

Jon Hector

Shady Scientist

Inspired by - Seamus Zelazny Harper (Andromeda), Clive 55 (The Starship), Dex Dearborn (Sky Captain and the World of Tomorrow)

- 5 **Science!** (also medicine and computers)
- 4 **Alertness** (rarely surprised, strike early in a fight, and tend to pick up on details of a scene), **Engineering** (build and take apart, also computer systems, power management, construction and design)
- 3 **Drive** (any ground vehicle), **Starship Engineering** (understanding and use), **Survival** (every sort of outdoor activity from wilderness survival to animal handling)
- 2 **Academics** (Any knowledge that would not explicitly fall under Science, Mysteries, or Art!), **Athletics** (running, jumping, climbing, swimming), **Guns** (any personal weapon that fires at range), **Investigation** (actively looking for something)
- 1 **Deceit**, **Empathy**,

Resolve, Resources,

Skills

• Universal Gadget

A personal gadget that you may design on the fly, in the middle of a situation, as if your character happened to have "just the thing" in his satchel at the precise moment when it was needed. Same design rules as a personal gadget, only allowed two improvements. Once defined, locked in for the remainder of the session.

• Scientific Genius

Respected authority in a specific scientific field (Physics +1, Electricity +2)

• Theory in Practice

For a Fate point, once per scene, use Science Skill to substitute for nearly any other, subject to GM approval. If the roll generates no shifts, takes a minor consequence

• Scientific Invention

Create/upgrade devices using Science instead of Engineering.

• Weird Science

Create/upgrade gadgets to use any improvements that are marked as requiring Weird Science

Stunts

Aspects

Improvements

Additional Capability – something else of roughly the same scale/ something normal exceptionally well.

Alternate Usage - skills to be used differently.

Armed - adds guns or blades to a device that would not normally have them. Each improvement adds +1 to stress damage.

Armoured - a point of armour (max 3)

Alien Technology - "Weird Science" includes an alien technological advance that provides an unusual effect.

AI Control - some manner of AI control or autopilot, able to act independently in a very limited fashion.

Conscious - AI capable of basic reasoning and can interpret simple commands.

Craftsmanship - The device gives a +1 bonus to any effort using it (max once per skill)

Hair Trigger - A bomb with a hair trigger has no delay – it blows up as soon as it's thrown.

Miniaturization - Something that's not normally portable can now fit in a large set of luggage, while something merely large can now fit in a wristwatch.

Maximization - allows the object to interact with objects up to 3 scales larger rather than just two.

Rugged

- 2 extra boxes of stress capacity over the default.

Special Effect – operate on different principles.

Upgrade - +2 bonus to some fairly specific use for the thing.

Fate Points

+1 to roll, Declaration, Invoke Tag/Aspect for +2 or reroll or use alternate skill, power stunt, refuse compulsion, compel opponent aspect

Spin (3 Shifts)

+1 to next roll, sticky aspect

- Training
 - **Good with numbers**
 - **Jury-Rig under pressure**
- Legend: Jon Hector's Digital Revenge!
 - **Hacker**
 - **Underworld infamy**
- Mission: Eight and the Lost World
 - **Fascinated with ancient tech**
 - **Sucker for the underdog**
- Mission: Xiao Ling versus the Robot Race - in The Long Shot
 - **Values life**
 - **Doesn't trust AIs**

Building Gadgets

- **Basic cost** of Mediocre
- **Not related** to your career or a skill you have +1 cost
- **Related** to an Aspect or Stunt -1 cost
- **Restricted** equipment or used by a specialist +2 cost
- **Bigger than** a person +1, a truck +1, a building +1, a Scale 3 Starship +2 cost and requires 2 x successful Resource skill checks

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