

The Marvelous Dragon Balls Jumpchain-V04 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” occuring 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. **You must pick 1 Marvel Race.**

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
A Mutant is a Human being that possesses a genetic trait called the X-Gene. It causes the Mutant to develop SuperHuman powers that manifest at puberty. Human Mutants are sometimes referred to as a Human subspecies Homo sapiens Superior, or simply Homo Superior.

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.

InMutant -200 CP
Although theoretically impossible there have been some cases where someone is born both as a Mutant and an InHuman, becoming an "InMutant" also known as an “InHomo Superior”.

Powers:
Mutants, InHumans and InMutants all gain random powers varying on the level of strength and usefulness. At the start of this Jump you will not have access to your power but If you have not gained this power during the Jump you will gain it post Jump.

You will have two options for gaining your Powers, you can roll or you can buy them.

If you choose to roll you as a Mutants or InHumans you gain a single power and must roll 1 **D600** or as an InMutants gain three powers and roll 3 **D600**.
The resulting number will correspond to a power from the **Power Chart** at the end of this Jumpchain document that is the power they will gain in this Jump.

If you choose to purchase your powers you can do so using the Generic Superpower Supplement and gain an initial **+400 PP** per power you choose to purchase.

When a Mutant power or the first InMutant power unlocks will vary from person to person usually upon puberty but for these purposes it will randomly unlock at some point throughout your Jump.

For an InHuman to access their power or for an InMutant to access their second power they must go through the process of Terrigenesis by coming into contact with Terrigen Mist.

InMutants will unlock their third power when they have unlocked both the first and second powers.

If using the Generic Superpower Supplement, the Inhuman Power will be restricted to the Experiment Power Origin and the Mutant will be restricted to the Biological Power Origin.

The InMutant power will not have any Power Origin Restrictions.

Dragon Ball Race's:

You don't have to stick with being just a Marvel race for an additional cost you can also have the DNA of a Dragonball Race transplanted into your body. Your genetic structure and internal organs will mostly change into the chosen race but you will still technically be a Human of the marvel universe and retain the external appearance of a Human. Unlike when using the lesser shenron you will not lose any **Marvel Race** powers when gaining the Dragon Ball DNA.

Marvelous 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. With knowledge and training this body will be able to access the Super Saiyan form but as it does not come with a tail it will not be able to access the great ape form.

Marvelous 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 Marvelous 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.

Marvelous 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.

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 realize 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
Using this **Togglable** Narrative Perk you can become the narrative core becoming the center of events within the local universe. How you find yourself at these events will have logical reasons, such as S.H.I.E.L.D. asking you to help save Tony Stark from Afghanistan or a glowing Cube that when grasped teleports you to Morag as Star Lord attempts to steal the Orb. In these events you will gain an awareness that this Perk is responsible and can choose to avoid it.

A Fist with five stars -500 CP [Requires the drawback "**Sainted**" be taken]
This Perk can not be taken by a **companion**, it is also a **Capstone Booster**.
You gain a five-star tattoo on the back of your hand. When combined with the other six dragon balls **that when you enter the Jump will 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 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 it will override Mutant or InHuman DNA causing the target 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 race will have a 99.9% chance of mortality. **Once the dragon balls have been used the ones not in your tattoo will scatter around the world you are on,** with 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.

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 using this boost you are no longer restricted to only using concepts 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 using this Perk all methods of testing including a DNA test will show you to be biologically 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 that indicates you as 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 specialized 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 to perfectly replicate the most complex technique for the least capable novice with this Perk is one year of dedicated study and practice.

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 caused by your actions.

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 allowing you to prevent yourself from feeling certain emotions and 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 and wherever you go you can **Toggle** this perk to 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
All heroes and villains have an origin story, the day they got their powers and the events that made them the person they are today, and with this Perk you can take it for yourself.
This Perk will make you aware of when someone is about to start an origin story, what they will gain out of it and what you have to do to take it for yourself.
When you take their origin you will gain their power set but remember, you have to go through the events losing what they lost and gaining their strengths and weaknesses for yourself.

