Super Genius

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| 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 +2 | * Skill +1 / x2 / -- / 10P |
| Gadget | U | N | 20 | ? | ? | ? | ? | * Can copy any single 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 | * None |
| Scientist | T | N | 10 | -- | -- | Self | 0 | * You are proficient with any Science or Math tasks * Science/Math +2 | * Skill +1 / x2 / -- / 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 / x4 / +0B / 20P * 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 |  |
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