



The Marvellous Dragon Balls Jumpchain-V01 By DeverosSphere

Welcome to an Earth very similar to Earth 199999 (ie Marvel Cinematic Universe), You have arrived in the year 2008 in the USA, New York City, Manhattan island, Clinton District also known as “Hell's Kitchen”.

In this world a young man will be reincarnated into the body of the recently deceased Saint Lee, an 18-year-old with a golden 5 star tattoo on the back of his right hand which takes the place of the 5 star dragon ball.

This world, although similar to Earth 199999, has a number of differences beyond the arrival of the soul who becomes Saint Lee and the Dragon Balls. Mutants and the sentinel services are already an open secret. The events depicted in the various TV series happen earlier than expected such as the events of “Iron Fist” and “The Defenders” occurring in 2008.

How will you react to being in this world and the events that take place in this city that you best know from the Marvel Cinematic story during your ten year stay. The arrival of Iron man, The Hulk battling the Abomination, the Battle of New York, and the Infinity War's SNAP.

**+1000 CP**

# Marvel Base Race:

Upon arriving in this world you will become a member of the Marvel Human race. Some of these humans belong to a subspecies of the human race which thanks to an altered genetic sequence allows them to manifest superhuman abilities.

## **Ordinary Human** Free

As the body you are gaining belongs to the Marvel World, it is similar to a Human Earthling of both the Dragon Ball World and world of the jumper's origin, but has slight genetic differences.

## **Mutant** -100 CP

Mutants are also known as Homo superior, they possess the X-Gene a genetic sequence which causes the mutant to develop superhuman powers that manifest in most cases during puberty.

Mutants must roll a **D600** to gain a corresponding power from the **Power Chart** at the end of this jumpchain document as their Mutant power.

At the start of this jump you will not have access to your power but within the duration of the jump you will randomly gain access to it.

## **Inhuman** -100 CP

Inhumans are the descendants of prehistoric humans that were experimented on by the extraterrestrial race, the Kree, manipulating the DNA sequence that can become the X-Gene to allow them to acquire superhuman abilities through a process known as Terrigenesis.

Inhumans must roll a **D600** to gain a corresponding power from the **Power Chart** at the end of this jumpchain document as their Inhuman power.

At the start of this jump you will not have access to your power but if you come into contact with Terrigen Mist you will gain access to it.

If you have not gained this power by the end of the jump you will gain access to it.

## **Inmutant** -200 CP

Although theoretically impossible there have been some cases such as "Luna Maximoff" where someone is simultaneously a mutant and an inhuman, becoming an "Inmutant" also known as an "Inhomo superior".

InMutants must roll 3 **D600** to gain the corresponding powers from the **Power Chart** at the end of this jumpchain document.

The first roll will be your mutant power gained at a random point throughout your jump.

The second will be your Inhuman power gained when you come into contact with Terrigen Mist.

The third will be your combined power gained when you have access to both your inhuman and mutant powers.

# Dragon Ball Race's:

For an additional cost you can have the DNA from one of the following Dragonball Races transplanted into your body. Your genetic structure and internal organs may change dramatically depending on the chosen race but you will still technically be a human of the marvel cinematic universe and retain both the external appearance of a human and unlike when using the lesser shenron you will not lose any mutant or inhuman abilities when gaining the Race's DNA.

## **Marvellous Saiyan -200 CP**

This will integrate Saiyan genetics within a marvel humans DNA, with it you'll have the physique of Saiyan, though it should be more properly called a 'Marvel Saiyan!'"

This body will gain the zenki boost, a high physical growth potential and the ability to learn new techniques with ease. This body will not however have a tail nor the great ape form but with a little knowledge and training you will be able to gain access to the Super Saiyan transformation.

## **Marvellous Namekian -200 CP**

This will integrate Namekian genetics within a marvel human's DNA, extending the human lifespan by one-third while remaining young for almost the entirety of the lifespan.

The user will gain the Namekian healing factor being able to restore cuts, bruse's, broken bones and even severed limbs. Namekians are also able to survive off almost no sustenance and are able to stretch any part of their Body. However you will not be biologically able to produce Namekian Eggs or use the Namekian Separation, Fusion or Absorption techniques.

The Marvellous Namekian can either become a warrior type namekian with great physical potential for the growth of combat techniques or a dragon type namekian with great mental potential for the growth of magical and technological development.

For an additional cost of **-100 CP** you can become a combination of the warrior and dragon type Namekian like the nameless Namekian who split into Kami and Piccolo.

## **Marvellous Core Race -200 CP**

This race will have similar physical capabilities to the Asgardians of the Marvel Universe and can have numerous magical abilities, for free you can roll 1d8 to gain the power below.

You can pay an additional **-50 CP** to roll for another ability. If you already have the option you rolled you can pick any ability as if you rolled Free Choice.

1. **Heart Sense** - The ability to Feel the Good, Evil and Emotions within someone.
2. **Soul Link** - The ability to create a link between two people so that if one dies the other will die as well.
3. **Materialization** - The ability to create basic physical matter out of thin air.
4. **Life Transfusion** – The ability to resurrect a dead person by bestowing your own life energy but if you bristow too much you will die in their place.
5. **Deep Awakening** - The ability to draw out a person's latent potential and abilities.
6. **Healing** - The ability to rejuvenate anyone and restore them to full health instantly,
7. **Kai Kai** – A technique that allows you to instantly teleport to a planet, place or person.
8. **Free Choice** - Pick any of the above abilities.

