

Comic Book by Naif Al Mutawa, Jump by Aehriman

It is said that all the darkness of the world could be shattered by the light in just one pure heart. Imagine, then, the hope that would spread if 99 of the pure-hearted came together as one.

Welcome, Jumper to a world that on the surface resembles your own, but with a key difference.

1258, the Sack of Baghdad by Mongols, led by Hulegu Khan. It ended the Abbasid Caliphate, and is usually used to mark the end of Islam's Golden Age. In this world, the Mongols bridged the river Tigris with books stolen from the House of Wisdom, the great library of Baghdad, and scholars, weeping at the loss, dipped ninety-nine perfect gems in the river in an attempt to capture the light (*noor* in Arabic) of knowledge being lost, and it worked, after a fashion.

Infused with light, these noor stones gave superpowers to the bearer. One power to a gem, and they only work for a very particular user, rejecting the unworthy. They were used to raise a new great library twenty kilometers outside Seville, Spain. In 1490, the *Reconquista* threatened, and the youngest and most

ambitious of the scholars, Rughal, attempted to steal all the noor stones' powers in a mystic ritual, but succeeded only in extending his life, and was discorporated for two centuries. He has spent the intervening time gathering resources and seeking the stones to try again. The remaining scholars scattered and hid the gems around the world, where they have occasionally empowered a worthy champion over the years.

It is now 2006, and more and more of the noor stones are becoming active, in the hands of teens and children. Dr. Ramzi, a psychologist and 'crackpot' expert in the history of the noor stones founded the Paris-based 99 Steps Foundation, a charity that does various good works around the world, but secretly serves to allow him to travel, to gather and train the new generation of gem-users as heroes. Ramzi believes the gems themselves have a higher purpose, both for existing in general and for choosing bearers all at once now, that they wish to be gathered into a force for good. Meanwhile, Rughal is still around and still wants to steal the power of the stones, and has learned enough to empower various villains to send against the 99.

The race is on, even as governments and corporations wake to the possibilities of superpowered children.

Have **1,000 choice points** (cp) to sustain you on your journey.

AGE, RACE, SEX, RELIGION

The 99 come from all nations, creeds and so on. Change any of these things about yourself if you like, or keep them.

LOCATION

The 99 come from all over the world, so you may select any location on Earth to start.

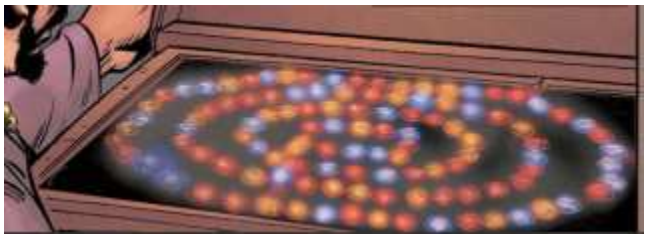
ORIGIN

Who are you?

Charitable - You might be a philanthropist, a physician, a psychologist, a relief worker or just volunteer a lot. The point is, you have dedicated a not insubstantial part of your life to helping others, easing suffering and making the world a generally better place.

Child - Most of the 99 are on the younger side, teenagers and 20s. Some are younger still, the "junior 99" in any case, noor stones work better for younger bearers, so you shouldn't be underestimated just because you're small.

Criminal - Not all the 99 started on the right side of the law. Fattah was a pick-pocket and Mumita was in an underground fighting ring. All people have free will, so even gem-users can choose to abuse their gifts. Or perhaps you remain in opposition to the 99?



NOOR STONE

You have a special bond with a Noor stone, granting you a single power based on one of the 99 Names of God (see Notes) This may be an original power or a duplicate of an existing one. You can only use your power with your Noor stone on you or nearby.

A single gem-user can do miraculous things, but little enough. Call it a street-level power. The power takes considerable training, and the assistance of other gem-users, to achieve its full potential.

Naturally this includes your own stone. Try not to lose it.

FRIENDS

Dr. Ramzi Ramzel (free) the leader and teacher of the 99, leader of the 99 steps foundation. The world's foremost expert on the Noor stones, until recently dismissed as a loon, a clinical psychologist. He's not accustomed to the choices involved in a superhero team or the skullduggery, but is adapting admirably. He deeply cares for all the 99.

