



Welcome to an Earth very similar to the DC Animated Universe but slightly off.

In this world Adam Kane an 18-year-old boy will awaken having somehow survived the Ray Field Event which should have killed all the world's conduits. However not everything is as he remembers as instead of being in New Marais, he has awoken ten years in the past in a city named Metropolis.

But Look! Up in the sky! Is it a bird! Is it a plane! No It's Ultraman?

+1000 CP

You arrive in 2001 on the same day as Adam Kane, hours before the Six Super Powered Crime Families of Owlman, J'edd J'arkus, Johnny Quick, Power Ring, Superwoman and Ultraman informally agree to form the Crime Syndicate for mutual protection and the destruction of their enemies.

Genetic Variation:

You may select what type of human you are as most of these have altered genetic sequences that allow them to manifest SuperHuman abilities.

You must pick 1 species.

Ordinary Human - Free

As the body you are gaining belongs to the DC Universe, it is similar to a standard Human from most settings but has slight genetic differences which makes them slightly more durable.

Conduit -100 CP

Conduits possess a gene which when active allows them to manipulate certain forms of energy or matter while also bestowing them sensory, physical and mental enhancements.

- Conduits must roll 1 **D60** on the **Conduit Power Chart** to select their Conduit element.

MetaHuman -100 CP

Metahumans are human beings who have a Meta-Gene, a genetic mutation, which when activated can give them superhuman abilities. The activation is normally in response to a form of danger with the superhuman abilities gained from the activation being a form of protection in response to the danger.

If you choose Metahuman you can choose one of the two options below:

- Roll 1 **D600** against the **Meta-Human Power Chart**.
- Gain **+400 PP** and can purchase powers using the **Generic Superpower Supplement**.

MetaConduit -200 CP

Although these mutations come from parallel worlds you somehow have both of them allowing you to gain the benefits of both.

If you purchased **MetaConduit** you gain both the **Conduit** Power option and one of the **MetaHuman** Power options listed in the corresponding Genetic Variation above. Additionally you may also choose one of the following options:

- Roll a second **D60** on the **Conduit Power Chart** gaining another Conduit element.
- Roll a **D600** against the **Meta-Human Power Chart** gaining another power.
- Gain **+400 PP** to use in the **Generic Superpower Supplement**.

Origin:

Your selected origin will give you discounts on their perks and items.

Drop-in:

You're new here, you have no established history, no new memories, you just showed up one day and must deal with the world.

Another-Mook:

Though this world is dark there are still those who believe in doing what is right. You are one of those who call themselves hero's even though the world looks down on you for it.

Handy-Man:

You may not be one of the big movers and shakers but know how to handle people and how to move products.

Big-League:

You've one of the big guns, you don't sit around waiting on others you are in charge and anyone who challenges that will suffer for the insult.

Perks:

Karmic Reflections - Free

You gain access to a Karma meter which fluctuates depending on your action. Depending on your mortality this perk will allow you to access to Toggleable filters that allows you to alter the appearance of each of your Alt-Forms.

Karmic Titles -100 CP

When your Karma reaches specific levels it unlocks titles which each enhance your mental state, your powers and alters how your powers can develop.

You can gain positive Karma by doing good things for others, allowing you to unlock the Titles **Protector**, **Guardian**, **Champion**, **Paragon** and **True Hero**. Positive Karma Titles will help you keep calm, collected and patient, while it aids your powers focusing capabilities helping you take down single enemies with greater precision and rate of fire.

You can gain negative Karma by focusing mainly on self-benefit, caring less for others, allowing you to unlock the Titles **Thug**, **Criminal**, **Bio-terrorist**, **Most Wanted** and **Infamous**. Negative Karma Titles will help you keep determined, resolute and decisive, while it aids your powers destructive capabilities helping you take down numerous enemies with greater area of effect and the power behind attack.

Karma's Mirror -300 CP

Like when Adam got access to Dr Scudder's Mirror Gun you can create temporary mirror dimensions and trap targets within. Anyone who you trap within your mirror dimension must face moral inversions of themselves but like when Ultraman fought his mirror opponent Superman, the powers and damage of the opponents are all just sensory illusions which will revert when they escape the mirror dimension.

Second Son -500 CP

You have gained the ability to copy the genetic sequences of others through physical contact allowing you to gain the genetic based abilities of others including mutants, aliens conduits and metahumans. Whenever you make physical contact with someone their DNA is added to a subconscious list which you are able to passively filter by powers so that you can instantly switch between your powers. By default you can only have one copied power active at a time being able to switch out the active power at will but with time and practice you will be able to activate multiple powers that do not conflict at the same time. When you copy the genetic powers of others you do not gain the same level of control or skill in the use of the genetic abilities but can reach it and even surpass their skills with time and practice.

This also functions as a **Capstone Booster**.

Drop-in Perks:

Urban Explorer -100 CP

You have an innate mastery of parkour, acrobatics and climbing allowing you to get from Point A to Point B as fast as possible. From this you can get past, over, under, or through various obstacles without wasting any time, easily walking narrow cables, fitting through tight gaps and effortlessly climbing angled or even vertical surfaces by taking advantage of every available handhold, even those that others would consider too small to use.

Punching Up -200 CP

You know what it's like to fight guys bigger and stronger than you and you know how to take advantage of the situation.

You can innately observe others, their movements and their capabilities allowing you to predict their actions, determine their strength and theorize what weaknesses they might have. You are also able to passively take into account any structures, obstacles and opportunities that would affect you or your opponent and how you can utilize them to your advantage.

From this information you can quickly create strategies and plans that adapt to these factors and determine how likely a strategy is to fail against them.

Wind in a Bottle -400 CP

You can bypass the maximum amount of power your body can store by placing any type of energy in your body into a storage pocket dimension that will perfectly preserve them. You can then drain any of these types of energy from the respective storage allowing you to recharge without needing to rest or find the appropriate item to drain.

The Conduit Gene -600 CP

You can now imbue someone with any genetic mutation or alternative bloodlines you have access to. This includes the MetaHuman and Conduit Gene but also any mutations or non-human ancestry you have or gain in future Jumps. This allows the target to unlock personal or randomized superpowers with the right stimulus.

[Boosted]

Through physical contact you are able to activate recessive powers, mutations and bloodline abilities, allowing you to grant others conduit and metahumans powers simply by touching them.

Another-Mook Perks:

Justice Talks -100 CP

You have a talent for inducing courage and hope in others through your words alone allowing you to gather and organize like minded individuals against threats that you would each be too frightened to face alone, even when all feels lost and defeat is inevitable.

Master of Deduction -200 CP

You have a well organized and well structured mind that allows you to figure out connections and process them extraordinarily fast. From this you can often tell when someone is lying from the smallest of details or the micro-expressions of their body language as well as working out every reason why something you have been told can't be true.

Simulated Strategies -400 CP

You are able to create mental simulations of any phenomena, including objects, entities, environments and events in order to work out the best course of action in the situation, however this simulation is limited by your knowledge so if you do not know of something such as a weapon having no ammunition your simulation would have the weapon containing the amount of ammunition you believe it contained.

The Smartest Billionaire on Earth -600 CP

You are a scientific genius that is able to intuitively understand scientific information and reverse engineer the principles of scientific phenomena and super powers. From your understanding of super science you are able to create an arsenal of inventions such as robots, exosuits and specialized weapons that can allow you to triumph over otherwise invincible entities.

[Boosted]

You are able to produce technologies that can replicate and tap into supernatural abilities granting superpowers to those who use them. This technology could be nanoscopic or full sized implants that function as artificial organs granting super powers or complex devices scaled down to the size of a staff or even a ring that taps into universal forces.

Handy-Man Perks:

Got a Job to Do -100 CP

You know how to handle being at the bottom of the ladder and can bear to do the unpleasant tasks without complaint. These can be things as simple as unloading trucks, keeping a warehouse secure or simply getting your boss coffee. You can do all these tasks and worse without getting bored, stressed or annoyed while managing the time and priorities of any job you do in order to produce the best possible results.

Flash an ID -200 CP

You are talented at getting others to believe anything about you that you want them to. This can be as simple as flashing a civilian a wallet to trick them into believing you're a cop or as complex as using makeup and prosthetics to trick them into believing you are another ethnicity or gender. When inventing or stealing an identity you are able to perfectly impersonate the target including mimicking aspects of their speech and body language. This also allows you to show enthusiasm towards their preferences even if they would otherwise disgust you.

Upper Management -400 CP

You are an expert at managing others with you instinctively knowing the right buttons to push and the right wheels to grease in order to get things done the way you want them done. You are able to quickly ascertain information about your subordinates and incorporate it with any operation data in order to plan around the situations and each subordinate. Thanks to these skills you instantly know what the group cohesiveness will be for any teams you intend to put together, who will be required for each task, what issues each member might cause and are able to manipulate the situation in order for I examples to make themselves with maximum impact.

The Meta Market -600 CP

You have a deep understanding of chemistry and the effects that any chemical structures could have on any species. You have a higher level of control over the variety of effects that the drugs you make have on the consumer allowing you to downplay or remove unwanted side effects while strengthening the desired effects. From this it would be easy for you to mass produce the drug Venom and its improved variants but to make more complex drugs like V24 safe would require time and testing. Normally the powers gained from drugs you develop are temporary, requiring the consumer to continue taking them to maintain their strength.

[Boosted]

You are now able to design super serums that permanently change the target. The easiest way to develop these serums would be to incorporate the chemical structure of the drugs you have developed but you can also incorporate DNA and researched data from any superhuman physiology that you understand. If you had a sample of Kryptonian DNA it would be easy for you to replicate and potentially improve upon the serum that gave Ultraman his powers. These super serums can be developed in order to have long term effects or short term results with the targets never having side effects from taking them.

Big-League Perks:

Beat Down -100 CP

You may not be the best fighter but you know how best to show off. You are able to use your own power in impressive and creative ways that play up how powerful you are and demoralize or humiliate your opponent, letting you evoke feelings of fear and despair in those weaker than you.

The Minimum Requirements -200 CP

You're not some bottom feeder that fights any random loser that calls them out, you have standards. By Toggling on this Perk you will never be directly challenged by those who haven't earned the right to fight you, meaning that your enemies need to show off their strength or defeat someone strong enough to get your attention before they can call you out.

We Bark and the Sheep Jump -400 CP

You are able to see a mental overview of society's opinion of you with filters showing the opinions of different areas and demographics allowing you to better manipulate society. Using this overview you are able to see suggestions on how best to cause the desired results within a selected group. This can include knowing who you should deal with, how you should deal with them and what actions or statements are needed for you to take control. This also allows you to determine the right balance of fear and awe you need to use in each situation as well as how public your actions need to be for the desired result.

Made Man -600 CP

You can replicate any external mutagenic influence that has given super powers to a member of a species that they do not have naturally. To gain access to this mutagenic influence you must make physical contact with that being while they have those powers. The replications can be things such as recreating the venom of a special animal, producing a chemical concoction, firing magic lightning and even producing a bombardment of cosmic radiation.