# Background:

Choose One

## Drop-in:

Even in a world filled with power and the impossible, you are unique. You have no established history, no new memories, only a body native to the marvel cinematic universe. You might start off as an unknown, but you will have the potential to be a legend unlike any other.



## World Resident:

You've learned to live a mundane, normal life even if you're not exactly normal yourself, you know how to live without drawing too much attention, even if every weird thing starts happening as soon as you have shown up.



## Shield Agent:

You've entered this world as a member of the super secret espionage agency known as S.H.I.E.L.D, an American extra-governmental military counter terrorism and intelligence agency, tasked with maintaining both national and global security.



## Super Hero:

You've come into this world as a person whose heroic actions and achievements so far are well known with the world expecting far greater yet to come from you. Perhaps you are some great scientist, a dashing prince, a patriotic soldier or just one who has chosen to protect the world from forces beyond understanding. Regardless, you are known as someone who has always tried to protect others.

# General Perks:

## **A good red wooden table! -50 CP**

You are a master at fast talking when it comes to money or benefiting from a transaction. With this perk you can negotiate any price by using confusing terms and half baked logic so convoluted that even a genius will take a few minutes to realise they have been tricked. This tends to work better when you have some kind leverage to prevent the other party from going back on their side of the agreement.

## **Wisdom of a Z-Fighter -100 CP**

You gain the knowledge of any character from the dragon ball universe from any single point in their life this knowledge can include KI techniques and development methods.

The KI methodology of the Dragon Ball universe is distinct and different from those used in the hidden city of K'un-Lun; it would take a lot of time and effort to combine the two.

This perk can be Purchased additional times with the price reduced to **-50 CP**.

## **MC of the MCU -200 CP**

You will find yourself stumbling into the events of the Marvel Cinematic Universe with surprising consistency, perhaps S.H.I.E.L.D. will ask you to help save tony stark from afghanistan perhaps you will find yourself teleported Morag when star lord attempts to steal the orb but if you start getting annoyed by consistently being in the middle of oddities this perk is **Toggable**.

## **A Fist with five stars -500 CP [Requires the drawback "Sainted" be taken]**

This perk can not be taken by a companion.

You gain a five-star tattoo on the back of your hand. When combined with the other six dragon balls that will at first be scattered around Hell's Kitchen you can summon a small Shenron.

The power of this Shenron is far less than its cannon counterpart and the wishes it can grant are limited by the rules of the marvel cinematic universe. Examples of this are that this Shenron with the full power of a wish can only create a single Senzu Bean or about 68 cubic centimeters of the "No. 0 matter" which is needed for most capsule corp technology. The dragon balls can grant the knowledge of any individual to any other individual but should the minds of the two individual's be too different then there can be side effects including brain damage.

The dragon balls can alter the DNA of a human to become a marvel variant of a Saiyan, Namekian or even a core world person but unlike in the race section above it will override mutant or inhuman DNA causing them to lose their powers. Each race's potential would also be restricted by the talents of the recipient. The dragon balls are incapable of creating marvel variants of the race's which Frieza, Cell and Majin Buu are members of and any attempts to create a hybrid of the viable races will have a 99.9% chance of mortality.

Once the dragon balls have been used they will scatter around the world but thanks to the higher energy in the marvel cinematic universe it will not take a full year for the balls to charge additionally they will charge faster if they are close to a compatible power source.

This Perk gains Post-Jump Upgrades based on how many Scenarios have been Completed.

**(Capstone Booster)**

# Drop-in Perks:

## **Kung-Fu Barbecue -100 CP**

You are amazing at the primary components of cooking, knowing what foods need how much heat over how long and what seasonings best suit them.

Using this perk and a bit of time you could make a top class meal with just frozen meat, a little salt and open fire.

This perk also helps you figure out methods of using more specialized abilities for cooking purposes.

## **Not a Kame School technique -200 CP**

Sometimes people will ask questions and sometimes you don't want to answer.

With this perk you don't have to so long as you give at least a response you can satisfy the question they are asking.

If someone wants to know what something is, just tell them it's not finished yet and they will stop asking.

## **You can call him the 'Kame Sennin'! -400 CP**

Perhaps you're not that good at making up an excuse but you don't always have to.

This perk makes it so that if you give the opening of an answer the other person will happily elaborate on the lie by filling in the blanks with what they already know.

Any gaps in the flow of their logic will be dismissed as them just not knowing something.

## **This is now a turtle school technique. -600 CP**

Any time you see an abnormal technique such as Magical Spells, Ki Techniques, Mutant Powers, Super Science, Demonic Curses and even the Divine Blessings, you will be able to reverse engineer the concept and replicate the Technique as a Ki Technique however the energy required could be dramatically higher than the original depending on how well its replicated.

## **Using gold to make copper : [Boosted]**

Not everyone focuses solely on Ki and you may have other things you prefer to focus on with this boost you are no longer restricted to only using cousepts as a Ki Technique.

