

## PREPARE CHEMICAL REACTION $\Delta$ FIELD ACTION

CHEMIST KIT MANIPULATE

**Frequency** once per round

**Requirements** You have a free hand.

You select a pair of reagents from your kit to set up a chemical reaction. Target a creature or a square within your reach, and describe a Trigger for your chemical reaction, like “The target Strides,” or , “A creature enters the square”. This Trigger determines when you can Activate this Chemical Reaction. Then, choose one of the reaction properties below to apply to this chemical reaction. Each reaction property lists the type of check the triggering creature must succeed at to avoid the listed effect.

- **Combustion** (Fitness) The chemical reaction is explosive. On a failure, they fall prone.
- **Endothermic** (Fitness) The chemical reaction steals energy from your target. On a failure, they become slowed until the end of their next turn.
- **Exothermic** (Agility) The chemical reaction envelops your target with heat. On a failure, they take 1d6 fire damage, plus an additional 1d6 fire damage per level you have.
- **Heterolytic** (Fitness) The chemical reaction coats the target with ionic compounds. On a failure, they become vulnerable 1 until the end of their next turn.
- **Redox** (Agility) The chemical reaction transfer electrons across the target. On a failure, they become inhibited 1 until the end of their next turn.

You can choose to use a reagent you collected using the Investigate action; if you do, choose two reaction properties that require the same type of check. This consumes the reagent you collected.

When you Activate this Chemical Reaction (see below), the target must attempt the listed check against your key attribute DC; on a failure, they take the listed effect. If you have a Flow Point and the target succeeds (but doesn't critically succeed) at their check, you can expend 1 Flow Point to change the outcome to a failure. Once you Activate this Chemical Reaction, the reagents are spent.

Your target can use the Manipulate an Item action to attempt to stop the chemical reaction before you activate it. If they do, they attempt an Agility check against your key attribute DC. On a failure, they take the effect of the chemical reaction.

## CHEMIST DEFINITIONS

- **Chemical Reactions** - through combining **Reagents** create an advantage.
- **Design** - describe to your GM, express problem, and how it solves it. Results in Solved, Partially Solved, and Unsolved.
- **Reagent** - substance from an investigated object. Used in **Chemical Reactions**.
- **Reaction**  $\leftrightarrow$  - Happens outside turn. Always has a trigger for when to use. Recover your  $\leftrightarrow$  at the start of your turn.

## CHEMICAL BLAST $\Delta$ FIELD ACTION

ATTACK BLAST CHEMIST KIT

**Range** 5 meters; **Targets** 1 creature

**Offense** key attribute check vs. the target's Agility DC

You prepare a quick chemical mixture and hurl it at the target. Make a check using your key attribute against the target's Agility DC.

**Critical Success** As success, but double the damage.

**Success** You deal 1d6 fire damage for every odd level you have, plus the number of Flow Points you have. If the target is within your reach, add your level to the damage as well.

**Specialization** Inorganic can replace fire with piercing, Organic poison, and Physical acid.

## ACTIVATE CHEMICAL REACTION $\leftrightarrow$ FIELD REACTION

CHEMIST KIT MANIPULATE

**Trigger** The target of your prepared reaction meets the Trigger you described, or your turn begins.

**Requirements** You Prepared this Chemical Reaction less than 1 minute ago.

**Defense** Agility or Fitness check (specified in the reaction property) vs. your key attribute DC

You rapidly increase the chemical reaction's rate. Choose one of the following methods of activation and describe how you apply this change. The target then attempts the type of check specified in your chosen reaction property. On any outcome other than a critical success, they also suffer the listed activation effect.

**Apply a Catalyst** The target takes a -1 penalty to their check against the next chemical reaction you activate with them as the target.

**Apply Pressure** The target moves 2 meters in a direction of your choosing. This is force movement.

**Radiate** You and your allies gain a +1 bonus to attack rolls against the target until the start of their next turn.



## Chemist



*Chemists study the substances that make up inanimate objects and life forms, including their properties, physical structures, and processes of change. During an encounter, you use a near limitless catalog of chemical reactions to tactically create a big impact during an enemy's weakest moment.*

## STATS

**Key attribute** Agility or Influence

**Knowledge** +2 identify materials and their properties

## YOU START WITH

Investigate

Prepare Chemical Reaction

Activate Chemical Reaction

Chemical Blast

## PROGRESSION

**2nd Manifold Reactions** - Prepare Chemical Reactions twice per round. When you do, gain 2nd reaction only to Activate a Reaction.

**5th Ready to React** - If Quickened, can  $\Delta$  Prepare Chemical Reaction. At start of turn trade one  $\Delta$  for  $\leftrightarrow$ .