[Boosted]

You are no longer limited to just replicating the method in which someone gained a powerset, you can actively copy and bestow any powerset external influence. From this physical contact allows you to gain the Toggleable powerset and experience of the target for yourself. You are then able to grant linked copies of power set to others, which allows you to gain any knowledge, experience and other improvements that they get.

Items:

Any purchased items that are lost, damaged or used will reappear in your warehouse 24 hours later. Any purchased locations will be stored within your warehouse but once per Jump can be summoned into an appropriate space.

You gain **+200 CP** to use in the Items section only.

Costume - Free/50 CP/100 CP

What is a hero without their colorful costume, you gain 1 set of custom clothing which functions will never get damaged by your own powers.

For **-50 CP** you may purchase any other super costume.

For **-100 CP** you gain variations of any costume you purchased that are designed to help you survive in almost any environment including spacesuits, desert gear and insulated arctic attire.

Moolah - Free/100 CP

For **Free** you will gain a safe that will once per day fill up with \$100.

For each **-100 CP** purchase of this option that amount will be multiplied by 10 giving you a daily income of \$1 million for **-400 CP**.

Weapons Cache -100 CP

By taking this item weapons caches will be set up at the start of each jump which you will learn the locations of and only you will be able to access. Inside these caches will be street level weapons appropriate to the setting. In this jump you would expect to find guns, grenades and potentially some form of energy blaster but in a magical fantasy setting you would be likely to find swords, axes and perhaps magical scrolls.

Drop-in Items:

Infamous Weapon -100 CP

With this you gain a custom weapon that is perfectly designed to channel your powers into it, thereby creating a much more efficient way of taking down enemies in both lethal and non-lethal engagements. If you already have a weapon you prefer then you may import it into this option, granting the weapon the ability to channel your powers and an alternate form that it can shift between.

Personal Battery -200 CP

This battery allows you to recharge all of your powers, it contains enough to recharge you to 100% and recharges to 100% over 24 hours.

Blast Shard -400 CP

At the start of each Jump 1000 blast shards that only you can see will be scattered across the world with you gaining knowledge of their locations. You will be able to drain the energy within a shard your powers will all increase by a small amount.

Ray Sphere -600 CP

You gain a ray sphere which is fully charged once per ten years or at the start of each jump. When fully charged you can activate the sphere in order to supercharge a perk, power or ability of your choice.

Another-Mook Items:**Personal UFO -100 CP**

This cherry red flying saucer was once a prop that actress Roxanne Sutton used in the movie Invasion from Planet 51. At some point the super-humanite purchased the ship and retrofitted it with an actual hover engine, rocket propulsion and functional laser blasters.

Suit of Power Armor -200 CP

This battlesuit is modeled after the one developed by Alexander Luthor to combat the Crime Syndicate. This suit enables its user to fly, amplify their physical strength and durability, as well as project a surface layer force field capable of taking hits from the likes of Superwomen or Ultraman for a short period of time. The suit contains numerous compartments that contain nanite adapters which allows the suit to connect with almost any type of computer including Alexander's larger combat exoskeletons.

Inhibitor Wave Rifle -400 CP

This previously failed weapons project was designed by Professor Ivo as a prototype for project Ex.T.R.E.C.T. Before it was sabotaged by the shapeshifting abilities of J'edd J'ark the I.W.R. was able to produce waves that temporarily suppress power and abilities. Unlike the original this weapons scanner has an auto-tuner preventing the need to tune the I.W.R. for each opponent and preventing mistaken identity from shapeshifters.

Super Science Base -600 CP

This high tech facility is completely hidden with top of the line equipment in all known branches of science and a wide variety of materials and samples including a selection of all known types of Kryptonite including the Green variety that Ultraman absorbs to gain strength, the Blue Variety that weakens him and the pink variety that changes his gender.

Handy-Man Items:

Remedy -100 CP

This superior version of the drug Venom is able to perform the actions of the original granting the user super strength and heightening their durability. Unlike the original however this superior drug also grants the user heightened flexibility and reflexes as well as a temporary healing factor strong enough to repair fractured bones and flesh wounds. However as Sanar found out this drug is not capable of regrowing limbs burned off by heat vision or repairing a spine shattered by super strength.

Hover Tank -200 CP

This high tech and top secret tank was designed using alien technology by the US military in order to provide infantry support, engage heavily armored targets, and transport allied forces across difficult terrain. It was equipped with two heavy laser cannons, two ordnance launchers, and a turret located on the top. Amanda Waller had hoped that the number that found their way into her hands via the black market could be used as a deterrent against the Crime Syndicate but was proven wrong as Supergirl easily destroyed them.

Belle Reve Penitentiary -400 CP

This penal institution is designed to hold super powered criminals and meta-humans. The only entrance way has built in neural blockers that temporarily disable a target's mental and muscle functions before the automated system fits them with inhibitor collars designed to restrain the wearer's specific powers. The prison itself is fully automated taking care of the prisoners needs with 24/7 observation. The owner has full control over the system and is the only one who can enter or exit at will.

Project Europa -600 CP

This top secret facility was constructed by the Wall as an emergency counter to the members of the Crime Syndicate before they joined forces. The Facility has a wide selection of DNA samples and advanced genetic technology which are able to mass produce and mentally program bizarre clones, genetically spliced animals and super powered organisms. At their height these creations are capable of battling even Ultraman to a standstill however they normally have a 4 hour life expectancy before they degrade into dust resulting in them having limited mental capacities. If these tools and systems are properly utilized they would be able to produce samples on the level of Galatea.

Big-League Items:

Owl Belt -100 CP

This utility belt is programmed to only function for the owner, it contains a self refilling supply of owl themed lockpicks, explosives, throwing weapons, communicators, handguns, ammunition, night vision goggles, a grappling hook, and a number of repellents and poisons.

The Owl Jet -200 CP

This highly advanced aircraft functioned both as Owlman's main means of transportation and as his mobile base with the vehicle having its own sleeping quarters, food supplies, life support and an advanced autopilot which when combined with its high fuel efficiency allowed it to go for months without landing. The plane has powerful laser weaponry, missiles, and an array of other interesting features, but where it truly shines is its cloaking device which makes it virtually undetectable from any known form of detection.

Lasso of Submission -400 CP

This magical lasso is almost indestructible and has the ability to compel pain, obedience and even love of the wielder in those it ensnares. The longer someone is ensnared in this lasso the more ingrained the conditioning becomes.

Ring of Volthoom -600 CP

The Ring of Volthoom is a mystical weapon which is powered by a part of the soul of Volthoom. The soul within the ring feeds off the fear and panic of the wielder keeping them trapped within their own body while the ring controls it. You however have complete control over this copy of the ring as the soul fragment within it is a perfect copy of your own. This allows you to flight, create energy construct and fire energy projectiles, strong enough to break concrete or temporarily stun superhumans.

Companions:

You gain **+100 CP** to use in the Companions section only.
Companions can not purchase companions.

Canonical - Free

If you can convince a character of the universe to come along with you while they are fully informed without manipulating or controlling them or their mind in any way, you can bring them with you as a companion for **Free**.

Import -50 CP/-200 CP

You may import a companion for **-50 CP** or up to 8 companions for **-200 CP**. These companions will enter into the Jump at the same time and location as you. They gain each gain **+800 CP** and may pick an Origin for discounts.

Zeke -50 CP

Cole MacGrath's best friend, and also his most trustworthy companion both before and after The Blast in Empire City. Zeke Jedediah Dunbar is knowledgeable in electrical engineering and is a dab hand with a pistol otherwise though he is an ordinary human.

The Wall -50 CP

Miss Waller is an upper tier crime boss who is known to rule with a velvet glove and an iron fist. She is a master manipulator and can easily dangle what people want most and take control over what they care about most. She has a personal hatred for the style of fear based control that the members of the Crime Syndicate relies on and due to her often adversarial interactions with the Crime Syndicate she became Target One for the Crime Syndicates initial show of strength managing to stay out of their hands for over twenty hours.

Joe Chill -50 CP

OwlMan's mentor who saved his life from the corrupt cop who murdered his parents and younger brother. Chill keeping Tomas Wayne Jr safe from the authority of Gotham who would quickly silence the boy.

Lucy Kuo -100 CP

Lucy Kuo was a NSA agent investigating the organization known as the First Sons, stationed at New Marais while working with an inside man, Dr. Sebastian Wolfe. Afterwards, experimentation performed on her activated Kuo's Conduit abilities, causing her to be able to manipulate ice and fly.

Nix -100 CP

A citizen of New Marais who opposed the Militia due to Bertrand killing her family. She often preferred using more destructive methods and unlocked oil/napalm based conduit powers.

Carol Ferris -100 CP

Once the director of Ferris Air, a company that sold military aircraft and their weapons to the highest bidder. Carol one day discovered a magical diadem that bestowed her with the magical love based abilities of the Rosé Princess. Now Carol can not tell if she is more addicted to the power of the Rosé Princess or the feelings of love it bestows upon her.

Jimmy Olsen -100 CP

This is Ultraman's pal, his right hand man who helps deal with the day to day of Ultraman's personal property and schedule. Thanks to his possession he was lucky enough to get a watered down version of the Kryptonian based serum that gave Kent Clarkson his powers. This granted Jimmy enhanced strength and the ability to fly though with a noticeable change to his physical features.

Cole McGrath -200 CP

The original protagonist of the Infamous series Cole MacGrath was a simple bike messenger before he delivered a package to the Historic District of Empire City. In the midst of his delivery however, the package exploded, destroying half the city and killing thousands in the process. However, this event resulted in Cole activating his power of Electrokinesis.

Deathstorm -200 CP

Martin Stein was considered to be one of the foremost minds in theoretical biology, despite the controversial nature of his experiments. He would lure homeless people into becoming his guinea pigs in his quest to discover the means of creating life from death. His genius, though, brought him attention from the Crime Syndicate's enemies, who hired him. Instead of helping them, he used their facilities to further his work, and began to experiment on himself. He fused his body and mind with those of a corpse, and became Deathstorm.

Jessica Cruz -200 CP

During the death of an Emerald Knight their power ring was damaged disabling its host determining feature to mistakenly choose Jessica Cruz as its host. Unlike most recipients of the power rings Jessica was confident and had an iron will allowing her to easily overpower the corrupting features of the defective ring and make it subordinate to her.

Ex.T.R.E.C.T. -400 CP

You gain a customisable recreation of the Android designed by Professor Ivo to permanently remove super power from the Crime Syndicate. This Android is able to grow and learn with it eventually being able to become sentient while still remaining loyal to you. Its physical feats are comparable to Ultraman with it being able to fly and fire lasers from its hands and eyes. The main feature of this Android is that it is able to remove any trait and characteristic from people and objects, by merely looking at them for an extended period of time. The canon "Expunge, Technological, Radioactive, Extraterrestrial and Cellular Transmutations" was destroyed along with its creator by Ultraman before it could be activated.

