Intelligence Core Book

Intelligence is one of the most important assets a person could have in the world of Alduin. On a planet filled with ancient technologies, being the person in the group that can understand and decipher these artifacts makes you invaluable. These people are the researchers, mechanics, alchemist, and countless other occupations. There are 5 main skills connected to the Intelligence attribute. **Mechanics, technology, history, investigation, and alchemy.**

Intelligence (Int)- Combat and utilitary
Adding points to your intelligence affects all of the subsequent skills and grants other bonuses. Adding more points to your intelligence also increases the damage of any attacks involving intelligence or any of its 4 skills.

Mechanics (Mech)- Utilitary
Increasing your mechanics score makes you better at repairing vehicles and drones, planting explosives, and many other skills.

Technology (Tech)- Combat and utilitary
Having a high technology score makes it more likely that attacks will hit when using, drones, turrets, or any other ability that involves technology. It also makes you more skilled at hacking, coding, and dealing with ancient technology.

Investigation (Inv)- Utilitary
More points in investigation increases your chance of finding hidden artifacts or clues to a bigger plot with investigating ruins, buildings, or anything else on Alduin. As opposed to perception, investigation is used when trying to find more minute details about a room, or target location or object.

Alchemy (Alch)- Combat and utilitary
On the planet Alduin, there are countless substances that can be used for different purposes. Increasing your score in alchemy improves your chances of alchemizing concoctions using these components.

History (Hist)- Utilitary
Historians of Alduin are those that are learned in the history of the planet, as well as the history of many other planets around the universe.

Intelligence Boons

(Int)
Rank 2: +1d6 when dealing damage using **Int**
Rank 3: Proficiency in one skill (+1d6)

(Tech)
Rank 2: Drones turrets and mechs deal and additional 1 die of damage
Rank 3: Advantage to drone and turret attacks

(Mech)
Rank 2: Repairs heal an additional 1d10 of Hp
Rank 3: Gain advantage when Jury rigging

(Inv)
Rank 2: You perceive more details when investigating.
Rank 3: Gain additional experience on successful investigations.

(Hist)
Rank 2: History proficiency (+1d6, choose a topic)
Rank 3: History proficiency (+1d6, choose a topic)

(Alch)
Rank 2: Alchemy proficiency, healing, damage, or buffs
Rank 3: Alchemy has 2x the effect now

Intelligence Abilities

Rank 1

Overcharge (A)- 2 uses
Charge you or an allies weapon with energy causing it to deal an additional 1d8 of damage.

Shock canister (A)- 3 alchemy components

Throw an alchemised shock canister- dealing 1d4 of int damage. Alchemy attack. If it beats the targets toughness, the target is stunned for one turn.

Healing canister (A)- 2 alchemy components
Use a alchemized healing canister to heal nearby allies for 1d10+ targets Con

Ignition canister(A)- 3 alchemy components
Use an alchemimized canister to unleash flames in a 5 foot range in front of you dealing 3d4 of damage and causing burning. (To inflict burning attack must beat targets toughness)

Poison gas canister(A)- 3 alchemy components
Use an alchemized canister to release poisonous gas in a 20x20 ft radius. If your attack beats targets toughness (D20+Alch), they take 2d4 damage and are poisoned, causing 1d4 of damage at the beginning of their turn for 3 turns.

Rank 2

Drop shield (A)- 2 uses
Place a shield that will block 1d20 of incoming damage +tech. (10x5)

Corpse tells tales(A)- x
Deduce a targets cause and time of death as well as any hidden details about a corpse.

Chill coating(A)- 2 uses
Apply a chill coating to your blade or bullet dealing an additional 1d6 of damage and causing the targets damage to be reduced to half for 2 turns if attack beats targets toughness.

Boost drug (A)- 2 uses
Give an ally an additional 2d6 of damage on their next melee attack.

Insanity canister(A)- 4 components
Throw a alchemized canister that releases a strong neurotoxin. If your attack (D20+Alch) beats targets mental defense, they begin to lose their mind and will make increasingly rash decisions. Effects can include attacking their own allies, hurting themselves, running away, or being paralyzed with fear. Effect lasts for 3 turns.

Rank 3

Gravity cancel (A)- 1 use
Cancel gravity in a 10x10 space for 1 minute

Boost canister (BA)- 5 alchemy components
Toss a canister that adds 3d6 damage to all nearby allies next attacks.

Blast canister (BA)- 3 alchemy components
Unleash a powerful explosive blast from your canister dealing 4d10 of int damage to multiple enemies. (Alch vs. reflex)

Enhance (A)- 1 uses
Increase a targets toughness by 3 and speed by 25 ft for 5 minutes.

Intelligence Feats

Rank 1

Engineer
You gain advantage once a day while performing a mechanical feat.

Alchemist
Decrease the cost of alchemizing canisters by 1 component.

Hacker
Gain advantage when rolling technology for hacking.

Historian
Choose an additional topic of history that you are proficient in.

Linguist
Choose an additional language that you are proficient in

Collector
Gain additional alchemy components when harvesting

Intelligent fighting
You may use your intelligence modifier on attack rolls rather than strength or dexterity skills if you have a valid reason for why your action would involve intelligence instead.

Pilot
Gain a +4 bonus when flying any craft.

Rank 2

Drone specialist
You may have an additional 1 drone active at a time, they deal an additional 1d8 of damage, and 1d10 of max Hp

Turret specialist
You may have an additional 1 turret active at a time, they deal an additional 1d8 of damage, and gain 1d10 of max Hp.

Augmentor
Add an additional 1d6 to any roll involving your augmented limb. Limb must be non sentient.

Terrain expert
Choose one type of terrain, (Forest, desert, mountains, etc.) you gain advantage when collecting resources in this terrain and receive additional components.

Rank 3

Pride of the researchers
You are one of the top researchers on the planet Alduin, and you intelect reflects that. You have the ability to once a day, comprehend an artifact or ancient piece of technology that would otherwise be impossible to understand.

Exploiter
You have the ability to see weaknesses and openings in enemy combatants and forces. On a roll of 15 or higher you are able to glean information about enemies that others cannot. Counts as a bonus action and uses perception or investigation.

Quick learner

After speaking with someone in a language that you do not understand, after 30 minutes, you begin to pick up their language. If you spend a day with that person, you can completely learn that language.