It is now: [Boosted]
With this upgrade this becomes a **Narrative Perk** that no longer limits a backstory to just yourself and instead of just hijacking origins for personal gain, you can copy them for further use on both yourself and others.
Now when you are made aware of a potential origin story, rather than being forced to go through the same events in their place personally, you can just select a person (yourself or others) and a particular Origin, then selectively apply fragments of that Origin story to bestow the new strengths and weaknesses.

Items:

+400 CP Items only.

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.

Infinity Wristband -400 CP [Discounted with "**A Fist with five stars**"]
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.

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.

Marvelous Material Items:

Every week you gain a ten centimeter cube of the unprocessed version of the purchased material with the means to refine it. You gain **+100 CP** for Marvelous Materials only.

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 is slightly less durable than True Adamantium, but is 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 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 legendary items.

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 centimeter cube of No. 0 matter, this material is completely foreign to the Marvel Cinematic Universe though is a 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 and many races have incorporated it into their biology allowing them to physically transform in ways that are otherwise not possible. 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 and 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, it even contains 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 utilize seaborne and submersible capabilities.

Hero Items:

Stretchy Pants -100 CP
These five sets of purple trousers and green underway expand in size to perfectly fit whoever puts them on as they are 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 retroactively 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 (First Free with Sainted)
These small creatures are a pair of color 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 Free/-200 CP
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**.
You can pay **-200 CP** for any canonical character to travel with you into future Jumps with them believing that they chose to.

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 organization, 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.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Snapped +200 CP
In this world you will have bad luck. All risks you take with even odds or worse in your favor 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 is removed from your body then it will count as a Jump failure.

Is this Cannon? +100 CP/+200 CP/+300 CP/+400 CP
Once you start this jump you will lose knowledge of this Jump Document and the setting's universe to a scale relevant to the reward.
For **+100 CP** you will forget everything about the Marvelous Dragon Balls Fan Novel.
For **+200 CP** you will forget everything about the Marvel Cinematic Universe.
For **+300 CP** you will forget everything about the Marvel Continuities.
For **+400 CP** you will forget everything about the Marvel and Dragon Ball Continuities.

That is not a cat +400 CP
It seems you have somehow pissed off Goose, this little orange Flerken tabby is after you and it will not be pretty if they get their paws on you.

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 wont directly involve himself with you unless he is their already

Unstable +400 CP/+600 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 **+600 CP** total 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.

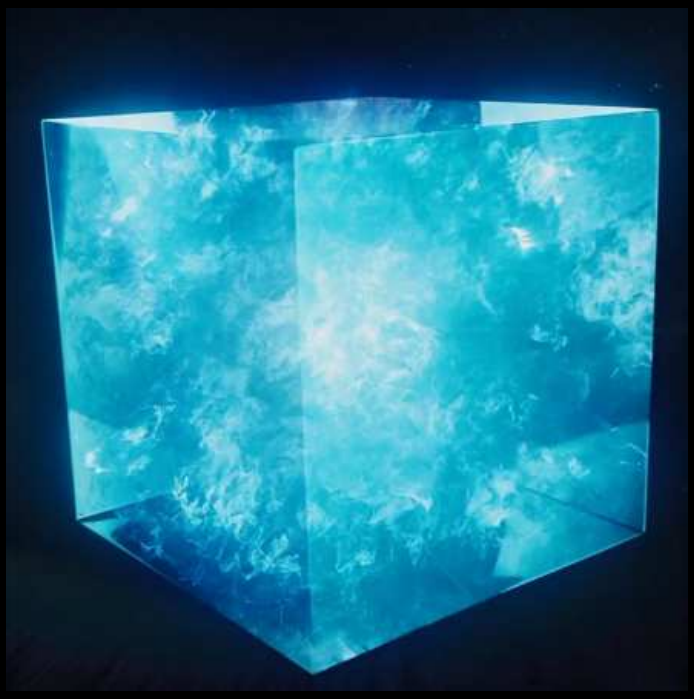
Scenarios:

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 two 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.

For each Scenario taken other than “**Thanos for nothing**” you gain either **+100 PP** or **1 reroll** for use in the power chart section. Failure on any task will not count as a chain failure but will come with Failure penalties.

Any Scenario Rewards will be received post Jump and become Jump Flat Backed.
See the notes for more details



Fail Hydra:

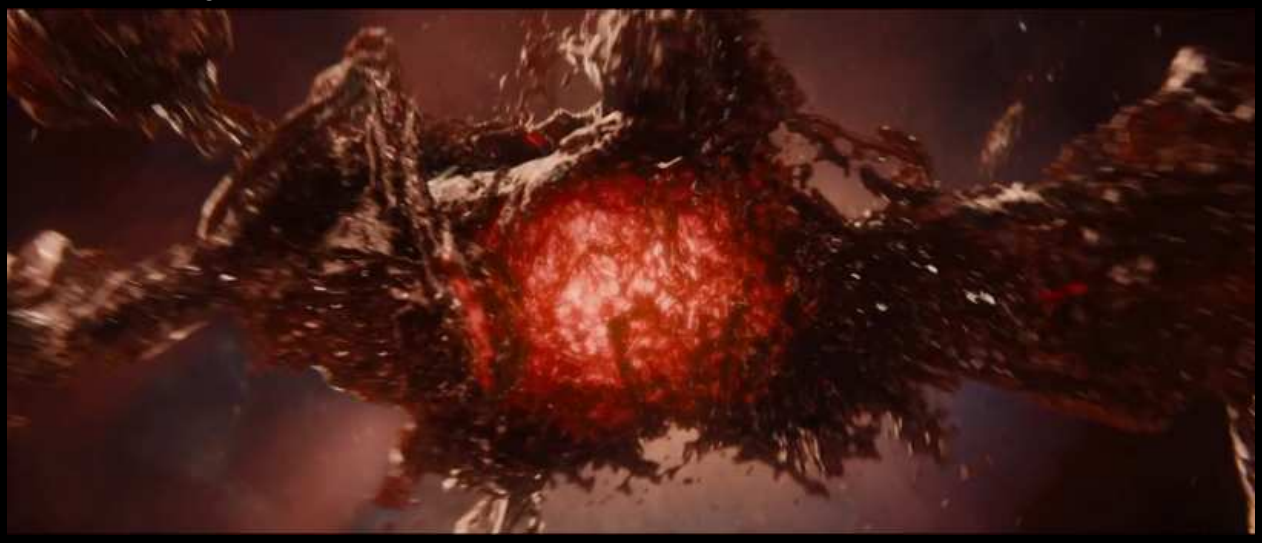
Implement the complete destruction of HYDRA before 2014 without dismantling the Strategic Homeland Intervention, Enforcement and Logistics Division. This will require the removal of at least the high-ranking members of hydra listed as the following: Alexander Pierce, Arnim Zola, Brigadier General Hale, 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
Failure: Hydra gains full control over S.H.I.E.L.D.

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
Failure: The Asgardians become Extinct



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
Failure: Ultron Gains the Vision's body.



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
Failure: Xandar is destroyed and the Kree Empire declares war on you.



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
Failure: All native human sorcerers lose their sorcery.

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
Failure: Wakanda declares war against the rest of the world.

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 having not taken 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
Failure: Thanos Snaps away all life.

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 gain the knowledge of how to speak the Divine Language of the Dragon Ball Universe 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:

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

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

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

If you have any difficulty understanding any of the powers google it with Superpower wiki

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

11	Additional Limbs	The power to grow additional limbs, including arms, legs or heads.
12	Adoptive Muscle Memory	The power to replicate movements after observation.
13	Aerial Adaptation	The power to adapt to high altitude environments.
14	African Deity Physiology	The power to have the traits and abilities of a single African deity
15	Age Manipulation	The power to manipulate the age of organisms and non-living objects.
16	Age Shifting	The ability to alter the physical ages of oneself or others.
17	Air Manipulation	The power to create, shape and manipulate air.
18	Air Mimicry	The power to transform into or have a physical body made up of air.
19	Air Negation	The ability to negate air and wind within an area..
20	Alien Physiology	The power to use the abilities of race's that don't originate from The Planet Earth.
21	Altaic Deity Physiology	The power to have the traits and abilities of a god from the Mongolian or Turkish Mythology.
22	Amalgamation	The power to form a mixture between existing creations.
23	Amphibian Manipulation	The power to influence and control all forms of amphibians.
24	Amphibian Physiology	The power to use the abilities of amphibians.
25	Anatomical Liberation	The power to split one's body apart and control the pieces.
26	Angel Physiology	The power to have the traits and abilities of an Angel.
27	Animal Creation	The Ability to create any kind of animal, living, extinct or even fictional altogether.
28	Animal Manipulation	The power to influence animals 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 your control.
32	Ant Physiology	The power to use the abilities of ants.
33	Aquatic Breathing	The power to breathe in both water and air.
34	Arab Deity Physiology	The power to have the traits and abilities of a single pre-Islamic Arab deity.
35	Arachnid Manipulation	The power to influence and control all forms of arachnids.
36	Arachnid Physiology	The power to use the abilities of arachnids.
37	Arctic Adaptation	The power to survive and adapt to conditions where the climate consists of cold weather.
38	Armenian Deity Physiology	The power to have the traits and abilities of a single god or goddess from Armenian Mythology.
39	Artificial Physiology	The power to use the traits of artificial beings.
40	Artistry Animation	The power to bestow sentience to drawings, illustrations, sketches, etc. The creations assume a 2D life, traveling along walls, or even coming into 3D reality.
41	Ash Generation	The power to generate burnt or charred matter within oneself.
42	Ash Manipulation	The ability to manipulate burnt or charred matter.
43	Ash Mimicry	The ability to transform into or have a physical body made up of ash.
44	Astral Possession	The power to separate one's spirit from one's body to inhabit or take over the body of other beings
45	Astral Projection	The power to separate one's spirit from one's body to gain access to travel to the Astral Plane.
46	Astral Trapping	The ability to restrain, trap and/or seal astral beings into specific places, items or beings.

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

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

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

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

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

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

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

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

188	Enhanced Reflexes	The power to have reaction speeds beyond peak Human limits.
189	Enhanced Senses	The power to possess extremely accurate senses, allowing them to see, hear, smell, taste, and feel better than an average member of their species.
190	Enhanced Smell	The power to possess a sense of smell beyond that of the peak members of their species.
191	Enhanced Stamina	The power to function for long periods of time without tiring or straining oneself.
192	Enhanced Strength	The power to possess strength beyond that of the peak members of their species.
193	Enhanced Swordsmanship	The power to possess proficiency, capabilities and knowledge in swords beyond that of the peak members of their species.
194	Enhanced Synesthesia	The power to perceive multiple different sensory or cognitive responses at once.
195	Enhanced Taste	The power to have an extremely keen sense of taste allowing 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 horses, donkeys, and zebras.

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

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

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

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

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

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

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

325	Mammalian Physiology	The power to use the abilities of mammals.
326	Marsupial Physiology	The power to use the abilities of marsupials including kangaroos/wallabies, opossums, wombats, koalas, etc
327	Mass Manipulation	The power to manipulate the mass of objects or entities.
328	Matter Ingestion	The power to consume and digest any substance without injury.
329	Mayan Deity Physiology	The power to use the abilities and traits of a Mayan Deity.
330	Mediumship	The power to perceive and communicate with spirits and those who are in the afterlife.
331	Melting	The power to liquefy objects/organisms into a liquid form.
332	Memory Manipulation	The power to manipulate memories of oneself and others, allowing them to modify, fabricate, suppress, influence, repair, restore, erase, detect, and view them.
333	Mendacity Detection	The power to detect lies. Not to be confused with Telepathy or Truth Inducement.
334	Mental Manipulation	The power to manipulate thoughts, mindsets, and upper brain functions of others.
335	Mental Projection	The ability to project thoughts, consciousness, and emotions into reality.
336	Mentifery	The power to turn thoughts and imagination into reality.
337	Merfolk Physiology	The power to use the abilities of Merfolk.
338	Merging Vision	The power to emit optic blasts that fuse together whatever they hit.
339	Mesopotamian Deity Physiology	The power to use the abilities and traits of a Mesopotamian Deity.
340	Metal Manipulation	The power to manipulate metal.
341	Metal Mimicry	The power to transform into or have a physical body made up of metal.
342	Miasma Emission	The power to emit a variety of toxic 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 wavelengths between that of infrared light and radio waves, with uses ranging from communication, radar, heating, etc.
345	Microwave Vision	The ability to see electromagnetic wavelengths between that of infrared light and radio waves, with uses ranging from communication, radar, heating, etc.
346	Mind Control	The power to control the minds of others, including their thoughts, perceptions, memories and emotions.
347	Mind Exchange	The power to switch minds with other beings, this may or may not accompany the target taking the body of the user.
348	Mindscape Transportation	The power to convert physical matter into thought waves.
349	Minotaur Physiology	The power to use the abilities of a minotaur.
350	Mirror Manipulation	The power to manipulate mirrors.
351	Mobile Invulnerability	The power to become unstoppable while moving.
352	Molecular Manipulation	The power to manipulate matter on a molecular level.
353	Mongoose Physiology	The power to use the abilities of a mongoose.
354	Monotreme Physiology	The power to use the abilities of monotremes, including echidnas and platypi.
355	Monster Generation	The ability to create any kind of living, extinct or fictional monster as the user perceives them.
356	Monster Physiology	The power to use the abilities of a monster.
357	Moth Physiology	The power to use the abilities of moths.
358	Mountain Adaptation	The power to adapt to high Mountain Environments.
359	Movement Vision	The power to instantly take notice of things if they move.

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

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

396	Parrot Physiology	The power to use the abilities of parrots.
397	Pegasus Physiology	The power to use the abilities of Pegasus.
398	Persuasion	The power to manipulate people with the power of one's voice.
399	Petrification	The power to transform matter into stone.
400	Pheromone Manipulation	The power to manipulate the pheromones of oneself or others.
401	Philippine Deity Physiology	The power to have the traits and abilities of a Philippine deity.
402	Phoenix Physiology	The power to use the abilities of a phoenix.
403	Photography Vision	The ability to take photos with your eyes and then at will either project the image or engrave it into solid matter.
404	Physical Restoration	The power to restore physical structures to optimal condition.
405	Physics Manipulation	The power to manipulate the laws of physics.
406	Pinniped Physiology	The power to use the abilities of pinnipeds including seals, walruses, sea lions.
407	Plant Growth	The power to influence the growth of plant life.
408	Plant Manipulation	The power to manipulate plants.
409	Plant Merging	The power to merge with plant-life and move within the object, as well as manipulate any object in physical contact with the surface.
410	Plant Mimicry	The power to transform into or have a physical body made up of plant materials.
411	Plasma Vision	The power to project plasma beams/blasts from the eyes.
412	Poison Gas Generation	The power to generate poison 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 abilities within an area.
420	Power Replication	The power to replicate the powers of others.
421	Powerful Bite	The power to have an incredibly powerful bite, either because of sharp fangs/teeth, strong jaw-muscles, unusual jaw-structure or some other reason.
422	Precognition	The power to foresee possible futures and observe what may happen.
423	Prehensile Hair	The power to use one's hair to grasp and manipulate objects.
424	Prehensile Tail	The power to have a tail that can be used as an extra limb.
425	Prehensile Tongue	The power to use one's tongue to grasp and manipulate objects.
426	Premonition	The power to perceive glimpses of future events.
427	Pressure Manipulation	The power to manipulate pressure, the amount of force applied perpendicular to the surface of an object per unit area.
428	Primate Physiology	The power to use the abilities of primates and simians, including lemurs, the Old World monkeys and apes, and the New World monkeys.
429	Probability Manipulation	The power to manipulate probability.
430	Probability Vision	The power to perceive the likelihood of anything.
431	Procyonid Physiology	The power to use the abilities of procyonids, including the raccoons, coatis, kinkajous, olingos, and cacomistles.
432	Prosimian Physiology	The power to use the abilities of prosimians. Variation of Mammalian Physiology including lemurs, lorisoids, ringtails, tarsiers, etc.

