

After the cracking of the moon and before the rise of Atlantis the world was a place strange to the thoughts of honest men. The death throes of science amid the birth of magic sculpted new generations of conquerors who strode the lands forging civilizations of steel, sinew, and sorcery from the decrepit hulks of the ones that fell before. Tyrannical wizards, amoral super-scientists, charismatic catalysts, and multifarious mutants battled for wealth, power, and honor. It was ten thousand years of barbarity; ten thousand years spent in the shadowy shells of past glories, hiding from horrible creatures that scratched and skittered for blood; ten thousand years of tyranny and injustice, ten thousand years of



SORCERY & SUPER SCIENCE!

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For information and discussion of Sorcery & Super Science (along with other Expeditious Retreat Press products) stop by the blog of the same name and if you want more gaming material visit www.YourGamesNow.com for more Sorcery & Super Science in PDF form.

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Welcome to Sorcery & Super Science! This role-playing game is set in our world, but hundreds of years after a terrible apocalypse collapsed technology's primacy, replacing it with mutation and sorcery.

In 2112, time unhinged due mad experiments into the nature of the universe, and the world as we know it changed. Objects and people from the past and the future appeared with little apparent reason beyond some strange coincidence. The changes sparked panics and chaos. Plague, war, and famine soon followed. The explosions that rocked the moon bases were the final straw, and the few Earth-bound survivors looked upwards to find that even the moon itself was shattered, cracked like the civilizations that had always gazed upon it.

Out of the ruins new peoples developed; mutants of human, animal and even plant stock now toiled next to a few remaining pure humans who developed the art of sorcery, or some say, redeveloped. Spirits that had invisibly coexisted with humanity could now be made flesh and defeated; forcing their essences into artifacts of mystical power. But such power corrupts, and sorcerers that once assisted their fellows in the struggle against the perilous new world turned evil and domineering, becoming foul wizards.

Eventually stability, of sorts, was achieved. Communities could look beyond mere subsistence to develop new networks of trade. Out of this development arose a new world, a world where the remains of the old served as building blocks for the new; where advanced technology exists next to primitive, where super scientists use their knowledge to repair and create valuable tools for trade, health, and combat, where mutants pit their powers against the terrors under the shattered moon, and a world where catalysts, people of uncanny luck and durability, use panache and a good left hook to prove their points superior.

It is a dangerous world, but you are dangerous people.

THE FLOATING DICE SYSTEM

Conflicts in Sorcery & Super Science are resolved using the floating dice system. In this system there are no defined difficulties - the success or failure of any action is based upon the relationship between the PC and the task. Sorcery & Super Science uses a multitude of dice when rolling these conflicts- 4, 6, 8, 10, 12, 16 and 20-sided. If you don't have a d16 handy, 2d8 will work in pinch.

Most conflicts are ability conflicts: tasks that are successfully performed based upon a primary ability of a PC measured against the primary ability of an NPC or against the difficulty of an action. There are seven primary abilities ranging in value from -4 to 20. A rank of 0 is considered the lowest human rank and a rank of 8 is considered human maximum. The majority of people fall within the 1 to 3 range. Such is considered average, with 2 being the most typical rank.

In a primary ability conflict, the PC's ability rank is added to the NPC's ability rank. This addition determines what die is rolled to resolve the conflict and determines the target number for success. For example a PC with a rank 4 ability is in conflict with an NPC who also has a rank 4 ability. Adding the rank values (4+4) results in an 8. Thus, 8 is the die rolled (a d8) and the target number for success is also 8. The player would then roll a d8 and add the PC's rank 4 ability to the roll and any result of 8 or better is a success or even a greater success.

The terms greater success and success are used throughout Sorcery & Super Science. When rolling conflicts, a result that is equal to the number needed or 1 point greater is termed a success while a result that is 2 or more points higher than the highest number on the die is termed a greater success. A 10-11 is a success on a d10, while a 12 or above is a greater success. On a d8, a success is 8-9, and a greater success is a 10 or higher and so on.