Scenarios:

It seems that taking down the bad guys is something you want to do either because you are something of a hero or you want to get rid of the competition.

For each Scenario taken you gain either **+100 PP** or **1 reroll** for use in the power chart section. Failure on any task will not count as a chain failure but will come with Failure penalties.

None of the other Scenarios will begin without you completing “**Downfall of the Syndicate**” which will be the only one you will remember from this document. Only one Scenario can be active at a time, with each scenario occurring in the order listed below. You will have time after the completion of a Scenario before the next starts and will gain an awareness of your objective once it starts.

Downfall of the Syndicate



You are going to beat Adam Kane and Alexander Luther to the punch when dealing with the original Crime Syndicate. To complete this Scenario you must permanently defeat Ultraman (Kent Clarkson), Owlman (Thomas Wayne Jr.), Superwoman (Mary Batson), Martian (J'edd J'arkus), Power Ring (Harold Jordan) and Johnny Quick (Jonathan Quick) before Adam can create his Justice league or Alexander can summon assistance from the alternate earth.

Reward:

Upon completing this scenario you gain **+300 CP** and may purchase any member or subordinate of the Crime Syndicate as a companion for **-50 CP** each or **-200 CP** for eight. Any purchased companion will travel with you into future Jumps with them believing that they chose to become your companion.

A New Crime Syndicate



Seeing their bosses go down the lieutenants of the original Crime Society have decided to join forces and retake this world using the resources that the originals left behind, as the new Crime Society. To complete this Scenario you must permanently defeat Ultraboy (Kohner Clarkson) now Ultraman, Atomica (Rhonda Pineda), Talon (Jason Todd) now Owlman, Emerald Knight (John Stewart), Deathbringer (Donna Troy) now Super Woman and Johnny Rush (Johnny Chambers) now Johnny Quick.

Jumper Jr -300 CP [Requires - Scenario - A New Crime Syndicate]

At the start of each jump you can use this Meta Perk to select a single companion and import them as a companion for Free. They will gain the same amount of CP or alternative points as the Jumper.

Reward:

Upon completing this scenario you gain **+300 CP** and may purchase any canonical Earth 3 character as a companion for **-50 CP** each or **-200 CP** for eight. Any purchased companion will travel with you into future Jumps with them believing that they chose to become your companion.

The Silver Age Crime Syndicate of America



This group of criminals are from an alternate earth set in the 1960's. They were the only superpowered beings in their world allowing them to overwhelm the armies of their own Earth. Having become bored with their control of the planet the Crime Syndicate of America was wholly enthusiastic of Ultraman's then latest emerging superpower, a dimensional scanning vision that revealed the existence of other realities. Seeing the defeat of their counterpart in this reality they have decided to take a one way trip in order to conquer your world. To complete this Scenario you must permanently defeat Johnny Quick (John Garrick), Super-Woman (Lana Lang), Ultraman (Lor-Zod), Power Ring (Scott Allen), and Owlman (Roy Raymond).

Silver Power -2500 CP [Requires - Scenario - The Silver Age Crime Syndicate of America]

All of your perks and abilities are boosted so that they can now bypass the laws of physics and reality allowing you to use physical strength to tow multiple solar systems despite its being impossible. This perk also temporarily grants you random superpowers to solve any situation.

Reward:

Upon completing this scenario you gain **+300 CP** and may purchase any silver age version of any Earth 3 character as a companion for **-50 CP** each or **-200 CP** for eight. Any purchased companion will travel with you into future Jumps with them believing that they chose to become your companion.

The Injustice Society



This Injustice Society is from an alternate earth set in the 1980's they have found your earth ripe for the picking however due to sabotage from the Hero Red Hood they are now trapped here and plan to take this world at any cost. You must defeat the Injustice Society and prevent them from destroying your world with a radiation bomb. Luckily their group lacks the Crime Syndicates heavy hitters but is led by a very different Owlman. To complete this Scenario you must permanently defeat Owlman (William Cobb), Dyna-Mite (Ryan Choi), Rubber Man (Patrick "Eel" O'Brian), Blue Bowman (Oliver Queen), Silver Cyclone (John Ulthoon), Scarlet Scarab (Jaime Reyes), Barracuda (Lord Korin) and Blaze (Beatriz Bonilla DaCosta).

Vibe Check -300 CP [Requires - Scenario - The Injustice Society]

This Narrative Perk can be used to alter a jump so that it revels in electrifying spectacle displaying, stylization, irony, playfulness, and exaggeration rather than focusing on the content. This causes the universe to increase the likeliness of over-the-top action sequences, campy dance numbers, self referencing jokes and causes the jump universe to generally be far less serious.

Reward:

Upon completing this scenario you gain **+300 CP** and may purchase any character from the Injustice Society's world as a companion for **-50 CP** each or **-200 CP** for eight. Any purchased companion will travel with you into future Jumps with them believing that they chose to become your companion.

The Infinite Crisis Crime Syndicate



This Crime Syndicate is from an alternate earth set in the 1990's they were the undisputed rulers before an antimatter wave struck their world seemingly killing them. They have then awoken on your earth and see a perfect situation for them to take over. To complete this Scenario you must permanently defeat Owlman (Richard Grayson), Power Ring (John Stewart), Johnny Quick (Jonathan Allen), Superwoman (Lois Lane) and Ultraman (Kal-II)

Anti-Anti-Matter -600 CP [Requires - Scenario - The Infinite Crisis Crime Syndicate]

This Perk allows you to always have enough time to combat any form of apocalypse and give you an actual way to resist it. This also gives you a passive resistance to any form of instant destruction protecting you among other things Antimatter, Disintegration Beams and Hakai Energy. When you come into contact with one of these forms of destruction both it and you repel from one another like magnets of the same polarization.

Reward:

Upon completing this scenario you gain **+300 CP** and may purchase any Pre-Crisis version of any Earth 3 character as a companion for **-50 CP** each or **-200 CP** for eight. Any purchased companion will travel with you into future Jumps with them believing that they chose to become your companion.

Justice Lords



A group of supposed heroes with an unsettling resemblance to the Crime Syndicate have arrived on your world initially they will seem to commit humanitarian aid and capture criminals however their methods seem extreme. It will soon become apparent that these “heroes” are little more than dictators intending to make your world theirs. To complete this Scenario you must permanently defeat Superman (Clark Kent), Martian Manhunter (J'onn J'onzz), Batman (Bruce Wayne), Wonder Woman (Diana Prince), Green Lantern (John Stewart) and Hawkgirl (Shayera Hol).

League State -400 CP [Requires - Scenario - Justice Lords]

This Perk allows you to set up a passive submission field so that neither civilians nor your subordinates can not set up any form of resistance towards your orders or leadership. This will not prevent those who actively consider you an enemy from challenging or fighting you but it will hinder them from gaining support.

Reward:

Upon completing this scenario you gain **+300 CP** and may purchase any character from any version of the DC universe as a companion for **-50 CP** each or **-200 CP** for eight. Any purchased companion will travel with you into future Jumps with them believing that they chose to become your companion.

Drawbacks:

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override Perks but are removed at the end of the Jump.

Mirror-Man +100 CP [Requires Conduit or MetaConduit]

This drawback cannot be taken by a companion.

Instead of arriving at the same time as Adam Kane you will instead appear in his place, your Genetic Variation Options will be locked into either **Conduit** or **MetaConduit** with your first conduit ability being locked to “**Vitrikinesis - Mirrors**”.

Wearing underwear on the outside +100 CP

You have terrible dress sense with everything you wear being the worst possible combination of clothing.

The Family is Displeased +100 CP

This can be purchased up to six times, each purchase lets you choose one of the six super power crime families that make up the Crime Syndicate and makes them aware of you in general with them seeing you as an enemy.

Stalker +100 CP

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Bounty +100 CP

It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

How do I keep falling into these situations +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Extended Stay +100 CP

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

He didn't just breaks the mirror he shattered it +100 CP

It seems you may have shattered a mirror or two as you have a fair bit of bad luck now all of your odds are 10% worse. You can take this drawback up to ten times each time stacking the levels of bad luck so that your bad luck on a coin flip grows like this:

0: 50/50, 1: 45/55, 2: 40/60, 3: 35/65, 4: 30/70, 5: 25/75.

Hero of the week +200 CP

At least once per week you will have to fight one superpowered foe that you have never met before and have little to no knowledge about.

Graphic +200 CP

This world is way worse than the fanfic, the comics, TV shows or any of the movies. This world is seriously GrimDark from the government being dystopian, the authorities being amoral, and vertically everyone being violent.

Public Menace +200 CP

Some media mogul named R, Russell, Robertson really has it out for you as every mistake you make will become public knowledge and every negative misinterpretation of your actions will be pushed as front page news. It's almost like they have a personal vendetta against you.

That's no Superman +200 CP/+400 CP

For **+200 CP** for the duration of this Jump you will lose all of your knowledge of Earth 3 and all knowledge of every variation of an evil justice league. For **+400 CP** for the duration of this Jump you will lose all knowledge of every version of DC comics and their heroes.

Living in Exciting Times +300 CP

Completely random but exciting things will occur around you and often attack you.

Three times in a mirror +300 CP

The governess of New Marais, Bloody Mary has awoken in Gotham through disoriented it will not take her long to regain strength and create a new flock of vampires.

Emerald Knights +300 CP/+600 CP

It seems this world has more than just the Ring of Volthoom, it has the Emerald Knight Rings which possess people forcing them into an interplanetary private military force in service to the Overlords of Oa.

For **+300 CP** the power ring itself will be indestructible and should any member of the Emerald Knights be defeated their power ring will seek out a new host to replace them.

For **+600 CP** you will forget about this drawback and the power ring will lose its indestructibility. If you destroy the power ring you will gain the attention of the Overlords of Oa who will take notice and take action against you.

Powerless +400 CP

All of your out of Jump perks will be disabled for the duration of this Jump.

Unarmed +400 CP

None of your out of Jump items will be imported into this Jump.

Alone +400 CP

All companions, followers, and pets are barred from entering this Jump.

The Beast +400 CP/+600 CP

It seems that Adam isn't the only one who came here from New Marais, John White has arrived more powerful than ever and for some reason he sees you as his enemy.

For **+600 CP** it isn't John White who has shown up, it's the true beast from Kessler's timeline, the Infamous Delsin Rowe who has already consumed countless conduits and can use all of their powers simultaneously.

bIZZARO fREE/-400 cp

yOU AM gREATEST YOU AM NOW bIZZARO-jUMPER AND AM NOW mAIN-fORM OPENED.

Translation:

Bizzaro - Free/+400 CP

For **+400 CP** will now have a Bizzaro Alt-Form filter locked over you so that all of your Alt-Forms are the Bizzaro version. By default this makes your skin similar in appearance to white chalky stone, it also dumbs down everything you say before inverting it.

For **Free** you may toggle this Filter Post-Jump and apply it to any Alt-Form you possess.

Plot Blade +500 CP

The universe seems to be on the Crime Syndicate's side as any plan or ploy you set out against them will always have something go wrong at the worst time, such as their allies escaping to warn them, a trap going off early or one of their subordinates figuring out the trap at the last second. This requires you to always improvise a solution on the fly to have a chance of success.

Mono-E Mono +600 CP

If you manage to defeat every opponent you face single handedly without the assistance of others. Should someone help you even without your permission, your opponent will escape unharmed even if you win.

Target One +800 CP

For 24 hours you will be restricted to your body mods and four hours later you will replace Amanda Waller as Target One for the Crime Syndicate's initial show of strength. This means that every member and subordinate of the Crime Syndicate will be after you and every hour that goes by will cause them to become more insulted and indented to catch you by whatever means necessary. Should they catch you the Crime Syndicate will use you for a very public and painful execution in order to show off their power.

Forever Evil +1000 CP

It seems that there are no heroes in this world as every Earth 3 superhero like Alexander Luther, the Jester and Power Tower are retroactively swapped with their evil multiversal counterparts from Earth 25 a universe similar to the DCAU. With your world now having even more threats such as Lex Luther, the Joker and Giganta you can only take comfort that Earth 25 no longer has supervillains.

Conduit Power Chart:

All Conduit powers are connected to an attribute that although different in how they perform all follow the same template.

Conduit powers require the user to drain that attribute from an available source in order to charge their reserves. While this reserve is full or filling you gain Decelerated Aging, Accelerated Healing and Self-Sustenance you also passively gain Enhanced Durability, Enhanced Strength and Limitless Stamina.

You can use your attribute to enhance melee attacks, fire small, medium and large projectile blasts of your attribute, you can even use your attribute for a large-scale attack comparable to a MOAB missile when first unlocked.

You can emit your attribute to perform a method of gliding or perform a variation of super speed and you can use your attribute to heal, restrain or kill incapacitated targets.

Roll 1 **D60** to determine your attribute,

MetaConduit's that roll doubles may select their second option.

<u>1</u>	Aerokinesis - Air	<u>21</u>	Glucokinesis - Sugar	<u>41</u>	Naturakinesis - Nature
<u>2</u>	Atmokinesis - Weather	<u>22</u>	Gravitokinesis - Gravity	<u>42</u>	Odorakinesis - Fragrances
<u>3</u>	Betókinesis - Concrete	<u>23</u>	Halokinesis - Salt	<u>43</u>	Osteokinesis - Bones
<u>4</u>	Chlorokinesis - Plants	<u>24</u>	Heliokinesis - Solar energy	<u>44</u>	Papyrokinesis - Paper
<u>5</u>	Chronokinesis - Time	<u>25</u>	Hemokinesis - Blood	<u>45</u>	Photokinesis - Light
<u>6</u>	Cryokinesis - Ice	<u>26</u>	Hyalokinesis - Glass	<u>46</u>	Psammokinesis - Sand
<u>7</u>	Crystallokinesis - Crystals	<u>27</u>	Hydrokinesis - Water	<u>47</u>	Psychokinesis - Psionics
<u>8</u>	Cytokinesis - Cells	<u>28</u>	Hygrokinesis - Vapor	<u>48</u>	Pyrokinesis - Fire
<u>9</u>	Dendrokinesis - Wood	<u>29</u>	Ionikinesis - Plasma	<u>49</u>	Radiokinesis - Radiation
<u>10</u>	Electrokinesis - Electricity	<u>30</u>	Konikinesis - Dust	<u>50</u>	Solarkinesis - Mini suns
<u>11</u>	Entokinesis - Insects	<u>31</u>	Magnetokinesis - Magnetism	<u>51</u>	Sonikinesis - Sound
<u>12</u>	Erebokinesis - Darkness	<u>32</u>	Melanokinesis - Ink	<u>52</u>	Sunakinesis - Sand
<u>13</u>	Fabrikinesis - Fabric	<u>33</u>	Metallokinesis - Metals	<u>53</u>	Symphokinesis - Music
<u>14</u>	Ferrokinesis - Metal	<u>34</u>	Mnemokinesis - Memories	<u>54</u>	Serqekinesis - Acid
<u>15</u>	Filukinesis - Thread	<u>35</u>	Necrokinesis - Death	<u>55</u>	Tephrokinesis - Ash
<u>16</u>	Florakinesis - Flowers	<u>36</u>	Negikinesis - Negativity	<u>56</u>	Thermokinesis - Temperature
<u>17</u>	Frigokinesis - Snow	<u>37</u>	Néokinesis - Neon	<u>57</u>	Toxikinesis - Poison
<u>18</u>	Fungokinesis - Fungi	<u>38</u>	Neurokinesis - Thoughts	<u>58</u>	Typhokinesis - Smoke
<u>19</u>	Geokinesis - Stone	<u>39</u>	Nixukinesis - Pressure	<u>59</u>	Vínteokinesis - Videos
<u>20</u>	Geo-Thermakinesis - Lava	<u>40</u>	Nosokinesis - Disease	<u>60</u>	Vitrikinesis - Mirrors

Meta-Human Power Chart:

For this section you have 2 options for gaining powers, the first is to use the **Generic Superpower Supplement** which will allow you to spend the **PP** you have gained in this document to gain powers or roll for your power.

When rolling the powers you get could be an overpowered ability or a dud depending on what you roll. All Deity Physiology powers require you to pick one god from their mythology and gain their themed powers to the same level of power as Thor from the Marvel Universe.

Most powers are a little open to interpretation so FW responsibly.

Re-rolls

In addition to each roll you make for the power or powers you gained you may roll once for each Reroll option taken in the Scenario section and may select to replace any of your initial rolls with any of the rerolls.

If you have any difficulty understanding any of the powers google it with [Superpower wiki](#)

1	360-Degree Vision	The power to see in all directions at once.
2	4th Wall Awareness	The ability to be aware that one's Universe is fictional, and potentially use this to act in otherwise impossible ways within their fictional universe.
3	Abacomancy	The ability to gain insight into a question or situation using sand, dust, and ash.
4	Ability Creation	The ability to manifest any abilities, in others.
5	Aboriginal Deity Physiology	The power to have the traits and abilities of a single god or goddess from Australian Aboriginal mythology.
6	Accelerated Rotation	The power to spin really fast.
7	Accelerated Vision	The power to perceive everything at an accelerated rate.
8	Access and Occlusion	The ability to open and close any security system without the need of the key, pass code, etc.
9	Acid Generation	The power to secrete a highly corrosive acid.
10	Activation & Deactivation	The power to activate and deactivate various mechanisms, both electronic and biological.

11	Additional Limbs	The power to grow additional limbs, including arms, legs or heads.
12	Adoptive Muscle Memory	The power to replicate movements after observation.
13	Aerial Adaptation	The power to adapt to high altitude environments.
14	African Deity Physiology	The power to have the traits and abilities of a single African deity
15	Age Manipulation	The power to manipulate the age of organisms and non-living objects.
16	Age Shifting	The ability to alter the physical ages of oneself or others.
17	Air Manipulation	The power to create, shape and manipulate air.
18	Air Mimicry	The power to transform into or have a physical body made up of air.
19	Air Negation	The ability to negate air and wind within an area..
20	Alien Physiology	The power to use the abilities of race's that don't originate from The Planet Earth.
21	Altaic Deity Physiology	The power to have the traits and abilities of a god from the Mongolian or Turkish Mythology.
22	Amalgamation	The power to form a mixture between existing creations.
23	Amphibian Manipulation	The power to influence and control all forms of amphibians.
24	Amphibian Physiology	The power to use the abilities of amphibians.
25	Anatomical Liberation	The power to split one's body apart and control the pieces.
26	Angel Physiology	The power to have the traits and abilities of an Angel.
27	Animal Creation	The Ability to create any kind of animal, living, extinct or even fictional altogether.
28	Animal Manipulation	The power to influence animals behavior, commanding them to do their bidding.

29	Animal Morphing	The power to use the abilities of animals.
30	Animal Negation	The ability to negate the existence of an animal,
31	Animation	The power to animate inanimate objects animating them to act/move on their own accord under your control.
32	Ant Physiology	The power to use the abilities of ants.
33	Aquatic Breathing	The power to breathe in both water and air.
34	Arab Deity Physiology	The power to have the traits and abilities of a single pre-Islamic Arab deity.
35	Arachnid Manipulation	The power to influence and control all forms of arachnids.
36	Arachnid Physiology	The power to use the abilities of arachnids.
37	Arctic Adaptation	The power to survive and adapt to conditions where the climate consists of cold weather.
38	Armenian Deity Physiology	The power to have the traits and abilities of a single god or goddess from Armenian Mythology.
39	Artificial Physiology	The power to use the traits of artificial beings.
40	Artistry Animation	The power to bestow sentience to drawings, illustrations, sketches, etc. The creations assume a 2D life, traveling along walls, or even coming into 3D reality.
41	Ash Generation	The power to generate burnt or charred matter within oneself.
42	Ash Manipulation	The ability to manipulate burnt or charred matter.
43	Ash Mimicry	The ability to transform into or have a physical body made up of ash.
44	Astral Possession	The power to separate one's spirit from one's body to inhabit or take over the body of other beings
45	Astral Projection	The power to separate one's spirit from one's body to gain access to travel to the Astral Plane.
46	Astral Trapping	The ability to restrain, trap and/or seal astral beings into specific places, items or beings.

47	Astral Vision	The ability to see overlapping dimensions beyond the physical plane of existence.
48	Astrological Divination	The power to perceive possible futures and observe what may happen.
49	Atmospheric Adaptation	The power to instantaneously adjust to any given atmospheric environment.
50	Atomic Vision	The ability to see the bonds between atoms.
51	Augmented Reality Vision	The power to see a live, direct or indirect, view of the world that includes digital elements such as information boxes regarding places.
52	Aura Manipulation	The ability to manipulate aura, the subtle, luminous radiation that surrounds a person or object.
53	Aura Vision	he power to perceive and read auras normally invisible fields of energy that surround every living thing.
54	Avian Manipulation	The power to influence and control all forms of birds.
55	Avian Physiology	The power to use the abilities of birds.
56	Aztec Deity Physiology	The power to have the traits and abilities of a single god or goddess from Aztec mythology.
57	Bakeneko Physiology	The power to use the abilities of a Bakeneko Yokai.
58	Bat Physiology	The power to use the abilities of bats.
59	Beacon Emission	The power to create an incredibly enchanting effect that lures and summons anyone perceiving it towards the user.
60	Bee Physiology	The power to use the abilities of bees.
61	Beetle Physiology	The power to use the abilities of beetles.
62	Belief Induction	The power to manipulate others by making them believe in something.
63	Biological Manipulation	The power to manipulate the biology of anything.
64	Bionic Physiology	The power to use the abilities of a robot/machine.

