Probability Manipulation

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Burning Luck | U | R | 20 | 20 | -- | Ally | ? | * You can use your Energy, or Luck to benefit any of your allies, spending it on their behalf as a free action * That Energy or Luck is burned for the rest of the combat | * None |
| Chink in the Armor | A+ | R | 20 | 20 | -- | Self/Ally | 2/4 | * Pierce(2) * Can benefit allies | * Pierce +1 / x2 / +1B / 20P |
| Entropic Defense | D | T | 20 | -- | -- | Self | 1 | * Any attack that would hit you has a 3/12 chance of missing | * Burn -1 / x3 / -- / 10P * Proc +1 / x3 / +1B / 10P |
| Fortune Siphon | Ap | A | 20 | -- | -- | 2 rad | 6 | * Cursed (Power) * For each Cursed enemy, you get a +1 accuracy, damage, defense, and saves | * Burn -1 / x3 / -- / 10P * Curse Siphon – If any Cursed enemies take damage from their status, you heal a like amount / x1 / +1B / 10P * Radius +1 / x2 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Improbable Save | U | C | 30 | 20 | -- | Self/Ally | E | * Once per fight, burn an energy to automatically make a saving throw * Can benefit allies | * None |
| Happy Go Lucky | T | N | 10 | -- | -- | Self | 0 | * Proficient in friendly social interactions, carousing, and gambling, and you get +2 to any related tasks * +2 Charisma Saves * +2 Power Saves | * None |
| Lucky Shot | A+ | R | 20 | -- | -- | Self/Ally | E | * Once per fight, burn an energy and your attack cannot miss * Can benefit an ally | * None |
| Nine Lives | U | R | 20 | -- | -- | Self | 0 | * Luck(1) | * Luck +1 / x3 / -- / 20P |
| Unfortunate Accident | Arz | A | 20 | 10 | 0 | 1 tgt | 5 | * 3d6 Damage * Damage is physical if the to-hit roll is even * Damage is energy if the to-hit roll is odd * Cursed (Power) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Existential Crisis – If you roll 11-12 on your to-hit roll, the damage done by this power is Psychic / x1 / +1B / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |