

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

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

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

## +1000 CP

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

# Genetic Variation:

You may select what type of human you are as most of these have altered genetic sequences that allow them to manifest SuperHuman abilities.
**You must pick 1 species.**

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

**Conduit -100 CP**
Conduit's possess a gene which when active allows them to manipulate certain forms of energy or matter while also bestowing them sensory, physical and mental enhancements.
- Conduits must roll 1 **D60** on the **Conduit Power Chart** to select their Conduit element.

**MetaHuman -100 CP**
Metahumans are human beings who have a Meta-Gene, a genetic mutation, which when activated can give them superhuman abilities. The activation is normally in response to a form of danger with the superhuman abilities gained from the activation being a form of protection in response to the danger.
If you choose Metahuman you can choose **<u>one</u>** of the two options below:
- Roll 1 **D600** against the **Meta-Human Power Chart**.
- Gain **+400 PP** and can purchase powers using the **Generic Superpower Supplement**.

**MetaConduit -200 CP**
Although these mutations come from parallel worlds you somehow have both of them allowing you to gain the benefits of both.
If you purchased **MetaConduit** you gain both the **Conduit** Power option and one of the **Metahuman** Power options listed in the corresponding Genetic Variation above. Additionally you may also choose **<u>one</u>** of the following options:
- Roll a second **D60** on the **Conduit Power Chart** gaining another Conduit element.
- Roll a **D600** against the **Meta-Human Power Chart** gaining another power.
- Gain **+400 PP** to use in the **Generic Superpower Supplement**.

# Origin:

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

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

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

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

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

# Perks:

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

**Karmic Titles -100 CP**
When your Karma reaches specific levels it unlocks titles which each enhance your mental state, your powers and alters how your powers can develop.
You can gain positive Karma by doing good things for others, allowing you to unlock the Titles **Protector**, **Guardian**, **Champion**, **Paragon** and **True Hero**. Positive Karma Titles will help you keep calm, collected and patient, while it aids your powers focusing capabilities helping you take down single enemies with greater precision and rate of fire.
You can gain negative Karma by focusing mainly on self-benefit, caring less for others, allowing you to unlock the Titles **Thug**, **Criminal**, **Bio-terrorist**, **Most Wanted** and **Infamous**. Negative Karma Titles will help you keep determined, resolute and decisive, while it aids your powers destructive capabilities helping you take down numerous enemies with greater area of effect and the power behind attack.

**Karma's Mirror -300 CP**
Like when Adam got access to Dr Scudder's Mirror Gun you can create temporary mirror dimensions and trap targets within. Anyone who you trap within your mirror dimension must face moral inversions of themselves but like when Ultraman fought his mirror opponent Superman, the powers and damage of the opponents are all just sensory illusions which will revert when they escape the mirror dimension.

**Second Son -500 CP**
You have gained the ability to copy the genetic sequences of others through physical contact allowing you to gain the genetic based abilities of others including mutants, aliens conduits and metahumans. Whenever you make physical contact with someone their DNA is added to a subconscious list which you are able to passively filter by powers so that you can instantly switch between your powers. By default you can only have one copied power active at a time being able to switch out the active power at will but with time and practice you will be able to activate multiple powers that do not conflict at the same time. When you copy the genetic powers of others you do not gain the same level of control or skill in the use of the genetic abilities but can reach it and even surpass their skills with time and practice.
This also functions as a **Capstone Booster**.

# Drop-in Perks:

**Urban Explorer -100 CP**
You have an innate mastery of parkour, acrobatics and climbing allowing you to get from Point A to Point B as fast as possible. From this you can get past, over, under, or through various obstacles without wasting any time, easily walking narrow cables, fitting through tight gaps and effortlessly climbing angled or even vertical surfaces by taking advantage of every available handhold, even those that others would consider too small to use.

**Punching Up -200 CP**
You know what it's like to fight guys bigger and stronger than you and you know how to take advantage of the situation.
You can innately observe others, their movements and their capabilities allowing you to predict their actions, determine their strength and theorize what weaknesses they might have. You are also able to passively take into account any structures, obstacles and opportunities that would affect you or your opponent and how you can utilize them to your advantage.
From this information you can quickly create strategies and plans that adapt to these factors and determine how likely a strategy is to fail against them.

