

The Eye

Look into a creature's soul and see it for what it truly is. Knowing the purpose and existence of a creature causes it to become more insignificant and powerless to the Fate.

Modification-point cost: 20

The Fate will gain the following vs. a successfully effected creature:

+1 to Avoidance-Rolls per 7 levels the Fate has advanced when defending against the targeted creature.

+1 to Defensive rolls per 7 levels the Fate has advanced when defending against the targeted creature.

+1 to Offensive rolls per 7 levels the Fate has advanced when attacking the targeted creature.

Avoidance-roll:

Fate must successfully pit his or her mental-strength vs. the mental-strength of the targeted creature (single roll check). If a creature has mental-strength, it must pit it against the Fate's, even though it may be immune, or have resistances vs. mental-attack (this is not an attack on the mind). If a creature has no mind, the Fate will pit his or her mental-strength vs. the creature's level. Example: A level #33 creature will be considered as having a 33 mental-strength.

Time to invoke The Eye:

Instant. The Eye can be invoked while a Fate is doing other things. In other words, this power is instantly invoked and will not take away from the Fate's normal actions per turn.

Note:

The Eye can only be used 1 time per turn, and can effect only one creature at a time.

Origin:

Jahtha: Majis

Ruler of: Fate

Race type: Kithillian Elf

Gender: Female