So long as you understand the concept of an abnormal technique you can replicate it with any abnormal skill set which you possess just keep an eye out for the energy cost.

# Bystander Perks:

## **I didn't take myself as a god** -100 CP

Despite your power, despite your species all methods of testing including a blood test will show you to be biologically only human.

So long as you do not have physical features that contradict this, people will not think that you are anything else, at least not without proof and even that can be dismissed if approached the right way.

At will you can **toggle** or change the settings for this perk to register as any other species that you have a perk, Origin or alt form relevant to that race.

## **Conceal and control** -200 CP

You have the capability to consciously weaken any of your abilities to any state between being at full power or to the point of seemingly non-existence allowing you to train difficult to control powers at low level without needing to worry about losing control.

This skill will even allow a mutant or inhuman who has switched their power to the lowest setting be completely hidden from any power detection devices so that even the most specialised mutant detection device's of the sentinel services will not differentiate them from an ordinary human.

## **Student of the year** -400 CP

You have a knack for learning and so long as you are theoretically able to replicate a technique and have a strong enough compatible source of power, you will be able to learn how to do it.

This will usually not take too long unless it's an ability far beyond your capabilities even so the longest it could possibly take to perfectly replicate the most complex technique for the least capable novice with this perk is one year.

## **Now you see me** -600 CP

You will now have the **Togglable** ability to always be able to find yourself in the blindspot of everyone's vision, with you having the effect of directing everyone's attention away from yourself so long as you do not directly interact with anyone.

Any object you're holding while using this will also become completely unnoticeable until either you are noticed or you put it down.

## **Now you don't:** [Boosted]

When upgraded you can have this ability affect all images of you including both digital and hand drawn. This filtering effect can function even when you are talking, touching and fighting someone however they will still notice any physical effects afflicted to them.

# Shield Agent Perks:

## **A.C.R.O.N.Y.M. Master** -100 CP

You have mastered an odd talent for developing code names and project titles becoming an expert at creating “**A**bbreviated **C**ode **R**elying **O**n **N**ames **Y**ielding **M**eaning” that are relevant to the project you are working on and as complex or simple as you would like.

## **Gut Feeling** -200 CP

You have gained an instinctive ability that will always allow you to sense when someone is maliciously attempting to deceive, influence or manipulate you.

This also allows you to vaguely deduce what they are planning, allowing you to anticipate, quickly adapt and prepare for several steps they might have planned against you.

## **Rules of Leadership** -400 CP

Your leadership ability is amazing, with you being comparable to Nick Fury as you possess an innate understanding of how to win the loyalty and devotion of anyone under your command allowing you to effectively keep order and morale.

This extends to you having enough ability to easily command an entire organization on the level of S.H.I.E.L.D.

This also extends to other required abilities to run an organization, like resources administration and even charisma, if needed.

## **Level 10 clearance** -600 CP

You will always have up to date instant access to any intelligence or documentation from all systems and networks from all in-jump government agencies.

This information is converted into a mental database with statistical correlation capabilities.

This information includes access to all secret documentation and restricted information.

## **Alpha Level:** [Boosted]

You are now able to receive up to date instant access to information known by anyone in-jump.

Any non documented information will be documented and added into the mental database.

The database will also automatically gain notations that indicate what information is false and if it was intentionally falsified by who and for what reason.

# Hero Perks:

## **The Unflappable Hulk** -100 CP

You now have complete control over your own emotional state preventing yourself from feeling certain emotions allowing you to react better to situations.

Additionally you will be able to instantly differentiate between your own emotions and those that manifest artificially allowing you to protect yourself from emotional attack.

## **That is America's ass!** -200 CP

You are a hero whatever you go, you can have as many people as you'd like feel a great deal of admiration, pride and even patriotism towards you.

This makes others far more likely to follow your requests and inspires the notion that whatever you are doing is for the benefit of others.

This may not stop people from attacking you but they will feel discomfort in fighting you along the same lines as if they were attacking Santa claws.

## **Stark Intelligence** -400 CP

You have a gift for technology and you will find it easy to figure out how the internal components of any technology works as soon as you see it.

As long as you have the materials on hand you find it easy to recreate any technologie you find or combine it with any other technology you have come into contact with even for technology from the furthest reaches of the Galaxy.

## **That's not your origin story** -600 CP

Few people are always powerful and so long as you are there when they are meant to gain power you can take it for yourself.

This focuses on taking the Origin of a power set, from another being, causing you to go through the origin's metamorphosis and gain the strengths and weaknesses of that power set for yourself.

Examples of this are that If you are a specific science experiment you can make it so that the spider bites you instead of peter parker or should you be in New Mexico when a specific hammer falls from the sky you would be able to lift it and gain the power of Thor.

## **It is now:** [Boosted]

Now instead of just taking the origins of others you can also replicate them either for yourself or others.

You will be able to essentially copy and past the power set's origin on a metaphysical level, causing the target to go through the origin's metamorphosis in order to gain the strengths and weaknesses of that power set.

For example you could make a young man named Miles get bit by a spider or grant an alien named bill a magic hammer.