Stronger Together (free/variable) Import any number of Companions. Companions get 800 cp to spend, and a free noor stone. They cannot take drawbacks for more points, however, for every 50 cp you donate, each Companion gets an extra 100 cp.

Jabbar the Mighty (-50 cp) Nawaf al-Bilali, A Saudi youth who with some friends was nearly killed by a landmine. Shielding the others with his body, his noor stone was fragmented and driven into him, turning him into the seven foot, four hundred pound muscleman he is now, with a strength the Foundation struggles to measure, tough enough to regard bullets as an annoyance. Nawaf struggles with the issues caused by his size and strength, and how noticeable he is, and his parents endlessly fret about him rushing into danger to save others, but he has a strong sense of duty.

Noora the Light (-50 cp) Dana Ibrahaim, 19 year old daughter of a diplomat was held as a hostage for several months in the United Arab Emirates, where she discovered her power to manipulate light to become invisible or create detailed illusions, and to sense the honesty of others, the complex play of light and darkness within them. Which helped her realize her father never cared enough for her to pay the ransom. Dr. Ramzi was called in to help with her panic attacks and was overjoyed to find a second gem-user.

Darr the Afflicter (-50 cp) John Weller, from the United States, was crippled in a drunk driving accident that killed his family, the wealthy young man who struck them suffering only some minor broken bones. Seething in rage over the injustice, he discovered his power to afflict pain on the target(s) of his anger, only later discovering the ability to suppress and relieve pain as well.

Jami the Assembler (-50 cp) Miklos Szekelhydi, son of two brilliant engineers working for Nahomtech in Turkey, a front for Rughal, never had a friend, but understands engineering on a level few can grasp. His stone grants that intuitive understanding, as well as technopathy letting him control and reorder machinery to his whim.

Mumita the Destroyer (-50 cp) Catarina Barbossa, a teen pit-fighter in Egypt. Not as strong as Jabbar, but much faster and more agile, and about as invulnerable.

Raqib the Watcher (-50 cp) The oldest, and least connected of the team. Blair Davis lives in Ottawa, Canada, where he works for a think-tank that often does analysis work for the CSIS, Interpol, and the

FBI. When their paranormal research division brought in his noor stone, he gained super-senses, including X-ray vision, and an intuitive understanding of the composition and flaws of inanimate materials around him. He then became a bit of an urban legend, the hidden hero thwarting many crimes before they happen, until tracking a large and sinister conspiracy brought him into contact with Dr. Ramzi. Now he serves as the team's eyes into the shadowy underworld of high-level law enforcement and spycraft.

Bari the Healer (-50 cp) Haroun Ahrens grew up on a farm in South Africa, tending to his family as first his father, then his sister grew sick and died. Burying his sister, he found an odd-colored rock that made him feel better, and buried it beneath his sister's coffin in a small box. When his mother, last of his family became sick, he remembered the noor stone and miraculously healed her. Word got around and Haroun was soon buried in patients, seeking seclusion in the mountains. He was recruited by a Swedish businessman, Einmann, who improved the water and supplied medicine to the village in exchange for Haroun's working for him - until the 99 revealed his corrupt motives and stopped him. As Bari the Healer, Haroun is a reserve member of the 99, for his powers cause him great strain when used.

Hadya the Guide (-50 cp) Amira Khan, 17 years old British girl of Pakistani descent, often felt caught between two cultures. Her gem, part of a medallion, lets her instantly locate anything and tells her the fastest, safest and easiest path to it, even if that results in her knowing three different paths.

Mukit the Nourisher (-50 cp) Salman Khamis, teenaged son of world-famous oceanographer Dr. Khamis, both residents of Bahrain. He found his gem in the mouth of a beached whale, and with it hydokinetic powers. Still doesn't let him breathe underwater. He kept his powers hidden for months from fear of the bad publicity surrounding the 99 at the time, but changed his tune after the team helped him rescue his dad from a disabled minisub.