65	Bionic Negation	The ability to negate the existence of a robot/machine.
66	Blattodea Physiology	The power to use the abilities of cockroaches.
67	Blood-Flow Vision	The ability to see the flow of blood of any living being.
68	Body Part Substitution	The power to replace one's missing appendages with those of another.
69	Bone Manipulation	The power to manipulate bones.
70	Botanical Communication	The power to communicate with plant-life.
71	Bovine Physiology	The power to use the abilities of bovines.
72	Bubble Generation	The ability to generate bubbles/foam.
73	Burrowing	The power to tunnel through solid matter, including fully solid ones and looser collections such as sand or snow.
74	Butterfly Physiology	The power to use the abilities of butterflies.
75	Camelid Physiology	The power to use the abilities of Camelids.
76	Camouflage	The power to visually blend into the immediate environment.
77	Canaanite Deity Physiology	The power to have the traits and abilities of a deity of Canaanite Mythology.
78	Candy Mimicry	The power to transform into or have a physical body made up of candy.
79	Canine Physiology	The power to use the abilities of canines.
80	Caustic Vision	The ability to project beams of corrosive energy from one's eyes.
81	Celtic Deity Physiology	The power to use the traits and powers of a Celtic Deity.
82	Cephalopod Physiology	The power to use the abilities of cephalopods.
83	Cervid Physiology	The power to use the abilities of Cervids.
84	Cetacean Physiology	The power to use the abilities of cetaceans.

85	Chaos Manipulation	The power to manipulate the chaotic forces of the universe to manipulate probability or manipulate and even shatter reality.
86	Chaotic Vision	The power to view the true chaotic state that makes up existence/reality.
87	Chemo Vision	The power to see pheromone outputs.
88	Chimerism	The power to fuse genetically with other species.
89	Chinese Deity Physiology	The power to have the traits and abilities of a Chinese Deity.
90	Chlorine Gas Generation	The ability to generate chlorine gas.
91	Chrono Vision	The ability to see the past, present, and future.
92	Circadian Control	The power to control the movement and rotation of planets.
93	Claircognizance	The power to gain information of all sorts through intrinsic means.
94	Clairvoyance	The power to gain direct visual information through non-physical means.
95	Claw Retraction	The power to generate and retract sharp claws.
96	Clay Mimicry	The power to transform into or have a physical body made up of clay.
97	Cloaking	The power to hide objects/subjects from optical sight.
98	Cloud Manipulation	The power to manipulate clouds. Sub-power of Weather Manipulation.
99	Cnidarian Physiology	The power to use the abilities of cnidarians.
100	Color Manipulation	The ability to manipulate colors.
101	Color Vision	The power to project color from the eyes.
102	Computer Virus Physiology	The ability to become a technological virus.
103	Concussion Beams	The power to discharge beams of pure solidified energy.

104	Corpse Manipulation	The ability to manipulate a corpse.
105	Corvid Physiology	The power to use the abilities of corvids.
106	Cosmic Entity Physiology	The power to use the abilities of a Cosmic Entity.
107	Cosmic Manipulation	The power to manipulate cosmic forces.
108	Cosmic Telepathy	The power to read/sense, communicate with and/or affect minds on a cosmic scale.
109	Cosmic Teleportation	The power to teleport anywhere in the universe.
110	Creation	The power to create organic or inorganic matter from nothing, either as finished objects or simply unfinished elements.
111	Crustacean Physiology	The power to use the abilities of crustaceans.
112	Crystal Manipulation	The ability to manipulate crystalline material.
113	Crystal Mimicry	The power to transform into or have a physical body made up of crystal or crystalline substance.
114	Cthulhu Mythos Deity Physiology	The power to have the traits and abilities of a Deity from Cthulhu Mythos.
115	Cyber Communication	The power to intercept, generate, and interpret digital transmissions.
116	Danger Intuition	The power to detect impending threats.
117	Dark Vision	The power to project darkness/shadow beams/blasts from eyes.
118	Darkness Manipulation	The power to manipulate darkness mostly used to cloud everything into total darkness.
119	Darkness Mimicry	The power to transform into or have a physical body made up of darkness/shadows.
120	Death Inducement	The power to cause death, either instantly or after a certain time.
121	Death Vision	The power to see the coming of death and the actual act of dying.

122	Deflection	The power to deflect forms of attack, normally projectiles or blunt force, away from yourself and others.
123	Dehydration	The power to remove water from objects and/or organisms.
124	Demon Physiology	The power to have the traits and abilities of a Demonic entity.
125	Density Control	The power to manipulate the density of objects or entities.
126	Deoxygenation	The power to remove oxygen from objects and/or organisms.
127	Dermal Armor	The power to have innate physical armor for protection.
128	Desert Adaptation	The power to survive and adapt to desert conditions, including both hot and cold deserts, with the capability to go longer without water or food than most.
129	Diamond Mimicry	The power to transform into or have a physical body made up of diamond.
130	Digital Form	The ability to transform into or have a physical body made up of digital data.
131	Digital Vision	The power to perceive everything in digital data-form.
132	Dimensional Awareness	The power to detect cross-dimensional portals/barriers within their proximity.
133	Dimensional Storage	The power to store anything in a fold of dimension/space and re-materialize at will.
134	Dimensional Travel	The power to travel between different dimensions.
135	Dimensional Vision	The power to see through dimensional barriers.
136	Dinosaur Physiology	The power to use the abilities of dinosaurs.
137	Disintegration	The power to collapse a target into dust, disassembling or destabilizing them on a microscopic level.
138	DNA Vision	The power to observe the genetic structure of living creatures.
139	Dragon Physiology	The power to have the traits and abilities of a Draconic entity.
140	Dream Manipulation	The power to manipulate the dreams of oneself and others, including creating, shaping, entering and observing dreams of all types.

141	Dual Mind	The ability to contain multiple sentient personalities within one's mind.
142	Dust Generation	The power to generate dust to impair visibility, clog machinery, and acts as a poison to those allergic to dust.
143	Dust Manipulation	The power to manipulate dust, fine particles of matter from various sources.
144	Dust Mimicry	The power to transform into or have a physical body made up of dust.
145	Earth Manipulation	The power to manipulate earth and "earthen" elements including most solid objects.
146	Echinoderm Physiology	The power to use the abilities of echinoderms such as starfish, sea urchins, sand dollars, and sea cucumbers.
147	Echolocation	The ability to determine the location of objects in the environment by use of reflected sound waves.
148	Ecological Empathy	The ability to sense the overall well-being and conditions of one's immediate environment and natural setting stemming from a psychic sensitivity to nature.
149	Ectoplasmic Vision	The power to emit beams of ectoplasm from one's eyes.
150	Egyptian Deity Physiology	The power to have the traits and abilities of a deity of Egyptian mythology.
151	Eidetic Memory	The power to remember and recall experiences and events InHumanly well.
152	Elasticity	The ability to stretch, deform, expand, or contract one's body into any form imaginable.
153	Electrical Transportation	The power to travel through electrical conduits/electricity.
154	Electricity Manipulation	The power to manipulate electricity a form of energy resulting from the movement of charged particles.
155	Electricity Mimicry	The power to transform into or have a physical body made up of pure electrical energy.

156	Electromagnetic Manipulation	The ability to manipulate electromagnetism which accounts for almost all physical phenomena observable to the unaided Human senses.
157	Electromagnetic Vision	The power to perceive the world around themselves based solely on the patterns of magnetic and electrical energy.
158	Electromagnetic Wave Physiology	The power to transform into or have a physical body made up of Electromagnetic waves.
159	Elemental Mimicry	The power to transform into or have a physical body completely into elements, including air, earth, electricity, fire, light, shadow, water, etc.
160	Elemental Transmutation	The power to change/alter a substance and rearrange the atoms of a structure.
161	Elephant Physiology	The power to use the abilities of elephants.
162	Elf Physiology	The power to use the abilities of elves.
163	Emotion Manipulation	The power to induce and reinforce the emotions, including feelings, moods and their effects, of themselves, people, animals and other creatures
164	Emotion Negation	The ability to negate the emotions, including feelings, moods and their effects, of themselves, people, animals and other creatures
165	Emotion Vision	The power to see the emotions of people either as images or colors.
166	Empathic Mimicry	The ability to copy the ability of another through an emotion associated with them.
167	Empathy	The power to fully interpret and replicate the emotions, moods, and temperaments of others.
168	Energy Absorption	The power to absorb various forms of energy and utilize it in some way.
169	Energy Constructs	The power to create/generate constructs from various pure energy.
170	Energy Conversion	The power to absorb energy and convert into another form of energy.

171	Energy Emission	The ability to release energy on a specific target area.
172	Energy Negation	The power to negate energy and any energy-using attacks, ignoring their effects.
173	Energy Physiology	The power to transform into or have a physical body made up of pure energy.
174	Energy Vision	The power to perceive energies that bind the universe together.
175	Enhanced Accuracy	The ability to achieve complete and utter accuracy on distant targets.
176	Enhanced Agility	The ability to possess agility beyond that of peak Human potential.
177	Enhanced Breath	The ability to exhale/inhale with SuperHuman power.
178	Enhanced Combat	The power to possess combat proficiency, capabilities and knowledge beyond that of the peak members of their species.
179	Enhanced Condition	The power to possess capabilities/attributes/aspects beyond that of the peak members of their species.
180	Enhanced Crafting	The power to craft weapons, armor, items, artifacts, structures, etc. to near perfection.
181	Enhanced Dexterity	The power to control limbs, muscles, and body extremely well.
182	Enhanced Durability	The power to possess durability beyond that of the peak members of their species.
183	Enhanced Flexibility	The power to possess flexibility beyond that of the peak members of their species.
184	Enhanced Hearing	The power to possess a sense of hearing beyond that of the peak members of their species.
185	Enhanced Intelligence	The power of extremely heightened and enhanced intelligence and other mental abilities/skills.
186	Enhanced Leap	The ability to Jump longer and higher distances than normal Humans.
187	Enhanced Lung Capacity	The power to have extraordinary lung capacity and/or ability to use the oxygen very effectively.

188	Enhanced Reflexes	The power to have reaction speeds beyond peak Human limits.
189	Enhanced Senses	The power to possess extremely accurate senses, allowing them to see, hear, smell, taste, and feel better than an average member of their species.
190	Enhanced Smell	The power to possess a sense of smell beyond that of the peak members of their species.
191	Enhanced Stamina	The power to function for long periods of time without tiring or straining oneself.
192	Enhanced Strength	The power to possess strength beyond that of the peak members of their species.
193	Enhanced Swordsmanship	The power to possess proficiency, capabilities and knowledge in swords beyond that of the peak members of their species.
194	Enhanced Synesthesia	The power to perceive multiple different sensory or cognitive responses at once.
195	Enhanced Taste	The power to have an extremely keen sense of taste allowing you to sense both harmful and beneficial things.
196	Enhanced Thievery	The ability to possess skills that allow one to rob, steal, and loot like a master thief.
197	Enhanced Touch	The power of possess a sense of touch beyond that of the peak members of their species.
198	Enhanced Visibility	The ability to become more noticeable by others.
199	Enhanced Vision	The power to possess a sense of sight beyond that of the peak members of their species.
200	Enhanced Vision and Optic Blasts	The power to project energy/matter beams/blasts from the eyes.
201	Enhanced Wits	The power to have wits that are far beyond other members of one's species.
202	Environmental Adaptation	The power to survive and adapt in almost any environment, with minimum need of sustenance or breathable air causing little or no discomfort.
203	Equid Physiology	The power to use the abilities of Equidae which in practice includes horses, donkeys, and zebras.

204	Escape Artistry	The power to possess an innate automatic response and intuition for wriggling out of any binds or otherwise escape any form of captivity with ease.
205	Explosion Vision	The power to project explosions from eyes.
206	Extrasensory Perception	The power to acquire information by means other than the ordinary senses or previous experience.
207	Extraterrestrial Communication	The ability to speak and understand alien languages fluently.
208	Fairy Physiology	The power to have the traits and abilities of faeries.
209	Fallout Adaptation	The power to survive and adapt to radiation on levels that would otherwise kill, mutate, or damage them.
210	Fang Retraction	The power to generate and retract razor-sharp fangs.
211	Fat Manipulation	The ability to manipulate fats and fatty tissues of oneself and/or others.
212	Faunal Communication	The power to communicate with animal-life.
213	Fear Inducement	The power to communicate with Fungal-life.
214	Feline Physiology	The power to use the abilities of felines.
215	Feral Mind	The power to tap into a feral state of mind which can release an unstoppable rage that allows them to perform in vastly increased capacity.
216	Finnish Deity Physiology	The power to have the traits and abilities of a deity from Finnish mythology.
217	Fire Breath	The ability to generate from within oneself fire and release them from the mouth.
218	Fire Generation	The power to generate and project fire.
219	Fire Manipulation	The power to create, shape and manipulate fire, in an exothermic chemical process of combustion, releasing heat, light, and flame.
220	Fire Mimicry	The power to transform into or have a physical body made up of fire.

221	Fire Vision	The power to generate beams of fire from the eyes. Sub-power of Fire Attacks.
222	Fish Manipulation	The power to influence and control all forms of fish.
223	Fish Physiology	The power to use the abilities of fish including hagfish, lampreys, and cartilaginous and bony fish.
224	Flat Body	The ability to flatten oneself and compress one's body into two-dimensional space.
225	Flight	The power to fly without any outside influence.
226	Floral Mimicry	The power to transform into or have a physical body made up of flowers.
227	Flower Manipulation	The power to manipulate flowers.
228	Fog Generation	The power to create fog, making it hard to see them or anything.
229	Force-Field Generation	The ability to project powerful fields of manipulated energy.
230	Freeze Vision	The power to emit beams of freezing energy from one's eyes.
231	Fruit/Vegetable Manipulation	The power to manipulate fruits and/or vegetables.
232	Fruit/Vegetable Mimicry	The power to transform into or have a physical body made up of fruits and vegetables.
233	Fundamental Forces Manipulation	The power to manipulate the four fundamental/interactive forces of the universe.
234	Fungal Communication	The power to communicate with Fungal life.
235	Fungal Mimicry	The power to transform into or have a physical body made up of fungus/fungal material.
236	Fungus Manipulation	The power to manipulate fungi including yeasts and molds, as well as the mushrooms.
237	Furtive Assimilation	The power to instantly assimilate into any society or social group preventing others from recognizing that the user is not part of the group/social structure.

238	Gamma Vision	The ability to see gamma rays in anything or anyone.
239	Garbage Mimicry	The power to transform into or have a physical body made up of garbage.
240	Gargoyle Physiology	The power to use the traits and abilities of gargoyles.
241	General Enhancement	The power to have all abilities to the peak capacity of their species.
242	Genie Physiology	The power to use the traits and abilities of genies.
243	Ghost Physiology	The power to use the abilities of ghosts.
244	Giant Physiology	The power to transform into a giant, Humanoid being of prodigious size and strength.
245	Giraffe Physiology	The power to use the abilities of giraffes.
246	Glass Manipulation	The power to manipulate glass, an amorphous (non-crystalline) solid material.
247	Gliding	The power to move through air without being able to apply thrust .
248	Gold Mimicry	The power to transform into or have a physical body made up of gold.
249	Goo Generation	The ability to create ooze, slime, and goo of every consistency or viscosity,
250	Gorgon Physiology	The power to use the abilities of a Gorgon.
251	Graphic Vision	The ability to view things in a dimensional form (e.g 2D, 3D).
252	Gravitational Manipulation	The power to manipulate gravity, a natural phenomenon which all things with mass or energy.
253	Greek Deity Physiology	The power to have the traits and abilities of a deity from Greek mythology.
254	Griffin Physiology	The ability to use the abilities of a griffin.
255	Grim Reaper Physiology	The power to use the abilities of Grim Reaper.

256	Guarani Deity Physiology	The power to have the traits and abilities of a god and goddess from Guarani mythology.
257	Healing Vision	The power to project rejuvenating energy as eye blasts.
258	Heat Generation	The power to increase the kinetic energy of atoms, thereby raising the temperature.
259	Heat Vision	The power to generate beams of heat from the eyes.
260	Helicopter Propulsion	The power to achieve a form of flight by achieving a helicopter-like effect.
261	Hell-Fire Manipulation	The power to manipulate the demonic flames of Hell.
262	Hellhound Physiology	The power to use the abilities of Hellhound.
263	Higher Consciousness	The ability to gain a new state of development in consciousness.
264	Hindu Deity Physiology	The power to have the traits and abilities of a god and goddess from Hindu mythology.
265	Holographic Projection	The power to manipulate holograms, fully three-dimensional images of the holographed target.
266	Horse Physiology	The power to use the abilities of horses, including both wild and domesticated horses and ponies.
267	Hybrid Soul	The power to contain more than one type of soul/spirit.
268	Hyena Physiology	The power to use the abilities of hyenas.
269	Hyper Awareness	The power to have an increased sense of awareness far above those of the user's species.
270	Hypnosis	The ability to make suggestions to the subconscious of others.
271	Hypnotic Vision	The power to hypnotize others via eye contact.
272	Ice Manipulation	The power to manipulate ice water frozen into a solid state.
273	Ice Mimicry	The power to transform into or have a physical body made up of ice.

274	Illusion Manipulation	The power to create, shape and manipulate illusions/hallucinations.
275	Illusion Vision	The power to be aware of when one's surroundings is false.
276	Immobility	The power to be impossible to be moved by an external physical force.
277	Immortality	The power of an endless lifespan, that can never die, never age, and can shrug off virtually any kind of physical damage.
278	Immutability	The ability to be absolutely immune from any alteration or change by outside force.
279	Inca Deity Physiology	The power to use the abilities and traits of an Inca Deity.
280	Induced Combustion	The power to cause matter to burst into flames.
281	Induced Healing	The power to restore organisms to their optimal health, curing damaged or withered organisms, wounds, broken bones, low vitality, and diseases/poisoning.
282	Induced Paralysis	The power to render organisms immobile.
283	Induced Sedation	The power to tranquilize organisms into a somnolent state.
284	Infrared Vision	The power to perceive heat signatures.
285	Ink Generation	The ability to generate ink, either in liquid solid or gaseous form.
286	Ink Manipulation	The power to manipulate ink including moving ink, change the color, consistency/viscosity between solid and liquid.
287	Ink Mimicry	The power to transform into or have a physical body made up of ink.
288	Inorganic Mimicry	The power to transform into or have a physical body made up of inorganic matter.
289	Insect Manipulation	The ability to control various insects to do your bidding.
290	Insect Physiology	The power to use the abilities of insects.
291	Intangibility	The ability to phase through physical matter.

292	Intuitive Aptitude	The power to instantly learn and understand the complexity and exactness of organisms, objects, etc. without the need of long-term or special education.
293	Invisibility	The power to render oneself unseen to the naked eye.
294	Invisibility Vision	The ability to automatically detect and see cloaked/invisible targets and tell where they are.
295	Invulnerability	The power to be completely immune to all forms/types of physical damage on any/all levels.
296	Ionic Vision	The power to emit beams of ionic energy from one's eyes.
297	Jactitation	The ability to absorb kinetic energy and use it to prevent oneself from ever becoming immobilized.
298	Jet Propulsion	The power to move via energy expulsion.
299	Kinetic Vision	The power to project kinetic energy beams/blasts from eyes.
300	Kinetic-Energy Manipulation	The power to manipulate kinetic energy.
301	Kitsune Physiology	The power to use the abilities of Kitsune including illusions, shapeshifting possession, and especially the ability to use fox-fire.
302	Knowledge Replication	The ability to gain/replicate any kind of knowledge, be it knowledge over a subject, a foreign language, or mastery of a fighting style.
303	Lagomorph Physiology	The power to use the abilities of Lagomorphs including hares, rabbits and pikas.
304	Laser Vision	The power to fire off lasers from their eyes which can cause damage on their intended targets.
305	Levitation	The power to cause oneself/subjects/objects to hover/float in the air unassisted.
306	Life Creation	The ability to create living beings that can either be completely unique/original, modified/evolved versions of already existing ones.

307	Life Vision	The power to see, or generally detect, the lifespan of themselves or others whether by perceiving the remaining lifespan and/or date of their death.
308	Life-Force Absorption	The power to absorb life-force/energy and utilize it in some way.
309	Life-Force Generation	The power to generate large amounts of pure life energy.
310	Life-Force Manipulation	The power to manipulate life-force allowing them to achieve untold power and great abilities considered to be beyond that of normal beings.
311	Life-Force Negation	The ability to negate life energy within an area.
312	Light Generation	The power to generate photons of light in various colours and intensities.
313	Light Manipulation	The power to manipulate visible light.
314	Light Vision	The power to project light/photon beams/blasts from eyes.
315	Lightning Vision	The power to project electrical energy from one's own eyes.
316	Literary Manipulation	The power to manipulate all forms of physical literary objects that are printed, written or drawn.
317	Lunar Manipulation	The power to manipulate aspects of the moon.
318	Lunar Vision	The power to see everything via the moon.
319	Magic Vision	The power to project magical beams/blasts from one's eyes.
320	Magma Manipulation	The power to manipulate geothermal molten substances.
321	Magma Mimicry	The power to transform into or have a physical body made up of magma.
322	Magnetism Manipulation	The power to manipulate magnetic fields in all its forms,
323	Malleable Anatomy	The power to rearrange the physiological features of oneself and others.
324	Mammal Manipulation	The power to influence and control all forms of mammals.

