**Mirror Mastery**

**Highlights:**

* Blind
* Great energy defense
* Good entangle
* Lots of utility
* Potentially hard to use because of the need for mirrored surfaces

**Super Stats:**

* Perception

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bounce Attack | Att+ | -- | -- | -- | -- | -- | 1u | * 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 floors, ceilings and obstacles * Range is counted normally, and each bounce adds -1 accuracy | 10 |
| Energy Reflection | Def | N | -- | 4/ | -2 | Self | 2r | * Any ranged energy attack that hits you has a 4/12 chance to be reflected back against the attacker instead of damaging you * To hit your attacker with the reflected energy, use your ranged style | 10 |
| Flash | Att | A | Direct | 10” | -- | 1 target | 6u | * Blind (SPD 20) | 10 |
| Mirror Escape\* | Utl | M | Touch | -- | -- | Self | 4s | * If you can touch a mirror, or a sufficiently reflective surface (GM’s call), you can enter it * You can escape through another mirrored surface up to 20” away | 10 |
| Mirror Image\* | Def | N | -- | -- | -- | Self | 2r + 1r/decoy | * Create 1d3+1 decoys * Decoys are indistinguishable from the character but keep close to him (2” max distance) * Decoys take a single hit then disappear | 10 |
| Mirrored Shell | Arm | -- | -- | -- | -- | Self | -- | * 0/10/0 Armor | 10 |
| Mirror Sight | Utl | -- | -- | -- | -- | Self | -- | * You can see around corners * You cannot be flanked | 10 |
| Mirror Trap\* | Att | A | Direct | 20” | -- | 1 target | 6u | * 0/10/0 & 4d8 Entangle (SPD, INU 20) * Entangled enemies are Stunned (INT, INU 20) | 10 |
| Shards | Att | A | Area | 0” | -- | 3” rad | 10u | * 3d6 physical damage * Bleed(3) | 10 |

**Additional Information**

**Place Holder**

* Blah, blah, blah…