



THINKERS					
<u>BLASTER</u>	<b>THINKER</b>	STRIKER	CHANGER	<u>TRUMP</u>	<u>STRANGER</u>
MOVER	SHAKER	<u>BRUTE</u>	BREAKER	MASTER	<u>TINKER</u>

## Introduction

Thinkers are capes with access to information, be it sensory data or data that human senses would never be able to obtain on their own. Thinkers include those with enhanced hearing, the ability to see the future, and those with enhanced ability to perform certain tasks.

It is worth stating that thinker powers do not make individuals *smarter* as a rule, though they can. In fact, if one doesn't count those who had their intelligence or wits augmented by their power, thinkers might well be less intelligent on average, given they're drawn from the subset of the population that got themselves into the stressful situations in the first place.

Thinker triggers involve a component of mental or emotional stress. The stress arises and culminates in a relatively short period of time compared to tinker triggers, in a moment or in the course of hours or a few days. Crushing revelations, moments of mental or emotional anguish, great fear, anger, self-loathing and the like are frequent causes of Thinker triggers, but the mind is a complex thing and there are a great many other causes that can factor in.

The following pages detail the various types of thinker and what triggers lead to that particular type. Because thinker triggers are so very commonly secondary powers, and because many thinkers are liable to have a breadth of awareness rather than one focused power, the individual power listings break things down into specific powers by scale.

## Triggers, In Brief:

- **Combat** thinkers arise from intense rage and angry frustration or resentment. They have thinker powers that enable them to fight more effectively.
- **Environment** thinkers arise from bad situations; ambient, contextual or environmental stressors. They are particularly good at using or reading the surroundings effectively.
- **Scan** thinkers arise from confusion, missing pieces of a puzzle, or ignorance. They are capable of effectively gathering information about a subject or area.
- **Sense** thinkers arise from *regression*; they faced a bad situation, and it tore them down, leaving them a little more than a child or an animal. They came back from it, in part or in whole. They have enhanced or augmented senses.
- **Skill** thinkers arise from helplessness or questions of competence, often scenarios where the thinker is out of their depth. They have powers that enhance their abilities to perform, learn, or execute techniques (all generally in the realm of human capability).
- **Social** thinkers arise from triggers with emotional factors that are often master-like, but dwell more on the emotions at hand than the isolation or betrayal component (with such things being there, but not highlighted). Guilt, shame, self-loathing, etc. They have powers that enable them to manipulate, study, or control others, but which do so purely by giving them the right information or skills.
- **Esoteric** thinkers are thinker powers that work with other powers (and are thus trump-like) or approach the types of thinker listed above with an abstract angle or twist. Their triggers involve thought processes or understandings that are abstract or distant from the usual human scope. Their anguish is one that involves faith, conspiracy, superpowers (but not so connected to powers in active use that it's trump) and the like.

*More to be added.*

## Thinker types

A thinker can take several forms:

Endeavor Thinker	Domain Thinker	Complex Thinker
One high tier instance of a thinker power, with one of the upgrades listed with the power, and ability to <i>push</i> for advanced execution of thinker ability at cost of headaches.	Domain thinkers have a high tier instance of a thinker power, with <u>two</u> of the upgrades listed. GM and/or Group picks one, then the thinker can pick one. Can sub in bonuses/augments.	The thinker has two mid-tier executions. Variations should share a subtype so they have a commonality between them. Ex: Scan x Combat and Scan x Skill. May have limiting dynamics.

Upgrades given as noted, variations may be used as desired. Variations may likewise apply to Split Thinkers, below. The following options involve other power categories:

Split Thinker	Secondary Thinker
One mid-tier execution of a thinker power and then a weak to mid tier execution of a non-thinker power. There should be overlap in theme/sentiment where possible.	Has a distinct, powerful (high tier) execution of a non-thinker power, and then gets a secondary thinker power.

And, finally, there are multitriggers, with thinker-led and non-thinker led multitriggers:

Thinker-Led Multitrig.	Thinker-Sub Multitrig
Character's contribution to multitrigger was the thinker power. Gains a mid-tier thinker power and 2-3 other secondary powers.	Character gets another power as their contribution power at mid-tier strength, then gets 2-3 secondary powers, thinker included.

The lines between these cases may be blurred as the thinker develops their power. Tattletale is a case of someone who can *push*, but who also taps into several upgrades.

