

THE SCIENCE GUY

How do I do what I do? Science! Any further explanation than that would take far too long and likely only confuse you further. What? It stopped working? It's on fire? Well you probably used it wrong! Give it here!

- CHARM** • Manipulate Someone
- COOL** • Act Under Pressure
• Help Out
- SHARP** • Investigate a Mystery
• Read a Bad Situation
- TOUGH** • Kick Some Ass
• Protect Someone
- WEIRD** • Use Magic

LUCK

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay Doomed

Science Guy special: Your Weird Science weapon or a tool you've created through Weird Science gives itself an unexpected upgrade. Pick two tags and replace them with two new ones. You pick one, the Keeper picks the other.

HARM

When you reach 4 or more, mark unstable.

Okay Dying

Unstable:

EXPERIENCE

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

MOVES

You get all of the basic moves, plus three Science Guy moves. You get this one:

- Weird Science*:** When you want to create or adapt a device to analyse or deal with a strange phenomenon, say what it will do and roll +Weird. On a 10 or more, you pick one requirement. On a 7-9, you pick one requirement and the Keeper picks another. On a 6 or less, something goes horribly wrong.

Weird Science requirements:

- It needs a rare and/or weird material.
- It won't be very reliable.
- It requires huge amounts of power or fuel.
- It will take a long time to get it working.
- It won't work exactly as intended.
- You'll need help (beyond the hunters on your team) to finish it.

Advanced Weird Science: When you advance your Weird Science move, add this:

- On a 12 or more, you gain + 1 ongoing when operating the device.

Then pick two of these:

- Engineering:** When you need to quickly fix (or break) a complicated gadget, roll +Sharp. On a 10+, it's fixed (or broken) just like you wanted. On a 7-9 you need more time to study it: choose to fix (or break) it now with unknown side-effects, or take more time. On a miss, you do the worst thing possible to the gadget, which usually involves an explosion.
- Oblivious to Danger:** As well as generally not looking out for danger, you are immune to all fear-based moves and powers. You never need to **act under pressure** to resist fear from any source.
- Laboratory:** You have a lair... err... lab that is quite adequate for working in private. Pick three of the options below for your lab:
 - **Surgical Room.** While it is not your forte, you can use this equipment to heal people, and have space for one or two to recuperate. The Keeper will tell you how long any patient's recovery is likely to take, and if you need extra supplies or help.

- **Examination Room.** You use this room to find out more about creatures by taking them apart. Should you spend some quality time with a minion or a piece of the monster you are currently hunting, take +1 forward to **investigate the mystery**.
- **Holding Cell.** You have very secure room designed to contain things man was not meant to know about. It includes many types of monitoring equipment, robot self-cleaning, and an automated feeding system.
- **Off the Grid.** Do to the covert nature of your research, your lab is completely hidden and untraceable. Even the other hunters cannot find it unless you lead them in. Also, all communication made from within the lab are untraceable as well.
- **Fabrication Workshop.** Since most of your equipment is a bit unorthodox and probably illegal, you make most of your own gear. If you **need a special item**, roll +Weird. On a 10+ you can make it (and plenty of it if that matters). On a 7-9 you can make it, but only barely. On a miss, you've crafted wrong thing.
- **Defense System.** Your lab is safe from intrusion – the security system is designed to repel unwanted guests with maximum force. Invaders might be able to do something special to evade the defense system, but not easily.
- **Smart House.** Your entire lab is controlled by a sentient A.I. system that is very loyal and protective of you. While it has very little ability to effect the world outside, it does everything it can to make you very comfortable at home. Also, when you do an internet search, take + 1 forward to investigate the mystery (as long as info would be available online).
- Two-Fisted Science:** You may roll +Sharp to **kick some ass** instead of +Tough.
- Re-factoring:** You may take any two devices and rebuild them together, gaining all the abilities of each component device. The new device is the same size as the larger component. It will have all the tags of the components, except you may delete or change one tag.

* **Weird Science** replaces "Use Magic" or any other alternative "How Are You Weird?" Move.

Trust me, I'm a Doctor: You can use your knowledge of "medicine" and "anatomy" to heal people. **When you do first aid**, Roll +Weird. First aid can only be used once per injury. On a 10+ the patient is stabilized and healed of 2 harm. On a 7-9 choose one: heal 1 harm; stabilize the injury. On a miss, something unexpected occurs. The subject will gain a weird side effect of the Keeper's choice.

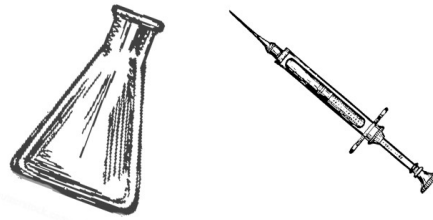
I Can Make You Stronger...: You can use the principles of twisted science to permanently empower one of your fellow hunters... for a price. Sacrifice a Luck point, and know that you will be a little less than human from now on. A hunter can only go through with this once, safely. To perform the operation, roll +Weird. On a 10+, choose two twisted enhancements from the list below. On a 7-9, choose one. On a miss, Disaster! You are scarred for life and still lose the Luck. Twisted enhancements:

- Gain a permanent + 1 ongoing to one Basic Move.
- Gain a permanent 1-armor value to your body (does not stack with armor).
- Gain a natural attack from the *Monstrous play-book*.

