Professor Dunstan

Maybe I should label this stuff.

Whattya drinking, Prof?

ORIGINAL RECIPE CLICHE…

You are an eccentric scientist, and your favourite part of science is the explosion. That's generally not the part of science you were trying to do, but it's the part that seems to happen a lot.

Aim	3	Nimbleness	4
Common Sense	1	Smarts	6
Cool	2	Strength	2
Luck	3		

Oops! Points   15

Skills:
Blow Things Up 9
Calculate 7
Fiddle with Electronic Gadgets 8
First Aid 3
Mess With Dangerous Goop 5
Mix Drinks 3
Notice Detail 5
Science! 9
Shoot Things (guns) 4

Shtick: The Lab Coat Effect (4). Your lab coat pockets are full of stuff. When you use this shtick, you can pull out any item that someone is asking for. (You cannot ask for it yourself.) The downside is that if you are trying to pull out something you own (as opposed to the random items other people ask for) you need to make a d10 Luck roll. If you fail, you might pull out something troublesome instead.

…OR WITH A TWIST?

You are not an eccentric scientist, you are a (very confused) wizard. You had no idea your medieval fantasy world was right alongside a major interplanar highway. Your life was changed when a space truck overturned, spilling its cargo of science and engineering textbooks across the dimensional lanes. Or, from your point of view, tomes of magical secrets fell into your lap out of nowhere – gods did it. You studied these spell books, and are now a powerful wizard. You can hurl flasks of explosive substances ("fireball!"), fire a laser pistol ("wand of scorching ray!"), and make improvised technology ("craft magic items!").

Aim	3	Nimbleness	3
Common Sense	2	Smarts	6
Cool	2	Strength	1
Luck	4		

Oops! Points   15

Skills:
Bamboozle 6
Blow Things Up 7
Deduce 4
Duck 1
Fiddle with Electronic Gadgets 9
First Aid 4
Mess with Dangerous Goop 5
Science! 8
Shoot Things (guns) 5
Throw 4

Shtick: The Lab Coat Effect (4). Look, it's the same as the one in the other column. It's not going to be better written just 'cos it's on this side of the character sheet.

Shtick Track - To use your shtick, roll the smallest listed die that hasn't been crossed out. Then cross out that die.

d4 → d4 → d6 → d8 → d10 → d12 → d20 → d30 → d100