**Wind in a Bottle -400 CP**
You can bypass the maximum amount of power your body can store by placing any type of energy in your body into a storage pocket dimension that will perfectly preserve them. You can then drain any of these types of energy from the respective storage allowing you to recharge without needing to rest or find the appropriate item to drain.

**The Conduit Gene -600 CP**
You can now imbue someone with any genetic mutation or alternative bloodlines you have access to. This includes the MetaHuman and Conduit Gene but also any mutations or non-human ancestry you have or gain in future Jumps. This allows the target to unlock personal or randomized superpowers with the right stimulus.
**[Boosted]**
Through physical contact you are able to activate recessive powers, mutations and bloodline abilities, allowing you to grant others conduit and metahumans powers simply by touching them.

# Another-Mook Perks:

**Justice Talks -100 CP**
You have a talent for inducing courage and hope in others through your words alone allowing you to gather and organize like minded individuals against threats that you would each be too frightened to face alone, even when all feels lost and defeat is inevitable.

**Master of Deduction -200 CP**
You have a well organized and well structured mind that allows you to figure out connections and process them extraordinarily fast. From this you can ofterned tell when someone is lying from the smallest of details or the micro-expressions of their body language as well as working out every reason why something you have been told can't be true.

**Simulated Strategies -400 CP**
You are able to create mental simulations of any phenomena, including objects, entities, environments and events in order to work out the best course of action in the situation, however this simulation is limited by your knowledge so if you do not know of something such as a weapon having no ammunition your simulation would have the weapon containing the amount of ammunition you believe it contained.

**The Smartest Billionaire on Earth -600 CP**
You are a scientific genius that is able to intuitively understand scientific information and reverse engineer the principles of scientific phenomena and super powers. From your understanding of super science you are able to create an arsenal of inventions such as robots, exosuits and specialized weapons that can allow you to triumph over otherwise invincible entities.
**[Boosted]**
You are able to produce technologies that can replicate and tap into supernatural abilities granting superpowers to those who use them. This technology could be nanoscopic or full sized implants that function as artificial organs granting super powers or complex devices scaled down to the size of a staff or even a ring that taps into universal forces.

# Handy-Man Perks:

**Got a Job to Do -100 CP**
You know how to handle being at the bottom of the ladder and can bear to do the unpleasant tasks without complaint. These can be things as simple as unloading trucks, keeping a warehouse secure or simply getting your boss coffee. You can do all these tasks and worse without getting bored, stressed or annoyed while managing the time and priorities of any job you do in order to produce the best possible results.

**Flash an ID -200 CP**
You are talented at getting others to believe anything about you that you want them to. This can be as simple as flashing a civilian a wallet to trick them into believing you're a cop or as complex as using makeup and prosthetics to trick them into believing you are another ethnicity or gender. When inventing or stealing an identity you are able to perfectly impersonate the target including mimicking aspects of their speech and body language. This also allows you to show enthusiasm towards their preferences even if they would otherwise disgust you.

**Upper Management -400 CP**
You are an expert at managing others with you instinctively knowing the right buttons to push and the right wheels to grease in order to get things done the way you want them done. You are able to quickly ascertain information about your subordinates and incorporate it with any operation data in order to plan around the situations and each subordinate. Thanks to these skills you instantly know what the group cohesiveness will be for any teams you intend to put together, who will be required for each task, what issues each member might cause and are able to manipulate the situation in order for I examples to make themself with maximum impact.

