

Thinker

Description: Thinkers are cerebral creatures who get by on wits and smarts at the expense of strength. The real power, so says the Thinker, is in knowing more than your enemy. Thinkers, Sleuths, and Masterminds are cut from the same cloth in that regard, but the Thinker does not necessarily focus on one particular skill set, either puzzle-solving or leading people, but instead is a Renaissance Man or Woman who takes in knowledge and secrets from every direction and uses it all to their own, often inscrutable ends.

Sample Character: [Doctor Byrdapak](#)

Hit Die: d4

Power Die: d12

Skill Points at 1st Level: (10 + Int per level) x4

Skill Point per Level: 10 + Int modifier

Class Skills: Autohypnosis (Wis), Computers (Int), Craft (chemical, electronic, pharmaceutical, structural, visual arts, writing) (Int), Disable Device (Int), Knowledge (Int), Linguistics (Wis), Perception (Wis), (Wis), Powercraft (Int), Research (Int), Sense Motive (Wis), Use Device (Int).

Proficiencies: 2

Thinker							
Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+0	+0	+0	+2	+0	+3	Brawl, Jack of All Trades
2	+1	+0	+0	+3	+0	+4	Renaissance Man
3	+1	+1	+1	+3	+1	+4	Special Ability

4	+2	+1	+1	+4	+1	+5	Plot Device
5	+2	+1	+1	+4	+1	+5	Sixth Sense
6	+3	+2	+2	+5	+2	+6	Special Ability
7	+3	+2	+2	+5	+2	+6	Inflexible Will
8	+4	+2	+2	+6	+2	+7	Tactical Genius +2, Mind Expansion
9	+4	+3	+3	+6	+3	+8	Special Ability
10	+5	+3	+3	+7	+3	+9	Bafflegab
11	+5	+3	+3	+7	+3	+9	Set-Up Attack
12	+6/+1	+4	+4	+8	+4	+10	Special Ability
13	+6/+1	+4	+4	+8	+4	+10	Tactical Genius +4
14	+7/+2	+4	+4	+9	+4	+11	Sixth Sense
15	+7/+2	+5	+5	+9	+5	+11	Special Ability, Bafflegab
16	+8/+3	+5	+5	+10	+5	+12	Mind Expansion
17	+8/+3	+5	+5	+10	+5	+13	Tactical Genius +6
18	+9/+4	+6	+6	+11	+6	+14	Special Ability
19	+9/+4	+6	+6	+11	+6	+14	Contingency Plan
20	+10/+5	+6	+6	+12	+6	+15	Mind Expansion, Bafflegab

Class Features

Brawl (Ex): At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

Jack of All Trades (Ex): At level 1, Thinkers can use all “trained only” skills as if they were trained. However, when using those skills untrained, a roll of 1 is a Critical Failure, which can result in breaking a tool, hurting themselves, or otherwise royally screwing up whatever they’re trying to do. Regardless of the specifics, the failure will be

spectacular and unfavourable. GMs are encouraged to toss some good natured disaster at those know-it-alls.

Renaissance Man (Ex): At level 2, all skills are considered Class Skills for the Thinker.

Special Ability (Ex): At levels 3, 6, 9, 12, 15, and 18, Thinkers can take one of the abilities listed below. They can take each ability only once, unless its text says otherwise. Unlike Class Features, Special Abilities that replicate feats require prerequisites, just like a normal feat.

- *Bonus Feat:* You can pick a free feat from one of the following [groups](#): Mystical, Psionic, Skills.
- *Encyclopaedic Memory:* You can re-roll any failed Knowledge check once. You can do this twice per session.
- *False Papers:* Gain a 2CP Alternative Identity. You can take this special ability multiple times. It grants a new Alternate Identity each time.
- *Fool Me Once:* If you encounter the same trap more than once (same manufacturer/builder), you get a cumulative +1 competence bonus to disarm/deactivate the trap. Upon seeing the trap for a second time, you get a +1, at the third time +2, etc. The maximum bonus is +10.
- *Learn From Your Mistakes:* You can re-roll any failed Craft or Knowledge check. On the re-roll, you can add your Intelligence modifier as a competence bonus. You can do this twice per session.
- *Mind Over Matter:* Three times per session, you can apply your Intelligence modifier as an insight bonus to any skill check, regardless of its key ability.
- *Nerves of Steel:* When using the Jack of All Trades class feature, rolling a 1 on a d20 does not count as a critical failure.
- *Scholarly Pursuits:* 6 bonus ranks in any Knowledge skill. You can take this special ability multiple times. Each time, it yields another 6 ranks.
- *Skill Mastery :* With 2 skills in which you already have

at least one rank, including cross-class skills, you can now Take 10, even under stressful circumstances or when failure involves direct personal risk. You may select this special ability multiple times, and you may pick 2 new skills each time.

- *Slippery Mind* : If you fail a Will Save against a mind-affecting spell or power, you can re-roll that Will Save once, on your next turn.

Plot Device (Ex): At level 4, Thinkers gain one Plot Device, as per the feat.

Sixth Sense (Ex): At levels 5 and 14, Thinkers receive a +2 to all skills or checks related to observation (Observe, Search, Spellcraft, Psicraft, etc.).

Inflexible Will (Ex): At level 7, Thinkers can Take 10 on any Will Save, but they must declare their intention to do so before they make their rolls.

Tactical Genius (Ex): At level 8, Thinkers can grant a +2 competence bonus to the skill checks and attack rolls of anyone who fights on their side and remains visible to the Thinker and to whom the thinker can deliver orders/suggestions. This effect lasts for a number of rounds equal to the Thinker's Intelligence modifier +2. The bonus increases by +2 at level 13 (to +4), and 17 (to +6).

Mind Expansion: At levels 8, 16, and 20, Thinkers apply a permanent +1 to either Intelligence, Wisdom, or Charisma (player's choice).

Bafflegab (Ex): At level 10, Thinkers can spew out a fluid stream of smart-sounding gobbledygook. This takes a swift action to perform, and Thinkers can use it once per encounter/scene. Opponents who are in earshot and can understand the language that the Thinker is speaking must make Will saves (DC = 15 + Thinker's Intelligence bonus). Opponents who fail are so puzzled that they cannot attack the Thinker at

all. Opponents who succeed are distracted enough that they cannot make attacks of opportunity against the Thinker. The effect lasts for 1d4 rounds. At levels 15, and 20, Thinkers can use Bafflegab one additional time per session.

Set-Up Attack (Ex): At level 11, Thinkers can effectively give their highest attack to an adjacent ally. Thinkers use a standard action to create an opportunity for an ally to attack an opponent that they both threaten in mêlée. The attack made by the ally is either at the Thinker's highest attack bonus, or the ally's, whichever is higher. Thinkers can Set Up only one attack per round. The attack happens during the Thinker's round, but is rolled by the ally. The ally expends one Attack of Opportunity in order to use the Thinker's Set-Up Attack.

Death Retcon (PL): At level 19, Thinkers are so well-prepared that they can avoid being damaged by otherwise lethal attacks. They gain the ability to invoke a Death Retcon once per game session without having to spend Action Points. They must follow all the standard rules for Death Retcon.