Generic SuperPower Supplement

V1.03 By DeverosSphere

Each individual build of a **Power Set** built using this Supplement will count as a single Power with each option below counting as a **Power Component**.

Any Power **Components** that have requirements or come with Freebies must be in the same Power as that **Power Component**, however any **Power Component** previously purchased will be **Discounted** but only once regardless of how many purchases you have made.

Powers unless otherwise stated, may have multiple **Discounts** stack on the same **Power Component** as long none of them come from the same group of **Discounts**.

(I.E. You cannot use all **7 Discounts** gained from **Bestowed** on the same **Power Component** however it can be stacked with **Transformation** to allow you to have double **Discounts** on 7 **Power Components**.)

Each **Discount** that is applied to a **Power Component** will be half price with any Power that becomes **Discounted** to less than: -**25 PP** being **Free**, once all discounts have been applied the cost is rounded up to the nearest multiple of **25 PP**.

No **Power Set** can have an end with its price being a positive amount.

If you do not have a prestated conversion rate you can convert **CP** to **PP** at a rate of **1:1** but cannot convert **PP** to **CP**.

Any powers that have overlapping capacities such as strength enhancement are added together not multiplied.

Power Origins:

Other than **Bestowed**, **Discounts** gained from a **Power Origin** cannot be used on a Power within the **Transformation** Power Drawback.
Power Origins can be purchased multiple times however each purchase is completely separate from one another and any **Powers** with prerequisites will require the corresponding **Power** to be purchased for the **Power Set** even if another Power has already Purchased it.

Each power type other than **Item** can only be purchased once per Jump.

Any **Power Component** that has been purchased for a previous **Power Type** even those from previous Jumps will Automatically be **Discounted**.

Items:
For these **Power Types** you must choose an item, it can be anything that a normal human could carry including a ring, a watch, a belt or even a full suit of armour.
Instead of you gaining the purchased **Power Components** your selected item holds them.

Regular Item: Free
Until the end of this jump the item will not be Fiat backed this means that anyone who has this Item can use it to the same degree as you, if the item is lost then you will not have access to it until you retrieve it or this jump has ended.

Willing Item: -25 PP
Your item holds a will of its own and a list of requirements that you match, if separated from you it will seek out the nearest being that matches those requirements but can still be used by anyone.

Loyal Item: -100 PP
Your item holds loyalty to you, preferring to seek you out above anyone else, choosing only to function for you or someone who matches the item's requirements will be able to wield it.

FiatBacked Item: -200 PP
Your item is now Fiatbacked and will only work for you and those you grant permission to, it also gains a **Discount** on any **6** Powers.

Training: Free
These are the fruits of your efforts, years of training practice to make yourself superior to who you were.
This **Power Type** can only be used to add **Power Components** from the **Training** section or Powers Graded as **Peak Human**.

Cyborg: -50 PP
Your Powers are all based off of the technology of either earth or extra terrestrial origin but instead of being separate it is a part of your body.
You gain **1 Discount** each on any **Power Component** in the **Physical Powers** and **Mental Powers** Section.

Biological: -100 PP
Either through mutation or alien DNA your Powers are a natural part of your biology.
You may take a Discount on **4** Powers in the **Body Powers** Section.

Magic: -100 PP
Magic is the method of using different types of energy to manipulate the will of the universe, to change, create or destroy by following, altering or ignoring the rules of existence.
You may take a **Discount** on **4** Powers in the **Magic** Section and **2 Discounted** Purchases of **Attribute Magic**.

Spiritual: -100 PP
Your powers come from the core and truest part of yourself, your essence, your spirit, your soul or any other aspect you would refer to as the true you.
You may take a **Discount** on **6** Powers in the **Soul Powers** Section and **3 Discounted** for the **Training** section.

Experiment: -200 PP
Your great powers came in as the result of a random experiment gone wrong and will take a long time to feel natural.
You must take at least the first rank of **The Monster Within**, **Drawback** and gain **10 Discounts** to use everywhere except the **Training** or **Magic** sections which you will not be allowed to purchase any **Power Components** from.

Bestowed: -200 PP
You have been granted Powers from a greater force whether this is a deity, scientific energy's or some other cosmic force.
You must take the **Transformation** option for all **Power Components** and gain **7 Discounts** that can stack with the **Transformation Discounts**.

Custom System: -300 PP
You gain a customisable levelling system, this is an essence refining tool meant to force the advancement and to progress the development of its user towards becoming a superior being.
You gain a stipend of **+1000 SP** (System Points) to be spent exclusively in the **System Builder** section.
You may also convert **PP** to **SP** at a rate of **1:1** but cannot convert **SP** to **PP**.

Power Drawbacks:

This section is for the negative side effects that your Powers have.
Post Jump these Drawbacks are removed.

The Same Power Drawback Cannot Be used for the same **Power Origin** twice.

Transformation: Free
Any Powers Components purchased for any Power Type unless otherwise stated can be selected to be a transformation. The Power will become Discounted however it will only be accessible while you are in your transformed state.

The Monster Within: +100 PP/+300 PP/+600 PP
For **+100 PP** you have a 0.02% chance of transforming into a monsterous version of yourself every day losing all self control, you will be aware when the change is due and could potentially be mitigated and prevented through specific treatments.
For **+300 PP** your transformation will last 7 days and the odds of transforming will raise to 0.2% each day that you are not already transformed and the transformation cannot be mitigated.
For **+600 PP** your transformation will last a month the odds of transforming will raise to 2% per day that you are not already transformed and you will no longer be aware when the change is due.

External Energy Requirement: +200 PP
You must select an attribute type, you will then gain an internal reserve which your Power and its components are all fueled by.
You gain that attribute type's absorption Power for **Free** in order to increase your reserves of that attribute type but this will be passive and cannot make any further purchases if that attribute type with this power.

Material Weakness: +400 PP
You have some kind of weakness to some kind of element, radiation or chemical that weakens your Powers and can even kill you with enough exposure.

Emotional Trigger: +600 PP
Your Power is directly connected to a specific emotion the more potent the emotion the more access to your Power you gain.

Control Drawbacks:

You must select any **one** and only **one** per **Power Set** of the control options below but by **Default** your Powers will be "**Instinct**" but can be reduced for more points.

Instinct: Free
You control your Power as easily as breathing without thought or intention you simply do.

Intention: +25 PP
You can use your Power through actively thinking about using it, this will require training to get everything correct.

Concentration: +50 PP
Using your Power will take focus and mental concentration that if broken will result in your Powers no longer functioning.

Vocalisation: +75 PP
You require to externally vocalisations key words and phrases to use your Powers.

Action: +100 PP
You need to make physical movements to use your Powers.

Always On: +200 PP
Your Powers will always be active and it is not possible for you to switch them off without external methods to disable them.

Random: +400 PP
Your Powers will randomly activate themselves and you will have no idea if they are active or not until you try to use them.

Training:

This section is not necessarily about what you can do but what you know what training and experience you have had up until this point.

Physical Training:

This section is about what types of training you have put your body through and what forms of combat you have learned.

Basic Combat Training: -25 PP

You have learned and understand the important aspects of fighting, how to throw a punch and the best way to take one.
Using this training you should be able to defeat any untrained and unarmed opponent in most circumstances.

Advanced Combat Training: -25 PP [Requires Basic Combat Training]

You have gained the knowledge used in general combat helping you to perform combat manoeuvres with more proficiency than the average person.
Through this training you would be able to incorporate most other training you have such as dance, cleaning or martial arts into both your offensive and defensive combat.
Using only this training you should be able to defeat a few untrained but armed opponents or a dozen unarmed opponents without much difficulty.
If you possess any supernatural abilities this training should be able to automatically incorporate and utilise those abilities to either enhance your combat performance or to improve your utility options in combat.

Expert Combat Training: -50 PP [Requires Advanced Combat Training]

With this training you gain near superhuman combat proficiency being able to utilise any tools or abilities that you have access to in order to perform near supernatural feats.
Through this training you should be able to single-handedly defeat a near unlimited stream of armed but untrained opponents just so long as you are still physically capable of fighting.
You are also able to extend this combat prowess to day-to-day life outside fighting, such as teaching others or analysing combat moves and learning them for yourself.

Covert Operations Training: -100 PP

You have been trained in all forms of special operations including but not limited to Mercenary Works, Counterintelligence, Black Propaganda, Counterterrorism, Guerrilla Warfare, Direct Action, Counterinsurgency, Assassination, Close Target Reconnaissance, Unconventional Warfare, etc.

Defence Training: -50 PP
You have had extensive training in both personal and group defensive training allowing you to protect a structure or formation from superior numbers.
Using this training you could withstand or escape a siege from an untrained group of ten times your numbers and munitions in almost any situation.

Basic Firearms Training: -50 PP
You have had enough training to safely handle and maintain any mundane firearm.
This training focuses on the education and the best practice's of firearm storage, maintenance and usage.

Advanced Firearms Training: -25 PP [Requires Basic Firearms Training]
Through this training, you have expert knowledge of all mundane terrestrial firearms and are able to operate both terrestrial and non-terrestrial firearms without difficulty.

Expert Firearms Training: -50 PP [Requires Advanced Firearms Training]
Through this training, you are to completely understand any firearms or firearm adjacent technology with ease including types of magical Staffs or scrolls, spaceship's and even some space stations.
This training can be combined with any other type of physical capabilities or combat styles to make combat formations.
If you have purchased any **Martial Arts** then you may have "**Gun-kata**" to the same level as that martial arts for free.

Basic Marksmanship Training: -25 PP [Free With Expert Firearms Training]
You have had good training with most projectile weapons being capable of hitting small and distant targets with relative ease.
Using this you could use a screwdriver to hit a dartboard's bullseye from 5 feet away or consistently hit the centre archery board using a Compound bow from 28 yards away.

Advanced Marksmanship Training: -25 PP [Requires Basic Marksmanship Training]
Through this training, you can judge extremely long distances amazingly accurately, gauging the strength needed to launch a projectile, in order to calculate the most precise angle for targeting an opponent and predicting where to be in order to avoid return fire by the enemy.
You are able to launch multiple arrows from a bow with one shot, reload your weapons rapidly and efficiently, even with heavy mechanisms like the crossbow.

Expert Marksmanship Training: -50 PP [Requires Advanced Marksmanship Training]
You have greater accuracy on distant targets, only needing to aim for an instant before you can hit a stationary target without ever missing, if the target is moving with subsonic speed you should always be able to hit it.
This training will also help you to focus on whatever your targeting allows you to shut out distractions helping you to ignore visual obstructions like smoke, vegetation or environmental factors so that they do not hinder your ability to accurately aim at your target.
This training can be combined with any other type of physical capabilities or combat styles to make combat formations.

Basic Martial Artist Training: -50 PP
You have gained the equivalent of 7 years of training for your selected martial arts up to a high Kyu Grade with a capable Sensei and Uke's.

Advanced Martial Artist Training: -50 PP [Requires Basic Martial Artist Training]
You have gained the equivalent of 21 years of training for your selected martial arts up to a high Dan Grade with a professional Sensei and Uke's.

Expert Martial Artist Training: -50 PP [Requires Advanced Martial Artist Training]
You have gained the equivalent of 72 years of training for your selected martial arts alongside expert Sensei's and Uke's with your skill being above traditional grading.
This training can be combined with any other type of physical capabilities or combat styles to make combat formations.

These are some examples of Martial Arts as listed on power wiki:

- **Ansatsuken:** Any martial arts style or fighting technique that has been developed with the purpose of killing an opponent.
- **Brazilian Jiu-Jitsu:** A combat focused on getting an opponent to the ground in order to neutralise possible strength or size advantages through ground fighting techniques and submission holds involving joint-locks and chokeholds. On the ground, physical strength can be offset or enhanced through proper grappling techniques.
- **Boxing:** Combat sport which derives from punches and sportsmanship.
- **Kickboxing:** A style of combat that promotes kicking.
- **Budō/Bujutsu:** Different styles of fighting, Budo being for more philosophical purposes, while Bujutsu describes practical application of technique to real-world or battlefield situations.
- **Aikido:** A combat art of using throws and wrist locks to take an opponent down without harm.
- **Gōjū-ryū:** A combat style that incorporates both circular and linear movements into its curriculum, combining hard striking attacks such as kicks and close hand punches with softer open hand circular techniques for attacking, blocking, and controlling the opponent, including joint locks, grappling, takedowns, and throws. Gō, which means hard, refers to closed hand techniques or straight linear attacks; jū, which means soft, refers to open hand techniques and circular movements.

- **Iaido:** A combat art that emphasises being aware and capable of quickly drawing the sword and responding to a sudden attack.
- **Jujutsu:** Users can manipulate the opponent's force against them, rather than confronting it with their own force.
- **Judo:** Where the objective is to either throw or take-down an opponent to the ground.
- **Karate:** A combat art using punches, kicks, as well as elbow and knee strikes. Different styles also teach grappling, locking, restrain and vital point strike techniques.
- **Kendo:** A modern style of martial arts developed from traditional samurai swordsmanship.
- **Kyudo:** A modern style of martial arts developed from the Japanese art of archery.
- **Kyusho Jitsu:** A style of combat that focuses on targeting pressure points.
- **Sumo:** Fighting using heavy strikes, pushing and using one's body weight to their advantage.
- **CQC:** Combat styles used and practised by military and/or police forces.
- **Defendu:** Based on training and knowledge known also as Close Quarters Combat (CQC) or Close-Quarters Battle (CQB), encourages its practitioner to end a confrontation as quickly as possible and also designed to be able to be mastered in mere days due to the extremely compressed curriculum using only several pragmatic and Powerful strikes in boxing, wrestling, Savate, Jujutsu, Judo and street fighting. This martial art deals with "ungentlemanly" means by rapidly attacking vital spot areas (such as the groyne, throat, side of the neck, shin, eyes, ears, etc.)
- **Marine Corps Martial Arts Program:** Also known as (MCMAP) is a combat system developed by the United States Marine Corps to combine existing and new hand-to-hand and close quarters combat techniques that vary in degrees of lethality, allowing the user to select the most appropriate (usually the least) amount of force. For example, a Marine facing a nonviolent but non compliant subject can use an unarmed restraint to force compliance with minimal damage and pain. A more aggressive subject could be met with a choke, hold, or a strike. Lethal force can be used on a subject as a last resort. The majority of techniques can be defensive or offensive in use, with or without a weapon, allowing Marines flexibility in combat and operations other than war (such as civil control or humanitarian missions, as well as self-defence). with morale and team-building functions and instruction in the warrior ethos.
- **Capoeira:** A Brazilian martial art that combines elements of dance, acrobatics, and music. It is known for its acrobatic and complex manoeuvres, often involving hands on the ground and inverted kicks. It emphasises flowing movements rather than fixed stances. Capoeira is a fast and versatile martial art that is historically focused on fighting outnumbered or in technological disadvantage. The style emphasises using the lower body to kick, sweep and take down and the upper body to assist those movements and occasionally attack as well. It features a series of complex positions and body postures that are meant to get chained in an uninterrupted flow, to strike, dodge and move without breaking motion, conferring the style with a characteristic unpredictability and versatility.
- **Dambe:** also known as (daæmaænga) is a martial art of the Hausa people from Nigeria. It often results in serious bodily injuries for the challengers such as broken jaws and ribs.
- **Kobudo:** The weapon systems of Okinawan martial arts.

- **Krav Maga:** A combat art that promotes finishing a fight as quickly and aggressively as possible. Attacks are aimed at the most vulnerable parts of the body.
- **Kung Fu:** Different styles of fighting using kicks, punches, acrobatic moves and weapons.
- **Dim Mak:** also known as touch of death refers to any martial arts technique reputed to kill using seemingly less than lethal force targeted at specific areas of the body.
- **Drunken Fu:** also, as Drunken Combat, is internal in nature, and emphasises the role of jin. Movement is initiated in the dan tian area and moves through the body distally towards the hands and feet. The musculature is kept as soft as possible. Like many styles of kung fu, drunken boxing employs a wide variety of attacks, including striking, chin na and wrestling, with trapping range fighting as a default skill. Strikes and grabs are alternated with the hands striking as they extend towards the enemy and grabbing as they retract. The Power for grabs is sometimes generated by dropping the body, either through slightly lifting the feet of the ground and then stomping down with the weight of the entire body or by falling to the prone.
- **Five Animals:** A style of combat that incorporates martial arts styles of the Tiger, Crane, Leopard, Snake, Dragon, and others.
- **Tiger style Kung Fu:** also called (Heihuquan or Black Tiger Fist) is a legendary martial art known for its toughened hand weapons, incredible Power, and sheer ferocity.
- **Fujian White Crane:** also called (White Crane Style) is a Southern Chinese martial art that originated in Yongchun County, Fujian (福建) province. Fujian White Crane descends in part from Shaolin Boxing and imitates characteristics of the white Crane.
- **Jeet Kune Do:** A combat art that believes in minimal effort with maximum effect and extreme speed.
- **Sanshou:** Known as Chinese boxing or kickboxing, is the official Chinese that combines full-contact kickboxing, which includes close range and rapid successive punches and kicks, with wrestling, takedowns, throws, sweeps, kick catches, and in some competitions, even elbow and knee strikes.
- **Shaolin Kung Fu:** One of the oldest, largest, and most famous styles of kung fu.
- **Tai Chi:** Sometimes colloquially known as "Shadowboxing," is an internal Chinese martial art practised for defence training, health benefits, and meditation. As a martial art, tai chi emphasises defence over attack and replies to hard with soft. Full contact (strikes, kicks, throws, takedowns etc.)
- **Wing Chun:** A self-defence fighting style that uses solid stances, rapid focused strikes and swift parrying.
- **Laamb:** The (Senegalese) form traditionally allows blows with the hands (frappe), the only one of the West African traditions to do so.
- **Muay Thai:** Combining fighting with grappling, punches, kicks, knee and elbow strikes.
- **Savate:** Also known as boxe française, savate boxing, French boxing or French foot fighting, is a French kickboxing combat sport that uses the hands and feet as weapons combining elements of English boxing with graceful kicking techniques.
- **Silat:** The collective term for a class of indigenous martial arts which tend to focus either on strikes, joint manipulation, weaponry, or some combination thereof.

- **Shin Kicking:** Shin diggings or purring, is a combat sport that involves two contestants attempting to kick each other on the shin in order to force their opponent to the ground.
- **Systema:** This lifestyle of Russian martial arts advocates a straight-edge and instructs fighters to discard ego, fear, and tension in the heat of combat.
- **Tricking:** A training discipline that combines kicks with flips and twists from martial arts and gymnastics as well as many dance moves and styles from breakdancing. It aims to achieve an aesthetic display of different combinations of "tricks". Tricking practitioners are commonly referred to as "Trickers".
- **Tae Kwon Do:** Fighting using mostly the feet and legs to strike with different kick attacks.
- **Wrestling:** Fighting using mostly throws, takedowns, grappling and locking moves.
- **Coreeda:** Australian Aborigine martial arts focus mainly on wrestling techniques.
- **Lucha libre-style Wrestling:** also called (Luchadores) executes characteristics of high-flying attacks by using the wrestling ring's ropes to catapult themselves towards their opponents, using intricate combinations in rapid-fire succession, and applying complex submission holds. Traditionally more agile and performs more aerial manoeuvres than professional wrestlers in the United States, who more often rely on Power and hard strikes.
- **Sambo:** A Soviet martial art, internationally practised combat sport, and a recognized style of amateur wrestling.
- **Submission Wrestling:** The sport of submission wrestling brings together techniques from Catch wrestling, Folk wrestling, Greco-Roman wrestling, Freestyle wrestling, Jujutsu, Judo, Brazilian jiu-jitsu, Luta Livre and Sambo. Submission fighting as an element of a larger sport setting is very common in mixed martial arts, Brazilian jiu-jitsu, catch wrestling, and others.
- **Fa Jin:** A Chinese martial art that revolves around issuing or discharging Power explosively or refining the explosive Power, and is not specific to any particular striking method. Fa Jin is a matter of utilising body alignment and coordination to form an extremely efficient kinematic chain. The body begins in a relaxed physical state, which is then quickly accelerated in a coordinated whole-body movement.

Meditation: -25 PP [Requires Advanced Martial Arts Training, Free with Expert Martial Arts Training]
This gives the user a process of meditation that can help you enter a state of oneness with your spiritual essence and mind, allowing you to restore and rejuvenate your Life force energy and develop a path to spiritual enlightenment.

Cultivation: -500 PP [Requires Meditation, Discounted with Aurakinesis]
Through this method of development and the practice of training the body and mind, the user can harness their life energy, in order to empower their body, and extend their lifespans, potentially to the point of eternal youth.
This can also incorporate other types of Energy Manipulation whether magical, mortal or kinetic control, in order to strengthen their control and scope over that Power.

Chi Manipulation: -300 PP [Discounted with Meditation, Discounted with Aurakinesis]
This method of life energy usage internally utilises your energy to enrich and strengthen your body tissues allowing you to enhance your body in a variety of ways though this will take trial and error.

Chi Enhanced Durability: -150 PP [Requires Chi Manipulation, Discounted with Aurakinesis:Resistance]
You now almost instinctively know how to utilise your Chi in order to make your body more durable.
With practice and self-training you will be able to increase this durability to astonishing levels.

Chi Enhanced Strength: -150 PP [Requires Chi Manipulation, Discounted with Aurakinesis:Empowerment]
You are now able to utilise your Chi in order to strengthen your muscle tissue and the supporting tissue making your physical strength far greater than it otherwise would be.
With practice and self-training you will be able to increase this strength to ridiculous levels.

Ki Manipulation: -300 PP [Discounted with Meditation, Discounted with Aurakinesis]
Through this method of using life energy you can Externalise your energy allowing you to project it as a gust of energy that you can knock other's back or be condensed into a pseudo solid state but this will require time and effort to utilise.

Ki Blast: -200 PP [Requires Ki Manipulation, Discounted with Aurakinesis:Blast]
You can now condense your Ki into solid states and shapes that you can project from your body as explosive beams, balls and even blades.
There are more ways that this can be used and the Power of these blasts can be improved but that will require more time and training.

Ki Flight: -200 PP [Requires Ki Manipulation, Discounted with Aurakinesis:Levitation]
Through the external venting of Ki you have learned how to use propulsion Flight being able to move through the air at high speeds.
This can be used to fly at higher and faster speeds but would require more Ki usage to keep a bubble for breathing and to counter air resistance.

Qi Manipulation: -300 PP [Discounted with Meditation, Discounted with Aurakinesis]
Using this form of life energy manipulation you can have your energy function independently both inside your own body and the bodies of others.
Using this method you can program your life energy to do both simple and complex actions however the more complex your intentions the harder it will be to structure your instructions.

Qi Healing: -175 PP [Requires Qi Manipulation, Discounted with Aurakinesis:Link]
You can inject your Qi either into yourself or others and pre-program it to enrich parts of the body repairing any damage and removing any foreign substance such as projectiles, toxins and illnesses.
Further training will help to optimise the capabilities of the repair and the severity of the damage that can be restored.

Qi Poison: -175 PP [Requires Qi Manipulation, Discounted with Aurakinesis:Drain]
Using this Qi method you can program your life energy to be destructive allowing it to replicate the process caused by various poisons including paralysis, burning and corroding inside both yours and your enemies bodies.
With more practice you can control the severity and range of capabilities your Qi can cause.

Chi/Ki Speed: -75 PP [Requires Chi Manipulation and Ki Manipulation]
Through the combination of internal and external life energy fields you are able to accelerate your biological perspective of time granting you a type of super speed without causing accelerated ageing.
This method of super speed can be used to reduce the amount of air displacement preventing unintentional concussive force and can be improved through practice and training.

Ki/Qi Shield: -75 PP [Requires Ki Manipulation and Qii Manipulation]
You can externally project and manoeuvre your life energy in order for it to act as a shield or barrier which automatically structures itself to best resist any offensive force.
Further practice can strengthen these barriers and even allow them to protect you in a void.

Qi/Chi Nourishment: -75 PP [Requires Qi Manipulation and Chi Manipulation]
You can program your life force energy to replicate required resources your body needs to live such as water, oxygen and food.
You can also convert your waste product into life force energy to sustain your reserves.
With practice you can optimise this process to a near infinite reserve.

Life Force Manifestation: -1000 PP [Discounted with Quintekinesis, Discounted with Ki Manipulation, Discounted with Chi Manipulation and Discounted with Qi Manipulation]
You can create a physical manifestation of your life energy which is able to think and act on its own.
This life force embodiment is able to use all of your Ki, Chi and Qi Powers while having a Power Stipend of +200 PP and 1 Power Discount.

Parkour Training: -25 PP
You have had training in both parkour and freerunning allowing you to overcome obstacles and changing your direction.
You can make use of your surrounding environment and use it to quickly traverse distances, dodge attacks and confuse opponents.

Street Fighting: -25 PP
You are proficient in the pragmatic and “dirty” methods of fighting, this is normally a self-taught method of combat literally learned on the streets or on the fly rather than through traditional martial arts.
This method focuses on advantage-seeking and is defined by its willingness to win by any means necessary through opportunistic, inventive methods.

Unpredictable Body: -50 PP
You have learned how to be physically unpredictable in combat rendering you immune to users of Combat Perception, Body Language Analysis, and Adoptive Muscle Memory.
You can also evade Objective Precognition, which requires the target to have a direction in mind to be able to predict the outcome.

Unpredictable Nature: -200 PP [Requires Unpredictable Body]
You can choose to be absolutely unpredictable, this makes you seem inconsistent in action allowing you to warp, change or collapse the results of any predicted techniques or powers including trying to read or control your mind would result in feedback headaches or simply unreadable nonsense.

Basic Weapon Training: -25 PP/100 PP
For **-25 PP** this power only applies to one type of mundane weapon or for **-100 PP** it can apply to the principles of weapon aspects and by extension any mundane weapon.

You have been taught the basic aspects of weapon usage such as Accuracy, Speed, Power, and General Skill with an innate understanding of the advantages and disadvantages that your weapon has over others.

Advanced Weapon Training: -50 PP/200 PP [Requires corresponding Basic Weapon Training]
For **-50 PP** this power only applies to one type of mundane weapon or for **-200 PP** it can apply to the principles of weapon aspects and by extension any mundane weapon.

You have gained greater proficiency in Accuracy, Speed, Power, and General Skill allowing you to wield weapons that are too large for you to normally be capable of using.
You are capable of moving fast and precise enough that it would allow you to bypass most stationary obstacles and may allow you to bypass moving obstacles in order to hit your intended target.

Expert Weapon Training: -25 PP/100 PP [Requires corresponding Advanced Weapon Training]
For **-25 PP** this power only applies to one type of mundane weapon or for **-100 PP** it can apply to the principles of weapon aspects and by extension any mundane weapon.

You have learned every mundane aspect about fighting with your weapon and can surpass most masters of armed combat of your weapon regardless of how hard it normally is to master and can also create your own forms of combat to throw off your enemies.
This training can be combined with any other type of physical capabilities or combat styles to make combat formations.

Mental Training:
This section focuses on academic training for many areas, including general study, the use of equipment and universal knowledge, both the mundane and the supernatural.

Animal Taming: -50 PP [Discounted with Familiar]
You have learned the skills required for taming and training animals, this includes teaching specific responses to specific conditions or stimuli.
Teaching this may be for purposes such as companionship, detection, protection or entertainment.

Basic Business Management: -25 PP
Through this training you understand the required skills in running a small Business including staff management, tax management and how to promote and improve a company.
This training gives you a great deal of knowledge with economics, production, consumption, and transfer of wealth.

