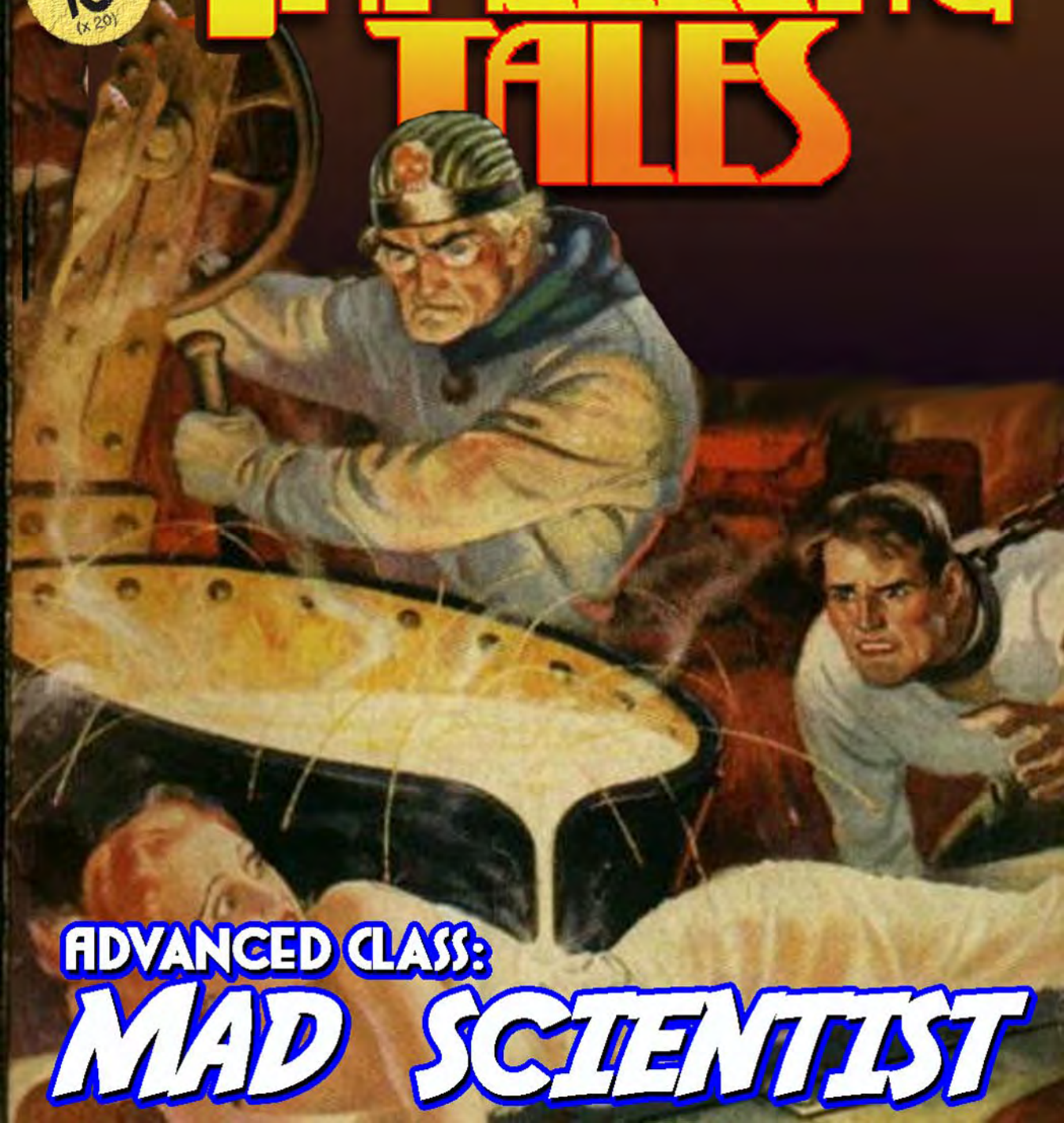




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(x 20)