Dice determination is always rounded down if the sum of both numbers is not equal to 4, 6, 8, 10, 12, 16, or 20. For example, a d12 is rolled for a conflict between a rank 8 and a rank 5, a d6 is rolled for a conflict between a rank 4 and a rank 3, a d16 is rolled for a conflict between a rank 9 and a rank 10 and so forth. The d4 is the lowest die that can be rolled and any totals resulting in less than 4 result in rolling a d4.



Some conflicts may result in die totals greater than 20. In these cases roll a d20 + the next appropriate die to determine the outcome. For example, two legendary warriors engage in battle. They both have a Combat 12, resulting in 24 as the sum of their abilities. This means they should roll a d20 and a d4 when engaging in their conflict. To continue with another example, a Combat 12 and a Combat 17 would result in rolling a d20 and a d8, as you always round down to the nearest die, even when rolling high-powered conflicts. In addition, as abilities can also be negative numbers, some conflicts force the use of Fortune for any success chance. Fortune and its uses will be discussed later.

The following list provides many examples of the different types of conflicts you'll find in Sorcery & Super Science. Some terms in the examples will be unfamiliar, but as you read through the rules further, these terms are explained. If there's something you don't understand right now, just be patient, they will be explained later. The list is rather long, but that's to drive the system mechanic home (it's quite a bit different than what we gamers are used to) and to show that there are many different ways to use the single mechanic.

Example of a Conflict (combat): A character is trying to hit an NPC in hand-to-hand combat. The character has a Combat 4, while the NPC has a Combat 2. The GM adds the two abilities involved in the conflict to determine how difficult it is to succeed. In this example the total of Combat 4 and Combat 2 is 6. That means that the character trying to hit the NPC will roll his attack roll on a six-sided die. If he rolls a 6 or higher after adding his Combat rank to the roll, he will have hit the NPC. The same is true for the NPC who also needs a 6 or higher to hit the character, but who only adds his Combat of 2 to the conflict. In this example, the player has a significant advantage in the fight.

Example of a Conflict (difficulty): A character is trying to climb a cliff. The GM offers the player the choice to use either Strength or Agility for the conflict, and the player chooses Agility as the character is more dexterous than strong. The character's Agility is 4 and the cliff has a difficulty rank of

8 for a Strength climber, but only a difficulty rank of 6 for an Agility climber. Luck is on the side of the player! An Agility 4 and a difficulty of 6 results in a 10, so a d10 is rolled. The player rolls a d10 and adds 4 to her roll. If the sum is 10 or higher the character successfully climbs the cliff.

Example of a Conflict (skill set): A character is trying to remember what ancient Detroit was famous for in order to guess a password protecting a sealed factory. The character has a History of the Ancients (Advanced) 3 skill set. The GM determines that the question requires an advanced threshold, which the character possesses, and is has a difficulty of 6. The player's 3 and the difficulty of 6 results in a d8 roll. The player rolls a d8 and adds 3 to the roll. A result of 8 or higher is a success. If the character only had History of the Ancients at the (Basic) or (Intermediate) threshold, he would automatically fail because the question was above his skill set threshold.

Example of a Conflict (covert): A character is trying to sneak her way past some guards. These guards have been told to allow no one passage and are on high alert, so the GM determines the difficulty at 12 and there's also a -3 to the roll. The player chooses to use her Reason 4 ability to logically determine the best way through the guarded area. A Reason 4 and a difficulty of 12 results in 16, so a d16 is used. If the result of the roll after applying the -3 modifier is 16 or greater, the guards are unaware of the character sneaking past their post.

Example of a Conflict (sense): A character is trying to find a hidden passageway. The GM offers the player the choice to use either Reason or Intuition for the conflict and the player decides to use his Reason 3. The passageway is a Reason 6 or Intuition 4 normal sense conflict (as opposed to an extraordinary sense conflict). A poor choice on the player's part, but what's done is done. A Reason 3 and a difficulty 6 result in a d8 roll and an 8 or higher results in locating the hidden way. Had the hidden passage only been detectable through a sense not available to the normal character (say it had an infrared heat signature), it would have been an extraordinary sense conflict, and the player would automatically fail if he does not possess the Heightened Senses power at the Advanced or Ultra thresholds.

Now that all the examples are done, let's shorten the floating dice system to the following 5 steps:

1. PC ability (or skill set) rank+ NPC ability (or task difficulty) = target number and what type of die rolled
2. If the target number isn't a die, round down until you hit a die to roll (13 becomes d12, 18 becomes d16)
3. If the target number is 24 or greater, use multiple die instead of a single die.
4. PC primary ability + rolled die result = > target number (success) or < target number (failure)
5. If a success is 2 greater than the target number, it is termed a greater success.

That's the floating dice system! That's the core mechanic, and all conflicts in Sorcery & Super Science are resolved in this way. Notice how in the examples the GM can determine the difficulty of different conflicts based upon what ability is used by the PC. The GM can also throw in modifiers to the roll with -'s making success harder and +'s making success easier. Note that because the system uses a target number it is possible to make success impossible for a PC by making a large enough minus. Since 2 is average human rank, a modification of -3 or greater means that, on average, a normal human cannot succeed at the task. However, Fortune (this concept will explained later) can always be spent to allow even such difficult tasks a chance of success.

It is highly recommended that as you read the rules, you return to this section for additional guidance.

CREATING CHARACTERS

To create a character, first roll for your primary abilities, and then select your race. After that choose a destiny, and customize your skills. Then dice for mutations or spells and whispers. Finally, roll highlights from your character's past and voila - you're ready to test your mettle under the shattered moon. There is a character sheet at the end for your use.

ABILITIES

To create a character's abilities, first roll 1d6 for each of your 7 primary abilities in the order below, and then use those to determine your secondary abilities. If you'd like, you can move your ability scores around by subtracting 2 from an ability in order to add 1 to a different ability. A lenient GM may even allow you to arrange your scores as you wish as opposed to taking them in the order rolled. At character creation, the maximum you can have in a primary ability (before applying racial modifiers) is 6, and the minimum is 0. Human dead-average is 2, so you can see that your character will probably be above average survivors in a dangerous world.

Combat, Agility, Strength, and Fortitude are physical abilities while Reason, Intuition, and Willpower are mental abilities. Abilities can be reduced via temporary or permanent injuries. Temporary ability loss is regained at the rate of 1 point per month while permanent ability loss cannot be regained.

Combat (C): The measure of a character's expertise in combat. When kicking, punching, stabbing, evading or otherwise fighting in close quarters as well as shooting, or throwing a weapon at range, this ability determines the success or failure of the attack. When you fight, you use Combat.

Agility (A): The measure of a character's dexterity. When balancing, catching an object, or otherwise employing physical nimbleness outside of combat, this Ability determines the success or failure of the action.

Strength (S): The measure of a character's physical power. When lifting heavy objects, throwing a heavy object a specified distance, or otherwise engaged in activities relying on physical power, this Ability determines the success or failure of the action.

Fortitude (F): The measure of a character's physical stamina and robustness. When attempting to hold one's breath, resist sickness, overcome toxins, ignore fatigue, keep from dying, or otherwise engage in strenuous tasks, this Ability determines the success or failure of the action.

Reason (R): The measure of the character's intelligence. When attempting to invent, solve a problem, learn, or otherwise use smarts, this Ability determines the success or failure of the action. A Reason of -4 indicates non-sentence.

Intuition (I): The measure of the character's intuition. When attempting to sense danger, spot something, make a hunch, or otherwise work on instinct rather than analysis, this Ability determines the success or failure of the action.

Willpower (W): The measure of the character's mental strength. When dealing with magic powers, issues of willpower, or otherwise using powers of the mind, this Ability determines the success or failure of the action.