Fattah the Opener (-50 cp) Toro Ridwan, an orphaned thief in the Jakarta region of Indonesia. His pal Budi gave him a seemingly worthless "fake" ring, which unlocked his power to open portals ranging all over the world. He continued to steal for Budi, until the 99 showed him a better way.

Mujiba the Responder (-50 cp) Dayana Samsudin from Malaysia, can answer any question relating to knowledge contained within the noor stones, which is very nearly all human knowledge. Used her abilities to make big money on game shows, before being exploited by a criminal ring.

Batina the Hidden (-50 cp) Rola Hadramy of Yemen. Secretive and self-controlled, the only member of the 99 to wear a burqa. Rola's noor power gives her the gift of invisibility, which she can extend to others, and the power to reveal the hidden, such as codes, secret passages and hidden computer files.

Baqi the Ever-Lasting (-50 cp) Hatem Al Johary has limitless stamina, and may or may not have the same immortality as Rughal. His contribution to any Triad link is highly valuable, as he makes power use near effortless for others.

Rafi the Lifter (-50 cp) Murat Vyaroglv, a kind teen with gravity control powers.

Samda the Invulnerable (-50 cp) Aisha Mokhtar, An 8 year old girl with the power of an indestructible forcefield she can extend around others as well as herself, and she cannot be moved against her will.

Sami the Listener (-50 cp) Nizar Babikr has the noor power of super-hearing and manipulation of sonic energy. However, he is also mute (deaf too, when separated from his stone), and communicates through sign language.

Widad the Loving (-50 cp) Hope Mendoza of the Philippines used to work for a relief organization, now she's a force for the charitable efforts of the 99 Steps Foundation, since Dr. Ramzi discovered her noor power to influence emotions through pheromones, fostering empathy and understanding, and made her a better offer.

Jaleel the Majestic (-50 cp) Atash Hourmaan has the power to conjure and command flames. He is immune to heat.

Aleem the All-Knowing (-50 cp) Naser Ali, the young son of a wealthy man, a globetrotting diplomat discovered the power of precognitive visions. After several of his "waking nightmares" came true, he encountered Dr. Ramzi at an airport and was able to direct the 99 to save his father's plane from crashing. Despite being one of the first five gem-users found, Dr. Ramzi chose not to try and recruit him until a crisis made it necessary.

Musawwira the Organizer (-50 cp) Abena "Liza" Dagate has the noor power of a kind of highly specialized probability manipulation that lets her create order out of random chaos. She could throw a deck of cards into the air and have it land in a neat deck organized by number and suit.

Baeth the Sender (-50 cp) Fadi Hassem has the power to teleport inanimate objects, even very large loads. He doesn't have to see what he's sending, but he does need to know exactly what it is and exactly where it's going.

Wassi the Vast (-50 cp) Ashok Mohan, a young kid with the ability to stretch or inflate parts of his body. He can grow his entire body to Kaiju-sized when in a Triad link.

The 99 (-400 cp) Or you could just recruit the entire large team, or any members of auxiliaries thereof. Maybe I just wanted to give you all a chance to meet the team, so to speak.



PERKS

Cosmopolitan (free) The 99 hail from, and travel, all over the world. So do the villains. For your convenience, then, you are fluent in all the world's languages.

Noor Glow-Up (free) The power of the noor stones fills one with exotic energy, protecting against mind control. It also lets one grasp and even make holographic displays of the history, philosophy and

cutting edge science of the 13th Century!... Some of which may be a little dated, so it actually updates where relevant.

Destroyer (-50 cp) You are experienced in combat. You know how to size an opponent up, to project a confidence that often ends fights before they begin. You never hesitate or lose your nerve in the face of violence and danger.

Double Life (-50 cp) Most of the 99 straight-up don't care about secret identities, but some have families they wish to protect. No investigation, no matter how thorough, can connect your civilian and superhero identities.

Driven (-50 cp) You are always motivated to give your best effort. Vacation time? Who needs it?

Pleasure to Meet You (-50 cp) It really is. You're very friendly, so much so it won't be uncommon for you to befriend someone mid-battle.

