**Chemistry**

**Highlights:**

* Heal
* Mental armor
* Piercing attack
* Powerful main attack

**Super Stats:**

* Intelligence
* Toughness
* Willpower

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Acid Attack\* | Att | A | Bolt | 3/ | -1 | 1 target | 6u | * 3d8 vs. target’s lowest armor * Dissolve on 3/12 * No KB | 10 |
| Altered State | Att/Arm | A | Touch | -- | 0 | 1 target | 6u | * 0/0/10 armor * +4 mental fort. * +4 WIL rolls * +4 INU rolls * -4 PER rolls * -2 to-hit * If used on self, there is no save, but as an attack all effects are subject to (TOU, WIL 20) * All effects last for the entire combat | 10 |
| Booster | Att/Utl | A | Touch | -- | 0 | 1 target | 6u | * Increase stat by 2d6 for 10 rounds * The stat affected must be chosen when this power is purchased and cannot be changed * Power may be purchased multiple times to affect different stats | 10 |
| Choking Cloud | Att | A | Area | 10” | -- | 2” rad | 8u | * Choking while in cloud every round save (TOU, WIL 18) is failed * Choking continues 1 round after leaving cloud if save is failed * Cloud lasts 6 rounds | 10 |
| Iron Liver | Res | N | -- | -- | -- | Self | -- | * Immune to harmful chemical-based poisons, drugs * 25% resist to chemical-based power effects | 6 |
| Smelling Salts | Hea | A | Touch | -- | -- | 1 target | 10u | * 2d6 heal * Can revive fallen hero if increased to positive hits | 10 |
| Spray Armor | Arm | N | Touch | -- | -- | 1 target | -- | * 8 points or armor * Can be split between physical and energy * 2 use before it must be “refilled” at base * Each time the target takes appropriate damage, the armor value decreases by 1 | 10 |
| Stimulant | Utl | A | Touch | -- | 0 | 1 target | 10u | * +2 initiative * +1 to-hit * +1 defense * +1 movement * 2nd move on 1/12 * Effects last for 6 rounds | 10 |
| Tranquilizer | Att | A | Bolt | 3/ | +1 | 1 target | 6/u | * 2d8 piercing damage (TOU 20) * Does not work through force fields or fully encased armor suits | 10 |
| Truth Serum | Att | A | Touch | -- | 0 | 1 target | 10r | * 3d8 continuous mental control * Command: Tell the Truth (WIL 24) | 10 |
| Venom\* | Att+ | -- | Touch | -- | 0 | 1 target | +3u | * Envenomed (TOU 18) | 10 |

**Additional Information**

**Acid Attack (signature)**

* You shoot a stream of concentrated acid at the target. If it hits, the acid does 3d8 points of damage against either physical or energy armor, whichever value is lower. In addition, on a chance of 3/12, the acid will apply the dissolve status on the target, which reduces both his physical and energy armor values by 1 for the duration of combat. Multiple applications of dissolve will continue to reduce the target’s defenses even further.
* Acid attack does no knockback.
* *Daze* – This power burns the victim, causing him severe discomfort and adds the dazed status (TOU, WIL 20) (10)

**Altered State**

* The hero touches a target and injects him with drugs that alter his mental state. These drugs lower his perception and blur his vision, giving him penalties to his perception and to hit. However, the altered state also makes the character resistant to all kinds of mental assault. The target gets a +4 to all willpower and intuition rolls, a +4 to all his mental defenses and 10 mental armor.
* Used as an attack, the power allows the target a toughness or willpower save vs. DL 24. Used on a willing target, the power’s effects last an entire combat and no save is necessary.
* *Blurry Vision –* When used on an enemy, this power causes an additional -1 to hit and -2 to PER rolls (10)

**Booster**

* The hero touches an ally and injects him with drugs that boost one of his statistics by 2d6. This effect lasts for 10 combat rounds. The stat effected is chosen when this power is purchased. If the hero wants to affect more than one statistic, he must buy this power multiple times.

**Choking Cloud**

* This power creates a noxious cloud. Anyone in the cloud is affected by the choking status and must save each round. If he is successful, he takes a -1 to his actions. If he fails, he cannot act or attack and can only defend himself at a -2 penalty.
* The choking status does not degrade while the victim is in the cloud – the saving throw DL remains 18. Once the cloud dissipated, or the victim leaves the cloud, he gains a +2 bonus to his saving throw each round, just like other lingering status effects.

**Iron Liver**

* The character would give Keith Richards a run for his money and is immune to all mundane chemical agents. In addition, he is 25% resistant to chemical power effects and attacks.

**Smelling Salts**

* The hero heals his ally for 2d6 hit points.

**Spray Armor**

* You apply a chemical to the target that makes it resistant to attacks. Applying the armor requires a full action. Spray armor provides 8 armor that can be split between physical and energy however you like. The armor ablates when it is hit, reducing its value by 1 each time.
* This power gives you 2 applications of armor. When these are used, you must return to base to recharge.
* Multiple applications of spray armor do not stack and the second application will replace the first.
* *Extra Application* – You get an additional application of armor before you have to refill (10)

**Stimulant**

* For 6 rounds, you get a +2 to your initiative rolls and a +1 to hit, defense and movement. In addition, if you roll a 12 on your initiative die, you gain a second full action at the end of the current round.

**Tranquilizer**

* The hero fires a dart that pierces most physical armor and delivers 2d8 points of damage to the target. This power does not work through force fields, or armors that fully encase their wearer.

**Truth Serum**

* You inject your target with truth serum, gaining 3d8 mental control each round as long as you maintain contact. Once control is established, the only command you can give is “tell the truth.” The victim can attempt to use his force of will to not speak, but doing so requires a willpower save vs. DL 24.
* *Victim Forgets –* The victim will not remember that he has been manipulated (15)

**Venom (signature)**

* The character’s melee attacks are infused with a toxin that imposes the *envenomed* status on the victim if they fail a toughness save.