Mirror Mastery

Special Mechanics

Powers

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Bonus Dodge | T | N | 20 | -- | -- | -- | 0 | * You gain an additional dodge before your dodge degrades | * Dodge+1 / x2 / -- / 20P |
| Bounce Attack | Vr | C | 10 | -- | -- | Self | 0 | * You can bounce your ranged attacks, attacking around corners or behind you * You must be able to trace a path to your target, but can bounce the attack off the floor, ceiling and obstacles * Range is calculated from the entire path and each bounce beyond the first adds -1 Accuracy | * None |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Energy Reflection | D | T | 20 | 4/ | 0 | Self | 2 | * Any ranged energy attack that hits you has a 4/12 chance of being reflected instead of damaging you * Use your shoot skill to hit the attacker with the reflected energy * Resist Blind(1) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Reflect +1 / x3 / +1B / 10P * Resist +1 / x2 / 0B / 10P |
| Flash | Ars | A | 20 | 4/ | 0 | 1 tgt | 5 | * Blind (Reflex) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Eye Scratch – Once your victim loses the blind status, he gains Blurred for the rest of the fight / x1 / +1B / 20P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Mirror Escape | M | M/R | 30 | -- | -- | Self | 1/6 | * Teleport 20 * Can travel from one mirrored surface to another * Once per combat, can use this as a reaction to move directly before being attacked | * Move / x3 / +1B / 10P * Uses +1 / x2 / 0B / 20P \*\*\* |
| Mirror Image | D | T | 30 | -- | -- | Self | 1+ | * Create 1d3+1 decoys * Decoys are indistinguishable from you, and keep within 2 hexes * Decoys each cost 1 burn * Decoys disappear in a single hit * When you are hit, there is only a 1/x chance to hit you and if not, one of your decoys is hit | * Decoys Step / x2 / 0B / 20P |
| Mirror Shell | R | N | 20 | -- | -- | Self | 0 | * Armor 0/6/0 | * Armor / x3 / +0B / 10P \*\*\* * Shattered – When you are hit by a melee attack, you can choose to take Dissolve(1) and cause Bleed to your opponent / x1 / 0B / 10P * Tin Foil Hat – You also get Armor 0/0/2 / x1 / 0B / 20P |
| Mirror Sight | U | N | 10 | -- | -- | Self | 0 | * You can see around corners * You cannot be flanked | * None |
| Mirror Trap | Ars | A | 20 | -- | -- | 1 tgt | 8 | * Entangle 0/6/6 & 4d8 (Reflex) * When you break out, you are Stunned (Wit) | * Accuracy +2 / x2 / +0B / 10P * Armor 1/1/0 / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P \*\*\* * Range +1 / x3 / +0B / 6P |
| Piercer | T | N | 10 | -- | -- | Self | 0 | * All of your attacks get Pierce(2) | * Pierce +1 / x2 / -- / 10P |
| Shards | Ats | A | 20 | 4/ | 0 | 3 rad | 6 | * 3d6 physical damage * Bleeder(3) | * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Radius +1 / x2 / +1B / 10P * Range +1 / x3 / +0B / 6P |