

Super Power-Set – Science

Updated July 27, 2015

As a Super-scientist, you have a vast amount of knowledge at your fingertips. Science also includes access to the laboratories, libraries and other people's research. What a Scientist does not know, he can create an experiment to discover!

Comic-book Scientists also tend to be Engineers: they make their own equipment. For all Marvel's talk about how Tony Stark is an 'Engineer' and Hank Pym is a 'Scientist', they both made powered suits to do their super-heroing in. In the real world, their processes and goals would be different, but for our purposes, they are equivalent.

A final note about Super Science: it doesn't tend to work for non-Super-Scientists. This is why the only people in New York with a flying car are the Fantastic Four.

Science Powers - Basic Ability Improvements

A Hero that has at least one level in this Power Set starts the game with these basic ability score improvements:

Perception: +2

Science Rules

'Studying the Issue'

'Studying the Issue' is a Perception Action in a tactical, time-sensitive situation. The roll is your Perception (+ whatever bonuses your Science powers give you) Vs. a GM-defined target number. Success gives you a +2 dice to ALL subsequent rolls regarding the issue in the future.

Gadgets

A Gadget is a Power that is contained in a object that your Hero carries with him or her. It might be in a pouch at your belt or strapped to your Hero's back, but it can be targeted by another Power, damaged, destroyed, or simply taken away.

- Gadgets can be used by anyone who has possession AND understands how to use it, which may require a Perception Roll (Difficulty = 25+5 per level of the highest power in the Gadget.) For example, a gun is a 'gadget' that usually does NOT require a Science roll to use, although a high-tech thug or merc might have a gun that *does* require a roll to represent special training.
- Gadgets have a Toughness of 4 (Difficulty 25) and usually only 2 Structure. If they lose 1 Structure, they are damaged, and if they lose the second, they are destroyed and cannot be repaired.
- Gadgets' Powers can be redefined with time and a Perception roll without a special Power.

Science Powers

Level 1 (chose one of these)

- **Create One-Shot Gadget**
(Meta-Power) With a Repair Action and three items that the GM defines, you can create a Gadget that has a single (non-Meta) Power from any Power-Set one level *higher* than this Power (or lower). However, this device only has a SINGLE use of that power. A ‘use’ of an otherwise permanent power lasts one action. You may take this Power once at every level that it is offered. Each level of this power can be used to either gain an additional use of the same power, add another die to that same power, or choose a new power.
- **Energy Converter Gadget**
With a Repair Action, you can create a Gadget that converts one Energy type into another. It must come into contact with the energy it is designed to convert. The Perception roll of the Repair Action determines how much energy is converted: a single success converts 2 dice’ worth of energy (or 10 Difficulty), and each additional success converts 1 more dice (5 Difficulty). Any left-over energy is applied to the Gadget and can overload and damage (or destroy) the Gadget, but only after the energy is converted.
- **Primary Ability Upgrade: Perception**
Add +1 your Perception Ability. You may select this power up to 4 times.
- **Quick Thinking**
Reduce the time required for a Thought or Perception Action by 1 Time Unit.
- **Science Laboratory**
You have a lab available to you suited to your Specialties. Gain a +2 dice Advantage to science-related rolls while in your lab.
- **Science Specialty**
Choose a Science Specialty, and gain additional +2 dice to roll for challenges regarding your specialties. You may select this power 10 times, choosing a different Specialty each time. Specialties include: Astronomy, Biology, Botany, Chemistry, Cryogenics, Dimensional Cosmology, Geology, Metallurgy, Pharmacology, Physics, Technology, Zoology, etc. Feel free to make up your own Specialties with the assistance of your GM.

Level 2 (chose one of these or from a lower level)

- **Create One-Shot Gadget**
(Meta-Power) See details at Level 1.
- **Gadgetized Power-Set**
Your other Power-Set(s) can be turned into Gadgets, and not be inherently part of you. Each power in the other Set works exactly as it would normally, however, because it is now a Gadget, it can be taken from you, damaged or destroyed. However, each of these Power-Gadgets can also be the target of any Gadget-improving Science Powers you may have.

