**Occular Powers**

**Highlights:**

* Area control

**Super Stats:**

* Perception

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| 360 Degree Vision | Utl | N | -- | -- | -- | Self | -- | * Can see all around * Cannot be flanked | 10 |
| Conical Blast | Att | A | Area | -- | -- | 4” cone | 8u | * 2d10 energy damage | 10 |
| Enhanced Vision | Utl | N | -- | -- | -- | -- | -- | * Can pick 2 from the list * Infrared Vision * Microwave Vision * Radar Vision * Ultraviolet Vision * Xray Vision * ??? Any others to think of? | 6 |
| Eye Beams | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * 3d10 energy damage | 10 |
| Eye Protection | Def | N | -- | -- | -- | Self | -- | * Immune to blindness, gaze attacks | 10 |
| Hypnotic Gaze | Att | A | Direct | 1” | -- | 1 target | 6u | * Stun (WIL, PER 18) | 10 |
| Remote Viewing | Utl | N | -- | 100” | -- | Self | 1r | * Can see as through your eyes were up to 100” away from you | 10 |
| Repulsor Beam | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * 3d8 energy damage * Knock(4) | 10 |
| Repulsor Block | Def | X | -- | -- | -- | 1 target | 6u | * Can use your missile attack power to block incoming melee attacks | 10 |
| Withering Gaze | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * Drains 1d6 from a stat chosen when this power is purchased | 10 |

**Additional Information**