# General Items:

## **Custom Super Suit -100 CP**

A custom suit made from the same material Melvin Potter used to make Daredevil's costume and inline Wilson Fisk and Leland Owlsley's suits. The material is light and extremely durable. It can be designed with a corresponding color scheme to resemble any theme or attributes you are intending to project. The suit will provide its wearer with enhanced protection thanks to carbon nanotube-based alloy.

## **Illusion Projector Set -100 CP**

This 12 set of Illusion Projectors, are devices that are meant to be created by Quentin Beck while he was employed by Stark Industries. These devices are Unarmed Stark Industries Camera Drones that have integrated holographic projection technology allowing them to create fully realistic 3D illusions.

## **Sling Ring -200 CP**

This Sling Ring is a small two-finger mystical ring that has been uniquely crafted for you it comes with a VHS instructional video tape. With the right amount of practice you will be able to use it to create a dimensional gateway to another location or even a different dimension.

## **Berserker Staff -200 CP**

Anyone who touches the Berserker Staff, whether Human or Asgardian, receives an adrenaline rush and a burst of super-strength fueled by the wielder's inner rage and hatred, often accompanied by particularly hateful and unpleasant memories. Afterward, the wielder will feel fatigued and require sleep. Normally In humans, the psychological after-effects of confronting one's inner rage and hatred could take decades to overcome but this staff will allow them to take a Zen like view of those emotions knowing they are there without letting them cause harm.

## **Mark of Shou-Lao -400 CP**

The Mark of Shou-Lao is a symbol of Shou-Lao which is burned or tattooed onto a person's body so they can gain the power of the Iron Fist. The mark allows its bearer to focus their chi and enhance their natural abilities to extraordinary levels. The Mark is bound to the mental state of its wielder, and can be rendered inactive as a result of the wielder's emotional state, or inhibited by the effects of pacifying drugs.

## **Infinity Wristband -400 CP**

This metal strip is made of Uru that has been engraved with a combination of seven asgardian magic lines that form a spiritual link.

The center of the Uru wristbands has an oval-shaped hole once an infinity gem touches the metal, the gem spontaneously embedded in the groove on the wristband allowing the user to have full control over the gem.

# Marvelous Material Items:

Every week you gain a ten centimetre cube of the unprocessed version of the purchased material.

## **Cogmium** -100 CP

Cogmium, a metal alloy that can be used in conjunction with steel to create a reparative alloy capable of bonding to bone. The unique quality of this metal is its characteristics of being a "metal with a memory," being able to morph back into the shape of its manufacture state.

## **Carbonadium** -100 CP

Carbonadium, a resilient, radioactive metal that is vastly stronger than steel, but more malleable and cheaper than Adamantium. Due to its malleability, carbonadium was less durable than True Adamantium, but still nearly indestructible.

The metal was developed in the USSR and is known for being used for Omega Red's coils and Doctor Octopus mechanical tendrils.

## **Gravitonium** -100 CP

Gravitonium, a rare, high atomic numbered element that possesses unique gravitational properties. Gravitonium has an atomic number of 123 and an atomic mass of 308.

## **Vibranium** -200 CP

Vibranium, a metal native only to Wakanda, it is noted for its extraordinary abilities to absorb, store, and release large amounts of kinetic energy. The metal is associated with Black Panther, who wears a suit of vibranium, and with Captain America, who bears a vibranium/steel alloy shield.

## **Adamantium** -200 CP

Adamantium, a virtually indestructible man-made steel alloy which does not occur in nature and whose exact chemical composition is a United States government classified secret.

A sufficient amount is capable of surviving multiple nuclear explosions or a blow from the most powerful superhuman with no damage. A blade of pure, primary Adamantium is capable of cutting almost any known substance, with the known exception of Captain America's shield.

## **Uru** -200 CP

Uru, a metal ore from the first moon in existence, and has existed since the beginning of the universe. It is purportedly unique to Nidavellir, one of the Ten Worlds. It resembles stone, but it also appears to have metallic properties. It seems able to store most energies, particularly magic.

Due to its durability and ability to hold enchantments, it is often forged into the finest weapons for the warriors of Asgard. Uru is used as the key component in several characters' equipment.

# Drop-in Items:

## **Restaurant in Hell's Kitchen** -100 CP

This two floor restaurant is located at the intersection of 10th Avenue and 54th Street in New York, In the area better known as “Hell Kitchen”. This is one of the safer areas of Hell’s Kitchen where the crime rate is not too high. The first floor is a restaurant with the second floor being a living space. In future jumps you can have it dropped into any metropolitan area as if it had always been there or store it and place it on a wide enough flat surface whenever needed.

## **No. 0 matter** -200 CP

Every week you gain a ten centimetre cube of No. 0 matter, This material is completely foreign to the marvel cinematic universe being a fairly common material within the Dragon Ball Universe. The unique properties of this material allow it to be used for special manipulation. This material is used for virtually all capsule corp technology, it is used in storage capsules to expand internal space for storage, it is used in gravity machines to compress space for gravitational increase and it is used to move faster than light.space travel by creating an alcubierre drive to fold space.

## **Gravity machine** -400 CP

This is a replica of the Gravity Machine invented by Dr. Brief to help the Dragon Team train under more powerful gravity in order to become stronger and raise their power levels. The more No. 0 matter you have in the machine the higher you can set the maximum gravity. This purchase comes with enough No. 0 matter to reach five times earth gravity.