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

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

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

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

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

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

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

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

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

EndGame:

Ten years 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.

Change Log:

V01 - First full build
V02 - Updated the Race Section description for both Marvel and Dragon Ball races.
Updated the Hero 600CP Perk description.
Updated the Power Section has had a foreword to better explain the section.
Made a large scale update to notes.
V03 - Reworded Capstone Booster Perk
Added reroll rules to power chart
Updated the shenron rules with new information.
Added Thank you section
V04 - Fixed Major Spelling Mistake
Text Changes
Added Generic Superpower Supplement options.
Added Scenario failure punishments.
Added “Is this Cannon?” Drawback.
Altered Reroll Rules.

Notes:

The Super Saiyan Forms

If you took the Saiyan Dragon Ball Race you should eventually be able to develop the transformations up until Super Saiyan 3 however because there are no tails you cannot transform into SSJ4 and unless you make more Saiyans you would not be able to access SSG.

The Rules for The Infinity Gems

The in Jump Infinity Gems will function the same as in the movie while in Jump but if you keep them post Jump due to how they function they will only be usable as a bunch of pretty rocks. You could use them as research materials or possibly a battery.

The scenario rewards will each be able to function post Jump to the degree that they are shown to work individually in the movies.

Wish Dragon Rules Explanation

All wish dragons can bestow any wish as long as it does not exceed the power of their creator. However, each dragon has a set of rules that guide what wishes they are allowed to grant. Each Dragon's rules were originally taken from the dragon ball wiki page for each dragon but this section has been slightly altered due to feedback as the interpretations of some of these rules are somewhat disputed within the dragon ball community so take them with a pinch of salt.

The Rules for Kami's Shenron

- Shenron can grant one wish.
- Shenron will not grant the same wish a second time. To better explain this two different people can make the same wish for themselves such as immortality, youth, or resurrection but they can not have the same wish target themselves twice.
- Shenron can wish back more than one person per wish, so long as:
    1. They died within a certain period of time of the wish, often thought to be a year.
    2. They did not die from natural causes such as sickness or old age.
    3. They are included within the wish parameters.
    4. They have not already been wished back before.
- Shenron is believed not to be able to kill a person that exceeds the power of his creator.

The Rules for Dende Shenron

- Shenron can grant two wishes.
- This Shenron is more powerful than Kami's Shenron.
- Shenron can wish back more than one person per wish, provided that they are all within the wish parameters.
- Shenron cannot grant immortality.
- Shenron is believed not to be able to kill a person that exceeds the power of his creator.

The Rules for Porunga

- Porunga can grant three wishes.
- Porunga is more powerful than both Kami's Shenron and Dende's Shenron.
- Porunga can only bring one person back to life at a time.
- Porunga is morally opposed to killing anyone who is good.
- Porunga will not revive or relocate someone against their will.
- Porunga will only grant wishes given in the Namekian language.
- Porunga is believed not to be able to kill a person that exceeds the power of his creator.

The Rules for Super Shenron

- Super Shenron can grant one wish.
- Super Shenron has no known limits to what he can do.
- Super Shenron will only grant wishes given in the language of the gods.
- Super Shenron can grant a wish thought in the language of the gods.
- It is possible that Super Shenron can not kill a person that exceeds the power of his creator, Zalama The Dragon God who is thought to be the true god of creation for the collective dragon ball universes.

Big Thanks

- KingReynhart
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For all of your suggestions.