Ocular Powers

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Cyclops | MS+2 | MS+2 | PR+4 | RS+2 | CR+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| 360 Degree Vision | U | N | 10 | -- | -- | Self | 0 | * Can see in all directions * Cannot be flanked | * None |
| Burst Fire | Vr | C | 20 | -- | -3 | Self | E | * By spending an energy, you can fire 3 times, rolling 3 separate attack dice against your target’s single defense * You can hit up to three times | * None |
| Conical Blast | Aps | A | 20 | -- | 0 | 3 cone | 6 | * 2d8 + Skill Energy Laser Damage (Reflex) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Cone +1 / x2 / +1B / 10P |
| Enhanced Vision | U | N | 10 | -- | -- | Self | 0 | * Can pick 2 from the list * Infrared Vision * Microwave Vision * Radar Vision * Ultraviolet Vision * Xray Vision | * Additional Sense / x3 / +0B / 10P |
| Eye Beams | Ars | A | 20 | 6/ | 0 | 1 tgt | 5 | * 2d10 + Skill Energy Laser Damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Fast +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P |
| Eye Protection | D | N | 20 | -- | -- | Self | 0 | * Resist Flash(1) * Resist Gaze(1) | * Resist +1 / x2 / -- / 20P |
| Hypnotic Gaze | Arz | A | 30 | 1 | 0 | 1 tgt | 8 | * Stun (Power, Reflex) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Mental Attack – If the target is stunned, he also takes 1d4 Penetrating Psychic Damage / x1 / +1B / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Lightning Shot | Vr | C | 20 | -- | -- | Self | 0 | * Once per combat, you may use a missile attack as a free action that does not end your turn. You can still only take a single attack in any given round. | * Uses +1 / x2 / -- / 20P |
| Remote View | U | N | 20 | 100 | -- | Self | M/2 | * Can see as though you were 100 hexes away | * Burn -1 / x2 / -- / 10P * Range x2 / x3 / -- / 10P |
| Repulson Beam | Ar+ | + | 20 | -- | -- | Self | 1 | * Knock(1) | * Burn -1 / x2 / -- / 10P * Knock Die(1) / x1 / +1B / 10P * Knock +1 / x2 / +1B / 10P |
| Repulsion Block | D | C | 20 | -- | -- | Self | 1 | * Can use Shoot to block incoming melee attacks | * None |
| Sweeping Ray | Ar+ | + | 20 | -- | -- | Self | 2 | * Ranged attack becomes a ray that can be swept over three adjacent hexes * Each target must be hit separately | * Hexes +1/ x2 / +1B/ 10P |
| Tactics | V | F | 30 | -- | -- | Self | 2 | * At the beginning of a fight, you can take a combat round to survey the battlefield, giving you 1d3 tactics points | * Die Step / x2 / +1B / 10P |
| Withering Gaze | Ars | A | 20 | 6/ | 0 | 1 tgt | 6 | * Drain Stat 1d6 (Reflex) * Choose stat when power is purchased * Additional applications of this power allow you to reroll and take the better result, or reset the | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Die Step / x3 / +1B / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |