rolls by the creature are made at 2 (-4 with a raise).

Deadlands - The Weird West p76

## Smite

Savage Worlds: Adventure Edition p168

**Power Points:** 2  
**Faith Roll:** d10  
**Range:** Smarts  
**Duration:** 5

Increase a weapon's damage by +2/+4. -

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

Savage Worlds: Adventure Edition p168