



LPJ9969



DEVIL'S WORKSHOP

archetypes:

CHEMICAL

Description:

Chemicals are beings that are able to manipulate the physical composition of their bodies. This ability generally allows a Chemical to take on the properties of a substance or periodic element, making their powers diverse and variable. Their backgrounds and origins are similarly diverse; some beings gain this bizarre ability through natural mutation, while others have it inflicted upon them through some freak accident or via genetic manipulation.

STRENGTH: 14

DEXTERITY: 14

CONSTITUTION: 20

INTELLIGENCE: 12

WISDOM: 12

CHARISMA: 12

DAMAGE: +8

FORTITUDE: +8

REFLEX: +2

WILL: +1

MELEE: +7

RANGED: +7

INITIATIVE: +2

DEFENSE: 17/15

SPEED: 30

HERO: 5

Skills: Profession (*scientist*) +14, Science (*chemistry*) +14.

Feats: Durability, Rapid Healing.

Powers and Devices: Alternate Form (*Solid*) +10 [Extras: *Continuous, Power Stunts: Extra Form (Liquid, Gas), Flaws: Touch, Cost: 5pp, Total: 54pp*], Amazing Save (*Damage*) +3 [Extras: *Fortitude, Cost: 2pp, Total: 6pp*], plus any number of the following, provided that the total number of power points spent does not exceed 20pp:

Addictive Metabolism +5 [Cost: 2pp, Total: 10pp, see *Power Corrupts page 3*]

Blending +10 [Cost: 1pp, Total: 10pp]

Catalyst +5 [Extras: *Affect Living, Cost: 4pp, Total: 20pp, see Power Corrupts page 5-6*]

Clinging +10 [Cost: 1pp, Total: 10pp]

Corrosion +10 [Cost: 1pp, Total: 10pp]

Density Control +4 [Cost: 5pp, Total: 20pp]

Elasticity +5 [Cost: 4pp, Total: 20pp]

Energy Blast +5 [Cost: 2pp, Total: 10pp]

Gas Generation +5 [Cost: 2pp, Total: 10pp, see *Power Corrupts 2 page 11-12*]

Poisonous Metabolism +5 [Cost: 2pp, Total: 10pp, see *Power Corrupts page 22*]

Regeneration +5 [Cost: 2pp, Total: 10pp]

Transmutation +10 [Flaws: *Limited—One State, Cost: 2pp, Total: 20pp*]

customization:

Skills: Skills, for the most part, are interchangeable. The skills included above assume that the Chemical character gained his powers through some scientific mishap or experiment, probably forced by the character, himself. However, different backgrounds can

easily justify different skill selections. Each of the above skills has 13 ranks; if you want different skills, simply apply these ranks to them instead.

Feats: Because of the nonstandard makeup of a Chemical's body, such a character is usually resistant to physical trauma and quick to recover from injuries. The feats presented above reflect that tendency. This, however, is not always the case; it is possible that a Chemical might have the endurance and healing capacity of a normal human, but might be exceptionally good at ranged combat, or capable of surviving in an underwater environment. Because Chemicals tend to vary so widely, the two feats given above can be swapped out for virtually any other two feats in the game, with the proper justification and background.

Powers and Devices: The Alternate Form power is the core of the Chemical; it is his ability to manipulate the makeup of his body. Chemicals often have a number of secondary powers, however, and many are presented in the list above. However, with a little imagination, other powers not on the list above might be appropriate for your particular Chemical character. For example, a Chemical capable of producing mercury from his body at will might have the Slick power. In addition, the Alternate Form power above assumes that the Chemical can shift into the three basic types of matter: solid, liquid and gas. If you wish to play a more limited Chemical, you may give up some of the Power Stunts attached to the Alternate Form power for feats, instead, or for Power Stunts on another power. Similarly, you may decide that having the Touch flaw is too restrictive, or not conducive to your style of play. This can be easily eliminated; however, you should realize that eliminating the Touch flaw increases the Alternate Form power's cost per rank by 1pp, increases its total cost by 10pp, and thus decreases the number of additional points that can be spent on powers to 10pp instead of 20pp.