# THRILLING TALES



**ADVANCED CLASS:**

# MAD SCIENTIST

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# MAD SCIENTIST

*Doctor Schreck threw the main switch, and the infernal machine sparked to life, lights winking on and off in a mad language that only the demented scientist could understand. Great arcs of electric current roped out between giant brass electrodes, filling the air with the distinct odor of ozone.*

*The hair on the back of the Green Falcon's neck stood on end, not because of the charge in the air, but rather at the realization of the depth of the danger that Schreck posed to New York City.*

*"Excellent... Excellent!" exclaimed Doctor Schreck. "Everything is proceeding according to plan." he whirled to face the Green Falcon, the blue-white light of the sparking machinery matched by the insane gleam in his eyes.*

*"You were a fool to try and interfere, Falcon." he said. The Green Falcon strained against the bonds that held him in the chair, but to no avail.*

*"Once my invention reaches it's full charge, I shall activate the wave generator, and every cretinous moron in this city will become my mindless slave!" He began to laugh then...a ragged, tortured sound that seemingly crawled from somewhere deep within*

*his soul, rising in pitch and intensity until, nearly a hysterical scream, it almost drowned out the sound of the buzzing and crackling machinery.*

*The Green Falcon knew that he needed to act...and SOON.*



The Mad Scientist is an archetype of the pulp genre--an insane genius seeking to dominate the world through technological terror. Examples include Doctor Satan, The Scorpion, and dozens of generic madmen with vaguely Prussian or Eastern-European-sounding names.

In many ways, the Mad Scientist is the flip-side of the Paragon. Where the Paragon represents the possibilities of science, the Mad Scientist is the fear of science run rampant over humanity. The Mad Scientist can range from the sad, deluded individual who has forgotten that science should

serve humankind, to the raving lunatic who wants to avenge himself on those who did not appreciate his genius.

## REQUIREMENTS

To qualify to become a Mad Scientist, a character must fulfill the following criteria:

**Skills:** Craft (any) 6 ranks, Knowledge (any) 6 ranks, Repair 6 ranks.

**Feats:** Builder

## CLASS INFORMATION

**Hit Die:** The Mad Scientist gains 1d8 hit points per level. The character's Constitution modifier applies.

**Action Points:** The Mad Scientist gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

**Class Skills:** The Mad Scientist's class skills are

as follows: Concentration (Con), Craft(any)(Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (Any) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none), Spot (Wis).

**Skill Points at Each Level:** 8 + Int Modifier

## CLASS FEATURES

The following features pertain to the Mad Scientist advanced class.

**Weird Science:** At 1st level, the Mad Scientist gets the ability to invent using Weird Science.

Weird Science items are handled as d20 Modern FX abilities. The inventor creates a device that mimics the effects of an Arcane or Divine spell, or a Psionic power. A Weird Science invention is not permanent--it only lasts for a single adventure, unless the inventor chooses to make the device

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Weird Science	+0	+0
2nd	+1	+2	+2	+0	Scientific Improvisation	+1	+0
3rd	+1	+2	+2	+1	Bonus Feat	+1	+1
4th	+2	+2	+2	+1	Inspiration	+1	+1
5th	+2	+3	+3	+1	Bonus Feat	+2	+1
6th	+3	+3	+3	+2	Build Robot	+2	+2
7th	+3	+4	+4	+2	Bonus Feat	+2	+2
8th	+4	+4	+4	+2	Skill Mastery	+3	+2
9th	+4	+4	+4	+3	Bonus Feat	+3	+3
10th	+5	+5	+5	+3	Brilliant but Insane	+4	+3

permanent by spending XP (to make a Weird Science device permanent costs a number of XP equal to the level of the device, times the level of the inventor, times 50). Permanent inventions take up one of the available slots...well, permanently, so players taking this option should be aware of that.

A Mad Scientists can have a number of Weird Science inventions available per adventure according to the chart that appears at right:

**(Note: 0-level inventions are available at a rate equal to the first column +1)**

The inventor picks an FX ability of the appropriate level, and, for the duration of the adventure (unless they choose to make it permanent), they have a device capable of replicating that devices effects. The inventor can, if they choose, combine multiple FX abilities into a single invention.

