

Eye-Con

Female; Age: 40; Height: 5' 6"; Weight: 150 lb.

Power Level 12, 208 PP; Abilities 56 + Powers 82 + Advantages 33 + Skills 13 (26 ranks) + Defenses 24

Abilities

Strength	3	Agility	4	Fighting	7	Awareness	3
Stamina	4	Dexterity	1	Intellect	5	Presence	1

Offense

Initiative: +16

Attack Name Attack Bonus & Resistance DC Notes

Laser Blast: Damage 15 . +9, DC 30 375/750/1500 ft., Crit 20

Laser Vision: Damage 11 . . DC 26 Crit 20

Throw +3, DC 18 Bludgeon, Crit 20

Unarmed +11, DC 18 Bludgeon, Crit 20

Powers

ü **Cybernetic Enhancements** (40 PP)

ü **Comprehend: Comprehend 1** (1 PP)

Languages - Understand All; Limited: not necessarily speak, all languages that are programmed into his Universal Translator (Personal - Permanent)

ü **Enhanced Trait: Enhanced Trait 3** (3 PP)

Advantages: Eidetic Memory, Improved Initiative, Jack-of-all-trades (Free - Personal - Sustained)

ü **Immunity: Immunity 32** (32 PP)

Disease, Poison, Will Effects (Personal - Permanent)

ü **Regeneration: Regeneration 2** (2 PP)

Every 5 rounds (Personal - Permanent)

ü **Senses: Senses 2** (2 PP)

Direction Sense, Distance Sense (Personal - Permanent)

ü **Infrared Vision: Senses 1** (1 PP)

Infravision (Personal - Permanent)

ü **Laser Vision** (35 PP)

Laser Blast: Damage 15 (1 PP)

DC 30; Accurate 3: +6, Increased Range: ranged (Standard - Ranged, 375/750/1500 ft. - Instant)

Laser Vision: Damage 11 (33 PP)

DC 26; Increased Range 2: perception (Standard - Perception - Instant)

Lasers vs Incoming: Deflect 13 (1 PP)

(Standard - Ranged, 325/650/1300 ft. - Instant)

ü **Protective Uniform: Protection 3** (3 PP)

+3 Toughness (Personal - Permanent)

ü **Strong Eyes: Immunity 5** (3 PP)

Sensory Affliction Effects; Limited: Visual only (Personal - Permanent)

Advantages

Accurate Attack Trade effect DC for attack bonus.

Agile Feint Feint using Acrobatics skill or Speed rank.

All-out Attack Trade active defense for attack bonus.

Assessment Use Insight to learn an opponent's combat capabilities.

Close Attack 4 +1 bonus to close attack checks per rank.

Defensive Attack Trade attack bonus for active defense bonus.

Defensive Roll 4 +1 active defense bonus to Toughness per rank.

Eidetic Memory Total recall, +5 circumstance bonus to remember things.

Evasion Circumstance bonus to avoid area effects.

Improved Aim Double circumstance bonuses for aiming.

Improved Defense +2 bonus to active defense when you take the defend action.



Defenses

Dodge 13

Parry 13

Fortitude 8

Toughness 11/7

Will Immur

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

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Advantages

- Improved Disarm** No penalty for the disarm action.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Improved Initiative 2** +4 bonus to initiative checks per rank.
- Improved Smash** No penalty for the smash action.
- Inventor** Use Technology to create temporary devices.
- Jack-of-all-trades** Use any skill untrained.
- Languages 3** Speak and understand additional languages.
- Power Attack** Trade attack bonus for effect bonus.
- Precise Attack (All) 4** Ignore attack check penalties for either cover or concealment.
- Ranged Attack 2** +1 bonus to ranged attack checks per rank.
- Teamwork** +5 bonus to support team checks.
- Well-informed** Immediate Investigation or Persuasion check to know something.

Movement

- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Routine Jump Distance** - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.
- Throwing Distance** - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet

Complications

- Distinctive Features** Due to the implants, Phoebe Division soldiers have noticeable scarring and cybernetics around their left eyes.
- Drone** The Phoebe Division soldiers are under the control of Colonel Caporetta thanks to the cybernetic implants in their brains. When dealing with him, their will is effectively -5.

Background Information

Languages: English, French, Italian, Latin, Spanish

Additional Details

PP earned so far: 10

Skills

	Total	Ranks	Ability	Other
Acrobatics	+6	2	4	
Athletics	+5	2	3	
Deception	+5	4	1	
Expertise: Karate	+6	1	5	
Expertise: Physical Sciences	+6	1	5	
Insight	+3	-	3	
Intimidation	+5	4	1	
Investigation	+6	1	5	
Perception	+3	-	3	
Persuasion	+1	-	1	
Sleight of Hand	+3	2	1	
Stealth	+8	4	4	
Technology	+10	5	5	
Treatment	+5	-	5	
Vehicles	+1	-	1	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

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