In addition to primary abilities, there are secondary abilities whose values are mainly determined by the primary abilities.

Ego: This secondary ability is a measure of the mental or spiritual punishment a character can suffer before dying. This secondary ability is a numerical score that is decreased as the character takes mental or spiritual damage. This secondary ability's starting value is calculated by adding up the values of Fortitude, Reason, Intuition, and Willpower and multiplying the total by 2. Ego is regained every day in an amount equal to the Willpower of the creature, with a minimum of 1 per day. Unconsciousness occurs at 0 Ego, and death is not far away. If 0 or a negative number results when determining Ego, the ego of the creature is 1.

Health: This secondary ability is a measure of the physical punishment a character can suffer before dying. This secondary ability uses a numerical score that is decreased as the character takes physical damage. This secondary ability's starting value is calculated by adding up the values of Combat, Agility, Strength, and Fortitude and multiplying the total by 2. Health is regained every day in an amount equal to the Fortitude of the creature, with a minimum of 1 per day. Unconsciousness occurs at 0 Health and death is not far away. If 0 or a negative number results when determining Health, the Health of the creature is 1.

Fortune: This secondary ability is a measure of the character's ability to use luck, training, and/or experience to influence the present. This secondary ability's starting value is calculated by adding together the values of all of the character's primary abilities and multiplying the total by 2.

Creatures that do not possess a destiny (most non-player characters and creatures) only possess half the Fortune of player characters. Fortune is regained everyday in an amount equal to the lowest primary ability rank of the creature, with a minimum of 1 point per day. If 0 or a negative number results when determining Fortune, the Fortune of the creature is 1. Fortune and its uses are further detailed in the Using Fortune section.

Movement: This secondary ability is a measure of how fast the character can move in both mph as well as in feet per 6 seconds (one turn). All player characters move at 5 mph and 44 feet per turn (5/44) for player characters. Characters can move at twice that speed (10/88), but moving at such speed is tiring and may result in conflicts as determined by the GM. Players move at 0.1 normal speed when swimming or climbing.

RACE

Breaking time has no subtle effects. The most obvious is that there are almost no pure humans left under the shattered moon. Almost every homo sapiens sapiens has turned into a mutant of some kind while many animals and even some plants have developed the sentience that once was the exclusive purview of humanity. Today they are collectively known as muties. The few true humans that remain have greatly changed as well, for they all hear voices in their heads: voices of the dead.

HUMAN

There are very few pure humans left under the shattered moon, and all of them possess the sorcerous arts. All sorcerers must be human, and all humans must be sorcerers, so if you want to wield magic under the shattered moon, this is the race for you. Humans possess the following:

- It Always Works: Humans have no chance of failing a racial tech conflict.
- I Hear Dead People: Humans are always sorcerers.
- Ability Modifiers: Humans gain +1 to Intuition and Willpower.

MUTATED HUMAN

The majority of muties (roughly 75% or so) are mutated humans. Mutated humans may be hardly indistinguishable from a pure human, but most are obviously mutated individuals. Mutated humans possess the following:

- Ancestral Gift: Mutated humans add +10 to their power threshold rolls when dicing for powers.
- Damn It: Mutated humans possess a low chance of racial tech failure: -2 to racial tech failure conflicts.
- Ability Modifiers: Mutated humans gain +1 to Fortitude and one other primary ability of choice.

MUTATED ANIMAL

Roughly 20% of the population under the shattered moon, mutated animals are rare enough to still be looked at askance in some more isolated communities. Mutated Animals possess the following:

- Ancestral Gift: Mutated animals add +20 to their power threshold rolls when dicing for powers.
- Maybe This Time: Mutated animals possess a medium chance of racial tech failure: -6 to racial tech failure conflicts.
- Ability Modifiers: Mutated animals gain +1 to Fortitude.