325	Mammalian Physiology	The power to use the abilities of mammals.
326	Marsupial Physiology	The power to use the abilities of marsupials including kangaroos/wallabies, opossums, wombats, koalas, etc
327	Mass Manipulation	The power to manipulate the mass of objects or entities.
328	Matter Ingestion	The power to consume and digest any substance without injury.
329	Mayan Deity Physiology	The power to use the abilities and traits of a Mayan Deity.
330	Mediumship	The power to perceive and communicate with spirits and those who are in the afterlife.
331	Melting	The power to liquefy objects/organisms into a liquid form.
332	Memory Manipulation	The power to manipulate memories of oneself and others, allowing them to modify, fabricate, suppress, influence, repair, restore, erase, detect, and view them.
333	Mendacity Detection	The power to detect lies. Not to be confused with Telepathy or Truth Inducement.
334	Mental Manipulation	The power to manipulate thoughts, mindsets, and upper brain functions of others.
335	Mental Projection	The ability to project thoughts, consciousness, and emotions into reality.
336	Mentifery	The power to turn thoughts and imagination into reality.
337	Merfolk Physiology	The power to use the abilities of Merfolk.
338	Merging Vision	The power to emit optic blasts that fuse together whatever they hit.
339	Mesopotamian Deity Physiology	The power to use the abilities and traits of a Mesopotamian Deity.
340	Metal Manipulation	The power to manipulate metal.
341	Metal Mimicry	The power to transform into or have a physical body made up of metal.
342	Miasma Emission	The power to emit a variety of toxic gasses.

343	Microscopic Vision	The power to perceive items that are normally too small to be seen with the naked eye.
344	Microwave Emission	The power to generate electromagnetic wavelengths between that of infrared light and radio waves, with uses ranging from communication, radar, heating, etc.
345	Microwave Vision	The ability to see electromagnetic wavelengths between that of infrared light and radio waves, with uses ranging from communication, radar, heating, etc.
346	Mind Control	The power to control the minds of others, including their thoughts, perceptions, memories and emotions.
347	Mind Exchange	The power to switch minds with other beings, this may or may not accompany the target taking the body of the user.
348	Mindscape Transportation	The power to convert physical matter into thought waves.
349	Minotaur Physiology	The power to use the abilities of a minotaur.
350	Mirror Manipulation	The power to manipulate mirrors.
351	Mobile Invulnerability	The power to become unstoppable while moving.
352	Molecular Manipulation	The power to manipulate matter on a molecular level.
353	Mongoose Physiology	The power to use the abilities of a mongoose.
354	Monotreme Physiology	The power to use the abilities of monotremes, including echidnas and platypi.
355	Monster Generation	The ability to create any kind of living, extinct or fictional monster as the user perceives them.
356	Monster Physiology	The power to use the abilities of a monster.
357	Moth Physiology	The power to use the abilities of moths.
358	Mountain Adaptation	The power to adapt to high Mountain Environments.
359	Movement Vision	The power to instantly take notice of things if they move.

360	Multi-Directional Vision	The power to see in multiple directions at once.
361	Multiple Vision	The power to see as if you have more than two functioning eyes.
362	Muscle Enrichment	The ability to temporarily improve the muscle structure of another individual with long term use it can become permanent.
363	Muscle Manipulation	The ability to manipulate the muscular structure of oneself or others.
364	Mythic Physiology	The power to use the abilities of mythical beings.
365	Naga Physiology	The power to use the abilities of naga.
366	Nail Manipulation	The power to manipulate nails, whether of oneself, others or anywhere.
367	Native American Deity Physiology	The power to use the abilities and traits of a Native American Deity.
368	Nature Manipulation	The power to manipulate the forces of nature.
369	Needle Projection	The power to project needles, nails, or quills from their bodies, either from the skin or mouth.
370	Neon Vision	The power to generate beams of neon from the eyes.
371	Nephilim Physiology	The power to use the powers of nephilims.
372	Nerve Gas Generation	The ability to generate nerve gas.
373	Nerve Manipulation	The ability to manipulate the nerves and nervous system of oneself or others.
374	Neurocognitive Deficit	The ability to shut down a person's brain functions, rendering them unconscious.
375	Night Vision	The power to see clearly in darkness.
376	Norse Deity Physiology	The power to use the abilities and traits of a Norse Deity.

377	Nothingness Manipulation	The power to manipulate nothingness, the absence of entities or substance; with this they can remove energy and matter from existence.
378	Numerology	The power to predict the future using math.
379	Oceanic Deity Physiology	The ability to use the traits and powers of an Oceanic Deity.
380	Offspring Detection	The power to sense and track the presence of one's children both biological and adopted.
381	Oil Generation	The power to generate oil.
382	Oil Manipulation	The power to manipulate oil and oil-based substances.
383	Oil Vision	The power to emit beams of oil whether crude or processed, from their eyes.
384	Omnilingualism	The power to speak, understand and decipher any and all languages.
385	Omniscience	The power to know absolutely everything infinitely.
386	Oneiromancy	The power to gain insight into a question or situation by way of dreams.
387	Oni Physiology	The power to use the abilities of oni.
388	Order Manipulation	The power to control the orderly forces of the universe.
389	Organic Constructs	The power to change organic material into tools, objects, weapons, and other items,
390	Organic Vision	The power to project organic material from one's own eyes.
391	Orisha Physiology	The power to have the traits and abilities of Orisha.
392	Owl Physiology	The power to use the abilities of owls.
393	Paper Manipulation	The ability to manipulate paper/paper-like matter.
394	Paper Mimicry	The power to transform into or have a physical body made up of paper.
395	Parasite Physiology	The power to use the abilities of parasites.

396	Parrot Physiology	The power to use the abilities of parrots.
397	Pegasus Physiology	The power to use the abilities of Pegasus.
398	Persuasion	The power to manipulate people with the power of one's voice.
399	Petrification	The power to transform matter into stone.
400	Pheromone Manipulation	The power to manipulate the pheromones of oneself or others.
401	Philippine Deity Physiology	The power to have the traits and abilities of a Philippine deity.
402	Phoenix Physiology	The power to use the abilities of a phoenix.
403	Photography Vision	The ability to take photos with your eyes and then at will either project the image or engrave it into solid matter.
404	Physical Restoration	The power to restore physical structures to optimal condition.
405	Physics Manipulation	The power to manipulate the laws of physics.
406	Pinniped Physiology	The power to use the abilities of pinnipeds including seals, walruses, sea lions.
407	Plant Growth	The power to influence the growth of plant life.
408	Plant Manipulation	The power to manipulate plants.
409	Plant Merging	The power to merge with plant-life and move within the object, as well as manipulate any object in physical contact with the surface.
410	Plant Mimicry	The power to transform into or have a physical body made up of plant materials.
411	Plasma Vision	The power to project plasma beams/blasts from the eyes.
412	Poison Gas Generation	The power to generate poison gasses.
413	Poison Generation	The power to create/generate a variety of poisons.
414	Poison Immunity	The power to be immune to all forms of poisons.
415	Pollen Manipulation	The power to manipulate and generate pollen.

416	Portal Creation	The power to create portals for transport between two non-adjacent locations.
417	Possession	The power to inhabit the bodies of other beings/entities.
418	Powder Generation	The power to generate various powders with a variety of effects.
419	Power Negation	The ability to negate all powers and Supernatural abilities within an area.
420	Power Replication	The power to replicate the powers of others.
421	Powerful Bite	The power to have an incredibly powerful bite, either because of sharp fangs/teeth, strong jaw-muscles, unusual jaw-structure or some other reason.
422	Precognition	The power to foresee possible futures and observe what may happen.
423	Prehensile Hair	The power to use one's hair to grasp and manipulate objects.
424	Prehensile Tail	The power to have a tail that can be used as an extra limb.
425	Prehensile Tongue	The power to use one's tongue to grasp and manipulate objects.
426	Premonition	The power to perceive glimpses of future events.
427	Pressure Manipulation	The power to manipulate pressure, the amount of force applied perpendicular to the surface of an object per unit area.
428	Primate Physiology	The power to use the abilities of primates and simians, including lemurs, the Old World monkeys and apes, and the New World monkeys.
429	Probability Manipulation	The power to manipulate probability.
430	Probability Vision	The power to perceive the likelihood of anything.
431	Procyonid Physiology	The power to use the abilities of procyonids, including the raccoons, coatis, kinkajous, olingos, and cacomistles.
432	Prosimian Physiology	The power to use the abilities of prosimians. Variation of Mammalian Physiology including lemurs, lorisoids, ringtails, tarsiers, etc.

433	Protogenoi Physiology	The power to use the traits and powers of the Protogenoi.
434	Psionic Equilibrium Distortion	The ability to induce vertigo on the target. Variation of Mental Inducement and Sensory Inducement.
435	Psionic Imprinting	The power to imprint marks onto surfaces without the need of scribing tools.
436	Psionic Inundation	The ability to overload another's mind, causing various effects.
437	Psychic Constructs	The power to project tangible extensions from the mind.
438	Psychic Navigation	The power to track people/objects with one's mind and/or create mental maps of an area.
439	Psychic Shield	The power to be highly resistant to psychic attacks.
440	Psychometry	The power to perceive the residual information of an object and/or person.
441	Pterosaur Physiology	The power to use the abilities of Pterosaurs.
442	Quantum Vision	The power to project quantum energy beams/blasts from eyes.
443	Radiation Manipulation	The power to manipulate radioactive decay and radiation spectra.
444	Radio Vision	The ability to see radio waves and frequencies.
445	Radioactive Vision	The power to generate beams of radiation from the eyes.
446	Raiju Physiology	The power to use the abilities of Raiju.
447	Rainbow Manipulation	The power to manipulate rainbows.
448	Reactive Adaptation	The ability to develop adaptations, powers, or skills in response to immediate threats.
449	Reactive Replication	The power to copy the powers of others after the power is used on them.
450	Reality Warping	The power to temporarily manipulate reality.
451	Regenerative Healing Factor	The power to be rapidly restored to optimal health.

452	Replication	The ability to replicate oneself, others and/or objects.
453	Reptile Manipulation	The power to influence and control all forms of reptiles.
454	Reptilian Physiology	The power to use the abilities of reptiles.
455	Retrocognition	The power to perceive past events.
456	Rhinoceros Physiology	The power to use the abilities of Rhinoceros.
457	Robotization	The power to convert any biological or elemental matter with a free will into a mindless robot or machines.
458	Rodent Physiology	The power to use the abilities of rodents, including mice, rats, squirrels, porcupines, beavers, guinea pigs, and hamsters.
459	Roman Deity Physiology	The power to have the traits and abilities of a Roman deity.
460	Sand Manipulation	The power to manipulate sand.
461	Sand Mimicry	The power to transform into or have a physical body made up of sand.
462	Sasquatch Physiology	The power to use the abilities of a Sasquatch.
463	Scald Generation	The power to generate boiling liquids.
464	Scanner Vision	The power to perform complex visual scans.
465	Scorpion Manipulation	The power to manipulate scorpions.
466	Scorpion Physiology	The power to use the abilities of scorpions.
467	Season Manipulation	The power to manipulate seasons and the concepts they represent.
468	Self Origin Manipulation	The power to manipulate the origin of oneself.
469	Self-Ability Bestowal	The power to give oneself powers.