Advanced Business Management: -25 PP [Requires Basic Business Management]
Through this training, you are capable of successfully running a number of businesses and companies, as well as comprehension of banking, entrepreneurship, investing, and finances.
You are able to discern capable potential employees and the signs of what CV's are real or overblown.
You have also had greater amounts of training in the business diplomacy skills, such as speech and body language.

Expert Business Management: -50 PP [Requires Advanced Business Management]
Through training, you are a master of successfully running large businesses and companies, to the degree that you could set up a number of businesses with various managers and have them be completely self-sufficient.
Using this training you should be able to quickly and consistently develop ideas in order to generate profits and make the right choice when it comes to making money, advancing said business and predicting upcoming sources of monetary crises.

Basic Charisma Training: -25 PP [Free with Enhanced Beauty]
You have learned how to become a suave and strong speaker.
Through this training you are able to gain the trust and loyalty of others in order to win them over to your cause.

Advanced Charisma Training: -50 PP [Requires Basic Charisma Training, Discounted with Super Beauty]
Through this training you have learned how to manipulate entire communities to your cause and aid with little effort.
Your charisma training will be updated to apply to any sentient species as you meet, including supernatural ones, and may even be possible to inspire loyalty in entities that are normally incapable of it.
While the skills gained through this training cannot directly override others it may be able to convince them into anything believable.

Expert Charisma Training: -50 PP [Requires Advanced Charisma Training, Discounted with Godly Beauty]
Through this you possess the highest level of charm possible to obtain through training.
With this you would be able to sway any sentient being you come across to completely agree with you based on discussion and arguments alone.
From groups of different Races, to divine entities, you have the charisma to get even beings that want only to kill you to do something else.

Basic Computer Training: Free
You have had Computer Operation training allowing you to interface with computers and IT networks, with the knowledge on how to download and gather information from both physically connected networks or world wide networks.

Advanced Computer Training: -25 PP [Requires Basic Computer Training, Free for Cyborg]
You have had training in methods of Computer Analysis, Programming, Software development, coding and the possesses in creating instructions for computers to follow.

Expert Computer Training: -25 PP [Requires Advanced Computer Training]
This training goes into great detail on everything connected to computers, including hacking, coding, programming, fixing bugs/viruses, cracking passwords, and updates to match any computer system or computer adjacent tools that you come into contact with.
You are able to easily hack through difficult mainframes of information and bypass intensively difficult levels of online security.
You can also hack the systems of incredibly complex devices and weapons and possibly access all the information that was ever stored on the device.

Deception Training: -25 PP
You have learned how to deceive, influence and manipulate others with this Training being able to be improved by the level of your **Charisma Training** by boosting the associated deception, speech and body language skills to a degree that you can even deceive those who have Lie Detection powers.

Demolitions Training: -50 PP
You have had training in the safe crafting, storage and usage of various kinds of explosives such as bombs, grenades, rockets and others with expert knowledge on how to preventing them from going off.

Basic Detective Training: -25 PP
You have had training with logical deduction which you can use to uncover even elusive secrets if you have put in enough effort.

Advanced Detective Training: -50 PP [Requires Basic Detective Training]
With this training you have a great understanding of criminology which helps figure out how criminals function and to work out the motivations of crimes and what the criminal might do next.

Expert Detective Training: -50 PP [Requires Advanced Detective Training]
Through your training you can almost instinctively notice, process, observe, analyse and understand any details no matter how small within your situation or environment.
It doesn't matter how small the clues or details are, so long as you can perceive them you will be able to process them with anything you know, helping you to figure out what connections exist and how it is relevant to your current situation.

Basic Disguise Training: -25 PP
You have learned the artistic skill of using mundane clothing and makeup in order to conceal your own or someone else's identity.
So long as this disguise is not removed then this would allow you to move unrecognised even when your face is on dozens of bounty posters plastered on every wall.

Advanced Disguise Training: -25 PP [Requires Basic Disguise Training]
You have learned a number of tricks and acting skills which allow you to impersonate anyone and quickly show others on the fly how to conceal their true nature and emotions till the right time.

Expert Disguise Training: -50 PP [Requires Advanced Disguise Training]
You have learned masterful acting skills and social disguise tricks that help you easily blend into society.
You have also learned how to disguise the outward appearance of objects, corpses and places, changing how it is on the inside and outside so that no matter how big or small it is or what shape it is in you could completely disguise it with as little effort as possible.
Using this training you could make even a dump look like a royal palace with time, effort and a little bit of equipment just be warned unless you put in extra effort the disguise is paper thin.

Educator: -100 PP [Discounted for Training Regimen]
You have had the proper training and now have the skills of a master educator capable of making bespoke lessons to best help others acquire any knowledge, skills, techniques, and capabilities you know that they are capable of learning.
Unless specific issues get in the way students taught by you will be able to reach and possibly exceed your capabilities in whatever they were taught.

Basic Engineering Training: -25 PP
You can understand the operation of any mechanical device and effortlessly create a schematic for any mundane mechanical devices or weapons.
You are also able to create the content of your design and the tools required for its creation out of any compatible materials including scrap and refuse instantly knowing what is and isn't compatible.

Advanced Engineering Training: -50 PP [Requires Basic Engineering Training, Discounted for Cyborg]
You are now a master of mundane engineering not only mechanical but also electrical, chemical and even civil engineering as well as all the required scientific knowledge of science to make your designs functional.
You can also integrate any other knowledge into your technological capabilities in order to create, maintain and repair a variety of useful and interesting things.

Expert Engineering Training: -75 PP [Requires Advanced Engineering Training]
Through this training you can analyse, learn and understand the workings and mechanics of anything allowing you to attempt to comprehend the complexity of almost anything regardless of how simple or complex it is allowing you to reverse engineer the principles and utilise them for anything you create.

Gadgetry Training: -75 PP [Discounted with Advanced Engineering Training]
You have learned the full scope of any mundane technological gadgets that exist within this jump as if you have memorised any and every user manual in your long term memory, even if the manuals don't exist in universe.
Any time a new gadget is created you will retroactively have the manual added to your long term memory, passively remembering any learned manual whenever you use the gadget.

Super Tool Mastery: -50 PP [Requires Gadgetry Training, Discounted with Expert Engineering Training]
Your **Gadgetry Training** is no longer limited to mundane technological gadgets but now also applies to any supernatural tool that would count as a gadget such as a ring of sustenance or a combadge at the higher end it could even apply to most types of gravity belts and jetpacks.

Basic Huntsman Training: -25 PP
You have learned the practice of tracking, capturing, and killing wildlife or feral animals.
Through this training you can hunt through various means including following tracks and basic trapping skills including hole traps, pit traps and a number of snares as well as knowing how to painlessly kill a captured mundane animal then process it through field dressing.