Ability Scores: There really is no standard array of ability scores for a Chemical; these characters rely more on their powers than on their raw talents. A

Chemical with a highly intellectual background might have a high Intelligence, while a Chemical who can shift into steel at will might have a higher Strength. The points spent on the ability scores above can be freely switched from one score to another without significantly impacting the flavor of the archetype.

Weaknesses: A Chemical can have virtually any Weakness desired, but there are some that are more appropriate than others. Each Weakness taken provides a one-time bonus of 10pp, which can be spent on anything you desire. Ability score points can be bought for 1pp each, to a maximum score of 20. The Chemical's default Base Attack Bonus is +5, and can be increased to a maximum of +10 for a cost of 3pp per rank. Similarly, default Base Defense Bonus is +5, and can be increased to a maximum of +10 for 2pp per rank. Skills can be bought for 1pp per rank, with a maximum rank of 13. Feats can be purchased for 2pp each. Some example Weaknesses are provided below:

Unusual Metabolism: A Chemical can shift into a variety of different substances. Many Chemicals must actually be touching the desired substance in order to shift into it, creating a reliance on having useful substances within arm's reach. In some cases, this reliance becomes even more severe. Some Chemicals are so reliant on the substances that they imitate that they have to spend long periods of time in contact with specific substances. For full details on the Unusual Metabolism weakness, see *Power Corrupts 2 page 26*.

Disturbing: Although usually a Chemical's appearance only changes when his form changes, some Chemicals are permanently stuck in a hideous or frightening form. Perhaps his skin looks like steel all the time, or it always looks like it's melting. In any case, people generally go to great lengths to avoid those who look extremely different from the norm.

Susceptible: Some Chemicals, because of the frequent changes they make to their own bodies, are extremely unstable physically. This instability some-

times manifests as a susceptibility to some substance or other that does not normally harm human beings.

Vulnerable: Similar to a Chemical with the Susceptible weakness, a Vulnerable Chemical takes extra damage from something that is already harmful. Examples might include a metal-based Chemical who takes extra damage from electricity, or a Chemical whose unstable body is badly damaged by sonic waves.

Example chemical: DR. Fluid

Edward Carr had a bright and promising future in front of him. He had graduated from MIT at the top of his class, and had immediately been recruited to work for Harrison Genetics, a small, private laboratory with significant funding. He accepted the position, and immediately began to put his considerable scientific ability to work for Harrison Genetics. He proved his worth to them by coming up with solutions to a number of problems that they had been working on, and was soon promoted and put in charge of his own project.

The project that Carr was given involved gene therapy, specifically the search for a cure to a rare blood disease that was beginning to become more common. Because only a few blood samples could be obtained, not much progress had been made prior to Carr's involvement; he decided to remedy that problem. He worked long hours, usually working on weekends, as well. He spent every waking hour studying the blood samples and testing his prototype cures on lab rats infected with the disease. To his dismay, none of the cures seemed to have any effect. It was at this point that Carr thought to simply study the effects of the blood disease, itself, at a loss for anything else to try.

He infected a few of his lab rats with the diseased blood, and set about watching them. In a human body, the disease had proved fatal after a few weeks;

however, the rats showed virtually no symptoms whatsoever, even after a month. The only thing that he could conclude was that, even though the rats' blood was infected, something about the difference in physiology to that of a human prevented the disease from having any noticeable effect. Further, Carr concluded that this was also the reason that his gene therapy treatments had had no effect. Clearly he needed to test on human subjects if he wanted to make any progress, though he knew that Harrison Genetics would not allow him to do so.