Example: Doctor Schreck, a 9th level Mad Scientist, wishes to invent a device that will terrifying the cretinous masses into following his will. As a 9th level Mad Scientist, he has the following Invention levels available: 5/5/4/3/2. He decides to combine two FX abilities into a single invention--he chooses the 4th level Mage spell *Fear* and the 5th level Acolyte spell *Greater Command*. He invents the Terror Wave Subjector, which, when activated will subject all living creatures within a 45-foot cone to fear, and will command up to 9 of them for 9 rounds.

**Scientific Improvisation:** At 2nd level, a Mad Scientist gains the ability to improvise solutions using common objects and his scientific know-how. This ability lets him create ojects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Mad Scientist can build a tool or a device to deal

Class Level	Weird Science Invention Level				
	1	2	3	4	5
1st	2				
2nd	3	2			
3rd	3	2			
4th	4	3			
5th	4	3	2		
6th	4	4	3		
7th	5	4	3	2	
8th	5	4	4	3	
9th	5	5	4	3	2
10th	5	5	4	4	3

with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. So, to improvise a weapon that deals the same damage as a shotgun, the DC for the Craft (mechanical) check is 22 (5 +17).

Only objects that can normally be used more than once can be improvised. For example, a Mad Scientist cannot use scientific improvisation to build an explosive, since that's an object that can only be used once.

Electronic devices, special tools, weapons, mechanical devices and more can be built with scientific improvisation. It takes a full-round action to make an object. The object, when put into use, lasts for a number of rounds equal to the Mad Scientist's class level, or until the end of the current encounter, before it breaks down. It cannot be repaired.

**Bonus Feat:** At 3rd, 5th, 7th and 9th level, the Mad Scientist may take a Bonus Feat. The feat must be taken from the following list.

Alertness, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point

Blank Shot, Renown, Studios, Windfall.

**Inspiration:** At 4th level, the Mad Scientist gains the Inspiration ability. Once per day per total class level, the Mad Scientist may benefit from a flash of inspiration and ingenuity, gaining a +4 bonus to any skill check. This can also be used when taking 10 or taking 20 with a skill.

**Build Robot:** Mad Scientists and Robots go together like Fred Astaire and Ginger Rogers. At 6th level, the Mad Scientist gains the ability to build robots. These robots serve as the Mad Scientist's eyes, ears and hands out to a predetermined distance away from the character when the Mad Scientist wants to use one of the following skills: Demolitions, Disable Device, Listen, Repair, or Spot. A robot can also be given a Base Attack Bonus, which would be handled as if it is a skill (programmed into the robot). The Robot can also be fitted to use any of the Weird Science devices invented by the Mad Scientist.

The Mad Scientist must have at least 1 rank in the skill that he wants to program into the robot, and must also possess the open slots necessary for any Weird Science devices mounted. The Mad Scientist can control a number of robots equal to his Craft (mechanical) skill rank.

Follow these steps to build a robot.

**Wealth Check:** The purchase DC for the components required to construct a robot is based on the robot's size:

<u>Size</u>	<u>DC</u>
Diminutive	18
Tiny	15
Small	18
Medium-size	22
Large	26
Huge	32
Gargantuan	40
Colossal	50

Make the Wealth check to purchase and gather the necessary components prior to starting construction.



The high price of robot construction is often what leads to Mad Scientists committing crimes to pay for their research.

**Construct Frame:** The robot's body determines its size shape, locomotion and hit points. The DC of the Craft (mechanical) check is set by the robot's size and modified by the form of locomotion selected:

<u>Size</u>	<u>Hit Points</u>	<u>Craft DC</u>
Diminutive	1d8	15
Tiny	1d10	12
Small	2d10	15
Medium-size	3d10	20
Large	4d10	25
Huge	5d10	30
Gargantuan	6d10	35
Colossal	7d10	40

<u>Components</u>	<u>DC Modifier</u>
<i>Form/locomotion</i>	
Bipedal	+4
Quadruped	+3
Tracks	+2
Wheels	+1
Flight	+4

<u>Components</u>	<u>DC Modifier</u>
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<i>Components</i>	
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Arms*	+3 per set
Audio/visual sensor**	+2
Armor	+ Def bonus

<i>Remote Range</i>	
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Remote Control link,	
100ft range	+1
200ft range	+3
300ft range	+5
500ft range	+7
1 mile range	+9
Independent Control	+12
(robot follows orders, unlimited range)	

\* Necessary for a robot to use any skill except Listen or Spot

\*\* Necessary for a robot to use Listen or Spot

Select a frame size and form, add arms and sensors as necessary, and choose a type of remote range. Add all of the modifiers to determine the check's DC. Make the craft (mechanical) check to construct the robot's frame.