Advanced Huntsman Training: -50 PP [Requires Basic Huntsman Training]
Through this your various hunting skills have improved such as being able to perceive details in the environments that normal humans wouldn't have such as prints and dust marks with a highly accurate idea of in what direction and path they lead in.
This allows you to follow tracks that are weeks old, and enables you to mentally reconstruct the events that happened around an area while you are following them.
You are able to create and disarm many different types of traps that are effective in different ways ranging from trap holes, to arrows, to explosives, to psychological, allowing you to get an advantage over others and place them in situations where even the brightest of minds would have trouble escaping their traps.
To aid in your hunting you have learned most situational awareness skills which can discern numerous factors of a situation, including how much of a threat a target poses, what move they will make, where they are going, and if these things relate to bringing harm to you or others.
These skills also help you to catch your prey either by not giving away your presence before you strike or by how best to preserve energy when trying to catch them.

Expert Huntsman Training: -100 PP [Requires Advanced Huntsman Training]
Through your improved training you can track others down easily over any distance, environment, or conditions including tracking targets that can teleport or become invisible, you can find and follow tracks that are months or even years old easily, and reconstruct what has happened from the smallest of clues.
You have learned how to quickly and easily forage for food to almost automatically find the weaknesses of your prey and how to adapt to your situation in order to use anything at hand to kill or capture your prey.

Basic Interrogation Training: -25 PP [Free with Basic Detective Training]
You have learned the basic methods of Interrogation including techniques that focus on direct confrontation, dominance, deflection, turning objections into justifications and expressing false empathy.

Advanced Interrogation Training: -50 PP [Requires Basic Interrogation Training, Discounted with Advanced Detective Training, Discounted with Covert Operations Training]
You have learned more complex methods of interrogation, making you more capable of extracting information from your target.
These methods include using Intimidation or inflicting physical and psychological pain, you also know how to use more subtle ways of getting information such as making them feel comfortable, being friendly with them, or using reverse psychology to get the information you want.

Expert Interrogation Training: -75 PP [Requires Advanced Interrogation Training, Discounted with Expert Detective Training, Discounted with Covert Operations Training]
You have learned more complex methods of interrogation which include training on the various body language tricks and wording skills that are used to send signals to your targets to best instil fear, honesty and obedience.

Basic Leadership Training: -25 PP [Free with Advanced Charisma Training]
You have learned the basic aspects of leadership, gaining the skills to aid you in leading a group of people or an organisation including the aspects of enforcing orders, laws and methods for determining the best group decision for the situation.

Advanced Leadership Training: -25 PP [Requires Basic Leadership Training, Free with Expert Charisma Training]
You have gained greater management skills that allow you to better direct teams, army's and individuals.
Utilising this training you can optimise the schedules of those you are leading to improve their efficiency and resource management without pushing them beyond their physical or mental capabilities.
This training aids you in instinctively creating elaborate/complex tactics, strategies and plans that allow you to stay several steps ahead of most of your opponents, not only applying them not only in battle but in all activities including events and strategic games.

Expert Leadership Training: -50 PP [Requires Advanced Leadership Training, Discounted with Expert Charisma Training]
Through your improved training you can effectively keep order and morale, to always send the right signals and message when it comes to administering, commanding, governing, and leading.
Using this training you could easily obtain authority within an organisation and rise to the top of any social hierarchy in order to take leadership positions very quickly and easily with enough time and this training you could win the loyalty and devotion of almost anyone, being able to convince them to follow you.

Basic Magical Knowledge: -50 PP [Discounted for Magic]
Through this training you have gained academic knowledge on the principles of all magical technology including magical books, furniture, tools and facilities.
Although theoretical this knowledge would be very useful when working alongside or against any kind of magic caster.

Advanced Magical Knowledge: -50 PP [Requires Basic Magical Knowledge, Discounted for Magic]
This training has been improved to include the basic principles of divine domains allowing you to understand how they affect the mechanics of the various universes that you visit and the limitations of divine magic, divine descent and devine realms.
You also understand how these principles align to magical technology most prominently the types of magical or divine data that sets the limitations of reality's and the mystical properties that all magic utilises.

Expert Magical Knowledge: -100 PP [Requires Advanced Magical Knowledge, Discounted for Magic]
Your training has expanded your magical knowledge to include metaphysical theorems and properties which apply to many realities that do not have natural magical capabilities as well as how to utilise the realities meta fields to replicate or support powers and abilities that the reality normally wouldn't support.

Basic Medical Knowledge: Free
Through this training you have gained the pragmatic basics of medical treatment including first aid training to provide basic medical care to someone who is experiencing a sudden injury or illness.
This training also includes effective communication skills for emergency care as well as most medical precautions, a summary of medical terminology, an overview of clinical symptoms, an outline of how to check vital signs and a review of how to make a physical examination.

Advanced Medical Knowledge: -100 PP [Requires Basic Medical Knowledge]
Your medical training has grown to match the training of its equivalent of having a bachelor's degree and includes a wide range of scientific and technological approaches to medical aid. The methods of aid tend to focus on three main aspects:

1. **Allopathic Medicine**
   Through this method you are able to treat symptoms and diseases of the heart, blood, kidneys, joints, digestive, respiratory, and vascular systems using drugs or radiation.

2. **Surgery**
   This branch of medical practice treats injuries, diseases, and deformities by the physical removal, repair, or readjustment of organs and tissues, often involving cutting into the body.

3. **Psychology**
   This method of medical study focuses on sentient minds and their functions, especially the functions that affect their behaviour in a given context.

Expert Medical Knowledge: -100 PP [Requires Advanced Medical Knowledge]
Your training has expanded into a wider range of medical study that updates each jump. These fields can include Toxicology, Preventive measures, rehabilitation, how to diagnose symptoms and how to treat diseases for all aspects of the body including but not limited to the skin, hair, nails, adjacent mucous membranes, genetics, brain, spinal cord, peripheral nerves, muscles, autonomic nervous system, and blood vessels.

Multilingual: -25 PP
With each purchase you have learned another mundane language including but not limited to including French, Chinese, German, Spanish and Japanese.

Intuitive Multilingualism: -75 PP [Requires Multilingual]
You have the capacity to quickly learn almost any language through either hearing basic words and phrases or some other predefined method of language adaptation.

Animal Communication: -75 PP [Requires Multilingual]
You are now able to communicate with any 1 type of animal such as insects, fish or mammals.

True Speech: -150 PP [Requires Multilingual]
You have learned the primordial language, a long lost art of communication that allows everyone who hears your words to understand what you are saying even if they do not know what each individual word means.

Non-Verbal Communication: -25 PP [Requires Multilingual]
You have learned one or more methods of sign language including British Sign Language (BSL), American Sign Language (ASL) and Australian Sign Language (Auslan).

Omnilingual: -200 PP [Requires Multilingual]
You know all languages and can speak them fluently no matter who or what you are speaking to so long as they have a structured language system you will know it.

Basic Occult Knowledge: -50 PP [Discounted with Basic Magical Knowledge]
You have learned a lot of pragmatic information about Alchemic Herbology and the local dimensional and planar systems.
Through this knowledge you will know what plants can be used to make magical medicine and which realms intersect at what locations, this knowledge updates each jump.

