**Probability Manipulation**

**Highlights:**

* Lots of reaction powers
* Good buffs for you and your allies
* Great area debuff

**Super Stats:**

* Intuition

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Chink in the Armor | Att+ | X | -- | 20” | -- | Self or Ally | 3u | * Gives any attack Pierce(3) * Can benefit allies | 10 |
| Entropic Defense | Def | N | -- | -- | -- | Self | 2r | * Any attack that hits has a 3/12 chance of missing | 10 |
| Fortune Siphon\* | Aur | R | Area | 0” | -- | 3” rad | 4r | * Enemies in area of effect are cursed (INU 20) * For each cursed enemy, you get a +1 to all rolls | 10 |
| Improbable Save | Utl | X | -- | -- | -- | Self | 6u | * First death blow of a combat against you automatically misses * Subsequent death blows have 3/12 chance of missing | 10 |
| Happy Go Lucky | Utl | -- | -- | -- | -- | Self | -- | * +3 gambling and carouse * +3 CHA and INU saves | 6 |
| Luck\* | Utl | X | -- | -- | -- | Self | 0u/6u | * You get three re-rolls each game session as though you had purchased Luck(3) * You can use the luck for your allies as a reaction, but this costs 6 energy | 10 |
| Lucky Shot | Att+ | X | -- | 20” | -- | Self or Ally | 4u | * Once per combat, your attack cannot miss * Can be used on an ally | 10 |
| Unfortunate Accident | Att | A | Bolt | 10” | 0 | 1 target | 6u | * Target takes 3d6 physical or energy damage (even to hit roll = physical, odd = energy) * Target is cursed (INU 20) | 10 |

**Additional Information**

Later…