- **Power Inhibitor Gadget**
After *Studying the Issue* of a Power-Set, you can spend a Repair Action to attune this single Gadget to inhibit that entire Power-set. Based on your Perception roll to *Study the Issue*, a single success will reduce the effectiveness of all Powers in that Power-Set within a radius of spaces = to your Aim by 2 dice (or 10 Difficulty). Additional successes can be used to either further reduce that power by 1 die (or 5 difficulty) or increase the range of your Gadget by 1 space.
- **Repair Anything**
You can repair anything technological that has been damaged. Normally, you need to have a level of Driver to repair Vehicles, or Armor to repair Components. You are not so limited.
- **Science Gadget**
(Meta-Power) With sufficient time between scenes, or a Lab and a Repair Action with a difficulty = to the level of the highest Power, you can create a Gadget that has one, two or three (non-Meta) Power from any one Power-Set and with the highest Power equal to the level of this Power (or lower). If you choose a single Power, then this Gadget has unlimited uses. If you choose two powers, then this Gadget has three uses or charges. If you choose three Powers, then this device only has a single use or charge. A 'use' of an otherwise permanent power lasts one action. If you choose multiple Powers, they must be Powers that work together (like **Flamethrower** and **Touch of Fire** in the 'Fire' Power-Set.) You may take this Power once at every level that it is offered. Each level of this power can be used to either gain an additional use of a gadget with limited uses, add another die to that same Power, or choose a new Power or set of Powers.
- **Scientific Community**
So long as you have access to some kind of communication device (telephone or computer, etc.), you can become a temporary expert in a Specialty you do not possess. It's like calling in a 'life-line'. Making contact with the expert is a Full-round action.
- **Tough Gadget**
Your Gadgets are tougher than most. They have +4 Toughness and +2 Structure.
- **Vehicle Upgrade: Mobile Lab**
Your laboratory can be attached to a vehicle, of the size of an SUV or better. The lab takes up the space of 3 passengers. It does not have to be your vehicle.

Level 3 (chose one of these or from a lower level)

- **Create One-Shot Gadget**
(Meta-Power) See details at Level 1.
- **Defined Component, Unlimited Uses**
(Meta-Power) Select any non-meta power from another Power Set that is at least 2 levels lower than this component. You gain unlimited uses power. You may take this component at every level that it is offered. Each level of this

power can be used to either add another die to that same power, or choose a new power. Components are attached to your costume /armor.

- **Energy Converter Gadget**

You have a Gadget that converts one Energy type into another. With a Repair Action, it can change one type of Energy to another. It must come into contact with the energy it is designed to convert. The Perception roll of the Repair Action determines how much energy is converted: a single success converts 2 dice' worth of energy (or 10 Difficulty), and each additional success converts 1 more dice (5 Difficulty). Any left-over energy is applied to the Gadget and can overload and damage (or destroy) the Gadget, but only after the energy is converted.

- **Improve Gadget**

With a Repair roll (difficulty = 5*the level of the Power in the Gadget), you can grant a gadget an Advantage: +2 dice for one action, or +1 die for three actions.

- **Portable 'Field' Lab Kit**

You carry a small 'science pack' with you as part of your gear to give you a +2 dice Lab bonus to your Science rolls. You can take this up to three times, each one is a Kit. Each Kit is a Gadget, and so can be taken from you, damaged or destroyed, and

- **Quick Repair**

Any Repair Actions you make use 1 Time Unit less. You may select this Power up to 5 times.

- **Science Gadget**

(Meta-Power) See details at Level 2.

Level 4 (chose one of these or from a lower level)

- **Create One-Shot Gadget**

(Meta-Power) See details at Level 1.

- **Defined Component, Unlimited Uses**

(Meta-Power) See details at Level 3.

- **Gadget Trigger**

With a Repair roll (difficulty = 5*the level of the Power in the Gadget), you can specify a trigger that will instantly cause the Gadget to do whatever it is that the Gadget is designed to do. You can use this to set traps. It has a Perception equal to your own.

- **Lucky Gadget**

(Meta-Power) You have *already* created a Gadget that does exactly what you need, and just happen to have it with you. You may select one or two (non-Meta) Powers from any one Power-Set and with the highest Power equal to the level of this Power-1 (or lower). If you choose a single Power, then this Gadget has three uses. If you choose two powers, then this device only has a single use or charge. A 'use' of an otherwise permanent power lasts one action. If you choose two Powers, they must be Powers that work together (like Flamethrower and Burning Touch in the Fire Power-Set.) You may take this Power once at every level that it is offered up to a maximum of 3 times. Each



level of this power can be used to either gain an additional use of a gadget with limited uses, add another die to that same Power, or choose a new Power or set of Powers.