Advanced Occult Knowledge: -50 PP [Requires Basic Occult Knowledge, Discounted with Advanced Magical Knowledge]
You have learned the local Demonology and cryptozoology of your jump including the magical and supernatural creatures that exist in the jump, the warning signs of their arrival, their strengths and weaknesses as well as how best to get rid of them.

Expert Occult Knowledge: -100 PP [Requires Advanced Occult Knowledge, Discounted with Contaminant Immunity, Discounted with Advanced Magical Knowledge]
You gain training on the local gods, demon lords and eldritch entities that exist within a divine or divine like state in each jump.
Any knowledge gained through this perk will be fiat backed preventing it from doing any harm to your mind.
This knowledge includes each entity's rituals, divine contracting methods, divine boons, spiritual requirements and what they consider blasphemy.

Basic Pilot Training: -25 PP
You have training on how to drive all mundane land based vehicles or animals with this knowledge updating each jump when application.

Advanced Pilot Training: -25 PP [Requires Basic Pilot Training]
Your vehicular training has improved giving you the knowledge of a professional race driver for every vehicle you know how to pilot.
The range of vehicles you can pilot now includes how to fly any type of aircraft including aeroplanes, gliders and helicopters as well as how to pilot all water based vehicles including cruise ships, narrow boats and submarines.

Expert Pilot Training: -75 PP [Requires Advanced Pilot Training]
Your training now includes an Expert course on Stunt Riding every vehicle you have learned to drive.
Your vehicular training now includes all types of vehicles including but not limited to Spaceships, Time Machines, dimensional caravans and meta dimensional cubes.

Basic Mathematical Training: -25 PP
You have learned the basics of all mathematical training, including everything learned in schools, the physical mathematics used for calculating motion of movement, Morse code and can understand more complex formulas such as the one used for calculating Pokémon catch rates.

Advanced Mathematical Training: -25 PP [Requires Basic Mathematical Training]
Your training now includes more complex, mathematical principles, including Quantum Mechanics, Ito-calculus and the Wiener process.

Expert Mathematical Training: -100 PP [Requires Advanced Mathematical Training]
Your mathematical understanding now exceeded what would normally be considered mundane human mathematics.
It now includes complex and near insane aspects of mathematics, including Eldritch Mechanics that function on a universal format that exceeds ordinary human understanding and chaos, extrapolation which goes into extreme detail of individual formats and theorems in order to work out every variable in extreme formulas, such as calculating the heat to light energy production of a neutron star collapsing.

Polymath: -150 PP [Free with Godly Wisdom]
You have gained a basic amount of knowledge on everything allowing you to be somewhat informed on every subject that you may come across. This also applies a **Discount to all Basic Training.**

Jack of All Trades: -150 PP [Requires Polymath, Free with Limitless Wisdom]
Your knowledge on every subject has improved, somewhat allowing you to have a functional and useful knowledge on every subject available through this, he would be able to do an acceptable job, regardless of what the task would be. This also applies a **Discount to all Advanced Training.**

Basic Thievery Training: -25 PP
You have been trained on how to commit acts thievery this includes training for pickpocketing, and how to remain hidden, even in a crowded area.

Advanced Thievery Training: -50 PP [Requires Basic Thievery Training]
Your training has been improved to to include training on surveillance and countersurveillance activities, as well as how to escape from not only individuals who are following you, but also from capture if you are imprisoned.

Expert Thievery Training: -25 PP [Requires Advanced Thievery Training]
Your training has improved a great deal, allowing you to be able to actively alter records of those you are targeting without anyone noticing the deception.
This training also includes the general principles required for preparation, allowing you to determine potential threats and the best solution to deal with them.
This is not any form of precognition and is instead, a form of tactical analysis that can be used on virtually any potential opponent or situation, however it requires a certain amount of information and deductive reasoning.

Training Regimen: -600 PP [Discounted with Educator, Discounted with Self Optimisation]
You have developed an optimised training regimen with specialised exercises including but not limited to physical, mental and spiritual training that allows you to develop and enhance all of your capabilities.
Through continued practice of this training, you can maintain, hone and widen the scope of your capabilities until they reach their full potential and even then you will know how to adapt your training to aid with “creative misuse” of your skills to do new things that you normally would not be able to do.

Auto-Resistance Training Regimen: -100 PP [Requires Training Regimen, Discounted with Educator, Discounted with Self Optimisation]
You are able to set your powers to automatically suppress themselves to match your current requirements and aid their development in proportion to their suppression.

Body Powers:
This section is focused on powers that affect your body specifically.

Biology Powers:
This section focuses on powers that have a physiological alteration to your body, such as new limbs or alteration to muscle tissue and pigments.

Adhesion: -50 PP
Your body is able to produce a fluid that has adhesive properties, causing anything that comes into contact with it to become stuck to anything else that comes into contact with the severity of this adhesiveness can be controlled to a certain degree.

Animal Hybrid: -50 PP [Discounted for Experiment, Discounted with Anamorphic]
You may select one type of animal, and gain some of its physical features, such as the gills of a fish, the silk spinning ability of a spider, or the smell and capabilities of a dog

Animal Powers: -75 PP [Requires Animal Hybrid, Discounted for Experiment, Discounted with Anamorphic]
you have gained the proportional powers of your selected animal. This allows you to have a full power set based on that specific animal.

Animal Transformation: -50 PP [Requires Animal Hybrid, Discounted with Anamorphic]
you are now able to transform into your selected animal, allowing you to even disguise yourself as it or merely use its capabilities.

Therianthrope: -125 PP [Requires Animal Transformation, Discounted with Anamorphic]
You are now capable of transforming into a Lycanthrope, a hybrid of your selected animal, granting you a wer transformation of that animal.
This wer transformation will have a proportional boost to all of your attributes, allowing you to use enhanced physical features of your selected animal.

Vampirism: -300 PP [Requires Animal Transformation]
You gain a new transformation which highlights your vampiric features and additions based on your selected animal. This also grants you a one time **+600 PP** to be used on the **Haemokinesis Attribute Type**, and its **Power Types**.

Peak Human Beauty: -25 PP
Your physical beauty is on par with the most attractive people in history.
This helps you to influence others and receive special treatment as most people will subconsciously see you in the best light.

Enhanced Beauty: -75 PP [Requires Peak Human Beauty]
Your grace, sense of style and physical beauty are all above that which could normally be found on a realistic earth. Most who see you may unconsciously associate you with heavenly beings like deities and angels. Using this you will find exercising social influence on others far easier but will probably not be able to control others through your beauty alone.

Super Beauty: -200 PP [Requires Enhanced Beauty]
Your Beauty tugs at every sense, making you desirable in every way, you can easily manipulate others, making them feel affection and reverence even if they can't justify it, and forcing them to feel immediately bonded to you as if you should have always been a part of their life.

Godly Beauty: -500 PP [Requires Super Beauty]
Your beauty now surpasses the boundaries of nature, your movements, your expressions, even your spirit, will cause others to have a spiritual revelation that reflects your physical appeal. Anyone who observes you will find that it transcends such boundaries as personal preference and see you as an idealised form of beauty even if it is unique to their opinion.
Your appearance alone could result in those that see it start worshipping you as a god.