## **The ice fire ring** -600 CP

This ring is made of smooth black jade like substance with a blueish ice like edge with a central line of a magma like red light.

The ring itself is made of “No. 0 substance” infused with power from the Casket of Ancient Winters and later stored the hybrid combination of Darkforce and Lightforce which converted half the ice to fire.

The ring contains a self-replenishing magical energy reserve of an internal volume over ten million times the ring's external size.

The energy within the ring can be drained for numerous types of abnormal energy techniques including casting spells or making Ki blasts.

# Bystander Items:

## **Nature Max Supplements Fish Oil -100 CP**

These are no ordinary fish oil pills when a Quinjet loaded with modified Terrigen Crystals crashed into the ocean, the Crystals dissolved at the bottom, releasing the Terrigen Mist inside. The Mists contaminated a shoal of fish, which were caught and used to make fish oil pills. These pills have had the dangerous chemicals filtered out, so they aren't deadly to humans, just life changing for Inhumans.

## **Fistigons -200 CP**

The Fistigons are custom-made, weaponized gauntlets created by Chase and Victor Stein. The gauntlets are able to fire orange concussive beams capable of repelling targets, sending them flying through the air. The gauntlets are also able to emit a powerful stream of lasers.

## **Portable Cerebro -400 CP**

A small portable version of Cerebro, an advanced computer that acts as a conduit and magnifier for telepath's abilities to extreme levels.

It is used primarily as a way to identify the location of mutants across the globe.

It can be reprogrammed to detect inhuman and other types of super powered humans.

Any person has the ability to use Cerebro/Cerebra but telepaths receive best results due to their telepathic nature.

Some mutants have the ability to shield or protect themselves from Cerebro using telepathy or another power in order to accomplish this.

## **Darkhold -600 CP**

The Darkhold, also known as the Book of Sins, the Book of Spells, or the Book of the Damned, is an ancient book of spells and unspeakable power. The book is made of dark matter from the Hell Dimension.

The book is said to contain infinite knowledge as not only does it have a full chapter on the Scarlet Witch myth, but it also contains spells, formulas, information on how to create machines to harness energy from other dimensions, and even code capable of creating the virtual world known as the Framework.

While most of the time, its pages are blank, there have been certain occasions when the reader had immediate access to its content, for example, when Robert Minoru opened the book to find the spell to access the Dark Dimension.

# Shield Agent Items:

## **Tesseract Battery** -100 CP

You get three of these Tesseract Battery's a week. They are small devices initially created by Arnim Zola to store the power drawn from the Tesseract. Such batteries were used to power many HYDRA weapons such as Arnimhilation 99L Assault Weapon, HYDRA Cannon and the Peruvian 0-8-4.

Weapons that use Tesseract Batteries tend to project blue energy either as a beam or a pulse which can vaporize most organic matter including humans with ease.

These energy projectiles tend not to be as effective against other materials for example it would be completely absorbed by Vibranium, but with focus it can still create a hole in a brick wall.

## **Shield Bracelet** -200 CP

This metallic silver wrist bracelet has a slot for a Tesseract Battery and can emit a hemispherical gold-blue protective cover.

This energy shield can resist the firepower of almost any firearm.

The protection is strong enough that even if a high power explosive is detonated in front of it, so long as the user can fully hide behind the shield they would not even feel a sense of shock from the blast.

The only drawback for this device is that it has a large consumption of energy as such it would completely drain a Tesseract Battery of power in less than a day if in constant use.

One Tesseract Battery is supplied with this purchase but will not be replaced once used.

## **Lola** -400 CP

This cherry red 1962 Chevrolet Corvette appears to be identical to the one owned by Agent Phil Coulson.

The name is actually an acronym for the "Levitating Over Land Automobile " as indicated by this name the vehicle has been modified beyond an ordinary car so that it can enter flight mode.

While in this mode the wheels will fold down and open up to reveal a hover-capable propulsion system, and the Corvette badge on the rear of the vehicle will flip over to reveal the S.H.I.E.L.D. insignia.

## **Helicarrier** -600 CP

This is an advanced flying command center that doubles as an aircraft carrier the same as those used by S.H.I.E.L.D. as highly strategic mobile bases from which they could perform a number of effective reconnaissance, stealth deployment, or direct strike operations. This version was specifically designed to be capable of sustained, independently-powered flight, via four, massive repulsor turbines, which allow it to stay in the air indefinitely although it is able to retain seaborne and submersible capabilities.

# Hero Items:

## **Stretchy Pants -100 CP**

Five sets of purple trousers and green underwear that expands in size made from a synthetic material created by the famous scientist Reed Richards.

This material makes it so that the clothing can be altered easily and adapt to a certain environment, allowing them to be incredibly resilient to drastic changes in heat, cold, pressure, density, dirt, whilst making it so that they comfortably stretch to remain the best fit for the wearer without tearing.

## **Web Shooters -200 CP**

A pair of wrist-mounted mechanical devices developed and used by Peter Parker to project Synthetic Webbing.

The web-shooters are capable of shooting thin strands of extremely durable and elastic web-like substance.

