

# CYCLOPS

**Identity:** Scott Summers  
**Group Affiliation:** X-Men  
**Base of Operations:** Xavier's School for Gifted Youngsters, New York  
**Side:** Good  
**Sex:** Male  
**Height:** 6' 3"  
**Hair:** Brown  
**Eyes:** Black (glows red when his power is active)  
**Level:** 16th  
**Experience:** 135,000  
**Training:** +1 Damage with Optic Blast



## Powers:

- 1. Body Power (Optic Eye Blasts):** Cyclops can shoot a beam of ruby-colored concussive force from his eyes. Attacks as Force Field, +6 to hit (includes Training Bonuses), Range 42" (End x2), Damage 2d20+5 (includes Training Bonuses), PR 2/blast. Cyclops is immune to the damage caused by his optic blasts, but can still suffer knockback from any reflected attack.
- 2. Heightened Expertise (*Danger Room Training*):** +4 to Hit with Optic Blasts.
- 3. Natural Weaponry (*Danger Room Training*):** +1 to Hit, +2 Damage with Hand-to-Hand and Optic Blast combat.
- 4. Weakness (Low Self-Control):** Cyclops cannot control his Optic Blasts. He must wear his protective ruby quartz glasses, or his visor, or otherwise his eyes will fire continuously at maximum damage and affect ALL targets in his line of sight.
- 5. Weakness (Prejudice):** Cyclops is a mutant and as such, he is feared and hated by the world around him.

**Weight:** 175 lbs.  
**Strength:** 14  
**Agility:** 15  
**Charisma:** 22  
**Hit Mod.** (1.2) (2.6) (1.6) (1.2) = 5.9904  
**Damage Mod.:** +3  
**Accuracy:** +3  
**Carrying Capacity:** 424 lbs.  
**Movement Rates:** 53" ground.  
**Det. Hidden:** 12%  
**Inventing Points:** 25.6

**Basic Hits:** 4  
**Endurance:** 21  
**Intelligence:** 16  
**Reactions from:** Good: +4 (-4) Evil: -4  
**Hit Points:** 24  
**Healing Rate:** 2.4  
**Power:** 82  
**Basic HTH Damage:** 1d6  
**Det. Danger:** 16%  
**Inventing (48%):**

**Knowledge Areas:** Journalism/Broadcasting (Radio) & Scholar (Spatial Geometry)

**Origin and Background:** (American) Scott Summers is acting leader of the X-Men.

**Training Bonuses:** (2) +1 Accuracy with Optic Blast, (3) +1 Damage with Optic Blast, (4) +1 Accuracy with Optic Blast, (5) +1 Damage with Optic Blast, (6) +1 Accuracy in Unarmed HTH Combat, (7) +1 Damage in Unarmed HTH Combat, (8) +1 Endurance, (9) +1 Agility, (10) +1 Endurance, (11) +1 Accuracy with Optic Blast, (12) +1 Damage with Optic Blast, (13) +1 Endurance, (14) +1 Accuracy with Optic Blast, (15) +1 Damage with Optic Blast, (16) +1 Accuracy with Optic Blast.

**Legal Status:** Citizen of the United States with no criminal record.

**To Hit (Optic Blasts/Force Fields):** +14  
**To Hit (Unarmed HTH):** +4

**Damage (Optic Blasts/Force Fields):** 2d20 + 10  
**Damage (Unarmed HTH):** 1d6 + 5