- **Recharge Gadgets**

With a Repair roll (difficulty = 5*the level of the Power in the Gadget), you can recharge 1 charge to a Gadget.

- **Secondary Ability Upgrade**

Improve any of your eight basic Ability scores or your Initiative. This power can be selected up to 5 times, but no one Ability can be improved more than 3 times.

- **Science Gadget**

(Meta-Power) See details at Level 2.

Level 5 (chose one of these or from a lower level)

- **Create One-Shot Gadget**

(Meta-Power) See details at Level 1.

- **Defined Component, Unlimited Uses**

(Meta-Power) See details at Level 3.

- **Gadgetize Components**

With a Repair roll (difficulty = 5*the level of the Power in the Component), you can turn a Component into a Gadget.

- **Lucky Gadget**

(Meta-Power) See details at Level 4.

- **Science Gadget**

(Meta-Power) See details at Level 2.

- **Simple Gadget**

One of your Gadgets can be designed such that no Perception roll is needed to use it. This means that you can give this Gadget to a team-mate. It also means it might be used against you. You can select this power up to 5 times, each time giving you one more 'Simple' gadget that can be used by someone else. You can change which gadget is 'simple' via a Repair Action with the Difficulty = 5x the highest level power in the Gadget that is being made 'Simple'.

- **Well-Funded Lab**

You're labs gives you an additional +2 dice due to being well-funded. Take a Drama Trait: 'Scientific Rival' when you choose this Power.

Level 6 (chose one of these or from a lower level)

- **Autonomous Gadget**

With a Repair roll (difficulty = 5*the level of the Power in the Gadget), you can create a Gadget that will perform its designated Power as it sees fit, based on simple commands from you. It has a Perception equal to your own.

- **Create One-Shot Gadget**

(Meta-Power) See details at Level 1.



- **Defined Component, Unlimited Uses**
(Meta-Power) See details at Level 3.
- **Lucky Gadget**
(Meta-Power) See details at Level 4.
- **Power Enhancer Gadget**
You have a Gadget that makes other powers stronger. After *Studying the Issue* of a Power-Set, you can spend a Repair Action to attune this Gadget to improve that entire Power-set. Based on your Perception roll to *Study the Issue*, a single success will improve the effectiveness of all Powers in that Power-Set within a radius of spaces = to your Aim by 2 dice (or 10 Difficulty). Additional successes can be used to either further reduce that power by 1 die (or 5 difficulty) or increase the range of your Gadget by 1 space.
- **Science Gadget**
(Meta-Power) See details at Level 2.

Level 7 (chose one of these or from a lower level)

- **Create One-Shot Gadget**
(Meta-Power) See details at Level 1.
- **Deeper Understanding**
Gain Additional +2 dice for your Perception rolls
- **Defined Component, Unlimited Uses**
(Meta-Power) See details at Level 3.
- **Lucky Gadget**
(Meta-Power) See details at Level 4.
- **Science Gadget**
(Meta-Power) See details at Level 2.

Level 8 (chose one of these or from a lower level)

- **Create One-Shot Gadget**
(Meta-Power) See details at Level 1.
- **Defined Component, Unlimited Uses**
(Meta-Power) See details at Level 3.
- **Lucky Gadget**
(Meta-Power) See details at Level 4.
- **Lateral Thinking**
You gain +3 dice to a Perception roll, once per day.
- **Science Gadget**
(Meta-Power) See details at Level 2.

Level 9 (chose one of these or from a lower level)

- **Defined Component, Unlimited Uses**
(Meta-Power) See details at Level 3.
- **Intuitive Flash**
You gain +4 dice to a Perception roll, once per day.

- **Lucky Gadget**
(Meta-Power) See details at Level 4.
- **Science Gadget**
(Meta-Power) See details at Level 2.

Level 10 (chose one of these or from a lower level)

- **Defined Component, Unlimited Uses**
(Meta-Power) See details at Level 3.
- **Great Breakthrough**
You gain +5 dice to a Perception roll, once per day.
- **Lucky Gadget**
(Meta-Power) See details at Level 4.