



LPJ9971



DEVIL'S WORKSHOP

TEMPLATE: ENERGY INFUSED

Atomic strongmen, whose nuclear-powered muscles are capable of crushing tanks; super-speedsters, who move at nearly at the speed of thought, trailing streams of bio-electricity in their wakes; walking powder kegs whose fists strike with the force of a one kiloton bomb. All are examples of energy-infused characters: Human-or superhuman-individuals somehow bonded with some form of energy, their cells now burning with unnatural power, their muscles and nerves crackling with inhuman vigor.

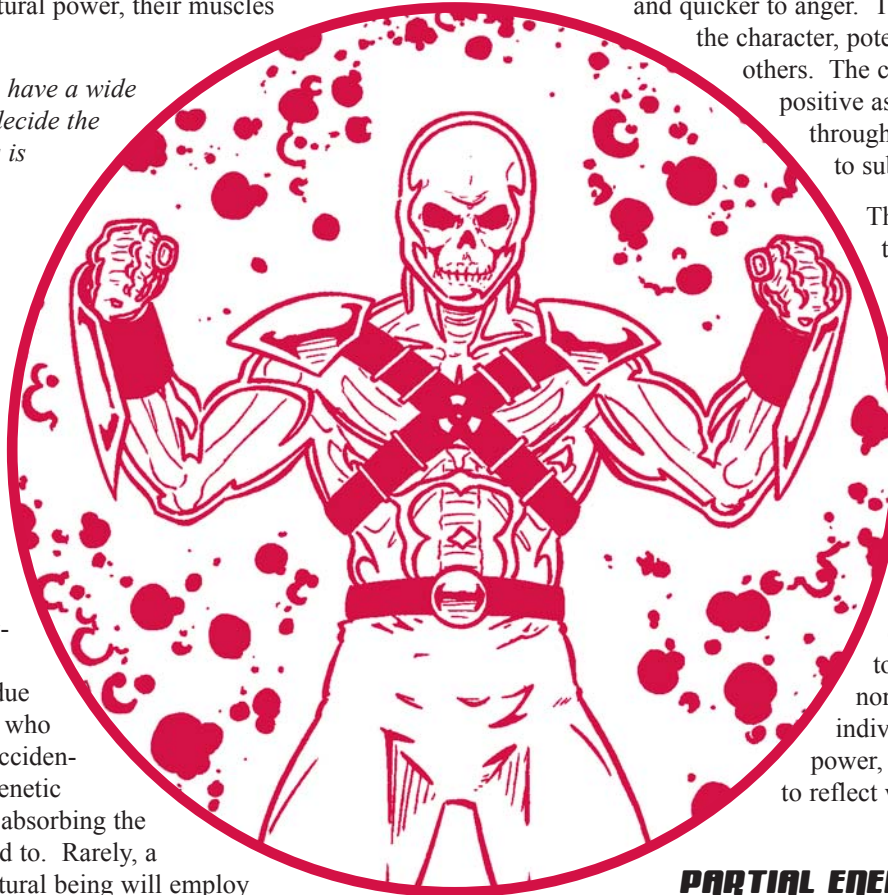
Note: *Because energy-infused characters have a wide variety of origins, the Gamemaster must decide the exact source of the symbiote's powers-this is reflected in the statistics below.*

BECOMING AN ENERGY INFUSED CHARACTER

Most energy-infused characters are the result of super-science, created by the tinkering of brilliant (*if unbalanced*) biochemists, geneticists, and physicists. These bold men of science seek to push the human-or superhuman-body to its absolute limits, replacing mundane biological functions with high-energy reactions. Occasionally, the condition comes about due to mutation, when individuals-often those who already possess superhuman powers-are accidentally exposed to unusual energies; some genetic anomaly results in these men and women absorbing the properties of the energy they were exposed to. Rarely, a powerful sorcerer or other sort of supernatural being will employ some esoteric ritual to infuse humans with mystic energies.

Regardless of origin, all energy-infused characters share certain common characteristics. Their molecular structures are now ablaze (*sometimes literally!*) with potent energy of one sort or another. This energy enhances strength, speed, reac-

tion time, and resistance to injury. An energy-infused character may find he no longer needs to eat, drink, sleep, or even breathe. The character is now superhumanly strong, able to channel explosive power into his blows, and capable of athletic feats equal to any Olympic athlete. At the same time, the condition is not without its' drawbacks. The character becomes more impulsive, less cautious, and quicker to anger. The energy sometimes simply overwhelms the character, potentially causing great harm to him and others. The character assumes the negative as well as the positive aspects of the energy that now flows throughout his body, and may now be vulnerable to substances that others consider harmless.



