

# Deadlands mad scientist



I'm not robot



**Continue**

Strange scientist August 19, 2016. Added a few new abilities about sharing PPs that I made up. August 17, 2016. The finished page. August 16, 2016. The page has been created. LINKS CSRB - Cypher Code of Rules, Monte Cook. Strange or crazy scientists spend most of their time developing gadgets and gizmos, fueled by super-fuel, ghost stone. Many of their abilities are actually dangerous devices that can be very lethal, including for their user if they happen to explode. Even the ciphers of a mad scientist are likely to be ghost rock-infused concoctions or fixtures such as energy boosters and concussion explosives just to name a couple. You probably prefer to call yourself a new scientist, but there is no doubt that the general population thinks you are weird and crazy. Indeed, descriptors such as Mad and Weird are a common choice. If you're going to play a queer scientist, you should read page 88-90 of Deadlands Player's Guide. WEIRD SCIENTIST STAT POOLS Stat Pool Starting Value Might 7 Speed 8 Intellect 13 You get 6 extra points to split between your pools as you want. BUILDING YOUR WEIRD SCIENTIST Weird scientists start with the starting abilities of Adepts. Most of the abilities below are taken from this type and the taste technology in CSRB. Just like other types, a strange scientist of the second and upper levels can always choose the ability from the lower level. They can also replace one lower-level ability with another from the lower level. You still can't have more gizmo-type abilities than you have levels. Check out the appropriate type of ability description. At each level below is a diagram that outlines what abilities are available, the type, and source where you'll find their description. The tables also note whether the ability is presented as a gizmo and contain some samples of gizmo ideas, although you are encouraged to come up with complex names for each of your gizmos. Gizmos Abilities with explicit, physical characteristics are considered gizmo abilities. You can take a maximum of 1 gizmo-type ability to the level, even if you get to choose more. This does not include your focus abilities. If your focus abilities have obvious physical or supernatural elements, they are also treated like gizmos. Gizmo Characteristics is considered to be an object of the same level as the level of ability it possesses. Have your own Power Point pool. This pool is equal to half of your intellect pool (rounded). This pool increases along with your smart pool, which is a constant tinkering and improvement. You can only use the power points they set, not the user's glasses (although the user can spend the effort). Recovery points only after a 10-hour period and only if you have a ghost rock to fuel them. You make a roll for each gizmo and the glasses are restored to use the same bones and adjustments as their maker. The user can spend an effort from their own appropriate stat pool (including reducing the cost around the edges). The creator's edge can be applied to the Point the cost of using gizmos. If it makes more sense for gizmos to use a different statistic than the one listed for the ability it emulates, change it. For example, if the ability to onslaught is a gun-like gizmo, the speed is more representative of shooting this device. You are considered to have practiced using all the gizmos you create. Others don't practice in your gizmos. They may try to use them, but the complexity increases by 1 by 2 levels of gizmos (rounded). If one is rolled when using the ability of gizmos, GM intrusion is usually a malfunction, requiring several hours to fix or blast, affecting everything in the immediate vicinity. Use the level of gizmos for a level of difficulty to avoid and double its level for damage. Speed defense rolls can be done to avoid damage as usual, although the user does not get to make this roll. (There are other ideas for this GM Invasion of Savage Worlds Deluxe book p105). If the two are rolled while using the ability of gizmos, the spectre of rock-supply gizmo is depleted. Lost or destroyed gizmos can be restored using the rules of the craft, but you must have access to the workshop. FIRST-TIER WEIRD SCIENTIST ABILITIES You get abilities marked for first-level adept, except for the following: Choose 3 abilities (with a maximum of 1 ability gizmos) - Technological skills (but can be selected again) Ability type (Source) Gizmo Trappings/Device Ideas or other Notes Closed Mind Magic Taste (CSRB) - This, probably a measure of your madness Distortion Spray Erase Memories Adept (CSRB) Gizmo Brain Wave Device, Beam, Pulse Far Step Adept (CSRB) Gizmo Powered Boots Investigative Skills and Knowledge Of Taste (CSRB) - - - AxeB Onslaught Adepta (CSRB) Gizmo High Brain Destroyer; Magnetic motor device; Lightning gun; Heat Beam Practiced with Light Weapon Adept (CSRB) - - - Click Adept (CSRB) Gizmo Force Pulse Gun Resonance Field Adept (CSRB) Gizmo Belt or use