**8th Modify Chemical Reaction**

**10th Prescient Reagents** 1/hr If describe reagent relevant to target's ER, can choose up to two reaction properties.

**INVESTIGATE** **FIELD ACTION****CHEMIST** **HYPOTHESIS****Time** 10 minutes or longer (per GM discretion)

You apply a combination of inductive and deductive reasoning to information that you believe requires an explanation. This information could take one of many forms: You might make an observation, examine a piece of material, review documents, follow up on a rumor, or collect information from a witness or expert. Your GM can tell you if the subject of your investigation is a spurious line of inquiry before you invest the time in this action, or they can suggest a modification to your investigation to make it more beneficial to progressing your adventure. Work with your GM to determine what tools you need to carry out your investigation and how long this process takes. Then, record in your notes a hypothesis that explains the information you have Investigated.

When you roll initiative, you can choose one creature you can see and one hypothesis you have recorded using the Investigate action. Ask your GM if this creature is related to this hypothesis. If it is, you gain 1 Flow Point, regardless of whether the hypothesis is correct. At the start of your turn during this encounter, you can spend 1 Flow Point to become quickened for the turn and use the extra  $\Delta$  to Stride toward the chosen creature. This effect has the traversal trait.

**Collect Reagent (Chemist)** When you Investigate an object, you learn one substance the object is made of, and you collect enough of this substance to use as a reagent in one chemical reaction. Record this substance along with your hypothesis. Later, you can use this reagent when you Prepare Chemical Reaction.

**HELPFUL COMMUNICATOR  $\Delta$**  **GENERAL ABILITY****GENERAL****Frequency** once per round

Choose an ally. They gain a +2 bonus on their first attempt to Recall Knowledge, Convey, or Search on their next turn.

**CUSTOMIZE VITAMER  $\Delta$**  **BEGINNER ACTION****CHEMIST** **DESIGN** **KIT** **MANIPULATE****Prerequisites** organic chemistry specialization**Requirements** You have a free hand.

You create subtle variations in the properties of a vitamin to meet a challenge. Name a specific ability or effect that you or an ally has identified or experienced, and describe how your vitamer helps a creature resist the effect. As part of this action, you can administer the vitamer to a creature within your reach, or you can administer it later using the Manipulate an Item action. For 1 minute after administration, that creature gains a +1 bonus to their defenses against the ability or effect. Your GM can increase the bonus to +2 if your description is particularly relevant to a Eureka Rubric associated with the ability or effect.

**POLYMER CHAIN  $\Delta\Delta$**  **BEGINNER ACTION****CHEMIST** **KIT** **MANIPULATE** **TRAVERSAL****Prerequisites** organic chemistry specialization**Requirements** You have a free hand.**Duration** 1 round or until the polymer is cut

You quickly spin out a chain of macromolecules to connect 2 willing creatures together with a long polymer chain. The 2 creatures must be within your reach but you can Stride as part of this action to attach the chain to them. A creature can have up to 1 polymer chain attached to them at a time. While the polymer chain is in place, when one of the creatures moves in a direction that would increase the distance between them, the other creature moves the same distance in the same direction.

Your polymer chain can be cut with a weapon that deals slashing damage, requiring an attack roll against your key attribute DC. It has Hit Points equal to 5 times your level.

**Special** When you use Polymer Chain, you can spend 1 Flow Point to extend the duration to 1 minute.

**TREAT SURFACE  $\Delta$**  **BEGINNER ACTION****CHEMIST** **KIT** **MANIPULATE** **MISHAP****Prerequisites** physical chemistry specialization**Requirements** You have a free hand.**Duration** 1 minute

You adsorb reactants onto a 1-meter square of ground, floor, or wall within your reach. When you Activate a Chemical Reaction and the target is on this square or adjacent to this wall, they roll twice and take the worse result. The target then becomes wise to your chemical trickery, making them immune to your Treat Surface for 1 hour.

**Special** When you use Treat Surface, you can spend 1 Flow Point to adsorb reactants onto a 5-meter square.

**GRANT OFFICER DEDICATION** **ARCHETYPE ABILITY****ARCHETYPE** **DEDICATION****Archetype** Grant Officer**Prerequisites** 2nd level

You shape the direction of your allies' design and research efforts to best fit your needs at hand. You gain the Request Proposals action.

Request Proposals  $\Delta$  (auditory, review) Describe a request for design or research you would like your allies to pursue. Your request for proposals could be centered around gaining information ("Find out whether the monster is weak to fire.") or enacting a strategy ("Kill it with fire."). For 1 minute, allies who use a design or hypothesis action that supports this request for proposals gain temporary Hit Points equal to your level that last for 1 minute. You can have only one request for proposals active at a time; if you Request Proposals again, the previous request ends, but any granted temporary Hit Points retain their original duration.