There are two types of energy-infused characters: those who have been partially infused and those who have been totally infused. A partially infused character still appears largely as before; he may display certain energy-traits, such as glowing eyes, or fingertips that spark with electricity when the character is excited, but the character can still pass in normal society, and even maintain a "secret identity." Bio-scans or medical tests will reveal the character's biological abnormalities, but the individual appears normal to the naked eye. An individual who has undergone a total energy-infusion can no longer pass as a normal human being. The body of such an individual fairly smolders with barely restrained power, and the character's physical form is altered to reflect with his new nature.

PARTIAL ENERGY INFUSION

PL Adjustment: 0

Feats: Immunity (*to energy, of the same type the character is infused with*), Immunities (*any two of GM's choice*), Rapid Healing.

Powers: Amazing Save (*Damage*) +2 [*Source: Variable; Cost: 2 pp; Total 2pp*]; Leaping +2 [*Source: Variable; Cost: 1 pp; Total 2pp*]; Running +2 [*Source: 2 pp; Total 4pp*], Strike +3 (*energy charged blows*) [*Source: Variable; Flaw: Uses-8/day Cost: 1 pp; Total 3pp*]; Super-Strength +2 [*Source: -; Extra: +1 rank of Super-Dexterity; Cost: 4/7 pp; Total: 11 pp*].

Weaknesses: Disability (*power surges*), Quirk (*impulsive*), Susceptible or Vulnerable (*GM's choice, see below.*)

WEAKNESSES

Disability (*power surges*): All the newly imparted energy surging through the character can prove difficult to handle, and this sometimes leads to the character losing control of his actions. When in combat (*or any high-stress situation*) the character must roll each round before he takes any actions; on a roll of 1-5 on a d20, the character loses control of the energy within him. For the next round, the character must then use all powers at their highest ranks, just as if the powers had the Full Effect flaw, cannot pull his punches, and must employ the full attack option if it is available to him.

Quirk (*impulsive*): Temperament is rarely improved when a human being's normal biological pathways have been replaced by volatile, high-energy reactions; one who has gone through the energy-infusion process becomes more anxious, edgier, and even hyperactive. The character suffers a -5 penalty on all Diplomacy and Concentration skill checks, and on rolls made to avoid being surprised in combat, as the character rushes in heedless of danger. On a positive note, the character also becomes more fearless, and receives a +5 bonus on Will saving throws against mental attacks based on fear.

Susceptible or Vulnerable (*GM's choice*): The GM (*perhaps allowing for player input*) must

determine the exact type of weakness that afflicts the character. The GM should come up with an appropriate weakness based on the precise energy type the character has been infused with. Every energy type carries with it an opposing energy type, or a substance logically capable of neutralizing it. For example, an electricity- or fire/heat-infused character could be vulnerable to water-based attacks, an individual whose cells are charged with radiation might be susceptible to being encased in lead or cadmium (a metal that dampens nuclear reactions), and one who has been infused with solar energy would be susceptible to lack of sunlight (*immersion in complete darkness/deep shadows.*)

LEAVING THE TEMPLATE

Leaving the template usually require an application of super-science, though mystic means might substitute in a pinch. Basically, a means must be discovered to reverse the process the character has undergone, restoring the individual's normal biological processes. This may be attempted by a scientist(s) who possesses at least one rank of Super-Intelligence and at least 15 skill ranks in both Science (*genetics, or similar discipline*) and Science (*physics*). It requires at least two game sessions, one to examine/study the character in an appropriate laboratory setting, and another to attempt the actual cure. The scientist(s) must then succeed on two separate skill checks against DC 25 and spend one Hero Point. Succeeding on both rolls indicates the character's physiology has been returned to its former state. The character then loses all benefits and drawbacks of the template. (Option: the GM may then secretly roll a DC 20 Constitution check for the character, with failure indicating that the experimental treatment combined with lingering energy combine to somehow affect the character's attributes/powers. The exact effects and the time it takes for them to manifest are up to the GM.)

Another route for a character who wished to eliminate the template's effects is to enlist the aid of another character with at least ten ranks in an appropriate power (*Energy Control, Transformation, or Sorcery, for example.*) Such an individual must then a full minute (*ten rounds*) in physical contact with the character, attempting to draw out the energy, taking no other actions during this time. At the end of minute, the person attempting the cure must spend two Hero Points and make a DC 20 power check, with success indicating the unwanted energy has been purged from the character. Failure often results in something odd happening (*the character's energy traits mutate somehow, the person attempting the cure acquires the template instead, and so forth.*) Failing by rolling a "1" on the power check indicates a catastrophic failure, unleashing an energy blast with a DC equal to the character's PL +3, with an area of effect equal to 4 times its power rank.

