Chemistry

Fighting Profiles

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|  | Strike | Block | Shoot | Dodge | Zap |
| Mad Doctor | MW+0 | RW+2 | RW+3 | RS+3 | PW+2 |

Special Mechanics

* Device – By default this powerset is a device set. It does not have to be a bow and arrow, but could be grenades, or a gun, or whatever. Devices can be taken away, or dropped and they cannot be used while entangled, or restrained.
* Inherent – This powerset can be made inherent, at a cost of +1B on all powers with a burn rating greater than 0.
* 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 arrow 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** | **Category** | **Cost** | **Burn** | **Effects** | **Enhancements** |
| Acid Attack | Attack, Ranged, One Target | 20 | 4 | * Damage (3d8) (Lowest of Physical or Energy, Acid, Chemical) * Dissolve (1) * Knock (0) * Range Band (3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dissolve +1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 20P * Dmg Die / x3 / -2A / 20P * Range Band +1 / x3 / +0B / 6P |
| Altered State | Attack, Ranged, One Target  OR  Buff, Half Action, Touch, One Target | 20 | 4 | * Armor (2/2/4) * Zap Defense (2) * Saves (Mental) (2) * Accuracy (-2) * Block (-2) * Dodge (-2) * Skill Bonus (-2) * Duration (2d3) * Negated By (Power, Toughness) | * Armor 1/1/1 / x2 / -- / 10P * Burn -1 / x3 / -- / 10P * Duration Die Step / x2 / -- / 10P * Save DL +2 / x3 / +1B / 10P * Skills -1 / x2 / +1B / 10P * Zap +1 / x2 / +1B / 10P |
| Booster | Buff, Half Action, Touch, One Target | 20 | 6 | * Boost (2d3) (One stat chosen at purchase) * Duration (2d3) * May purchase multiple times with each power affecting different stat | * Burn -1 / x3 / -- / 10P * Duration Die Step / x2 / x2 / -- / 10P * Stat Die Step / x3 / +1B / 10P |
| Choking Cloud | Attack, Targeted Area | 20 | 5 | * Creates a cloud of choking gas anyone in the cloud has the Choking (Power, Toughness) status * Your save bonus remains at 0 while you are in the cloud * Duration (2d3) | * Burn -1 / x3 / -- / 10P * Duration Die Step / x2 / -- / 10P * Radius +1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Iron Liver | Trait | 10 | 0 | * Immune (Mundane Drugs and Poisons) * Resist (1) (Chemical, Drug) | * Resist +1 / x2 / -- / 10P |
| Pepper Spray | Attack, Ranged, One Target | 20 | 5 | * Blind (Reflex, Toughness) * Range Band (3) | * Bomb – Becomes 2 rad area / x1 / +3B / 20P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Smelling Salts | Buff, Half Action, Touch, One Target | 20 | 7 | * Heal (2d6) * Revives * Can only affect a target once each battle | * Burn -1 / x3 / -- / 10P * Different Formula – Can heal each ally one more time / x2 / +1B / 10P * Heal Die Step / x2 / +1B / 10P * Removes Stun and Daze / x1 / -- / 10P |
| Splash | Adder, Ranged | 20 | 2 | * If this attack does damage, then it also does half damage to adjacent enemies * If this attack requires a save, then adjacent enemies must also save, but at +4 | * None |
| Spray Armor | Buff, Full Action, Touch, One Target | 20 | M | * Apply 6 points of armor to the target * Split between Physical and Energy at the time of application * Each time the target takes the appropriate damage, the armor is reduced by 1 AV | * Armor +1 / x3 / -- / 10P |
| Stimulant | Buff, Half Action, Self | 20 | E | * Accuracy (1) * Defenses (1) * Initiative (2) * Movement (2) * Saves (1) * Fast (2) * Duration (2d3) | * Ally – Becomes touch power that affects allies / x1 / +1B / 20P * Duration Die Step / x2 / -- / 10P |
| Tranq Dart | Attack, Ranged, One Target | 20 | 4 | * Damage (2d6) (Penetrating, Chemical) * Range Band (3) * Does not go through force fields, or affect fully encased characters (GM’s discretion) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Step / x3 / +1B / 20P * Range +1 / x3 / +0B / 6P |
| Truth Serum | Attack, Touch, One Target | 20 | 5 | * Mental Control (Power – 4) * Command “Answer my questions truthfully” | * Save DL +2 / x3 / +1B / 10P |
| Venom | Adder, Attack | 20 | 2 | * Envenomed (Toughness) | * Save DL +2 / x3 / +1B / 10P |