## SELECT BASIC ACTIONS

- **Administer First Aid** ΔΔ - 1d6/level +Awa HP. (O) All HP.
- **Aid a Peer** Δ 1/turn (Review) - Better of both rolls.
- **Convey** Δ - (Inf vs Inf DC) when calm, deceive, impress, communicate.
- **Dismiss** Δ (R) - end your active effects.
- **Interfere** Δ - (Inf vs Awa DC)
  - **Critical** -1 to two attributes for 1 round
  - **Success** -1 to one attribute for 1 round
- **Investigate** 10 minutes (O) - Hypothesis. When Initiative - if Investigation produced related hypothesis, gain 1 **FP**. At turn start can spend 1 FP to Quickened for Stride for 1 turn.
- **Manipulate** an item Δ - Free hand free, or holding item. Draw an item, stow the item, swap the item, pick up an item from square or adjacent square, or interact item.
  - Fit vs Fit DC to take items
  - Agi vs Awa DC to steal items
  - Allowed to call for Fit check if moving too large objects
  - Fit vs Fit DC to move creatures.
    - **Critical Success** Move creature 2 meters.
    - **Success** Move creature 1 meter.
    - **Failure** Creature does not move.
- **Pinpoint** Δ - (Awa vs Awa DC)
  - Crit +1 atk, +level/2 dmg
  - Success +1 atk
- **Recall Knowledge (RK)** Δ (Awa, R) - Inquire GM for info you may already know. May be secret.
- **Search** Δ (R) - Awa 3x3 meters, (O) anywhere

## DEFINITIONS

- **Check** rolled when attempting an action. A d20 usually with a modifier.
- **Difficulty Class (DCs)** represents how difficult a task is.
- **Eureka Rubric** (ER) STEM challenge of the encounter. Players make claims, present evidence, attempting to reach **Eureka Thresholds** (ET), providing benefits, including gaining a **Flow Point**. GM notifies at the end of a round if an ET was reached.
- **Flow Points** (FP) currency for some actions.
- **Hypothesis** express explanation, prediction, or observation to GM. Tests ER. Results in Correct, Partially Correct, and Incorrect.

## CONDITIONS

- **Edge** roll twice and take the better result.
- **Forced Movement** don't trigger reactions.
- **Hampered** Gain 1 fewer Δ at the start of your turn for # turns.
- **Inhibited** You take a # penalty on a checks.
- **Jumbled** Cannot use actions with Kit trait. Manipulate action to remove.
- **Mishap** roll twice and take the worse result.
- **Prone** -2 to Agi DC. Only velocity action Crawl. Spend 1 Δ to stand and remove.
- **Quickened** Δ Gain 1 more Δ at the start of your turn.
- **Slowed** reduce move by half (Climb, Stride, Swim).
- **Temporary Hit Points** When you take damage, reduce your temp HP first.
- **Vulnerable** You take a # penalty on all DCs.

## ON YOUR (T)URN

- Gain your 3 Δs and 1 ↔.
- Make checks (1d20 + MOD).
- Appeal to the ER evidence/reasoning.
- Perform actions with Δs.

## (N)OT YOUR TURN

- Watch for reaction triggers.
- Refer to your DCs.
- Help your allies.
- Discuss/metagaming.
- Think sciencey thoughts!
- Take a bio-break.

## END OF EACH ROUND [(R)EVIEW]

- Take 1 review action.
- Decide if 2 heroes swap places in Initiative.

## (E)ND OF AN ENCOUNTER

- Do a victory dance!
- Fill out mission log.

## (O)UT OF ENCOUNTERS

- Investigate for 10 minutes.

## (D)AILY PREPARATIONS

Name (pronouns) Royanna (she/her)  
Field/Specialization Chemistry / Organic  
Archetype Grant Officer  
Background Science Fair Champion

LEVEL

2

STRIDE

5

HP

current

max 22 temp

Flow

temp

1 2 3

BOOST LEVEL MOD DC

1 2 3 13

AGILITY (AGI) +/-

BOOST LEVEL MOD DC

1 2 3 13

AWARENESS (AWA) +/-

BOOST LEVEL MOD DC

0 2 2 12

FITNESS (FIT) +/-

BOOST LEVEL MOD DC

4 2 6 16

INFLUENCE (INF) +/-

FIELD BLAST Δ

FIELD ACTION

Range 5; Targets 1 creature  
Offense AWA 3 vs. the target's Agility DC  
Damage odd levels 1 d6 + FP fire or poison damage.  
If in reach add level 2 to damage.

- ACTIONS
- Investigate O
  - Prepare Chemical Reaction Δ 2/r
  - Helpful Communicator Δ 1/r
  - Customize Vitamer Δ
  - Treat Surface FP Δ
  - Polymer Chain FP ΔΔ
  - Request Proposals Δ
  - Activate Chemical Reaction ↔ Def AGI or FIT vs INF DC
  - If double Prep, ↔↔



+2 bonus when you RK to identify materials and their properties.

CONDITIONS / BONUS / PENALTIES