**The Meta Market -600 CP**
You have a deep understanding of chemistry and the effects that any chemical structures could have on any species. You have a higher level of control over the variety of effects that the drugs you make have on the consumer allowing you to downplay or remove unwanted side effects while strengthening the desired effects. From this it would be easy for you to mass produce the drug Venom and its improved variants but to make more complex drugs like V24 safe would require time and testing. Normally the powers gained from drugs you develop are temporary, requiring the consumer to continue taking them to maintain their strength.
**[Boosted]**
You are now able to design super serums that permanently change the target. The easiest way to develop these serums would be to incorporate the chemical structure of the drugs you have developed but you can also incorporate DNA and researched data from any superhuman physiology that you understand. If you had a sample of Kryptonian DNA it would be easy for you to replicate and potentially improve upon the serum that gave Ultraman his powers. These super serums can be developed in order to have long term effects or short term results with the targets never having side effects from taking them.

# Big-League Perks:

**Beat Down -100 CP**
You may not be the best fighter but you know how best to show off. You are able to use your own power in impressive and creative ways that play up how powerful you are and demoralize or humiliate your opponent, letting you evoke feelings of fear and despair in those weaker than you.

**The Minimum Requirements -200 CP**
You're not some bottom feeder that fights any random loser that calls them out, you have standards. By Toggling on this Perk you will never be directly challenged by those who haven't earned the right to fight you, meaning that your enemies need to show off their strength or defeat someone strong enough to get your attention before they can call you out.

**We Bark and the Sheep Jump -400 CP**
You are able to see a mental overview of society's opinion of you with filters showing the opinions of different areas and demographics allowing you to better manipulate society. Using this overview you are able to see suggestions on how best to cause the desired results within a selected group. This can include knowing who you should deal with, how you should deal with them and what actions or statements are needed for you to take control. This also allows you to determine the right balance of fear and awe you need to use in each situation as well as how public your actions need to be for the desired result.

**Made Man -600 CP**
You can replicate any external mutagenic influence that has given super powers to a member of a species that they do not have naturally. To gain access to this mutagenic influence you must make physical contact with that being while they have those powers. The replications can be things such as recreating the venom of a special animal, producing a chemical concoction, firing magic lightning and even producing a bombardment of cosmic radiation.
**[Boosted]**
You are now longer limited to just replicating the method in which someone gained a powerset, you can actively copy and bestow any powerset external influence. From this physical contact allows you to gain the Toggleable powerset and experience of the target for yourself. You are then able to grant linked copies of power set to others, which allows you to gain any knowledge, experience and other improvements that they get.

# Items:

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

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

**Costume - Free/50 CP/100 CP**
What is a hero without their colorful costume, you gain 1 set of custom clothing which functions will never get damaged by your own powers.
For **-50 CP** you may purchase any other super costume.
For **-100 CP** you gain variations of any costume you purchased that are designed to help you survive in almost any environment including spacesuits, desert gear and insulated arctic attire.

**Moolah - Free/100 CP**
For **Free** you will gain a safe that will once per day fill up with $100.
For each **-100 CP** purchase of this option that amount will be multiplied by 10 giving you a Daly income of $1 million for **-400 CP**.

**Weapons Cache -100 CP**
By taking this item weapons caches will be set up at the start of each jump which you will learn the locations of and only you will be able to access. Inside these caches will be street level weapons appropriate to the setting. In this jump you would expect to find guns, grenades and potentially some form of energy blaster but in a magical fantasy setting you would be likely to find swords, axes and perhaps magical scrolls.

# Drop-in Items:

**Infamous Weapon -100 CP**
With this you gain a custom weapon that is perfectly designed to channel your powers into it, thereby creating a much more efficient way of taking down enemies in both lethal and non-lethal engagements. If you already have a weapon you prefer then you may import it into this option, granting the weapon the ability to channel your powers and an alternate form that it can shift between.

**Personal Battery -200 CP**
This battery allows you to recharge all of your powers, it contains enough to recharge you to 100% and recharges to 100% over 24 hours.

**Blast Shard -400 CP**
At the start of each Jump 1000 blast shards that only you can see will be scattered across the world with you gaining knowledge of their locations. You will be able to drain the energy within a shard your powers will all increase by a small amount.

**Ray Sphere -600 CP**
You gain a ray sphere which is fully charged once per ten years or at the start of each jump. When fully charged you can activate the sphere in order to supercharge a perk, power or ability of your choice.

