

Name: Eye Guy

One-line Introduction: Eye Guy is the Omnitrix's DNA sample of an Opticoid from the planet Sightra.

Appearance: Eye Guy's entire upper-body is covered with green eyes, around 20 of them; although he ironically has no eyes on his face, which consists of a mouth and a very large pair of elastic bat-like ears. He has dark tan skin on his back and feet, with a lighter tone of tan on his chest, armpits, face, and hands. His entire skeleton is made of cartilage, not bones. In the Original Series, Eye Guy wore black pants with white bands on them and a white belt with the original Omnitrix symbol on it. He had light green eyes with dark green pupils, and one giant primary eye in the center of his chest. In the Ultimate Alien intro, Eye Guy looked the same as before, except his feet were darker and the big eye on his chest was replaced by his Ultimatrix symbol. In Omniverse, 16-year-old Eye Guy's eyes are now bigger, recolored slightly brighter, and placed symmetrically on his body. His chest eye is now closed by default, and he now has two additional eyes on his palms. His pants now have green cuffs replacing the white bands; the main belt where the Omnitrix symbol is located is recolored green with a white stripe; and he additionally wears green cuffs on his hands. The teeth may alternate between being sharp like his Original Series design or being flat. 11-year-old Eye Guy looks mostly the same as he did in the Original Series, albeit he has the palm eyes, eye placement, and pupil color of his 16-year-old self. He wears black foot sleeves; white bands respective to the green cuffs; and the original Omnitrix symbol on his belt is recolored green.

History: Eye Guy was unlocked off-screen prior to Ben 10 vs. Negative 10: Part 1. He first appeared in Ben 10 vs. Negative 10: Part 2, where he battled the Negative 10. In the Gold Edition of Ben 10: Secret of the Omnitrix, Eye Guy fought a Mutant Wasp and destroyed Dr. Animo's DNA bomb, accidentally activating the Omnitrix's Self-Destruct Mode in the process. Five Years Prior to Omniverse, in Evil's Encore, Eye Guy battled Dr. Animo and his Mutant Giraffe, but failed to defeat them when he reverted. In Weapon XI: Part 2, Eye Guy was defeated by Kevin when he absorbed some power from the Omnitrix. In From Hedorium to Eternity, Eye Guy defeated a possessed Max. In Alien Force, Eye Guy was removed from the active playlist by the Omnitrix's reconfiguration in Ben 10 Returns: Part 1. In Ultimate Alien, in Ben 10,000 Returns, Eye Guy was re-unlocked by Ben 10,000. In Omniverse, in Rad, Eye Guy was defeated by the Grackflint. In The Ultimate Heist, Eye Guy appeared before Blukic and Driba and later battled Negative Ultimate Humungousaur, but was defeated by Negative Ultimate Echo Echo. In Mud is Thicker Than Water, Eye Guy helped Gwen stabilize the power core of the Plumber Headquarters. In A Fistful of Brains, Eye Guy was defeated by Ultimate Albedo. In Something Zombozo This Way Comes, Eye Guy was frightened by Zombozo and accidentally switched himself into Toepick. In Mystery, Incorporeal, Eye Guy battled some Rock Monsters. In Universe vs. Tennyson, Eye Guy was defeated by the Galactic Gladiator. In Charm School, Eye Guy looked for Charmcaster in the campus of Friedkin University before being scared by Gwen. In The Ballad of Mr. Baumann, Eye Guy followed Mr. Baumann's cologne trail to find him and Sheelane. In It's a Mad, Mad, Mad Ben World: Part 2, Eye Guy defeated Mad Rook with the help of Freeze-Ghost. In A New Dawn, Eye Guy appeared for a short time when Ben was cycling through his aliens.

Weaknesses: If an irritant such as Grackflint venom gets in his eyes, Eye Guy's eyes will burn and he will briefly be unable to see clearly. Because he has eyes over the majority of his body, he is more vulnerable to being exposed to and hurt by such irritants. Certain chemicals can irritate Eye Guy's eyes and cause them to tear up, such as Mr. Baumann's cologne. Eye Guy's multiplied vision can be a weakness to the person transformed as him; if they look at something or someone that they have a fear of, like Zombozo, they will now see multiple of that and become more frightened than normal.

Powers and Abilities: Eye Guy has 360-degree vision, making it extremely difficult to sneak up on him. The eyes on his hands further allow him to peer around corners or obstacles. Furthermore, he can "smell" and see trails of certain chemicals with his eyes. Eye Guy has ophthalmokinesis, which allows him to control and alter the many eyes on his body. He can move his eyes across the surface of his body and merge them together to create one bigger eye. By closing all his other eyes, he can open his chest eye and further bring it out on a stalk to point it around. From any of the eyes

on his torso, and from multiple at once, Eye Guy can fire out green optic blasts. These beams of energy can easily push objects or people far away; give enough kickback for Eye Guy to launch himself in the air; and are powerful enough to shatter metal and slice trees clean in half. Eye Guy's chest eye can charge up and fire larger and more powerful beams of super concentrated energy. These beams are capable of shattering Rock Monsters in one shot and, if sustained, can ignite an explosive barrel and overload machinery. The eyes all over Eye Guy's body can each fire a different kind of optic blast: Besides simple energy beams, he can shoot blasts of green fire; green freeze rays that encase and immobilize a target in ice on contact; green bolts of electricity; green bolts of electricity capable of freezing foes; and blasts of sticky eye goop. Eye Guy has enhanced durability, being able to take punches from the Galactic Gladiator, and an energy blast from the Mutant Giraffe directly to the face. Eye Guy is capable of performing great acrobatic and gymnastic feats, as well as jumping several feet high. Eye Guy has good reflexes, capable of dodging incoming attacks.

Personality: In Omniverse, Eye Guy has a tendency to make puns involving the word "eye" or organs related to the eye.