

Eye Guy

THREAT LEVEL: 7

SIZE: LARGE | **HEALTH:** 8

STRENGTH: 8 | **SPEED:** 8
SMARTS: 4 | **SOCIAL:** 2

TOUGHNESS: 18 | **EVASION:** 18
WILLPOWER: 14 | **CLEVERNESS:** 12

GROUND MOVEMENT: 30 ft.

Eye Guy is a malicious and evil monster, made up of a mass of eyeballs which can be broken apart and reassembled. His unique ability to reform and heal himself during battle makes him a difficult Threat to overpower. His detachable Main Eye, normally housed inside his mouth, can be sent away from his body to spy on others or perform duties and special Powers. However, without his Main Eye attached and unharmed, Eye Guy is unable to use his restorative powers.

PERKS

Powered Perception: Eye Guy's Alertness (Perception) Skill Tests gain $\uparrow 3$.

SKILLS:

Alertness (Perception) +d6*
Athletics +d4
Brawn +d4
Conditioning x1
Finesse +d4
Initiative +d2
Intimidation +d2
Might +d4
Persuasion +d2
Streetwise +d2
Targeting (Natural Weapons) +d8*
Languages: Putty, English

ATTACKS:

Unarmed Combat (Finesse): +d4, Reach (1 Stun Damage or 1 Blunt Damage $\downarrow 1$)

The eyeballs in Eye Guy's fingertips grant him a clear view of his Target, allowing him to deliver stunning strikes with ultimate precision.

Eye Laser (Targeting, Natural Weapons): +d8*, Range 60 ft.
(Evasion, 2 Energy Damage)

Eye Guy has a powerful red laser beam that shoots from his main eye, dealing Energy Damage. This attack may not be used on consecutive turns.



Chest Blast (Targeting, Natural Weapons): +d8*, Range 40 ft. (1 Fire Damage Multiple (2) Targets, Blast: 10ft radius)

Eye Guy's Chest Blast fires two eyes from his chest towards up to two enemies within range. Upon a successful hit, each eye explodes in a fiery blast.

POWERS:

Regeneration (Move): Eye Guy regenerates 1 Health per round as long as he has his Main Eye attached and has not moved or taken Energy Damage in the same round.

HANGUPS

Energy Drain: Eye Guy's Main Eye is especially susceptible to Energy Damage. When Eye Guy is hit with an Attack that does Energy Damage, Eye Guy's Main Eye is unable to be used until after the end of his next turn.

Main Eye

Main Eye can be teleported away from Eye Guy's body, both to protect it from battle and to capture the Smarts Essence of his targets, normally children, by absorbing their bodies through a special energy beam and trapping them in another dimension.

When Main Eye is detached from Eye Guy, it shares all of Eye Guy's Essence Scores, Defenses, Skills, and Health. Main Eye has an Aerial Movement of 30 ft. instead of a Ground Movement. Damage between Main Eye and Eye Guy are totalled against their shared Health.

ATTACKS:

Eye Laser (Targeting, Natural Weapons): +d8*, Range 60 ft. (Evasion, 2 Energy Damage)

Main Eye has a powerful red laser beam that works when it is detached from Eye Guy, dealing Energy Damage. This attack may not be used on consecutive turns.



POWERS:

Gridblink: (2/Scene, Move): Main Eye magically teleports up to 120 feet to an unoccupied space it can see.

Smarts Beam (1/Scene, Standard): Main Eye shoots a blue beam from its eyeball to absorb a Target that is sized Common or Small. Upon a successful Targeting Skill Test against the Target's Willpower, the Target is absorbed. While absorbed, the Target is trapped inside a dimension within the eye and drained of 1 Smarts Essence per round. A Target trapped this way can attempt to break free by making an Attack against Main Eye's Toughness with $\downarrow 3$. Otherwise, the Target is released if Main Eye is Defeated.

