Equipment D20 / Annoying Gadgets Inc. EYE-

Laser Pointer
Requires a successful called shot to the eyes

Annoying Gadgets Inc. "EYE-SORE" Laser Pointer
Ammo: 500 (Batteries: 5)
Cost: 10 credits
Range Increment: 25 m

This instrument is useless against characters that either are blind or have no eyes. Can also be attached to a ranged weapon for an increase of +1 to RAB for one round of aiming. If the called shot to the eyes is unsuccessful, the GM must determine if the shot was successful enough to hit the face of the target, if so the target's sight is stunned for 1d4 rounds. However, if the called shot was successful the user must roll 3d8 vs the target's Constitution, with results of the roll and effects listed below.

Result	Effect
Con/2	All skills using sight at -3 for 1d6 minutes
Con	All skills using sight at -10 for 1d6 hours
Con x 2	Totally blinded for 1d6+1 hours
Con x 3	Permanently Blind

Note: Target may make a Reflex save (DC 25) to shut their eyes before damage occurs.

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