# Another-Mook Items:

**Personal UFO -100 CP**
This cherry red flying saucer was once a prop that actress Roxanne Sutton used in the movie Invasion from Planet 51. At some point the super-humanite purchased the ship and retrofitted it with an actual hover engine, rocket propulsion and functional laser blasters.

**Suit of Power Armor -200 CP**
This battlesuit is modeled after the one developed by Alexander Luthor to combat the Crime Syndicate. This suit enables its user to fly, amplify their physical strength and durability, as well as project a surface layer force field capable of taking hits from the likes of Superwomen or Ultraman for a short period of time. The suit contains numerous compartments that contain nanite adapters which allows the suit to connect with almost any type of computer including Alexander’s larger combat exoskeletons.

**Inhibitor Wave Rifle -400 CP**
This previously failed weapons project was designed by Professor Ivo as a prototype for project Ex.T.R.E.C.T. Before it was sabotaged by the shapeshifting abilities of J'edd J'ark the I.W.R. was able to produce waves that temporarily suppress power and abilities. Unlike the original this weapons scanner has an auto-tuner preventing the need to tune the I.W.R. for each opponent and preventing mistaken identity from shapeshifters.

**Super Science Base -600 CP**
This high tech facility is completely hidden with top of the line equipment in all known branches of science and a wide variety of materials and samples including a selection of all known types of Kryptonite including the Green variety that Ultraman absorbs to gain strength, the Blue Variety that weakens him and the pink variety that changes his gender.

# Handy-Man Items:

**Remedy -100 CP**
This superior version of the drug Venom is able to perform the actions of the original granting the user super strength and heightening their durability. Unlike the original however this superior drug also grants the user heightened flexibility and reflexes as well as a temporary healing factor strong enough to repair fractured bones and flesh wounds. However as Sanar found out this drug is not capable of regrowing limbs burned off by heat vision or repairing a spine shattered by super strength.

**Hover Tank -200 CP**
This high tech and top secret tank was designed using alien technology by the US military in order to provide infantry support, engage heavily armored targets, and transport allied forces across difficult terrain. It was equipped with two heavy laser cannons, two ordnance launchers, and a turret located on the top. Amanda Waller had hoped that the number that found their way into her hands via the black market could be used as a deterrent against the Crime Syndicate but was proven wrong as Superwoman easily destroyed them.

**Belle Reve Penitentiary -400 CP**
This penal institution is designed to hold super powered criminals and meta-humans. The only entrance way has built in neural blockers that temporarily disable a target's mental and muscle functions before the automated system fits them with inhibitor collars designed to restrain the wearer's specific powers. The prison itself is fully automated taking care of the prisoners needs with 24/7 observation. The owner has full control over the system and is the only one who can enter or exit at will.

**Project Europa -600 CP**
This top secret facility was constructed by the Wall as an emergency counter to the members of the Crime Syndicate before they joined forces. The Facility has a wide selection of DNA samples and advanced genetic technology which are able to mass produce and mentally program bizarre clones, genetically spliced animals and super powered organisms. At their height these creations are capable of battling even Ultraman to a standstill however they normally have a 4 hour life expectancy before they degrade into dust resulting in them having limited mental capacities. If these tools and systems are properly utilized they would be able to produce samples on the level of Galatea.

# Big-League Items:

**Owl Belt -100 CP**
This utility belt is programmed to only function for the owner, it contains a self refilling supply of owl themed lockpicks, explosives, throwing weapons, communicators, handguns, ammunition, night vision goggles, a grappling hook, and a number of repellents and poisons.

**The Owl Jet -200 CP**
This highly advanced aircraft functioned both as Owlman's main means of transportation and as his mobile base with the vehicle having its own sleeping quarters, food supplies, life support and an advanced autopilot which when combined with its high fuel efficiency allowed it to go for months without landing. The plane has powerful laser weaponry, missiles, and an array of other interesting features, but where it truly shines is its clocking device which makes it virtually undetectable from any known form of detection.