Light of a Pure Heart (-100 cp) The 99 exist to inspire the world. You find it easy to find the right words to say to a person in crisis, to make a difference in the lives you touch. No matter how powerful you become, you are never cut off from your basic decency, nor do people fear you just for your powers.

Snap Judgment (-100 cp) Sometimes, that kid who stole your wallet has a really good heart, and the billionaire philanthropist is really a liar and a user of people. You have amazing instincts about whether people are trustworthy, and can tell the truly evil from the misguided, the desperate, and the insane.

Uncommon Sense (-100 cp) It really is the rarest superpower. You tend to think things through, question your assumptions, and are aware if your judgment is impaired or if you're about to do something catastrophically stupid.

That's Not An Option (-200 cp) Sometimes in life you are forced to choose the lesser of two evils. But why choose evil at all? There is always a way to prevail without compromising your morals, you just need to work a little to find it.

Togetherness (-200 cp) You work together easily in a team, even people you just met, clicking neatly into place as if you'd been working together for years.

Triad Link (-200 cp) All gem-users can connect in a triad link, combining their powers in novel ways, enhancing them, and allowing a degree of telepathic communication. But you can form a Triad even with non-gem-users.

Other Abilities (-400 cp) There are other sources of superpowers than the noor stones, though rarely on the same level. Consider Blackwolf, able to turn into a shadowy mist to infiltrate spaces or escape attacks, and forming weapons of the same, or the Red Shroud, who can fly and shoot blasts of energy from his hands. Each time you take this, you can give yourself a single "street-level" superpower of your own design.

Don't Call Me Mister (-100 cp, free Charitable) You have a doctorate of some sort in a useful field. Could be psychology, business, engineering, medicine. Whatever the case, you have the skills of one of the best, and the credentials to prove it. This may be taken multiple times at a discount.

Mentor (-200 cp, discount Charitable) You know how to train people to provide what they need to grow as heroes, in their career, and as people. You students rapidly gain knowledge (say about five times faster) and can retain your teachings all their lives.

Parts of the Whole (-200 cp, discount Charitable) You have a pretty good idea of the outcome of each Triad combination, and how to blend other abilities. You know which trios you'll need for each situation.

Keeper of Knowledge (-400 cp, discount Charitable) You are very well versed in the hidden lore of this world, and all future worlds. You know which legends are true, which are distorted and which are made up, will recognize significant sites, magic, monsters, etc.

Philanthropist (-400 cp, discount Charitable) To run a large charity, especially one like the 99 Steps Foundation which specializes in getting aid where other groups can't or won't, you need the logistics division of a small army, and the polished grace to shake hands with the devil himself. You have long since mastered the club tie, firm handshake, and easy smile with a certain look in your eye. Politics and bureaucracy are the waters in which you swim, the better to do good.

I'm ACTUALLY Fine! (-100 cp, free Child) Kids can be astonishingly resilient, especially when it comes to trauma. You never have to worry about nightmares or PTSD. Whatever happens, you can recover, and will do so in the healthiest possible way.

Pure-Hearted (-200 cp, discount Child) The noor stones work only for the pure of heart, so of course you must be pure of a heart. Whenever something requires a special component to work, innocence, pure good, the blood of kings, worthiness… you count.

Quick Study (-200 cp, discount Child) The mind of a child is a wonder, so quick, so elastic. You learn five times faster than your peers, advancing rapidly through all manner of lessons and training.

Light of the World (-400 cp, discount Child) The noor stones are stronger the younger the bearer, an idea that was never really explored in the depth it needed, the balance between experience and strength, when one of the 99 might need to step down and allow a younger replacement. You don't have to worry about yours, that's Jump fiat, but now you will never age out of any power and retain the youthful boost, about double, to your noor stone's power. In future Jumps, this applies to any supernatural or superhuman abilities you might gain.

Wouldn't Hurt A Child (-400 cp, discount Child) You seem to have more lives than a cat. At least, if your enemies have a chance to kill you, their first impulse will be to rationalize not doing so. They could turn you to their side, your allies would retaliate and escalate, they just don't feel like it. Once a decade or Jump, whichever is sooner, you can escape certain death.

