Super Genius

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Agent | MS+2 | RS+2 | RW+2 | RS+2 | CW+2 |
| Analyzer | MW+3 | SW+2 | RS+2 | RW+2 | CW+1 |
| Predictor | MS+0 | SW+1 | RW+3 | RW+3 | CW+3 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Analyze Foe | Ar | E | 20 | 24 | -- | 1 tgt | M/E | * Analyze a foe’s combat style to gain a bonus against him (Wit) * To keep bonuses on an enemy, you must maintain one energy * Each bonus on the same opponent beyond the first burns an energy, but you only need to maintain one | * Analyzer – You can roll twice and take the better bonus / x1 / +0B / 20P * Analyzer II – You can roll three times and take the better bonus / x1 / +0B / 20P * Commander – You can give your analysis to an ally and give them the bonuses / x1 / +0B / 10P * Medical Scanner – You can burn all the analysis and heal 1d4 hits per bonus / x1 / +0B / 20P * Quick Thinker – Analysis becomes a free action, but you can still only use this power once/round / x1 / +0B / 20P |
| Combat Precognition | V | C | 20 | -- | -- | Self | E | * Once per combat, when an opponent declares their action, but before they perform it, you can spend an energy to preempt them | * None |
| Coordinated Attack | V | C | 10 | -- | -- | Self | 0 | * If you attack a target at the same time as an ally with this trait, you both get +1 accuracy and +2 damage | * None |
| Danger Sense | T | N | 20 | -- | -- | Self | 0 | * Cannot be surprised * Cannot be flanked * Can substitute Power for either stat in search checks | * None |
| Deep Thought | R | N | 20 | -- | -- | Self | 0 | * Armor 0/0/4 * +2 Mental Saves | * Armor / x3 / +0B / 10P * Save +1 / x2 / +0B / 10P |
| Detective | T | N | 10 | -- | -- | Self | 0 | * You are proficient with any Investigative tasks * Investigation +4 | * Skill +1 / x2 / -- / 10P |
| Gadget | U | N | 20 | ? | ? | ? | ? | * Can copy any single non-signature, 20 point power in another set * You have access to the power for the session, or until you return to your base of operations, when you can switch this gadget for another * Gadget has all the same stats as the original power, but also has the restrictions of being a device | * Gadget +1 / x3 / -- / 20P |
| Insight | U | N | 20 | -- | -- | Self | 0 | * Once per game, you may ask the GM a question pertaining to the current investigation * The question must have a yes or no answer | * Uses +1 / x2 / +0B / 20P |
| Medical Training | H | H | 20 | -- | -- | 1 ally | 6 | * Heal 2d4 on adjacent ally | * Heal Step / x2 / +1B / 10P |
| Scientist | T | N | 10 | -- | -- | Self | 0 | * You are proficient with any Science or Math tasks * Science/Math +4 | * Skill +1 / x2 / -- / 10P |
| Swing Line | M | F | 20 | -- | -- | Self | 1 | * Swing 12 * Acts like flight with restrictions * Requires something to hook the swingline to (GM’s discretion) * No ½ moves * No sprint * Must end your round on a surface | * Move / x3 / +0B / 10P |
| Tactics | V | F | 30 | -- | -- | Self | 2 | * At the beginning of a fight, you can take a combat round to survey the battlefield, giving you 1d3 tactics points | * Die Step / x2 / +1B / 10P |
| Utility Belt | U | N | 30 | -- | -- | Self | 0 | * You have miniaturized versions of standard tools for any proficiencies you have * Skills +1 * 4/12 chance to have a bizarre device to assist you in any specific situation | * Proc +1 / x5 / +0B / 10P * Skill +1 / x1 / +0B / 10P |
| Witty | T | N | 20 | -- | -- | Self | 0 | * You can substitute Wit for Muscle when determining damage with melee attacks * You can substitute Wit for any other stat in a saving throw | * None |

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| Roll | Analyze Bonus |
| 1 | Accuracy +2 |
| 2 | Defense +2 |
| 3 | Damage +2 |
| 4 | Choose either Save +2, or Save DL +2 |
| 5 | Your attacks have Pierce(3) |
| 6 | Your attacks have Bleeder(3) |
| 7 | Your attacks have Knock Dice(2) |
| 8 | Opponent is Impaired(1) if you are adjacent |
| 9 | Opponent is Winded(2) if you are adjacent |
| 10 | Opponent is Chilled(1) if you are adjacent |
| 11 | At any time, as a free action, you can Daze your opponent for his next action. This ends this power on the opponent. All bonuses are reset and your energy comes out of maintenance. |
| 12 | At any time, as a free action, you can Stun your opponent for his next action. This ends the power on this opponent. All bonuses are reset, and your energy comes out of maintenance. |