The high tensile strength of the synthetic webbing is sufficient to support the weight of large vehicles such as buses and trucks.

Although the web fluid can be made using homemade materials and chemicals found in typical high school level chemistry class your web shooters will use moisture from the air to create more web-fluid, which means that as long as there's moisture present you should never need to manually replenish the web-cartridges.

## **Iron Man Armor: Mark V -400 CP**

This weaponized flight suit is handily compacted and disguised as a Suitcase allowing it to be known as the Suitcase Suit. This suit was designed to specialize in portability and easy access granting the user an increase to the user's strength and durability, its repulsers allow for short ranged flight and are capable of firing quick high-density energy blasts and a highly concentrated beam of energy.

## **Super Soldier Serum -600 CP**

You gain one dose per week of Super Soldier Serum, the name given to the chemical compound created by Dr. Abraham Erskine.

When ingested and injected in a series of treatments, the human body rapidly evolves, both physically and mentally, beyond the peak of its potential. An ordinary human will require three doses of the super soldier serum for a complete transformation to Captain America's level of fitness with each consecutive dose after that having less of an effect than its predecessor.

# Companions:

## Import -100 CP

You may import or create up to 8 companions who will join you in your new world. If you have a background, these companions will be a part of your past. As a Drop In, they drop in the same location with you. They gain +1000 CP and may pick an origin for discounts.

## Majin Red and Majin Blue -100 CP

These small creatures are a pair of colour coded Majin Buu copies that were created by Saint Lee. They are each able to emit an energy beam from the tentacle on the top of their head. The Red Buu variation is able to use fire magic and emit a heat ray. The Blue Buu variation is able to use ice magic and emit a frost ray. The two creatures are not very intelligent but are completely loyal to you.



## Canonical -200 CP

You can pay for any canonical character to travel with you into future jumps with them believing that they chose to.

## 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.

# 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.

## Sainted +50 CP [This drawback cannot be taken by a companion.]

Instead of arriving at the same time as the soul later known as Saint Lee you instead are the soul who takes over the dead body of Saint Lee.

For an extra **+50 CP** Saint Lee's name will be retroactively changed to Stan Lee.

## Blue and Green +50 CP

Simply put, your outfit is atrocious. You have no sense of fashion or style, and any clothing you could possibly wear is imbausing to be around.



#### **Excelsior +100 CP**

Your name while in this jump is Stan Lee, you have a specific pair of glasses and style of mustache that cannot be removed for the Duration of this jump.

#### **Cat Phrase +100 CP**

Any time there's an expression, saying or a motto that you want to say it's "mind bottling" how wrong sounds stupid it sounds.

Any time you try to be wise or clever, you just will just sound pretentious.

#### **Hydra's Least Wanted +100 CP**

You've somehow made some enemies within hydra. Fortunately, they aren't very high up in the organisation, but, they still have the power to make your life annoying.

Any time you j-walk you will get a ticket any time you forget to pay a bill you will get the largest fine possible any time you apply for anything official you will be rejected.

#### **Snapped +200 CP**

In this world you will have bad luck. All risks you take with even odds or worse in your favour will never result in the best option.

**Broken Heart +200 CP**

The good news is that you will gain a free arc reactor but much like Tony Stark it's in your chest and you need it there to keep a tiny chunk of metal from killing you.

If the Arc Reactor runs out of power or the metal be removed from your body then it will count as a jump failure.

**Loki Problem +400 CP**

The God of Mischief is bored and sees you as his new form of entertainment.

He knows you are a jumper plus what powers you have available and he will see no issue with telling everyone one of your enemies about it.

Loki will set up tricks, plots and schemes to keep himself entertained but won't directly involve himself with you unless he is there already.

**Unstable +400 CP [This drawback cannot be taken by an Ordinary Human.]**

Your powers are inherently unstable and, when unlocked, they will physically turn you into a monster.

The physical appearance of this monster will rapidly change every few days but always look like a monster related to your rolled power.

For an extra **+200 CP** this will affect you mentally as well randomly altering your mental state every couple of days.

**Balancing the universe +600 CP**

The Mad Titan, Thanos, has noted a change in the universe he has noticed you and he is not pleased. Thanos has decided that so long as you exist there can be no peace nor balance to the universe and he must destroy you by any and every means possible. He knows where you are and will attack all of his forces from the smallest drone to the largest army even the infinity stones themselves he will use every thing he can to destroy you.

**The Universe Balances You +1200 CP**

[This drawback cannot be taken if this is your tenth or less jump.]

You lose all items, powers, abilities and skills external to this jump.

## Scenarios:

Although you can take actions within this universe to shape the immediate present, the actions of destiny will attempt to set things back on track.

If Tony Stark is saved from being imprisoned by the Ten Rings, he will still create the Mark II armor and Obadiah Stane will create the Iron Monger.

If you convince Bruce Banner to cut off contact with "Mr. Blue" and to run away quitting his job at the bottling factory, Bruce could still appear at Culver University to reunite with Betty and Emil Blonsky could still become the Abomination thanks to Mr. Blue's experiments with the blood he already has.