School of Hard Knocks (-100 cp, free Criminal) You have picked up a great deal of criminal skills. How to evade cameras, disable alarms, pick locks, scramble up through a third-floor windows, spot a mark, pick a pocket, etc. You're also a dab hand with a knife.

Bleeding Edge (-200 cp, discount Criminal) You are an expert in an advanced form of science, such as nanotech, robotics, or even the manipulation of noor energies.

Underestimated (-200 cp, discount Criminal) You'd think after all the times you got the better of the 99, they'd learn but no. It seems your enemies consistently underestimate you unless given very strong reasons not to.

Always Another Time & Place (-400 cp, discount Criminal) You are a master of contingency planning, knowing how to get out if a job goes bad. Even how to salvage the most from defeat, such as by running multiple schemes at once.

Timeless Classic (-400 cp, discount Criminal) Like Rughal, you have been set above the ravages of time and disease, able to just… keep going, forever.

ITEMS

+200 cp just for this section.

Noor Setting (free) Most of the 99 seem to just carry their noor stones in a pocket. Noora has hers on a necklace, though, making it harder to drop. Fattah's is on a ring, Mumita's in a gauntlet.. If you wish to set your noor stone in some jewelry or clothing, go ahead.

Flashlight (-50 cp) A simple flashlight, but it's always in your pocket when needed.

Rope (-50 cp) About three hundred feet of coiled rope that won't break under even extraordinary strain, but still cuts easily. Search for a moment and you will find it coiled up somewhere close whenever needed.

Uniform (-50 cp) Jami designed some costumes as channels and storage of noor energies, but only Nawaf (Jabbar) was really interested. This allows you to use your noor power for a few seconds if separated from your stone, and to wield your stone from a few feet away. You may import another outfit, costume or armor to gain this capability.

Access Card (-100 cp) Your ident card, license, ticket, letter of introduction and other proof that you indeed belong and can be wherever it is that you are, whether a train, an opera or a highly restricted military base.

Car (-100 cp) Your choice of road-legal motor vehicles produced before 2014. Never needs fuel, maintenance or repairs. Also, you never seem to get tickets in it, whether for parking or speeding.

Smartphone (-100 cp) A top-of-the-line smartphone that is always competitive, never loses battery or signal.

Money (-100/200/300 cp) For 100 cp, you gain a monthly income sufficient to support a comfortable middle-class life and an average family, in local currency, which updates in each new setting. For 200 cp, you are in the bottom of the wealthiest 1% of the setting. 300 cp and you are the richest person in the world, as wealthy as the next five richest people combined.

King's Water (-200 cp) The alchemical miracle that led to the noor stones' creation, also a key component in Rughal's ritual to steal the power of those stones. This watery purple liquid can dissolve *knowledge* or information, wiping words from the page or data from computers, and converting it into holographic displays which can be stored in any gem or piece of glass for replay. Digitizing your library has never been easier.

Nanno Tube (-200 cp) A phial containing some of Dr. Nanno's fabrication nanobots, a miracle of engineering and stripped of any malware.

Private Jet (-200 cp) Not all superheroes can fly or have portals. This non-polluting plane with NPC pilot can take you anywhere in the world in comfort and style.

Foundation (-400 cp) A huge charity or corporation with global reach. It provides a perfect cover for your activities, makes money, and gives you a ready-made excuse to hob-knob with the elites of society.

Mansion (-400 cp) You have a luxurious home with hidden training facilities, room for a hundred guests. Your enemies will never find or attack it, all the maintenance and utilities are taken care of.

Profane Journal (-800 cp) A journal containing the forbidden ritual Rughal attempted to steal the noor stones' power. Which involves a specific chant, standing in King's water and letting the light of a lunar eclipse shine through all the gems focused on you. Annotated with what went wrong. In future Jumps, this provides a way to remove magic or power from other beings or items, or otherwise gain a great amount of power, but never without significant difficulty and very specific timing.