**Lasso of Submission -400 CP**
This magical lasso is almost indestructible and has the ability to compel pain, obedience and even love of the wielder in those it ensnares. The longer someone is ensnared in this lasso the more ingrained the conditioning becomes.

**Ring of Volthoom -600 CP**
The Ring of Volthoom is a mystical weapon which is powered by a part of the soul of Volthoom. The soul within the ring feeds off the fear and panic of the wielder keeping them trapped within their own body while the ring controls it. You however have complete control over this copy of the ring as the soul fragment within it is a perfect copy of your own. This allows you to flight, create energy construct and fire energy projectiles, strong enough to break concrete or temporarily stun superhumans.

# Companions:

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

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

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

**Zeke -50 CP**
Cole MacGrath's best friend, and also his most trustworthy companion both before and after The Blast in Empire City. Zeke Jedediah Dunbar is knowledgeable in electrical engineering and is a dab hand with a pistol otherwise though he is an ordinary human.

**The Wall -50 CP**
Miss Waller is an upper tear crime boss who is known to rule with a velvet glove and an iron fist. She is a master manipulator and can easily dangle what people want most and take control over what they care about most. She has a personal hatred for the style of fear based control that the members of the Crime Syndicate relies on and due to her often adversarial interactions with the Crime Syndicate she became Target One for the Crime Syndicates initial show of strength managing to stay out of their hands for over twenty hours.

**Joe Chill -50 CP**
OwlMan’s mentor who saved his life from the corrupt cop who murdered his parents and younger brother. Chill keeping Tomas Wayne Jr safe from the authority of Gotham who would quickly silence the boy.

**Lucy Kuo -100 CP**
Lucy Kuo was a NSA agent investigating the organization known as the First Sons, stationed at New Marais while working with an inside man, Dr. Sebastian Wolfe. Afterwards, experimentation performed on her activated Kuo's Conduit abilities, causing her to be able to manipulate ice and fly.

**Nix -100 CP**
A citizen of New Marais who opposed the Militia due to Bertrand killing her family. She often preferred using more destructive methods and unlocked oil/napalm based conduit powers.

**Carol Ferris -100 CP**
Once the director of Ferris Air, a company that sold military aircraft and their weapons to the highest bidder. Carol one day discovered a magical diadem that bestowed her with the magical love based abilities of the Rosé Princess. Now Carol can not tell if she is more addicted to the power of the Rosé Princess or the feelings of love it bestows upon her.

**Jimmy Olsen -100 CP**
This is Ultraman's pal, his right hand man who helps deal with the day to day of Ultraman's personal property and schedule. Thanks to his possession he was lucky enough to get a watered down version of the Kryptonian based serum that gave Kent Clarkson his powers. This granted Jimmy enhanced strength and the ability to fly though with a noticeable change to his physical features.

**Cole McGrath -200 CP**
The original protagonist of the Infamous series Cole MacGrath was a simple bike messenger before he delivered a package to the Historic District of Empire City. In the midst of his delivery however, the package exploded, destroying half the city and killing thousands in the process. However, this event resulted in Cole activating his power of Electrokinesis.

**Deathstorm -200 CP**
Martin Stein was considered to be one of the foremost minds in theoretical biology, despite the controversial nature of his experiments. He would lure homeless people into becoming his guinea pigs in his quest to discover the means of creating life from death. His genius, though, brought him attention from the Crime Syndicate's enemies, who hired him. Instead of helping them, he used their facilities to further his work, and began to experiment on himself. He fused his body and mind with those of a corpse, and became Deathstorm.

**Jessica Cruz -200 CP**
During the death of an Emerald Knight their power ring was damaged disabling its host determining feature to mistakenly choose Jessica Cruz as its host. Unlike most recipients of the power rings Jessica was confident and had an iron will allowing her to easily overpower the corrupting features of the defective ring and make it subordinate to her.