CUSTOMIZATION

As described above, one who has undergone a total energy infusion is not remotely human in the biological sense; no longer merely energy-enhanced, the character is almost energy somehow given solid form. Such an individual is clearly non-human, though their appearance may range from fascinating to horrifying to simply weird.

TOTAL ENERGY INFUSION

PL Adjustment: 0

Feats: Immunity (*to energy, of the same type the character is infused with*), Immunities (*any three of GM's choice*), Improved Critical or Penetrating Attack (*GM's choice*) on Strike, Into Thin Air (*body transforms into incoherent energy*), Rapid Healing.

Powers: Amazing Save (*Damage*) +3 [*Source: Variable; Cost: 2 pp; Total 3pp*], Boost +3 [*Source: Variable; Extra: all powers at once; Flaws: Limited-only affects powers gained through template, 8*]

uses/day; Cost 1 pp; Total: 3 pp], Leaping +2 [Source: Variable; Cost: 1 pp; Total 2pp], Running +2 [Source: 2 pp; Total 4pp], Strike +3 (energy-charged blows) [Source: Variable: Obvious; Flaw: Uses-8/day Cost: 3 pp; Total 3pp], Super-Strength +2 [Source: -; Extra: +1 rank of Super-Dexterity; Cost: 4/7 pp; Total: 11 pp].

Weaknesses: Disability (power surges), Disturbing, Quirk (impulsive), Susceptible or Vulnerable (GM's choice, see above.)

WEAKNESS

Disturbing: A totally transformed character's body constantly crackles and pulses with the type of energy that is now a part of it; the character's form reflects the energy-type. A fire/heat-infused character's skin and hair would be bright crimson, and would constantly flicker and smolder, seemingly about to burst into flame. One infused with "darkness-energy" (common enough in comic books, after all) might appear to be a living, vaguely humanoid patch of darkness. An atomic-powerhouse's absurdly swollen muscles would be fairly bursting through the character's cobalt blue hide. The character's aberrant appearance results in a -5 penalty on Bluff and Diplomacy checks.

Living Bomb: Unaided, the character cannot contain the energy coursing through his cells; he must rely on an external containment suit to prevent unleashing the energy uncontrollably. A torrent of energy is released if the containment suit is ever breached or severely damaged (50% likely if armor is reduced to one-half normal protective value, +05% per each additional point of damage containment suit suffers.) This explosive release of energy is physically devastating to the character. The character suffers the effects of the Susceptible weakness each round it continues, and can take only half-actions while this is occurring. The character gains the following powers: Armor +10 [Source: Super-Science; Extra: Impervious; Flaw: Ablative; Cost: 1

pp; Total 10pp] and Energy Field +10 [Source: Variable; Extra: Area (x2); Flaws: Full Effect, Restricted-only useable when not contained by suit, Slow; Cost: 1 pp; Total 10 pp] The following weaknesses are also assumed: Disability (containment suit), Disability (uncontrollable energy release), Susceptible (suit breeches.) The Disability (power surges) weakness no longer applies.

WEAKNESSES

Disability (containment suit): The character must normally remain in the containment suit (or specially prepared living quarters) or begin unleashing energy uncontrollably (see below.) Aside from making normal social interaction difficult, the suit is bulky and cumbersome, and the character suffers a -2 penalty to all Dexterity-based skills while wearing it. Optionally, a lenient GM may allow the character to safely spend one hour per point of Constitution bonus outside the side before the energy builds out of control.

Disability (uncontrollable energy release): If the character's containment suit is ever breached by an attack, or the otherwise stripped from the character's possession, the energy inside the character begins boiling out, literally exploding from within. The character's energy field automatically activates, exposing everyone and everything within a 100 foot area to its effects. This continues until the character reaches near-death (when the character reaches "dying" status due to the effects of the Susceptible weakness, described below.) At this point the energy flames out, but it builds to the danger point again after one hour.

Susceptible (suit breeches): The character suffers the effects of the Susceptible weakness if the containment suit is breached/destroyed, or if it is somehow stripped from his person. The character must make a DC 15 Fortitude saving throw each round, or begin succumbing (first becoming fatigued, then exhausted, unconscious, and dying.)

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