## Categories & Branches - In Depth

<b>Combat</b>	Thinker powers based around fighting and combat.
<b>Powers</b>	<b>Perfect Fist - Gladiator - Study Foe - Bullseye - ? - Blackbelt Pain King - Morale Buster</b>
<b>Description</b> <p>Combat thinkers arise from arise from intense rage and angry frustration or resentment. There isn't a threat of harm, exactly, which would make it blaster or striker, but may take the form of a desire <i>to</i> harm, or the knowledge that a (physical) confrontation is inevitable. Such inevitable fights or confrontation would be winnable because, again, a sense of doom or inevitable loss would fall into a niche of blaster or striker. That said, the consequences of that win would be untenable.</p> <p>A single parent at the end of their rope feels intense hate for their child and knows that if pushed any further, they will lash out violently, and society will never forgive them. A student at school is decided on as the new target for the principal's son; the student knows they could win, they've been taking martial arts for years, but the conflict itself poses a lose-lose situation; either being taken down by the administration for daring to hurt the child, or becoming the new designated victim for the school. And the bastard knows it - that smug smile... the student clenches their fist.</p> <b>Examples</b> <ul style="list-style-type: none"><li>• <b>Perfect Fist</b> can deliver potent hand to hand strikes that an enemy can't avoid or block, exactly; their thinker power guides their fists past defenses, it's only a question of the thinker's physical ability to follow through.</li><li>• <b>Gladiator</b> can utilize environment and improvised objects effectively in a brawl, turning them into dangerous and devastatintg tools as part of a normal, ongoing fight.</li><li>• <b>Study Foe</b> gives the ability to scan a foe in the course of fighting or watching someone fight. Round by round, they gather information and study patterns, accruing small bonuses.</li><li>• <b>Bullseye</b> thinkers never miss.</li></ul>	

<b>Environment</b>	Use & understanding of environment, area effect.
<b>Powers</b>	<b>Gladiator - Trapmaster - Scry - Clairvoyance - Bloodhound Explorer - Mistrust</b>
<b>Description</b>  Environment thinkers arise from situations where there is an external, ambient, or otherwise broad stressor. Bad situations, in short.	

<b>Scan</b>	Thinker powers based around gathering information.
<b>Powers</b>	<b>Study Foe - Scry - Compiler - Psychometry - ? - Wisdom Power Reader - Psychiatrist</b>
<b>Description</b>  Scanner thinkers arise from situations where ignorance or a missing piece of information lies at the root of their mental or emotional anguish.	

<b>Sense</b>	
<b>Powers</b>	

<b>Skill</b>	Thinker powers augmenting technique, capability, general knowledge
<b>Powers</b>	<b>Blackbelt - Explorer - Wisdom - Awareness - Jack of Trades Tutor - Socialite</b>
<b>Description</b>  Arise from helplessness or questions of competence, often scenarios where the thinker is out of their depth.	

<b>Social</b>	Thinker powers based around manipulating people, or reading them.
<b>Powers</b>	<b>Morale Buster - Mistrust - Psychologist - Emotion Sense Socialite - Eyethief - Manipulator</b>
<b>Description</b>  Alternately, might include those who are dealing with isolation or betrayal in a way that doesn't actually cost them the other person, such as someone who was losing their mother to Alzheimer's or who reached their limit with a rebellious young child.	

## Thinker Bonuses and Augments

The bonuses and augments exist to expand a thinker who feels incomplete toward the mid-point of character creation (after power is figured but before perks and flaws are rolled) and as a bonus option for some methodologies that might otherwise feel weaker than their counterparts. It also serves as a thinker-flavored means of growth for those thinkers who reach milestones (if the milestones optional rules are used) to advance in a way that feels more thinkerish, rather than breaking from flavor.

Secondary Powers and Benefits		
1	Fool	
2	Magi	
3	Priestess	
4	Lady	
5	Lord	
6	Pope	
7	Lovers	
8	Chariot	
9	Strength	
10	Hermit	
11	Wheel	

12	Justice	
13	Hanged	
14	Death	
15	Temper	
16	Devil	
17	Tower	
18	Star	
19	Moon	
20	Sun	
21	Judgment	
22	World	

Perfect Fist (Combat x Combat)	
High Tier	<p>The thinker is informed of just where and how to hit foes in combat. By default, this is expressed as the fact that enemies do not get defense rolls against the thinker's fist attacks; to hit, the thinker must roll a 3+ in melee. Fist attacks deliver user's choice of a moderate wound, lesser wound, or no wound but lesser effect, regardless of fist weapon equipped.</p> <p>Does not apply if the thinker would not get a bonus from skills, is dazed, or is confused.</p>
Upgrades	<ul style="list-style-type: none"> <li>• <b>More Perfect</b> - Can choose any non-<i>demolished</i> wound result.</li> </ul>