**Ex.T.R.E.C.T. -400 CP**
You gain a customisable recreation of the Android designed by Professor Ivo to permanently remove super power from the Crime Syndicate. This Android is able to grow and learn with it eventually being able to become sentient while still remaining loyal to you. Its physical feats are comparable to Ultraman with it being able to fly and fire lasers from its hands and eyes. The main feature of this Android is that it is able to remove any trait and characteristic from people and objects, by merely looking at them for an extended period of time. The canon "Expunge, Technological, Radioactive, Extraterrestrial and Cellular Transmutations" was destroyed along with its creator by Ultraman before it could be activated.

# Drawbacks:

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

**Mirror-Man +100 CP [Requires Conduit or MetaConduit]**
This drawback cannot be taken by a companion.
Instead of arriving at the same time as Adam Kane you will instead appear in his place, your Genetic Variation Options will be locked into either **Conduit** or **MetaConduit** with your first conduit ability being locked to "**Vitrikinesis - Mirrors**".

**Wearing underwear on the outside +100 CP**
You have terrible dress sense with everything you wear being the worst possible combination of clothing.

**The Family is Displeased +100 CP**
This can be purchased up to six times, each purchase lets you choose one of the six super power crime families that make up the Crime Syndicate and makes them aware of you in general with them seeing you as an enemy.

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

**Bounty +100 CP**
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

**How do I keep falling into these situations +100 CP**
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

**Extended Stay +100 CP**
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

**He didn't just breaks the mirror he shattered it +100 CP**
It seems you may have shattered a mirror or two as you have a fair bit of bad luck now all of your odds are 10% worse. You can take this drawback up to ten times each time stacking the levels of bad luck so that your bad luck on a coin flip grows like this:
0: 50/50, 1: 45/55, 2: 40/60, 3: 35/65, 4: 30/70, 5: 25/75.

**Hero of the week +200 CP**
At least once per week you will have to fight one superpowered foe that you have never met before and have little to no knowledge about.

**Graphic +200 CP**
This world is way worse than the fanfic, the comics, TV shows or any of the movies. This world is seriously GrimDark from the government being dystopian, the authorities being amoral, and vertically everyone being violent.

**Public Menace +200 CP**
Some media mogul named R, Russell, Robertson really has it out for you as every mistake you make will become public knowledge and every negative misinterpretation of your actions will be pushed as front page news. It's almost like they have a personal vendetta against you.

**That's no Superman +200 CP/+400 CP**
For **+200 CP** for the duration of this Jump you will lose all of your knowledge of Earth 3 and all knowledge of every variation of an evil justice league. For **+400 CP** for the duration of this Jump you will lose all knowledge of every version of DC comics and their heroes.

**Living in Exciting Times +300 CP**
Completely random but exciting things will occur around you and often attack you.

**Three times in a mirror +300 CP**
The governess of New Marais, Bloody Mary has awoken in Gotham through disoriented it will not take her long to regain strength and create a new flock of vampires.

**Emerald Knights +300 CP/+600 CP**
It seems this world has more than just the Ring of Volthoom, it has the Emerald Knight Rings which possess people forcing them into an interplanetary private military force in service to the Overlords of Oa.
For **+300 CP** the power ring itself will be indestructible and should any member of the Emerald Knights be defeated their power ring will seek out a new host to replace them.
For **+600 CP** you will forget about this drawback and the power ring will lose its indestructibility. If you destroy the power ring you will gain the attention of the Overlords of Oa who will take notice and take action against you.

**Powerless +400 CP**
All of your out of Jump perks will be disabled for the duration of this Jump.

**Unarmed +400 CP**
None of your out of Jump items will be imported into this Jump.

**Alone +400 CP**
All companions, followers, and pets are barred from entering this Jump.

**The Beast +400 CP/+600 CP**
It seems that Adam isn't the only one who came here from New Marais, John White has arrived more powerful than ever and for some reason he sees you as his enemy.
For **+600 CP** it isn't John White who has shown up, it's the true beast from Kessler's timeline, the Infamous Delsin Rowe who has already consumed countless conduits and can use all of their powers simultaneously.

bIZZARO fREE/-400 cp
**yOU AM gREATEST YOU AM NOW bIZZARO-jUMPER AND AM NOW mAIN-fORM OPENED.**

Translation:
**Bizzaro - Free/+400 CP**
For **+400 CP** will now have a Bizzaro Alt-Form filter locked over you so that all of your Alt-Forms are the Bizzaro version. By default this makes your skin similar in appearance to white chalky stone, it also dumbs down everything you say before inverting it.
For **Free** you may toggle this Filter Post-Jump and apply it to any Alt-Form you possess.

