

Ocular powers

Powers:

- Flip a coin, 1 side grants X-Ray vision, and the other side will grant concussive blast.
- X-ray vision is activated via S-P And grants the user to see through solid objects and mist perfectly, this ability also grants the user to see through clothes and armour, allowing them to see concealed items and weapons.
- Concussion blasts come from the eyes and can deal 1d8 damage.
- Can see perfectly up to 100m as long as there's nothing obstructing the view.
- This power can be activated via S-P, Con, or Wis.

Weaknesses:

- X-ray vision cannot see through, lead or minnerol.
- If eyes are obstructed, powers might not work if they're able to deal damage.
- If eyes are damaged or removed, powers will be unable to be used.

Limitations:

- Powers only come from the users eyes.
- Attacks that come from the eyes must be direct, the user cannot manipulate the trajectory of any of the emitter abilities from this power.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

- 1) S-P +1
- 2) S-P +1
- 3) Two sides :
 - Get the other ability from the initial coin flip.
- 4) [Ability] Ultraviolet vision
 - Enables the user to see in the dark as well as the ability to see "invisible" tracks or evidence.

[Buff] Damage increase by 1 dice up, can see 20m further.
- 5) [Ability] thermal vision
 - User can define differences in temperatures, this also allows the user to see different heats.

[Buff] Damage increase by 1 dice up, can see 20m further.
- 6) [Ability] Combustion sight
 - User must roll 15+ to ignite a target dealing fire damage based on this characters damage dice with offensive ocular powers.

[Buff] Damage increase by 1 dice up, can see 20m further.

7) [Ability] Biochemical Aura Vision

- User can see detail of any creature or being so long as it is or was biological.
- This mean the user can see details of their health, what they are afflicted with or even what they might have died from.

[Buff] Damage increase by 1 dice up, can see 20m further.

8) [Ability] Vision Tools

- Any blood transfused objects made from this power now not only allow the user to see through those objects but also can use any of their abilities through the items, so long as they succeed a 15+ S-P.

[Buff] Damage increase by 1 dice up, can see 20m further.

9) [Ability] Ocular Light beams

- Upon rolling 15 + user can deal light energy damage from their eyes.
- The damage is equal to that of the ocular damage dice.

[Buff] Damage increase by 2 dice up, can see 60m further.

10) [Mutation] Vision orb

- User can see 360 degrees around them passively at all time this power is active.
- If the user has the abilities ; concussive blast, Combustion sight, or Ocular light beams, the user can blast them out at any angle.

[Evolution] All seeing Insight

- User can see 10x further using this power as well as use a passive abilities together or emitter abilities.
- If user has multiple vision powers, the user can use all of them at once via rolling 20+.
- If user has multiple sight abilities the user can use all of them at once upon 20+ with S-P roll.