	<ul style="list-style-type: none"> <li>● <b>Lunging Fist</b> - Slide up to 5' before or after a Perfect Fist attack, following &amp; hitting foe who was knocked away by prior attack <i>demolishes</i> them (see moderate bash).</li> <li>● <b>Perfect Wielding</b> - Can use with melee weapons.</li> <li>● <b>Mob Fist</b> - Can attack every foe in attack range with each Perfect Fist attack.</li> <li>● <b>Deep Fist</b> - Comes with 3 skill points pertaining to fistfighting.</li> <li>● <b>Perfect Parry</b> - Can parry melee hits, arrows, other larger, solid projectiles. Make a Perfect Fist attack roll at -1. If successful, incoming attack is deflected. On failure, make defense roll as normal.</li> </ul>
Variants	<ul style="list-style-type: none"> <li>● <b>Perfect Junk</b> - As mid-tier, improvised weapons only.</li> <li>● <b>Skull Fist</b> - As Mid-tier Attack rolls are made using Know.</li> <li>● <b>Gentle Fist</b> - Never wounds. On hit, choose non-K.O. bash result.</li> <li>● <b>Bloody Fist</b> - unarmed melee inflicts slashes instead.</li> </ul>
Push	The thinker taxes their capabilities and flows with their extrasensory abilities. For the next three attacks or three rounds, whichever concludes first, the thinker treats all Perfect Fist rolls as sixes. The thinker headache starts building immediately after combat concludes, giving the thinker one minute's warning before the headache fully sets in.
Mid Tier	As high tier P.Fist, but 4+, and can't dial up/down wound/effect delivered.
Example P. Fist Bligelwer	Your asshole, idiot sibling jumped in the churning river despite your warnings, your mother drowned trying to save him. He pissed you off before, but when he started manipulating your heartbroken dad, who saw taking care of him as a way of respecting your mom's memory, when he all of the attention went to him and his crocodile tears of 'guilt', with smirks reserved just for you? It almost pushed you over the edge. Being made out to be the bad guy for calling him out was the push needed to make you trigger.

Trapmaster (Enviro x Enviro)	
High Tier	<p>The thinker can quickly assess the environment, catalogue all usable objects, leverage a natural time, space, and mathematics, and devise a means of creating traps out of said objects. These objects are not tinkered, but the power does draw on otherworldly senses to help rig things.</p> <p>The thinker can spend a full round tampering with a piece of terrain or object to rig it. It can be rigged on a timer (minimum of two full rounds</p>



	<p>delay, max 2 hours), set up to go off the round or round after another trap does, or rigged to activate when someone enters a target area (max 5'x10'). They can apply one trap effect on the list below with a full round's actions, apply another with another round, and apply a third with another <i>two</i> rounds of tampering. Each trap effect can be upgraded once. Damage types depend on the object.</p> <p>Traps are normally 6+ Wits to spot, but become a 4+ Wits if an individual is actively looking out for them. Investigation applies. Foes who were looking out, additionally, can make a 4+ roll for an appropriate stat to avoid.</p> <p><b>Note:</b> This may be weak. If deemed to be weak in play, then character should be on an accelerated track to pick up a thinker bonus/augment. Trap options are listed on the next page.</p>
Upgrades	<ul style="list-style-type: none"> <li>● <b>Spider in her Web</b> - In round after foe triggers trap, deal an additional moderate wound via. melee hit or a lesser wound via. Ranged. Traps can never harm the trapmaster.</li> <li>● <b>Junkyard Dog</b> - 5 points &amp; spec in an offensive skill, but only with normally improvised &amp; inconvenient weapons. Can throw said items at a trap to activate it, 100% hit, changing its facing/target so it targets foes.</li> <li>● <b>Mousetrap</b> - Setting the initial trap requires only a standard action; adding second feature still requires a full round, third feature = 2 rounds.</li> <li>● <b>Rube Goldberg</b> - Precog sense of trap fallout. Gain trap option: Fallout: only activates 1 round after another trap does, changes to a feature of thinker's choice with settings/direction chosen by thinker at time of firing.</li> <li>● <b>Hidden Value</b> - Can appraise inorganic objects and intuitively understand their value &amp; function. 1/hour, can identify one random object in area that then requires a brief touch to be rigged with one feature or a standard action to be rigged with two features, doubled effect for each.</li> </ul>
Variants	<ul style="list-style-type: none"> <li>● <b>Pitfall</b> - Pitfall option destroys floors/wall within 10' of it. Lose one of the options from the list of general options, GM's choice.</li> <li>● <b>Shadowy Workings</b> - Setting traps requires two full rounds, setting traps when not observed requires a standard action.</li> <li>● <b>Fire Trap</b> - Can't add third feature, but any object with one trap feature fixed to it gets the firetrap feature, and objects with two trap features get firetrap (x2; explosive). Can be electrical, or can substitute another feature (often fling).</li> </ul>

