**Super Genius**

**Highlights:**

* Can achieve amazing combat bonuses against foes
* Lots of Utility
* Powers can be tailored to specific situations/enemies

**Super Stats:**

* Intelligence
* Perception

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Analyze Foe | Att | A | Direct | 24” | -- | 1 target | -- | * Gain bonuses for observing a foe (INU 24) * Allies gain bonuses if they are within 6” of the hero and the hero can communicate with them * Up to 6 bonuses can be stacked on each foe * A hero with the Lab power can store this information to make the bonuses permanent * Hero might lose these bonuses when the enemy gets new powers or changes his tactics | 10 |
| Deep Thought | Arm | -- | -- | -- | -- | Self | -- | * 0/0/4 armor * +2 mental defenses | 10 |
| Detective | Utl | -- | -- | -- | -- | Self | -- | * Once per game session may ask the GM one question pertaining to the ongoing investigation * The question must have a yes or no answer | 10 |
| Gadget of the Week\* | Omn | -- | -- | -- | -- | 1 gadget | -- | * Creates an item for the hero to use * Item can have any single power from the other sets * Gadget lasts until the end of the current adventure, though the GM might allow the character to change gadgets in the middle of an adventure * If he has a lab, the genius can take gadgets from others, analyze them and copy them – getting all the powers of the gadget | 20 |
| Human Calculator | Utl | -- | -- | -- | -- | Self | -- | * Character is a math genius and can do pretty much any calculation in his head * +2 to any skill that would benefit by exact measurement, math or timing (sciences, demolitions, navigate, gambling) | 6 |
| Lab | Utl | -- | -- | -- | -- | Self | -- | * +4 science skills (min level 12) * +2 electronics, mechanics, investigate * Bonuses gained from Analyze Foe are permanent * Copy devices with Gadget power | 10 |
| Med Lab | Utl | -- | -- | -- | -- | Self | -- | * Allows the lab power to have medical facilities. * +2 to all medical checks * Ability to diagnose diseases and toxins * Can cure the wounded status * Can be bought alone, or with lab power | 10/6 |
| Quick Learner | Utl | -- | -- | -- | -- | Self | -- | * Two tries to make any skill experience check | 10 |
| Utility Belt\* | Utl | -- | -- | -- | -- | Self | -- | * Ready access to miniaturized versions of standard tools for all of his skills * 4/12 chance to have a bizarre device to counter a specific situation | 10 |

**Additional Information**

**Analyze Foe**

* The character takes an attack (half-phase) action and observes an opponent. If the opponent fails his intuition save, then the hero gains a random bonus against that foe. Allies of the hero receive these bonuses against the target if they are within 6 hexes of the hero and the hero is able to communicate with them.
* This power can be used multiple times against a single opponent, though no more than 6 bonuses can be stacked. If the hero returns to his lab to store the information gained, these bonuses become permanent until the foe changes his tactics (GM’s discretion), gadgets, or gains new powers.

**Deep Thought**

* Because of his labyrinthine thought processes, this character is more difficult to defeat in mental combat.

**Detective**

* Once per gaming session the detective’s player can ask the GM a yes or no question.

**Gadget of the Week**

* At the beginning of a story arc the character comes up with a gadget that mimics any other power in the game except a super stat. If the character can find a gadget, and analyze it in his lab, he can copy the gadget (and all of its powers) with this power. At the end of the adventure, or story, the gadget is broken, lost, or forgotten and the character can create a new one.
* At the GM’s discretion, this power can be taken multiple times, allowing the hero to have multiple gadgets at once.

**Human Calculator**

* The character is so good at math that he can do most calculations in his head. Pretty much anything that can be done with a standard, scientific calculator can be done by this hero. Allow the player to have a calculator with him at the gaming table.
* In addition, this power allows the character to accurately gage time, distances, percentage chances without fail. This gives him a +2 to skill rolls that rely on accurate measurements such as navigate, various sciences and gambling.

**Lab**

* +4 to all of his science-based knowledge skills, or if he does not have a particular science skill, he gets a level 12.
* +2 to all electronics, mechanics, investigate, and repair skills at the GM’s discretion.
* Bonuses gained through Analyze Foe are made permanent by storing the information in this lab.
* The hero has the ability to analyze a gadget, allowing him to copy the device using his Gadget power.
* The hero has the ability to analyze evidence, or a sample and fully understand the composition and behavior of the sample. This can allow him to make science skill rolls to do things like repair an alien artifact, create an antidote to a disease, determine that blood found at a crime scene belongs to a specific mutant, etc.

**Med Lab**

* You have access to medical facilities that allow you to diagnose and treat diseases and toxins. You get a +2 to all medical-related skills while in the lab. You can treat characters who have the wounded status.

**Quick Learner**

* This character learns faster than other characters. If he fails a roll to convert a skill check to an improvement point, he can reroll once.

**Utility Belt**

* The character wears a belt, backpack or other accessory that is filled with miniaturized version of tools for all of the character’s skills. So if the character has the skill electronics, his belt has a tiny multimeter, batteries, wire strippers, soldering iron, etc. If the character has investigate, he has access to a magnifying glass, fingerprint kit, and a UV light for the detection of body fluids.
* In addition, any time the character is in a strange circumstance, he can make a 4/12 roll to see if he has a specialized tool for the situation. So, when he falls into a trap and finds himself in the shark-infested pool, he can roll to see he has a can of shark-repellant.