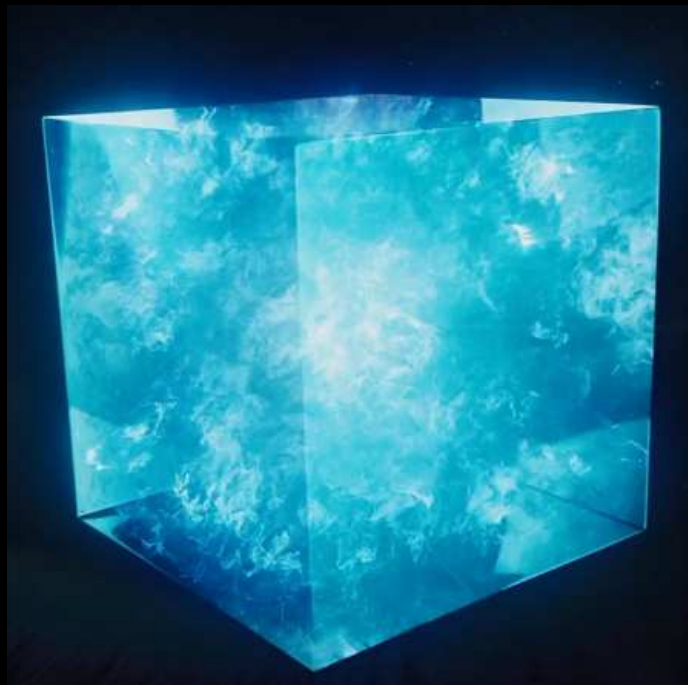
However, if you were to expose and destroy Hydra, the events of the Winter Soldier might not occur and at the least would be very different.

Any Scenario Rewards will be received post-jump and become Jump Flat Backed.

### Fail Hydra:

Implement the complete destruction of HYDRA before 2014 without dismantling the Strategic Homeland Intervention, Enforcement and Logistics Division. This will require the removal of at least the high-ranking members of Hydra listed as the following: Alexander Pierce, Arnim Zola, Brigadier General Hale, Brock Rumlow, Brock Rumlow, Daniel Whitehall, Edison Po, Gideon Malick, Grant Ward, Jack Rollins, Jasper Sitwell, John Garrett, Kirk Vogel, Mitchell Carson, Mitchell Carson, Octavian Bloom, Sunil Bakshi, United States General Fischer, United States Senator Stern, Vasily Karpov and Wolfgang von Strucker.

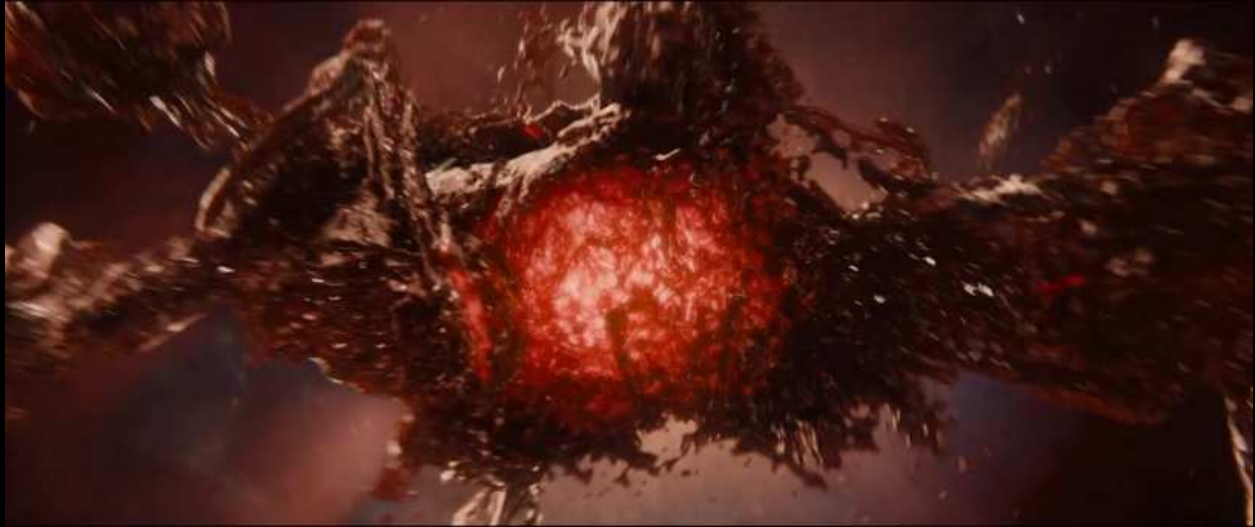
Reward: The Tesseract



### **A Thor-tfull Solution:**

Keep Frigga alive at least until at least until 2018 and prevent the destruction of Asgard at the hands of Surtur, while still preventing the conquest of the Dark Elves, Hela and her warriors

Reward: The Aether



### **Ultron Undone:**

Prevent Ultron from lifting any Sokovian landmass into the air or causing a single death within Sokovia. You must not prevent the creation of him and must make sure that Vision, Pietro Maximoff and Wanda Maximoff are recruited into the avenger and survive at least until 2018.

Reward: The Scepter



## Ego in check:

Without preventing the formation of the Guardians of the Galaxy, make sure that the power stone never arrives on the planet Xandar. You must also prevent the initialisation of Ego's seedling's terra-formations while also preventing the death of Yondu until at least 2018.