<b>Push</b>	Getting their head in the game, the thinker sees the big picture. For three rounds or for the next three traps, setting up traps is faster (2x round -> full round -> standard -> touch). Until the bonus is expended, they have +1 Wits and cannot be flanked or surprised. The thinker headache sets in immediately.
<b>Mid Tier</b>	List of traps is halved (roll to decide which the trapmaster knows). DC to spot traps is 5+ (not on alert) or 2+ (on alert).
<b>Example Trapmaster Trigger</b>	She never wanted to be a mom, but she picked the kid and husband over being alone. She was promised that she would be allowed to work at home as a compromise, free to pursue her career. But the house became a disaster area, her husband too overworked with the sole responsibility of the kid, the kid a source of mess unto themselves. Plagued by distractions and clutter on all surfaces, she triggers, and now the messes, the disaster areas, and the fallout are all hers.

**Fling** - Move item 10'. For any foe hit, delivers L. Bash effect, L. wound, and wound effect. (x2): Fling 20'. L. Bash effect, M. wound, and wound effect.

**Snare** item, moving, collapsing, or closing it to trap the individual that triggered it. Disables limb & attaches individual to object until they get a total of 8 across Brawn rolls made (one a turn).  
(x2: Inflicts moderate rend damage. Total of 12 to free self.

**Surprise!** On activation, unfolds in an alarming way. Foes must pass a Guts check (5+) or move 5' away from the trap per point they lost the roll by. This movement provokes attacks of opportunity and does not allow them to make defensive rolls against other traps.  
(x2): Foe must roll Guts *twice* and on failure, they are staggered and lose an action on their next turn.

**Volley** - Requires some objects to be flung, sharp or heavier than 2 lbs, but still able to be held in one hand. Trap activates to target foes in one 90 degree cone. One attack on first round, two on the next round. Has a 3 in every stat for purposes of attacks, delivers a moderate wound and effect per hit. Each round of fire requires 3 projectiles, shots have 30' range increment.  
(x2): Fires until four rounds have passed or ammo is depleted.

**Fulmination.** Requires something volatile or electrical. Item visibly crackles/sets aflame. Lesser burn or shock on contact.  
(x2): With one round added delay, item detonates as a grenade, delivering a moderate wound.

**Gas Trap.** Requires something chemical with a warning label. Produces a gas cloud out to 10', cloud expands 5' a round the next round, then diminishes by 5'/round. Foes ending a turn, starting a turn, or taking an action in the gas cloud take 1 points of ability damage to two different stats (depends on chemical; if improvised using found chemicals is two random stats. If using chemicals found prior, is ability damage to stats of thinker's choice). Second point of ability damage to a given stat only has 50% chance to take effect, third and subsequent doses have 25% to damage the stat in question.

(x2): Gas cloud is initially out to 20'. Foes in initial gas expansion cloud must save or suffer effects.

Compiler	(Scan x Scan)
High Tier	<p>The <i>Compiler</i> gathers information from the area and consolidates it to gain a profound understanding of a target or targets. Each round, the character can roll 1d12 to determine target studied; the 1 is the individual or meaningful object closest to them, the 2 is the second closest object, and so on. May, depending on the focus of the thinker, extend to elements of a given system they are interacting with (ie. computers).</p> <p>When passively studying, roll 1d6 on the table below at the start of each round. Can forego attack action for the round to roll a total of 3d6 for the passively determined target, or, alternately, use an attack action and pick a target to analyze, rolling 2d6.</p> <ol style="list-style-type: none"> <li>1. <b>Physical</b> - Brawn, Ath, Dex &amp; Guts scores, any physical perks &amp; flaws. Objects: durability, hardness, weak points, security flaws.</li> <li>2. <b>Outfit</b> - Held/hidden items, costume make. Material perks &amp; flaws. For objects, gain a sense of construction/materials, value.</li> <li>3. <b>Psych</b> - Wits, Social &amp; Know scores, any mental perks &amp; flaws. Objects: Last person to have touched it, nearest person to it.</li> <li>4. <b>Heart</b> - Discern mood, reputation, morale, social/teamwork based perks &amp; flaws. Object: owner &amp; owner's associated feelings for it.</li> <li>5. <b>Lore</b> - Discern skills, concealed foes, history-based perks and flaws. Object: investigate, find evidence, hidden things.</li> <li>6. <b>Esoteric</b> - Gain knowledge about powers involved, either powers</li> </ol>