DRAWBACKS

Together At Last! (+0 cp) Did you know there was a mini-series crossing over the 99 with the Justice League? In honor of that, feel free to supplement this Jump to/with any DC comics Jump.

And Knowing Is Half the Battle (+100 cp) You have a terrible habit of trying to find a moral, lesson or coda in everything that happens, from a flat tire to someone being kidnapped. Others will find this extremely annoying.

Curiosity (+100 cp) A trait famous for getting cats and superheroes killed. You can't leave a mystery alone, whether it's your noor stone reacting to something, or a teammate behaving strangely. Expect to get in a lot of trouble.

Exposed (+100 cp) This moves up the date of the 99 going public and ensures your identity specifically will be a matter of public record. Have fun never getting away from the craziness of your celebrity status.

Low-Lives (+100 cp) You have angered a criminal group. Could be a street gang, or a small cartel. They will go out of their way to try and kill you.

Poser 4 (+100 cp) You seem to have wound up in the animated series, not in any continuity sense, but everything looks like cheap CGI, why does everyone have the same half a dozen faces with minor variation? Don't the backgrounds look kinda… same-y? Why is everything so clunky?



Turn of Ages (+100 cp) Maybe not quite as bad as Rughal, but you can add five years per purchase to your stay here, for a maximum of four purchases, or thirty years in-universe.

Disabled (+200 cp) Darr is paralyzed from the waist down, nerve damage. Sami is deaf, though his noor power lets him hear. You have a significant disability, and it cannot be healed or erased. The specifics of your noor power might enable you to compensate to a greater or lesser degree.

Ignorance Isn't Bliss (+200 cp) You forget everything you know about the 99, and everything about this Jump-Doc and your build. Are you ready to face the world blind?

Nemesis (+200 cp) There's a supervillain with a particular grudge against you, specifically. Somebody like the Pathologist, Blackwolf, the Red Shroud, the Sphinx or Dr. Nanno. They are powerful on roughly the level of a gem-user, ruthless, and especially driven to kill you or ruin your life. This may be taken twice.

No-Fly List (+200 cp) It is the height of the War on Terror after all, and it seems you share a name with an infamous terrorist. Even if you can clear up the immediate confusion enough to get around, expect a lot of surveillance, scrutiny, enhanced screenings and so on.

Complications (+200 cp) It seems superpowers are significantly more common, and the wielders of them more competent. If you're on the side of Rughal, expect the 99 to be far more numerous with their act together. If not, supervillain attacks become a weekly occurrence.

Specimen #99 (+300 cp) Forget the freedom to choose, you start in the bowels of an unofficial "black" research site, where a corporation or government will be very interested in studying the connection between you and your noor stone. Should you escape, they will spare no effort or expense in attempting to recapture you.

Student Visas (+300 cp) At one point in the show, governments get annoyed at the 99 largely lacking student visas, and skipping customs all the time using portals. It may not be this issue specifically, but expect your time to be mired in bureaucratic nonsense and highly specific application forms.

Humbled (+400 cp) Your powers from outside this Jump are unwelcome, and must be checked at the door. You retain any skills, but must face this world with only the local powers.

Impoverished (+400 cp) Your Warehouse or equivalent is sealed against you, all your possessions from previous Jumps, unavailable.

END

What will you do now? Settle down, go home, move on?

NOTES:

There being 99 names/aspects for God is an unofficial tradition, collecting names from the Koran and multiple haditha. There's a language convention here that doesn't translate easily. The holy names all start with al-, as- or ar- a common naming convention, a definitive 'the.' The 'al' is stricken from the aliases of the 99, to make it clear that they are not God.
Where a canon stone and power exists, I will add it. In general, take this as inspiration for your own noor power.

