

Mad Science Cheat Sheet



1. Concoct Theory

What kind of gizmo is it? How does it work? What are the effects? Write these down...



2. Determine Hand

Check Gizmo Construction Table for guidelines in consultation with Marshal...

3. Devise a Blueprint

Check Gizmo Construction Table for guidelines on how long it will take for your character to design the gizmo (Design Time).

Make Science: XXX roll vs. Fair (5)

- Succeed: Record raises and draw cards
- Fail: Can't design for 8 hours

Draw 5 cards +1 for each Raise on the Science roll.

Build a poker hand to meet or beat the required Hand of your gizmo.

- Meet: Success! Blueprint Devised!
- Beat: Success and for each hand over what's needed, you get +2 Base Reliability
- Joker? Wild card BUT red = Design Flaw, Black = Dementia

4. Gather Components

Determine the following to tally cost of components and cost of gizmo:

- Basic Hand Cost
- Size
- Complexity
- Quality
- Ghost Rock Used

5. Construct the Device

Make a Tinkerin' roll vs. TN on Gizmo Construction Table

- Failure = 1/2 time wasted
- Raises = +2 to Reliability OR halve time
- Botch = Ruin supplies

Size Modifier

0 = Pocket knife, derringer, mouse

1 = Large knife, pistol, rat

2 = Submachine gun, small briefcase, cat

3 = Rifle, dog, large backpack

4 = Cello case, light machinegun

5 = Heavy machinegun, small refrigerator

6 = 25 mm cannon, person

7 = Velocope, pony

8 = Cattle, horse

9 = Out house

10 = Large shark, dumpster

11 = Prairie schooner

12 = Moose

13 = Stage Coach

14 = Conastoga Wagon, Elephant

15 = Delivery truck

16 = Mack truck

17 = Large bus, 40' trailer

18 = Mojave rattler, locomotive

19 = Train car, tool shed

20 = Schooner, Airship



Base Reliability

Base Reliability = 10

+2 per Raise on Science roll

+2 per Raise on Poker hand

Complexity

Level / Cost / Effect

Simple / 1/2 / +4 Reliability

Normal / 1 / +2 Reliability

Complex / 2 / --

Intricate / 3 / -2 Reliability

Mindboggling / 4 / -4 Reliability

Base Hand Cost

Jacks = \$10

Two Pair = \$50

3 of a Kind = \$100

Straight = \$200

Flush = \$500

Full House = \$800

4 of a Kind = \$1000

Straight Flush = \$2000

Royal Flush = \$5000

Ghost Rock Used (\$6.25/oz)

Jacks = 1 oz

Two Pair = 2 oz

3 of a kind = 4 oz

Straight = 8 oz

Flush = 1 lb

Full House = 2 lb

4 of a kind = 4 lb

Straight Flush = 8 lb

Royal Flush = 10 lb +

Quality

Level / Cost / Effect

Crappy / 1/2 / 1/2 Base Time + Sell x .5

Normal / 1 / --

Well Made / 2 / Base Time x 1.25 + Sell x 1.5

Quality / 3 / Base time x 1.5 + Sell x 2

Masterwork / 4 / Base time x 2 + Sell x 3



Cost Calculator

Base Cost X 1/2 Size X Quality X Complexity + Ghost Rock = Total Cost

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Gizmo Construction Table

Hand	Description	Example Abilities	Example Items	Design Time	TN	Base Time
Jacks	Repair of Mad Science Devices, Specialty parts or current top-of-the-line technology	Repair broken steam Gatling, Create, Gatling Pivot, Replace missing parts, create an efficient case or workstation	Gatling gun, Travel stove, Alchemist Kit, Gatling Pistol Cylinder, New lens for Owl Eye Goggles, Accurate watch	1d4 hours	5	2d4 hours
Two Pairs	Slight improvement on existing technology	+2 to a skill, +1 to an attribute, +2 damage to a weapon, automate a simple process, boost a vehicle or engine by 10% (tune up)	Faster printing press, Clockwork tools, Clockwork torpedo, Depth mines, Hat gun, Rattler detector, Flap Jack machine	1d6 hours	7	2d6 hours
3 of a kind	Major improvement on existing technology	Extra Die of Damage, Armor, Autofire of 3, boost an existing vehicle or engine by 25% with a total overhaul. +4 To Skill, +2 to Attribute	Gatling pistol, bullet-proof vest, automatic weapon, Air Catcher, Diving Suit, Mechanical Mule	2d4 hours	9	2d10 hours
Straight	Relatively simple but new use of existing technology	Autofire 6, Create high Efficiency Fuel Cores (40% Boost), Minor ability (Night Vision), Auto preform skill.	Flamethrower, auto-matic machine-gun, Rocket boots, Ghost Rock Detector, Owl Eye Goggles, Chain Saw	1d4 days	11	1d6 days
Flush	New use of cutting edge technology	Autofire 9, Limited Flight, Additional Level in skill, Major ability (Spirit Sight). 50% Boost	Steam wagon, Airship (Derigible), maze runner, Velocope, Wireless Telegraph, Spirit Camera	1d6 days	13	1d4 weeks
Full House	Entirely new but "realistic" technology	Autofire 12, Powered Flight, additional trait die, 60% Boost Mechanized Trait replacement.	Ornithopter, Auto Gyro, submersible, Rocket Pack, Mechanical Skeleton	2d4 days	15	1d6 months
4 of a kind	New technology that flaunts the laws of science	Supernatural Trait enhancement, replication of specific energy type or effect 75% Boost	Heat or freeze ray, sleep gas	1d4 weeks	17	6+d6 months
Straight Flush	New technology that alters the laws of science	Bypass of Law (Gravity, motion, etc) Instant death, disintegration, 90% boost	Mind-control ray, Death ray	1d6 weeks	19	1+1d4 years
Royal Flush	Technology that defies the laws of science	100% efficiency increase, perpetual motion machine, Teleportation	Dimension or time control device	2d4 weeks	21	2d4x10 years