**Plot Blade +500 CP**
The universe seems to be on the Crime Syndicate's side as any plan or ploy you set out against them will always have something go wrong at the worst time, such as their allies escaping to worn them, a trap going off early or one of their subordinates figuring out the trap at the last second. This requires you to always improvise a solution on the fly to have a chance of success.

**Mono-E Mono +600 CP**
If you manage to defeat every opponent you face single handedly without the assistance of others. Should someone help you even without your permission, your opponent will escape unharmed even if you win.

**Target One +800 CP**
For 24 hours you will be restricted to your body mods and four hours later you will replace Amanda Waller as Target One for the Crime Syndicate's initial show of strength. This means that every member and subordinate of the Crime Syndicate will be after you and every hour that goes by will cause them to become more insulted and indented to catch you by whatever means necessary. Should they catch you the Crime Syndicate will use you for a very public and painful execution in order to show off their power.

**Forever Evil +1000 CP**
It seems that there are no heroes in this world as every Earth 3 superhero like Alexander Luther, the Jester and Power Tower are retroactively swapped with their evil multiversal counterparts from Earth 25 a universe similar to the DCAU. With your world now having even more threats such as Lex Luther, the Joker and Giganta you can only take comfort that Earth 25 no longer has supervillains.

# Scenarios:

It seems that taking down the bad guys is something you want to do either because you are something of a hero or you want to get rid of the competition.
For each Scenario taken you gain either **+100 PP** or **1 reroll** for use in the power chart section.
Failure on any task will not count as a chain failure but will come with Failure penalties.

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

**Downfall of the Syndicate**



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

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

**A New Crime Syndicate**



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

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

**The Silver Age Crime Syndicate of America**




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

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

**The Injustice Society**



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

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

**The Infinite Crisis Crime Syndicate**



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

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

**Justice Lords**



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

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

# Conduit Power Chart:

All Conduit powers are connected to an attribute that although different in how they perform all follow the same template.
Conduit powers require the user to drain that attribute from an available source in order to charge their reserves. While this reserve is full or filling you gain Decelerated Aging, Accelerated Healing and Self-Sustenance you also passively gain Enhanced Durability, Enhanced Strength and Limitless Stamina.
You can use your attribute to enhance melee attacks, fire small, medium and large projectile blasts of your attribute, you can even use your attribute for a large-scale attack comparable to a MOAB missile when first unlocked.
You can emit your attribute to perform a method of gliding or perform a variation of super speed and you can use your attribute to heal, restrain or kill incapacitated targets.

Roll 1 **D60** to determine your attribute,
**MetaConduit's** that roll doubles may select their second option.

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

# Meta-Human Power Chart:

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

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

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

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

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

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

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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

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| 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. |

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| 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. |

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| 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. |

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

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 544 | Tachyon Mimicry | The power to transform into or have a physical body made up of tachyon particles. |
| 545 | Technopathy | The power to manipulate technology. |
| 546 | Telekinesis | The power to move, manipulate or otherwise interact with objects/matter with one's mind. |
| 547 | Telekinetic Vision | The power to enhance one's vision with psionic energy/focus. |
| 548 | Telepathy | The power to mentally interact with other minds. |
| 549 | Teleportation | The power to move instantaneously from one location to another without physically occupying the space in between. |
| 550 | Telescopic Vision | The ability to see distant objects on a magnified scale. |
| 551 | Temporal Manipulation | The power to manipulate time. |
| 552 | 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. |

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| 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. |

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

# The End:

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

## Remain:

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

## Move On:

On to the next Jump and the next adventure!

## Home:

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

# Change Log:

V1.00 - First full build