Seeing it as his only recourse, and desperate to produce something of value, Carr infected himself with the blood disease. He allowed it to incubate for a few days, until he started to see the first of the symptoms manifest. Once he began to notice symptoms, he set about administering the cure to himself. Unfortunately, the cure—which had had no noticeable effect on the rats—had a completely unforeseen effect on Carr. To his horror, minutes after he had subjected himself to the cure, his flesh began to bubble and melt. Even worse, his muscle tissue and even his bones began to do the same. Within a few moments, Carr was nothing but a puddle of flesh-colored goo on the floor. To his surprise, however, he was still alive and even conscious of his surroundings. He began to test the capabilities of his new form, and found that he could cause himself to move across the floor with ease. Eventually, he even found that he was capable of assuming a more-or-less humanoid form for an indefinite period of time, though his new visage was somewhat grotesque.

Ever the analytical thinker, Carr decided that he could no longer stay with Harrison Genetics; at the very least, they would have him arrested for what he had done, and at the worst he might be imprisoned and studied as a lab rat, himself, for the rest of his life. Deciding that discretion was the better part of valor, Carr retreated to his home and waited. After a time, he found that he could not leave his work unfinished. He felt a burning drive to develop the cure, and he secretly hoped that, in doing so, he could discover a cure for his own bizarre condition.

He would not be able to convince anyone to allow him to work at a laboratory, though; Carr realized that, if he were to continue his work, he would have to steal what he needed.

Using his newfound ability to get past even the tightest security by slipping under doors or through small holes, Carr went about securing the funds he would need in order to fuel his new operation. He also went about hiring people to steal the equipment that he could not order, always taking care to stay out of sight, lest he expose himself for what he was. He even took to using an alias—'Dr. Fluid'—in order to throw suspicion off of himself. Finally, he used his new infiltration abilities to break into peoples' homes and kidnap them; he needed test subjects, after all. To date, however, he has not been able to reproduce the effect that his 'cure' had on him, much less find a way to reverse it.

Quote: *"Are you going to die? Yes, probably. If it makes you feel better, you can think of it as making a great contribution to science."*

Personality: Dr. Fluid is single-minded and driven. He constantly obsesses over the completion of his work, though over the years he has lost sight of what his ultimate goal is. He no longer has an altruistic goal in mind; he simply wants to finish what he started, whatever that may mean to him now. Fluid is also extremely arrogant, thinking himself much more intelligent than other people. In most cases, this is probably true; Dr. Fluid is extremely intelligent. However, this occasionally causes him to underestimate his opponents.

Powers and Tactics: Dr. Fluid prefers to stay out of a fight as much as he can. If confronted, Fluid generally attempts to escape by assuming liquid form and flowing through a small crack or under a locked door. Fluid also likes to use others to do his dirty work. He hires thugs to steal scientific equipment for him when he knows he cannot do it himself, and if he sees a potential threat, he usually

hires assassins or allies himself with another powerful being in order to protect himself.

Appearance: Dr. Fluid usually appears as a vaguely humanoid mass of liquid matter. He has discernable facial features, though as his name implies, they are vague and fluid. He does not wear clothes (*they usually fall right through his liquid form*).

Campaign Use: Dr. Fluid is best used as a villain. He has no compunctions about hurting others, so long as their sacrifice contributes to the advance of his work, and science at large. He often kidnaps test subjects and steals expensive equipment, so he is very clearly on the wrong side of the law. It is possible that the PCs could ally with him, though such an alliance would likely be temporary; Fluid is not known for his loyalty.

Dr. Fluid: PL 10; Init +1 (*Dex*); Defense 16 (*15 flat-footed*); Spd 30 ft; Atk +6 melee (*1S, punch*) or +6 ranged; SV Dmg +4, Fort +4, Ref +1, Will +2; Str 12, Dex 12, Con 12, Int 20, Wis 14, Cha 14.

Skills: Profession (*scientist*) +15, Science (*genetics*) +20

Feats: Durability, Minions, Rapid Healing, Skill Focus (*Science [genetics]*).

Powers: Alternate Form (*Liquid*) +10 [*Extras: Continuous, Cost: 6pp, Total: 60pp*], Blending +10 [*Cost: 1pp, Total: 10pp*], Clinging +10 [*Cost: 1pp, Total: 10pp*].

Weakness: Disturbing.

Artwork: *Ulises Roman Carpintero*

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