470	Self-Detonation	The power to self-explode while being able to slowly recover afterwards.
471	Self-Development	The power to improve aspects of yourself over a duration of time.
472	Self-Evolution	The power to gain and lose new random features at will.
473	Self-Existence	The power to be omnipotent over oneself.
474	Self-Immortality	The power to be absolutely eternal and imperishable.
475	Self-Mimicry	The power to transform into any previous state or appearance you have taken before.
476	Self-Molecular Manipulation	The power to manipulate one's own molecular structure.
477	Self-Replication	The power to instantly and perfectly replicate yourself numerous times, being able to recombine with the clones at will.
478	Self-Spawn	The power to transform others into exact replicates of oneself.
479	Self-Sustenance	The power to reduce or remove the need for bodily necessities.
480	Self-Transcendence	The power to go beyond your limits.
481	Self-Vision	The power to see yourself from every angle.
482	Shapeshifting	The power to reshape one's form.
483	Shared Vision	The power to share the visions of an individual's past and present sights.
484	Shark Physiology	The power to use the abilities of sharks.
485	Sharp Tail	The power to have a sharp tail.
486	Shinto Deity Physiology	The power to have the traits and abilities of a Shinto deity.
487	Siberian Deity Physiology	The power to have the traits and abilities of a Siberian deity.
488	Siren Song	The power to emit an irresistible sound that lures anyone who hears it towards the user.

489	Sirenia Physiology	The power to use the abilities of sirenians, including dugong and manatees.
490	Size Manipulation	The power to manipulate the size of anything and everything.
491	Slavic Deity Physiology	The power to have the traits and abilities of a Slavic Deity.
492	Slime Mimicry	The power to transform into or have a physical body made up of slime.
493	Slime Vision	The power to project goo/slime beams/blasts from eyes.
494	Smoke Generation	The power to generate smoke in various ways and amounts.
495	Smoke Manipulation	The ability to manipulate smoke.
496	Smoke Mimicry	The power to transform into or have a physical body made up of smoke.
497	Snake Physiology	The power to use the abilities of a snake.
498	Solar Manipulation	The power to manipulate aspects of the sun.
499	Solid Merging	The power to merge with any form of solid matter.
500	Sonic Scream	The power to emit highly enhanced screams of a high amplitude.
501	Sound Manipulation	The power to manipulate sound.
502	Soundwave Vision	The power to visualize soundwaves.
503	Spatial Manipulation	The power to manipulate space.
504	Spatial Mimicry	The power to occupy an amount of physical, three-dimensional space without using physical form.
505	Speed Swimming	The power to swim at incredible speeds.
506	Spider Physiology	The power to use the abilities of spiders.
507	Spike Protrusion	The power to produce spikes from one's body.
508	Spirit Physiology	The power to use the abilities of spirits.
509	Spring Form	The power to transform completely or partially into springs.

510	Stellar Physiology	The power to transform into or have a physical body made up of stellar energy.
511	Stench Generation	The ability to generate an odor to repel enemies or knock them unconscious.
512	Storm Manipulation	The power to manipulate storms.
513	Storybook Mimicry	The ability to mimic the powers and traits of book characters.
514	Structure Weakening	The power to weaken the structures of different objects.
515	Subterranean Adaptation	The power to adapt to underground environments.
516	Succubus Physiology	The power to use the abilities of succubus.
517	Summoning	The power to summon forth an object or entity.
518	Super Speed	The power to possess speed beyond that of the peak members of their species.
519	Supercolor Vision	The power to see in a wider range of colors.
520	Supernatural Accuracy	The ability to have drastically better accuracy than what is naturally possible.
521	Supernatural Agility	The ability to be drastically more agile than what is naturally possible.
522	Supernatural Combat	The power to possess combat proficiency, capabilities and knowledge drastically beyond what is naturally possible.
523	Supernatural Condition	The power to possess capabilities/attributes/aspects drastically beyond what is naturally possible.
524	Supernatural Dexterity	The ability to have drastically better dexterity than what is naturally possible.
525	Supernatural Durability	The power to possess drastically greater durability than what is naturally possible.
526	Supernatural Eye	The power to possess eye(s) with Supernatural properties.
527	Supernatural Flexibility	The power to possess flexibility drastically beyond what is naturally possible.

528	Supernatural Hearing	The power to possess a sense of hearing drastically beyond what is naturally possible.
529	Supernatural Intelligence	The power to have a level of intelligence drastically and obviously better than what can be naturally obtained.
530	Supernatural Leap	The ability to leap to Supernatural heights and distances.
531	Supernatural Reflexes	The power to have drastically better reflexes/reaction time than what is naturally possible.
532	Supernatural Self-Preservation	The power to identify and escape danger without consciously thinking out a plan of action.
533	Supernatural Senses	The power to possess senses drastically beyond what is naturally possible.
534	Supernatural Smell	The power to possess a sense of smell drastically beyond what is naturally possible.
535	Supernatural Stamina	The power to have drastically better stamina than what is naturally possible.
536	Supernatural Strength	The power to possess strength drastically beyond what is naturally possible.
537	Supernatural Swordsmanship	The power to possess proficiency, capabilities and knowledge in a sword drastically beyond what is naturally possible.
538	Supernatural Taste	The power to have a drastically better sense of taste than what is naturally possible.
539	Supernatural Thievery	The ability to possess the skills that allow one to rob, steal and loot more than just physical objects.
540	Supernatural Touch	The power to have a drastically better sense of touch than what is naturally possible.
541	Supernatural Vision	The power to possess a sense of sight drastically beyond what is naturally possible.
542	Supernatural Wits	The ability to have a Supernatural level of wit.
543	Swamp Mimicry	The power to transform into or have a physical body made up of swamp.

544	Tachyon Mimicry	The power to transform into or have a physical body made up of tachyon particles.
545	Technopathy	The power to manipulate technology.
546	Telekinesis	The power to move, manipulate or otherwise interact with objects/matter with one's mind.
547	Telekinetic Vision	The power to enhance one's vision with psionic energy/focus.
548	Telepathy	The power to mentally interact with other minds.
549	Teleportation	The power to move instantaneously from one location to another without physically occupying the space in between.
550	Telescopic Vision	The ability to see distant objects on a magnified scale.
551	Temporal Manipulation	The power to manipulate time.
552	Tendrils Generation	The power to create tendrils, stems or petiole.
553	Tengu Physiology	The power to use the abilities of Tengu.
554	Tentacle Manifestation	The power to generate tentacles and tentacle-like appendages.
555	Thermal Resistance	The power to survive in extreme temperatures.
556	Thunderbird Physiology	The power to use the abilities of thunderbirds.
557	Time Travel	The ability to move through time.
558	Timeline-Shared Vision	The ability to share one's vision of timelines to others via touching or eyesight controlling.
559	Titan Physiology	The power to use the traits and powers of Titans of Greek Mythology.
560	Tortoise Physiology	The power to use the abilities of tortoises.
561	Tracking Evasion	The power to hide from followers and pursuers and avoid total detection/discovery.
562	Transcendent Force Manipulation	The power to manipulate transcendent powers/forces.

563	Transcendent Physiology	The power to be a Transcendent Being. Physiologic-Aspect of Nigh-Omnipotence.
564	Transitional Phasing Beam	The power to change, shift or redirect energy attacks.
565	Troll Physiology	The power to use the abilities of trolls.
566	Turtle Physiology	The power to use the abilities of turtles or sea turtles.
567	Ultimate Vision	The power to have all vision-based abilities.
568	Ultraviolet Vision	The power to see ultraviolet radiation.
569	Undead Physiology	The ability to use the abilities of an undead.
570	Unicellular Mimicry	The power to use the abilities of single celled organisms.
571	Unicorn Physiology	The power to use the abilities of a unicorn.
572	Ursine Physiology	The power to use the abilities of bears.
573	Vacuum Adaptation	The power to adapt to the vacuum of space unaided.
574	Vampiric Blood Absorption	The power to absorb Blood and utilize it to strengthen and heal yourself.
575	Vampire Physiology	The power to use the traits and powers of a Vampire.
576	Vapor Manipulation	The power to manipulate vapor.
577	Vector Manipulation	The power to manipulate matter and interactions through their related vectors.
578	Vibration Emission	The power to generate destructive vibration waves.
579	Viverrid Physiology	The power to use the abilities of Viverrid.
580	Vodou Deity Physiology	The power to have the traits and abilities of a Vodou deity.
581	Volatile Constructs	The power to construct bombs and explosives to certain complexity.
582	Wallcrawling	The power to fasten onto and climb vertical and horizontal surfaces without falling.

583	Water Generation	The power to generate water.
584	Water Manipulation	The power to manipulate water.
585	Water Mimicry	The power to transform into or have a physical body made up of water.
586	Weather Manipulation	The power to manipulate the weather.
587	Web Generation	The power to create webs that are made out of various substances/force.
588	Weight Manipulation	The power to manipulate the weight of anything and everything.
589	Wendigo Physiology	The power to use the abilities of wendigo.
590	Werewolf Physiology	The power to be a Werewolf.
591	Wetland Adaptation	The power to adapt to wetlands, including swamps, marshes, bogs and fens.
592	Wind Vision	The power to generate beams of wind from the eyes.
593	Wing Manifestation	The power to develop or grow wings.
594	Wood Manipulation	The power to manipulate wood.
595	Wood Mimicry	The power to transform into or have a physical body made up of wood.
596	Wormhole Creation	The power to create wormholes.
597	X-Ray Vision	The power to see x-rays able to pass through many materials opaque to light.
598	Xenarthra Physiology	The power to use the abilities of xenarthrans, including anteaters, tree sloths, and armadillos.
599	Yin & Yang Manipulation	The ability to manipulate the complementary and opposite forces of yin and yang.
600	Zoroastrian Deity Physiology	The power to have the traits and abilities of a Supernatural beings from the Zoroastrian mythology.

The End:

Your time on Earth-3 is over, so what will you do?

Remain:

So you want to stay in this world long term? Ok as a consolation prize you can now create a gate once per day to visit any of the 52 universes within this DC multiverse, have fun.

Move On:

On to the next Jump and the next adventure!

Home:

No more Jumps? Have you finished with your jumpchain adventure? I hope you enjoy going home.

Change Log:

- V1.00 - First full build
- V1.01 - Fixed spelling mistakes
Added Scenario restricted perks
Moved Scenarios in front of Drawbacks.