Chemistry

Special Mechanics

* Device – By default this powerset is a device set. Devices can be taken away, or dropped and they cannot be used while entangled, or restrained.
* Inherent – This powerset can be made inherent by adding +1B to all powers that have a burn rating.
* Quiver – By default this powerset can be used indefinitely. However, you can take the limit the uses to 40 each adventure, and you must specify how many of each type of power you are going to bring. This lowers the burn rating of each power by 1. You can take a more restrictive limit of 20, which lowers the burn rating of each power by 2 (min 0).

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Acid Attack | Ars | A | 20 | 3/ | 0 | 1 tgt | 4 | * 3d8 damage * Damage is either physical or energy, based on the target’s lowest AV * Knock(0) * Dissolve(3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dissolve +1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Range +1 / x3 / +0B / 6P |
| Altered State | Amt/B | A/H | 20 | -- | 0 | 1 tgt/Self | 4 | * Armor 2/2/4 * +2 Zap * -2 Shoot, -2 Strike, and all skill tests * Can be used as a buff on a willing ally, or as an attack against a non-willing target * When used as an attack, the victim gets a save (Toughness, Power) * Effects last 6 rounds | * Armor 1/1/1 / x2 / -- / 10P * Burn -1 / x3 / -- / 10P * Duration x2 / x2 / -- / 10P * Save DL +2 / x3 / +1B / 10P * Skills -1 / x2 / +1B / 10P * Zap +1 / x2 / +1B / 10P |
| Booster | B | H | 20 | -- | 0 | 1 tgt | 6 | * Increase a stat (decide when power is purchased) by 2d4 for 6 rounds | * Burn -1 / x3 / -- / 10P * Duration x2 / x2 / -- / 10P * Stat Die Step / x3 / +1B / 10P |
| Choking Cloud | Ats | A | 20 | 3/ | 0 | 2 rad | 5 | * Anyone in area is Choking (Toughness, Power) * Until you leave the cloud, your save bonus stays at 0 * Cloud remains for 6 rounds | * Burn -1 / x3 / -- / 10P * Duration x2 / x2 / -- / 10P * Radius +1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Iron Liver | Trait | N | 10 | -- | -- | Self | 0 | * Immune to mundane drugs and poisons * Resist(1) to any effect or power with a chemical origin | * Resist +1 / x2 / -- / 10P |
| Pepper Spray | Ars | A | 20 | 3/ | 0 | 1 tgt | 5 | * Blind (Reflex, Toughness) | * Burn -1 / x3 / -- / 10P * Radius +1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Smelling Salts | B | A | 20 | -- | -- | 1 tgt | 7 | * 2d6 Heal on one adjacent ally * Can revive a fallen ally if they are brought to positive hit points in a single application of the power | * Heal Die Step / x2 / +1B / 10P * Removes Stun and Daze / x1 / -- / 10P |
| Spray Armor | B | F | 20 | -- | -- | 1 tgt | M | * 6 points of armor * Can be split between physical and energy armor * Each time the target takes the appropriate damage, the AV decreases by 1 | * Armor +1 / x3 / -- / 10P |
| Stimulant | B | H | 20 | -- | -- | 1 tgt | 7 | * +2 Initiative * +1 Accuracy * +1 Defenses * +1 All Saves * +2 Movement * Fast(1) * Lasts 6 rounds | * None |
| Super Power |  |  | 30 |  |  |  |  |  |  |
| Super Toughness |  |  | 30 |  |  |  |  |  |  |
| Super Wit |  |  | 30 |  |  |  |  |  |  |
| Tranq Dart | Ars | A | 20 | 3/ | 0 | 1 tgt | 4 | * 2d6 penetrating damage * Does not work through force fields, or fully encased armor suits | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x2 / +1B / 10P \*\*\* * Dmg Die / x2 / -2A / 10P \*\*\* * Range +1 / x3 / +0B / 6P |
| Truth Serum | Amt | A | 20 | -- | 0 | 1 tgt | 5 | * Mental Control (Power 24) * Command “Answer my questions truthfully” |  |
| Venom | A+ | + | 20 | -- | -- | -- | 2 | * Envenomed (Toughness) | * Save DL +2 / x3 / +1B / 10P |