MUTATED PLANTS

The rarest of all muties, comprising only 5% or so of the population, mutated plants are the most varied in shape, size and locomotion. Mutated Plants possess the following:

- Ancestral Gift: Mutated plants add +30 to their power threshold rolls when dicing for powers.
- Just Give it Up: Mutated plants possess a high chance of racial tech failure: -10 to racial tech failure conflicts.
- Ability Modifiers: Mutated plants gain +1 to Fortitude.



DESTINIES

Every player character under the shattered moon possesses a destiny. The hands of fate have dealt them their cards, and they must play what they have been dealt. There are four different common destinies under the shattered moon, and each has their strengths and weaknesses.

CATALYST

Me? I'm just lucky. A regular mutie would have died long ago, but I'm blessed by fate, I guess. I've fallen down two waterfalls and more cliffs than I can count, but I crawled away from all of them. I've been chased across the desert by a gang of motorized thugs, and one by one, every single vehicle of theirs blew a tire. I've fallen down a snow covered mountain, arse over heels in an avalanche big enough to bury a village only to end up in a snow-free cave. A bit bruised, but none really worse for the wear. Digging out was a pain in the butt, but a life filled with the pain of surviving certain death is the kind of pain we'd all like, eh? See, the way I reckon, I should be six feet under in a pine box several times over. But some have caught the eye of fate while others die by falling off their horse.

Catalysts are the lucky adventurers, the hardened warriors, the brave explorers under the shattered moon. They often find themselves the only survivor of situations which claim the lives of others. They rely upon their Fortune to survive, and often survive long after their less fortunate companions have passed away. Catalysts possess the following benefits:

- **Touched by Destiny:** Catalysts add +10 to number of powers rolls and have 1 additional power at creation. They can have up to 10 different powers.
- **The Hand of Fate:** Catalysts possess twice the normal amount of Fortune.
- **Bounce Back:** Catalysts regain Fortune at twice the normal rate.
- **How You Doin':** As an instantaneous action, catalysts can spend 4 Fortune to learn what Fortune-activated powers a creature possesses and if they are currently active.
- **Not On My Watch:** As an instantaneous action, catalysts can spend 5 Fortune to deactivate another creature's currently active Fortune-activated powers. This can only be used once per turn.
- **It's Simple, Really:** Catalysts receive a +1 to all skill set conflicts.
- **I Followed A Hunch:** Catalysts can substitute Intuition in place of Reason for any conflict.
- **Between a Rock and Hard Place:** Upon GM approval and only when in a potential life and death situations, catalysts can spend 20 Fortune to make something beneficial and highly unlikely occur.

At creation, a Catalyst possesses the following skills at (Basic) 1: History of the Ancients and History under the Shattered Moon. A Catalyst also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, Artifact Identification, Item Identification, Operation of Artifacts, Operation of Computers, Operation of Tech, Operations of Vehicles, and Operation of Weapons and Armor.

A catalyst has 2 thresholds and 4 ranks with which to customize his skill list. For example, he could chose to spend a threshold and 2 ranks to possess Item Identification (Advanced) 3, spend a threshold to possess Operation of Weapons and Armor (Advanced) 1, and spend 2 ranks to possess Foraging (Intermediate) 3.

MASTER MUTANT

Some muties are just better than others - more mutations and stronger ones. It's just a fact. It's this that's the edge under the shattered moon. Some tinker with lost relics of the ancients, others prattle on about spirits, and some old geezers claim to have defied tremendous odds over and over again. That is, if you trust what they're saying isn't a bunch of stories made for a free cup. But powerful and plentiful mutations are the best way to stay alive. Things are rough out there; you'd best be rougher.