	<p>of individual/object or if they've been influenced. After ~3 uses, will have basic sense of how power works, range, parameters. Gain knowledge of power-based perks &amp; flaws operate.</p> <p>On getting three different reads on a target, gain morale advantage (reroll/force reroll). Must be interacting with that subject. On getting six entries, morale is renewed after 1d3 rounds. Against the unpowered, 'six' is free and is rerolled.</p>
Upgrades	<ul style="list-style-type: none"> <li>● <b>Uncomfortable Scrutiny</b> - Pick one result: remove another. Rearrange list so the chosen result appears twice. On getting the result twice, can induce a weakness appropriate to the category by interacting with target (speak, attack, be attacked). On getting the complete picture of the target, the effect lasts 1 hour per round the target interacted with the thinker. Equivalent to bestowing a flaw.</li> <li>● <b>Calculated Read</b> - Can reroll results already picked up.</li> <li>● <b>Gather Leverage</b> - Get two of the 'Uncover' variants as <i>options</i> below, instead of as replacement, must choose only one to use on a foe.</li> <li>● <b>Deep Fathoming</b> - Get two of the 'Grok' variants below. With 8, can maximize all die vs. them for one round/day.</li> </ul>
Variants	<ul style="list-style-type: none"> <li>● <b>Uncover Chink</b> - Instead of a morale reroll, having three pieces of information allows a thinker to choose a weapon or costume quality, or (in some cases) an aspect of the target's power. When dealing with the thinker, that quality doesn't exist. With 6 bits of knowledge, strip away three (can divide between costume and weapon, etc). If foes discard weapon and draw another, applies to newly drawn weapon.</li> <li>● <b>Grok Operations</b> - Replace one of the six analysis results with 'Operation': Figure out patterns and timing of target person. Once per ten (minus 1 per piece of information gathered) rounds of ongoing interaction with the target, deny them a turn's actions via. Subtle interference and interruption. With objects, can make them fail to operate.</li> <li>● <b>Uncover Liabilities</b> - Instead of a morale reroll, can apply pressure by interaction (speaking, etc) and inflict the 'pain' status re: a stat, giving foes a chance to fail at even mundane actions; they have to roll and fail on 1. Stats that can be targeted are determined randomly.</li> <li>● <b>Grok Location</b> - Replace one of the six analysis results with 'Located': 1-100% chance the thinker can know the general location of the target for the next hour, depending on distance (1% if they leave the city, 100% if they are within 100', wing it for distances between; very often will be 80-95% for foes in an ongoing conflict). D100 is rolled on demand, but on failed %, can't use for another minute.</li> </ul>

	<ul style="list-style-type: none"> <li>● <b>Uncover Foibles</b> - Instead of a morale reroll, per 2 tracts of information thinker has, foes lose 1 point from each of their skills. For their first action each turn, they roll an added die and use the lower result. With 6 entries, the target can't use skills. Applies only to actions taken while having to account for thinker in vicinity.</li> <li>● <b>Grok History</b> - Replace one of the six analysis results with 'History': gain knowledge about background, social class, education level. Can gain details re: identity in this manner. Applies to objects; get a sense of what led to present day.</li> </ul>
<b>Push</b>	Focused analysis strains the thinker but allows the thinker to piece together what they need to know. Requires an action, but allows the thinker to choose two die results or choose one, but allow the GM to choose the most relevant target. Could choose 'Locate' (variant) and gain knowledge of location of someone in the area, or choose 'Outfit' to know who has X item (or who has a hidden gun). Only 50% chance of thinker headache, but it sets in immediately.
<b>Mid Tier</b>	Only gain ~33-66% of the information for each result rolled.
<b>Example Compiler Trigger</b>	A young teenager with distant parents and only her brother as a caring family member is devastated by her brother's suicide. It is not the death or loss that triggers her, but the fact that she missed the signs.

<b>Beholder</b> (Perceive x Perceive)	
<b>High Tier</b>	Gain a selection of vision modes. Can switch from one vision mode to another as a free action, but can only do so once a turn. Vision modes might include 3 of the following: <ul style="list-style-type: none"> <li>●</li> </ul>
<b>Upgrades</b>	
<b>Variants</b>	
<b>Push</b>	
<b>Mid Tier</b>	
<b>Example Compiler Trigger</b>	