If a hunter goes through this process a second time, the hunter must change playbooks to *The Monstrous* (or another monster-type, e.g. *The Summoned*).

Destructive Genius: Given a bit of time you can turn household accessible items into a temporary but hideous weapon. When you try this, roll +Weird. On a 10+, (2-harm magic close loud one-use) and you can pick two from the list below. On a 7-9, (1-harm magic close loud one-use) and you can pick one from the list below. On a miss, you suffer 1 harm as it blows up in your face. Hideous Effects:

- May be used up to three times ... hopefully.
- Add 1-harm area.
- Add 2-harm messy heavy.
- Add fire and ap.
- Add 4-harm messy heavy, and it blows up for 2-harm area.
- Add healing and messy.



GEAR

You get one Weird Science weapon and one backup weapon.

Weird Science weapons (pick one):

- Atomic chainsaw (4-harm hand heavy messy unreliable)
- Power claw (3-harm hand ap heavy useful unreliable)
- Electroblaster (3-harm close messy unreliable)
- Sonic rifle (3-harm far messy loud reload unreliable)
- Goo gun (3-harm far messy area fire reload unreliable)

Backup weapons (pick one):

- 38 revolver (2-harm close reload loud)
- 9mm (2-harm close loud)
- Bone saw (2-harm hand messy)
- Scalpel (1-harm intimate balanced)
- Syringe (0-harm intimate drugged)

AREA OF STUDY

While you displayed a great aptitude for the unnatural sciences, you excelled at one in particular. When dealing with a roll involving your specialty, gain +1 ongoing. Exact definitions of each are to be defined by the group. Pick an Area of Study:

- Necromantic animation
- Bio-genetic engineering
- Cybernetic augmentation
- Demonic channeling
- Alchemical recombination
- Hypno-kinetic manipulation
- Fringe physics
- Philosophical engineering

GETTING STARTED

To make your Science Guy, pick a name, then follow the instructions to decide your look, ratings, moves, gear and area of study.

LOOK, PICK ONE FROM EACH LIST:

- Man, woman, boy, girl.
- Normal clothes, lab coat, tweed jacket, shabby clothes, high class suit, street wear, hazmat suit.
- Large goggles, electric bow-tie, crazy hair, distinctive scar, industrial rubber gloves, spooky eyes, prosthetic/robotic limb, super-sized tool belt.

RATINGS, PICK ONE LINE:

- Charm=0, Cool+1, Sharp+1, Tough-1, Weird+2
- Charm-1, Cool+2, Sharp=0, Tough-1, Weird+2
- Charm-1, Cool+1, Sharp+2, Tough-2, Weird+2
- Charm+1, Cool=0, Sharp+1, Tough=0, Weird+2
- Charm+1, Cool+1, Sharp+1, Tough=0, Weird+2

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Science Guy by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

- You are relations, most likely distant. Tell them what the connection is.
- You were academic colleagues at some point in the past. Decide between you where and when.
- You've been friends ever since you had a Science Adventure a while ago. Tell them what evil science nemesis you defeated together.
- Once they helped you deal with an "experiment" that got out of hand. Tell them what it was and let them decide how they helped you sort it out.
- You used science to get them out of a jam, and they still owe you for it. Ask them what the jam was, then tell them what you did.
- They are a person who made you aware of monsters. Ask them how it happened.
- They are suffering from dark temptations. Ask them how they think you can help them.



LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list.

IMPROVEMENTS

- Get +1 Weird, max +3
- Get+ 1 Cool, max +2
- Get+ 1 Sharp, max +2
- Get +1 Tough, max +2
- Take another Science Guy move.
- Take another Science Guy move.
- Pick another option for your lab, including any from the Expert's Haven list.
- Take a move from another playbook.
- Take a move from another playbook.

After you have leveled up *five* times, you qualify for advanced improvements in addition to these. They're below.

ADVANCED IMPROVEMENTS

- Get +1 to any rating, max +3.
- Change this Science Guy to a new type.
- Make up a second Science Guy to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this Science Guy to safety.
- Pick another option for your lab, including any from the Expert's Haven list.
- Gain a robot minion.
- Erase one used luck mark from your playbook.



THE
PORTRAIT DUDE
COSPLAY PHOTOGRAPHY



The Science Guy is mashup of Mad Scientist (by Reid San Filippo) and Action Scientist (by Michael Sands). It was created for use on The Critshow actual play podcast. Listen to The Critshow on iTunes, Spotify, Podbean, or wherever you find podcasts. More information at www.thecritshowpodcast.com.