Master mutants are the beneficiaries of the cataclysm. They are gifted with a multitude of powerful mutations far beyond what is average. They are the

hard weapons in a hard world and are prone to leadership positions in any type of community. Master mutants possess the following benefits:

- **Anything You Can Do:** Master Mutants add +20 to number of powers rolls and have 2 additional powers at creation.
- **Beyond The Abnormal:** Master Mutants are unlimited in the number of powers they may possess.
- **Power Is Knowledge:** Master mutants may exchange two skill thresholds for a single power threshold.
- **Be Practical:** Master mutants receive a +1 to all survival and operation skill set conflicts. They also gain a +1 in Item Identification skill set conflicts.

At creation, a Master Mutant possesses the following skills at (Basic) 1: Artifact Identification, History of the Ancients, Operation of Artifacts, and Operation of Computers. A Master Mutant also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, Operation of Tech, and Operations of Vehicles. In addition, a Master Mutant possesses the following skills at (Advanced) 1: Item Identification and Operation of Weapons and Armor.

A Master Mutant has 2 thresholds and 4 ranks with which to customize his skill list. For example, he could chose to spend a threshold and 2 ranks to possess Item Identification (Ultra) 3, spend a threshold to possess Operation of Weapons and Armor (Ultra) 1, and spend 2 ranks to possess Animal Husbandry (Intermediate) 3.

SORCERER

You live in a world I cannot fathom. Your ears hear the birds, the crickets, the reassuring sounds of a lover's voice or the cocking of your weapon, and sometimes utter quiet. I hear dead people and the whispers of things far more destructive that lurk beyond the lesser boundary. They are constantly muttering just beyond understanding, filling the space between sound with their insistent and frightening aspirations. But feel no sympathy for me, for I also hear the soft caresses of the just creatures beyond the boundary, and the constant mutter of the spirits of the Earth itself. These voices I have heard since childhood. They accompanied me in my cradle, causing both piercing cries and peaceful sleeps. They accompany me now as well, but I understand what is being said, and when I say what they have told me to say, things happen.

You will eventually die and become a common spirit of the dead. You will fall into the abyss that lies beyond the great boundary. I will live forever in the realm of spirits, whispering into the ears of newborn babes until one hears what I say. They will learn my magics as I learned the magics of others. They will whisper my whispers, and they will create whispers of their own to pass along once they too are dead. And when a million of my whispers are spoken through the mouths of others, I shall return again!

Sorcerers are mystic channels between spirit and the flesh. They constantly hear the whispers of the spirits beyond the boundary and have learned to understand what a few of them are saying to wield powerful spells that they can transfer to others if they wish. They have also learned to whisper along with some spirits, causing unique and wonderful things to happen. Through experience, they may create new whispers of their own, new magic brought into the lands beneath the shattered moon. Sorcerers can create magical artifact by forcing spirits to assume a physical form and defeating them in combat. These artifacts can have many different powers. Sorcerers possess the following benefits:

- **Sorcery:** Sorcerers' powers are known as spells. Some spells can be cast upon others, allowing them to use it as if they possessed the power. Sorcerers add +5 to number of powers rolls.
- **I Hear Voices In My Head:** Sorcerers start with 2 Basic threshold whispers.
- **Spirit Made Flesh:** Sorcerers can force spirits to turn into fleshy beings against their will. This binding lasts for 1 hour and an individual spirit can be made flesh only once per year. A sorcerer can make any threshold spirit flesh, but is cautioned in exercising such powers.

- **Mystic Master:** Sorcerers can create artifacts using spirits defeated in combat after forcing them to stay bound to their flesh. Sorcerers can use the Fortune within artifacts as if it was their own Fortune. Sorcerers can drain Fortune from artifacts into their own Fortune pool and they can take their own Fortune and put it into artifacts to “recharge” them.
- **Spirit Vision:** Sorcerers can make (Ultra) 1 sense conflicts to detect spirits regardless their Lore rank.
- **Spirit Knowledge:** Sorcerers receive a +2 to all lore skill set conflicts when identifying spirits.
- **Aura Vision:** Sorcerers can see the fortune of other creatures in the form of an aura. A sorcerer can discern if the creature has more, less, or equal fortune than the sorcerer, but not the amount of such fortune. The result is based upon the maximum amount, not the current amount, a creature possesses.
- **Mystic Operation:** Sorcerers can use their Artifact Construction skill set in place of Artifact Operation or Artifact Identification in skill set conflicts.
- **The Past is Over:** Per day, sorcerers must spend 1 Fortune to use Advanced threshold items and 5 Fortune to use Ultra items.
- **Been Around the Block:** Sorcerers start with one fully-charged Artifact (Basic) as approved by the GM.