It takes a Mad Scientist 12 hours to construct a basic robot, +3 hours per size class. For every additional hour spent beyond that, reduce the DC by 1, up to a maximum of 1/3 of the unmodified DC.

Construct the Electronics: The next step is to build the internal electronics for the robot and install them

into the frame. The DC is based on the number of components that need to be wired together. The base DC to wire a robot is 15, +1 for each component, +2 for a remote control link, +4 for Independent control, and +4 for each Weird Science Device.

It takes a Mad Scientist a base of 6 hours to wire a robot, +2 hours per size class.

Program the Robot: The Mad Scientist programs the robot as the final step. Decide how many ranks of the appropriate skills to program into the robot, up to the number of ranks the Mad Scientist has in the skill. Make a check for Craft (electronics) at a DC of 10 + the number of ranks the Mad Scientist wants to program into the robot.

It takes a Mad Scientist 1 hour to program a robot.

Example: Doctor Schreck decides to build a robot servant to terrorize the populace. Never one to think small, he decides to create a Gargantuan robot. This gives him a purchase DC of 40. He decides to make it Bipedal, with 2 arms, Audio/visual sensor, Armor with +8 Def bonus, and Independent Control. This will require a Craft (mechanical) check at DC 64! It will take him 33 hours. He decides to take an additional 40 hours to build the Robot, reducing the Craft (mechanical) check DC to 24. He rolls 6 d10 for the robot's hit points, getting



48.

He then wires the robot. The DC for wiring the robot is 15 + 1 (arms) +1 (audio/visual sensor) +1 (armor) +4 (Independent) and +4 for the electro-cannon that he's planning on fitting to this monstrosity. The total wiring DC is 26, and it will take him 20 hours.

Lastly, Doctor Schreck programs the robot. He gives it Demolitions 5, Spot 5 and Listen 5, and a BAB of +6. Programming the robot requires a Craft (electronics) check at DC 21.

With that, Doctor Schreck's newest creation is ready to stomp into action!

**Skill Mastery:** At 8th level, the Mad Scientist selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a skill check using one of these skills, the Mad Scientist may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so accomplished in the use of these skills that he can use them reliably even under adverse conditions.

**Brilliant But Insane:** The Mad Scientist is, to use the vernacular of the time, nutty as a fruitcake. This insanity, paradoxically, also allows them to make brilliant intuitive leaps when inventing that are beyond the capabilities of sane men.

When designing Weird Science devices, the Mad Scientist can increase the effective "caster level" of the FX ability by spending an additional slot.

Spending an additional slot of the same level will increase the effective "caster level" of the device by +3. Spending a slot of one level lower will increase the "caster level" by +2. Slots of two levels lower will raise the level by +1. Anything less has no further effect.

Multiple slots can be spent in this fashion, however- there is no maximum.

Example: Doctor Schreck decides to "soup up" his Terror Wave Subjector. If you recall, it used a 4th level Mage spell (*Fear*) and a 5th level Acolyte spell (*Greater Command*). He decides to use his remaining 5th level slot to boost *Greater Command*, as well as 1 of his remaining 4th level slots. He spends his last 4th level slot on *Fear*, and then decides to split all 4 3rd level slots between both effects.

This raises the effective caster level of *Greater Command* to  $(9 + 3 + 2 + 2)16$ , and the effective caster level of *Fear* to  $(9 + 3 + 2 + 2) 16$  as well.

The Terror Wave Subjector, when activated, now subjects all living creatures within a 65 foot cone to fear, and will command up to 16 of them for 16 rounds.