Reward: The Orb



## Strange times in Kamar-Taj:

Prevent Kaecilius' initial attempt to steal the mystical texts from Kamar-Taj. Then without preventing Steven Strange from becoming a sorcerer, make sure that Dormammu will permanently leave Earth alone and Prevent the death of the Ancient One at least until 2018.

Reward: The Eye of Agamotto

## Heart-Felt Botany:

Without preventing Killmonger from taking control of wakanda prevent the extinction of the heart-shaped herb and ingest enough to access its power.

Reward: The Soul Stone



## Thanos for nothing:

This scenario can only be attempted if you have already completed all other scenarios. If any of them have failed, it counts as an automatic failure for this scenario.

You must make sure the Infinity Gauntlet is completed but prevent the snap.

No hero's are allowed to die for the completion of this scenario.

Reward: The Infinity Gauntlet



If you have taken the perk **"A Fist with five stars"** you will gain the following post jump Upgrades for completing the number of scenarios:

1. Instead of granting a lesser wish, you can choose for your Mini Shenron to grant one wish as if it had the same power and limitations as the Shenron created by Kami.
3. You will be able to integrate and separate any and all of the dragon balls into your body as tattoo's and Instead of granting a lesser wish, you can choose for your Mini Shenron to grant two wishes as if it had the same power and limitations as the Shenron recreated by Dende.
5. You will gain the knowledge of how to speak the Namekian Language and instead of granting a lesser wish, you can choose for your Mini Shenron to grant three wishes as if it had the same power and limitations as Porunga.
7. You will also gain the knowledge of how to speak the Divine Language of Dragon ball and instead of granting a lesser wish, you can choose for your Mini Shenron to grant one wish as if it had the same power and limitations as Super Shenron.



## Power Chart:

|    |                             |                                                                                                                                                         |
|----|-----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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 ability's, 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 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 behaviour, 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 youe 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 of travel the Astral Plane.                                                                   |
| 46 | Astral Trapping           | The ability to restrain, trap and/or seal astral beings into specific place, item or being.                                                                     |
| 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 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 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 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 echinoderm 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 account 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 affects, of themselves, people, animals and other creatures |
| 164 | Emotion Negation     | The ability to negate the emotions, including feelings, moods and their affects, 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 element/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 them 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 meaning 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.                                            |

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| 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.                                                                     |

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| 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 fruit's 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 ability's 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.                                                                                                                      |

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| 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.                                         |

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| 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.                                                               |

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| 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.                                                                                                                   |

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| 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 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.                                                                                                               |

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| 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 it's 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.                                                 |

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| 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 gases.                                                                                                                     |
| 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 wavelength's between that of infrared light and radio waves, with uses ranging from communication, radar, heating, etc.   |
| 345 | Microwave Vision              | The ability to see electromagnetic wavelength's 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.                                              |

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| 348 | Mindscape<br>Transportation | The power to convert physical matter into thought waves.                                                                           |
| 349 | Minotaur Physiology         | The power to use the abilities of minotaur.                                                                                        |
| 350 | Mirror Manipulation         | The power to manipulate mirrors.                                                                                                   |
| 351 | Mobile Invulnerability      | The power to become unstoppable while moving.                                                                                      |
| 352 | Molecular<br>Manipulation   | The power to manipulate matter on a molecular level.                                                                               |
| 353 | Mongoose<br>Physiology      | The power to use the abilities of a mongoose.                                                                                      |
| 354 | Monotreme<br>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<br>Vision | The power to see in multiple directions at once.                                                                                   |
| 361 | Multiple Vision             | The power to see as if you more than two functioning eyes.                                                                         |
| 362 | Muscle Enrichment           | The ability to temporarily improve the muscle structure of another individual with long term use the changes 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.                                                                                            |

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| 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 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.                                                            |

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| 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. |

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| 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 gases.                                                                                                                 |
| 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 ability's 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. |

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| 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.                                                |

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| 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. |

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| 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-Disintegration      | The power to disintegrate oneself causing the user to collapse into dust particles and integrate back to normal form.       |
| 473 | Self-Evolution           | The power to gain and loose new random features at will.                                                                    |
| 474 | Self-Existence           | The power to be omnipotent over oneself.                                                                                    |
| 475 | Self-Immortality         | The power to be absolutely eternal and imperishable.                                                                        |

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| 476 | Self-Mimicry                | The power to transform into any previous state or appearance you have taken before.   |
| 477 | Self-Molecular Manipulation | The power to manipulate one's own molecular structure.                                |
| 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 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.                              |

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| 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 scream 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 spider.                                                       |
| 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<br>Adaptation | The power to adapt to underground environments.                                                 |

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| 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.                         |

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| 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.      |

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| 550 | Telescopic Vision               | The ability to see distant objects in 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.                                                        |

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| 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 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 weight of anything and everything.                           |

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| 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. |

## **EndGame:**

Ten years are you the infinity war is over possibly endgame too so what will you do?

## **Remain:**

So have you found a place to put your hat? This world is your home now.

## **Move On:**

On to the next one lets sling your hat into another jump!

## **Home:**

Time to hang up your hat, I hope you got what you wanted out of this.

## **Notes:**

V01 - First full build