At creation, a Sorcerer possesses the following skills at (Basic) 1: History of the Ancients. A Sorcerer also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, History under the Shattered Moon, Lore of Change, Lore of the Dead, Lore of Nature, Lore of Preservation, and Operation of Weapons and Armor. In addition, a Sorcerer possesses the following skills at (Advanced) 1: Artifact Construction.

A Sorcerer has 4 thresholds and 4 ranks with which to customize his skill list. For example, he could spend 1 threshold to possess Lore of Change (Advanced) and spend 1 rank for Artifact Construction (Advanced) 2. Finally, 3 thresholds and 3 ranks would bring him to Lore of the Dead (Advanced) 2, Lore of Nature (Advanced) 2, and Lore of Preservation (Advanced) 2.

SUPER SCIENTIST

The ancients knew how to make wondrous things. What we can make now just doesn't compare. The world's a raggedy shell, filled with ruins and raggedy men who'd kill you soon as look at you. The horrors of the deathlands are even worse. But that's not how it used to be. Things used to be beautiful and bright. But now, now we live in a world lit mostly by fire. But if you know how to fix things, or how to keep things working, you can bring back a bit of that wonder. If you bring enough of it back, you could tame those barbarians and scavenge those ruins. One day, we'll find a way to start making things just like they used to. Until then, I'll put my trust in my pistol and look towards the ruins.

Super scientists are constant tinkerers working to restore technology under the shattered moon. They have ways of making things work that no one else can figure out and which, by all logic, really shouldn't work anyway. What is a broken and worthless, they can often fix. They can also make items and modify existing items. Supers scientists seem to never be without tools, and they keep what remains of humanity lit, electrified, and motorized. Super scientists possess the following benefits:

- **I'm Gifted:** Super Scientists can see Technology in items and components and can make items of (Advanced) 15 or less.
- **Let Me Do It:** Every 1 point of Fortune spent by a Super Scientist to modify an Item Construction conflict roll results in 3 points of dice modification instead of just 1.
- **Hand Me That, Will You:** Every point of Fortune spent by another creature to modify a Super Scientist's Item Construction conflict roll results in 2 points of dice modification instead of just 1.
- **Duct Tape It:** Super Scientists can use components as if they were 2 ranks higher.
- **Knowledge Is Power:** Super scientists may exchange a power threshold for two skill thresholds
- **I Know How It Works:** Super Scientists can use their Item Construction skill set in place of Item Identification as well as any operation skill set except for Operation of Artifacts.
- **I Get By With A Little Help From My Friends:** Infested by nanites, Super Scientists can engage in Item Construction conflicts as if they always possess all construction kits at (Intermediate) 20.
- **I Can Take It With Me:** Super Scientists can expel their nanites to absorb construction kits, allowing them to take construction kits with them and function as if they possessed the construction kits they have absorbed.
- **My Body Is My Storage:** Super Scientists can expel their nanites to absorb components whole. They can also use their nanites to re-create components absorbed in this manner on a 1-for-1 basis. Absorbing 1 component allows 1, and only 1, component to be later recreated.
- **We Have The Technology:** Super Scientists receive a +1 to all Item Construction conflicts.
- **Scrounged Work:** Super Scientists start with one Item (Intermediate) and two Items (Advanced) as approved by the GM, as well as two Construction Kits (Advanced) 1 of a type chosen by the player. These items contain Technology and are fully-loaded and/or fully charged if appropriate.