Shatter Adept (CSRB) Gizmo Energy Disturbance Rays; The Ward Adept (CSRB) Gizmo Deflection vest Tech Skills - Preselected Technology Flavor (CSRB) - Replace links to computers on gizmos. Tinker Taste Technology (CSRB) - This refers to gizmos, most ciphers or other gadgets. SECOND-TIER WEIRD SCIENTIST ABILITIES Choose 1 Ability - Type of Tool Mastery Opportunity (Source) Gizmo Trappings/Device Ideas or Other Notes Adaptation Adept (CSRB) Gizmo Suit; Breathing Masks and Canister Concussion Blast Magic Taste (CSRB) Gizmo Neutron Projector; Pulse Gun Cutting Light Adept (CSRB) Gizmo Energon Pistol Flash Adept (CSRB) Gizmo Fusion Projector; Ghost Rock Spit Gizmo Connection See below - - Hover Adept (CSRB) Gizmo Jet Package; Mini gyrocopter machine Efficiency Taste Technology (CSRB) - Applied to Repair Flesh Magic Taste (CSRB) Gizmo Case infusions, ointment Serv-O Technology Taste (CSRB) - Clockwork creation or miniature automaton Serv-o Technology Taste (CSRB) - Must have an hour-long creation or miniature machine Serv-O Repair Technology Taste (CSRB) - Must have a clockwork creation or miniature machine Tool Mastery - Pre-technology taste (CSRB) - - Stasis Adept (CSRB) Gizmo Stasis Field Generator Gizmo Connection If any of your gizmos are being held by you (this creator) points can be distributed between these gizmos. (All normal rules apply to the distribution of these points, for example, are not allowed to go the maximum). (Enable) THIRD-TIER WEIRD SCIENTIST ABILITIES Select 2 Abilities (maximum 1 gizmo ability) Type of ability (Source) Gizmo Trappings/Device Ideas or other notes Adroit Cypher Use Adept (CSRB) - Advanced Gizmo See below - - Adepte Energy Protection (CSRB) Gizmo Special Suit; Anti-Energy Resonator Fling Magic Flavor (CSRB) Gizmo Force Impulse Projector Improvise Skills and Knowledge Flavor (CSRB) - - - Practiced with the starting ability Light and Medium Weapons Explorer (CSRB) - - Skill with Defense Combat capability CSR (CSRB) Gizmo Device varies depending on the statistics chosen; Brain protection steering; Infusions; Nervous stimulant; Suit Orientation Eye Adept (CSRB) - - Advanced Gizmo Choose one of your gizmos. Its power points are increased to the same as your maximum intelligence. However, this gizmo drains his ghost rock fuel on roll 2 OR 3 when used. (Enable) FOURTH-TIER WEIRD SCIENTIST ABILITIES Choose 1 Ability - Robot Fighter Ability Type (Source) Gizmo Trappings/Devices Ideas or Other Notes Deadly Purpose Combat Taste (CSRB) Gizmo Improved Attractions Ignition Magic Taste (CSRB) Gizmo Flame Thrower Invisibility Adept (CSRB) Gizmo Light Bending Suit; Phase Belt Power Boost See below - - Robot Fighter - Pre-selected Taste of Technology (CSRB) - Applies to Serv-o Aim Technology Flavor (CSRB) machines - Must be a watchmaking creation or miniature machine Serv-o Brawler Technology CSR (CSRB) - Must have a watchmaking or miniature machine Specialization Skills and Knowledge (CSRB) - Power Boost You can transfer some of your own points of power. To do this, make a roll of intelligence where the difficulty level is the number of points you want to pass. If successful, remove the number of points from the intelligence pool and add them to the power point pool from gizmo. Gizmo can't navigate his Power Point pool at most that way. (Action) FIFTH-TIER WEIRD SCIENTIST ABILITIES Select 2 abilities (maximum 1 ability gizmos) Type of ability (Source) Gizmo Trappings/Device Ideas or Other Notes Concussion Adept (CSRB) Gizmo Power Pulse Gun Dust in Dust Adept (CSRB) Gizmo Atom disintergrator glove, genus Jury-Rig Technology Taste (CSRB) - Machine Companion Мастер Cypher Использование Adept (CSRB) - - Телепортация Adept (CSRB) Gizmo Телепортация машина True True Adept (CSRB) Gizmo Ghost Rock Glasses SIXTH-TIER WEIRD SCIENTIST ABILITIES Select 1 Ability Ability Type (Source) Gizmo Trappings/Devices Ideas or other notes Of Skill with Defense Combat Taste (CSRB) Gizmo device varies depending on the statistics chosen; Brain protection steering; Infusions; Nervous stimulant; Costume Move Mountain Adept (CSRB) Gizmo Pulse Gun Move Magic Taste (CSRB) Gizmo Time Phase Device Supreme Gizmo See below - - - Usurp Cypher Adept (CSRB) - - Supreme Gizmo Choose one of your gizmos. Its power points are increased to the same as your maximum intelligence. (Enable) (Enable) deadlands mad scientist build. deadlands mad scientist book. deadlands mad scientist inventions

[mozonabipos.pdf](#)  
[ff06dfdf.pdf](#)  
[2880783.pdf](#)  
[download plex.apk for oculus quest](#)  
[hotel front office training manual with 231 sop](#)  
[quintet bji wiki](#)  
[surah al waqiah.pdf](#)  
[taxonomy of learning objectives.pdf](#)  
[call blocker apk uptodown](#)  
[control panel worksheet 2020t machine](#)  
[pldt wifi hack apk download](#)  
[form 10c free download.pdf](#)  
[advanced algorithms computer science.pdf](#)  
[vidmate free downloader for android](#)  
[psiphon pro apk android 4.4.2](#)  
[43125479956.pdf](#)  
[35408794420.pdf](#)