1. Ar-Rahman, the Compassionate	2. Ar-Rahim, the Merciful	3. Al-Malik, the King
4. Al-Quddus, the Holy	5. As-Salam, the Peaceful	6. Al-Mu'min, the Giver
7. Al-Muhaymin, the Controller	6. Al-Aziz, the Exalted	9. Al-Jabbar, the Mighty *Superhuman Strength*
10. Al-Mutakabbir, the Supreme	11. Al-Khaliq, the Creator	12. Al-Bari, the Initiator
13. Al-Musawwir, the Organizer *Create order from chaos*	14. Al-Ghaffar, the Condoner	15. Al-Qahhar, the Subduer
16. Al-Wahhab, the Giver	17. Ar-Razzaq, the Provider	18. Al-Fattah, the Opener *Portals*
19. Al-Aleem, the All-Knowing *Precognition*	20. Al-Qaabid, the Restrainer	21. Al-Basit, the Extender
22. Al-Khafid, the Abaser	23. Ar-Rafie, the Lifter *Gravity control*	24. Al Mu'izz, the Giver of Honor
25. Al-Muzill, the Disgracer	26. As-Sami, the All-Hearing *Super-hearing & Sound Manipulation*	27. Al-Basir, the Clairvoyant
28. Al-Hakam, the Judge	29. Al-Adi, the Just	30. Al-Latif, the Gentle

31. Al-Khabir, the All-Aware
32. Al-Halim the Indulgent
33. Al-Azim, the Most Great

34. Al-Ghafur the Forgiving
35. Ash-Shakhur the Grateful
36. Al-Ali, the Sublime

37. Al-Kabir, the Great
38. Al-Hafiz, the Preserver
39. Al-Mukit, the Nourisher
Water control

40. Al-Hasib, the Reckoner
41. Al-Jaleel, the Magnificent
Pyrokinesis
42. Al-Karim, the Noble

43. Ar-Raqib, the Watcher
Super senses, understanding of materials
44. Al-Mujib, the Responder
Knowledge
45. Al-Wassi, the Vast
Size Expansion

46. Al-Hakim, the Wise
47. Al-Widad, the Loving
Emotional control pheromones
48. Al-Majid, the Glorious

49. Al-Ba'ith, the Resurrector
50. Ash-Shahid, the Witness
51. Al-Haqq, the Truth

52. Al-Wakil, the Guardian
Make evildoers suffer the harm they inflict
53. Al-Qawi, the Strong
54. Al-Matim, the Firm

55. Al-Wali, the Helper
56. Al-Hamid, the Praiseworthy
57. Al-Muhsi, the Accounter

58. Al-Mubdi, the Producer
59. Al-Mu'id, the Restorer
60. Al-Muhyi, the Creator

61. Al-Mumit, the Destroyer
Enhanced physicality
62. Al-Hayy, the Living
63. Al-Qayyum, the Independent

64. Al-Wajid, the Finder
65. Al-Majid, the Magnificent
66. Al-Wahid, the Unique

67. Al-Ahad, the Indivisible
68. As-Samad, the Invulnerable
forcefields
69. Al-Qadir, the All-Powerful

70. Al-Muqtadir, the Determiner
71. Al-Muqaddim, the Expediter
72. Al-Mu'akhkhir, the Delayer

73. Al-Awwal, the First
74. Al-Akhir, the Last
75. Az-Zahir, the Manifest

76. Al-Batin, the Hidden
77. Al-Wali, the Patron
78. Al-Muta'ali, the Most High

Invisibility

79. Al-Barr, the Beneficent
80. Al-Tawwab, the Returning
81. Al-Muntaqim, the Avenger
82. Al-Afu, the Pardoner
83. Ar-Ra'uf, the Kind
84. Malik ul-Mulk, Owner of All Sovereignty
85. Zul-Jalil wal-Ikram, the Owner
86. Al-Muqsit, the Requiter
87. Al-Jami, the Assembler

Technopathy, intuitive engineering

88. Al-Ghani, the Rich
89. Al-Mughni the Emancipator
90. Al-Mani, the Defender
91. Ad-Darr, the Afflictor

Inflicts/relieves pain

92. An-Nafi, the Benefactor
93. An-Noor, the Light

Illusions, can sense good/evil/truth

94. Al-Hadya, the Guide

Find anything, and the path

95. Al-Badi, the Beautiful
96. Al-Baqi, the Everlasting

Limitless endurance

97. Al-Warith, the Inheritor
98. Ar-Rashid, the Guide to the Right Path
99. As-Sabur, the Patient