Limitless Beauty: -1200 PP [Requires Godly Beauty]
You are now the supreme level of beauty that would cause any who look upon you to fall for your incomprehensible beauty even if it has been suppressed or shrouded by others.
Your beauty goes far beyond simple physical attraction with it transcending reality causing anyone to totally fall into complete love and worship as though you were their true god.

Claws: -50 PP
Your body has a set of claws that can be made of bone tissue or Keratin, the same material as hair and nails.
Each purchase gives the user 31 cm^3 worth of material (approximately two of wolverine's claws 0.4cm×1.6cm×24.13cm×2) that can be distributed for externally visible claws across any parts of the body with the internal structure required to support these claws being free.

Retractable Claws: -25 PP [Requires Claws]
Any of the claws gained through purchase in this document, can be retracted into or extended out of your body at will.
This Power component only needs to be purchased once for every purchase of claws within this **Power Set** but this power component may need to be purchased again for any other powers.

Dense Flesh: -50 PP
Your skin is more durable than it ordinarily would be whether this is due to a mineral change in the tissue or merely that the tissue itself is thicker this will improve the resistance and durability against external attacks.

Dense Tissue: -50 PP [Requires Dense Flesh]
Your internal tissue has been improved to make it more durable and resistant to harm whether this is due to a change in the mineral structure of your tissue or due to an alteration of the density of the tissue. This will allow you to better resist internal damage.

DNA Lock: -50 PP [Discounted For Biological]
Your DNA and genetic structure can't be scanned or duplicated without you willingly allowing it.

Exoskeleton: -25 PP [Free with Retractable Claws and Retractable Fangs]
Your body has an external skeleton made up of either Bone, Chitin or another organic study material, if taken with **Retractable Claws** you are able to retract this **Exoskeleton**.

Fangs: -25 PP [Free with Vampirism]
You have sharp fangs that are able to puncture most types of tissue.

Retractable Fangs: -25 PP [Requires Fangs, Free Vampirism]
You are able to extend and retract your fangs to make them look either completely normal for a human or extend to be more monstrous in appearance.

Fertility Control: -25 PP [Free with DNA Lock]
You have control over the fertility of yourself and anyone you are being intimate with.

Reproduction Control: -25 PP [Requires Fertility Control, Requires Genetic Index, Free with Genetic Library]
You can selectively control what DNA is passed to your offspring when you reproduce.

Flexible Bone Structure: -25 PP
Your body is incredibly flexible being able to fold in many positions that an ordinary human would not be able to, this enables you to enact acts of contortion, and rearrange your internal structure to safely through it through tight spaces.

Elasticity: -50 PP [Requires Flexible Bone Structure]
Your body is incredibly elastic like rubber, it can bounce and be bent, compressed and stretched without any harm coming to it.
You can control how elastic/flexible the parts of your body are, allowing you to change your body into various tools or other constructs.

Elongation: -50 PP [Requires Elasticity]
Your body can now stretch to extreme lengths, allowing you to extend and attract any parts of your body up to stretch, flatten, deform, expand, and contract your whole body, including limbs, torso and neck.

Prehensile Anatomy: -125 PP [Requires Elasticity]
You are able to manipulate all of your body parts with great control as if you were moving your fingers.

Metamorph: -50 PP [Requires Elasticity]
You are able to take on multiple forms that you can slowly alter over time, but switch between without issue.

Shapeshifting: -75 PP [Requires Metamorph]
You are able to change your external appearance instantly too much, anything of an equal or similar mass to yourself. This includes changing your external colours and texture however, your internal structure will remain unchanged.

Cellular Shape-Shifting: -25 PP [Requires Shapeshifting, Free with Genetic Library]
With this upgrade, any time that you Shapeshift your internal structural, DNA and cells changes to match whatever you're attempting to shift into this may or may not give you the target abilities depending on this, the abilities are natural to the target species or the physical form.
However without practice, you may find it difficult to mimic these abilities.

Genetic Index: -200 PP [Discounted with Biokinesis]
This Codex contains a complete Index of the genetic information for every viable variation of your selected race and can dynamically swap out any viable DNA sample to optimise for whatever situation you are in while retaining your species.
The dynamic changes will revert back to its original form after the changes are no longer needed.
This process can also be used without side-effects to reverse generic damage, unnatural mutation and potentially types of body damages.

Genetic Library: -200 PP [Requires Genetic Index, Discounted with DNA Lock, Discounted with Biokinesis]
If you come into contact with a member of your selected species or a hybrid of your species and another you may add any of their DNA not already recorded to your DNA Index.
This **Genetic Library** can randomly generate viable Gene sequences that if synthesised would allow you to create a diverse but compatible sustainable community of your selected race.

Hair Control: -25 PP [Free with Prehensile Anatomy]
You have control over the movement of your hair up to the same degree of control that you have over your limbs and fingers.

Host Inhabitation: -150 PP [Discounted with Metamorph]
You are able to physically link yourself to another being and allow them to use your powers and abilities.

Language Absorption: -25 PP [Free with Absorb Information]
By making oral contact with someone you can learn all the languages that they know.

Inhuman Metabolism: -25 PP [Free for Experiment]
You are able to consume any type of creature or material with your body digesting and utilising the material without causing any issues to your body or digestive system.

Inhuman Consumption: -425 PP [Requires Inhuman Metabolism, Discounted For Biological, Discounted with Power Absorption]
You are able to gain a proportion of the powers and abilities of any creature that you consume with these powers gained becoming sub-Powers that can be refined to reach the level of the original creature and toggled on and off at will.

Prehensile Tail: -25 PP [Free with Prehensile Anatomy]
You gain an additional limb, a tail that you have complete control over, as if it were another lame, such as an arm or leg.

Stinger: -50 PP [Requires Prehensile Tail, Discounted with Toxin Resistance]
Your tail contains a sharp stinger that can be used as a piercing weapon and produce an unpleasant toxin that could be injected into your target.

Prehensile Tongue: -25 PP [Free with Prehensile Anatomy]
You have complete control over the movements of your tongue allowing you to have as much control over it as he would over your fingers and arms.

Nervous System Control: -75 PP [Free with Limitless Durability]
You have complete control over your nervous system, allowing you to activate senses to replicate pain, heat, cold, and even removing all feelings of pain.

Pheromones: -125 PP [Discounted with Enhanced Beauty]
Your body is able to omit pheromones that alter the minds of those who inhale them. This can be used to either seduce those who would normally not be interested in you, or to alter the mental capabilities of those you're facing against.

Peak Human Regeneration: -25 PP [Free with Vitakinesis]
Your body repairs itself at such a rate that within two weeks of being injured, your body should have been able to fully repair itself.

Enhanced Regeneration: -50 PP [Requires Peak Human Regeneration, Discounted with Vitakinesis]
Your regenerative capabilities have been improved so that they restore your body to optimal state over the course of a few days.

Super Regeneration: -125 PP [Requires Enhanced Regeneration, Discounted with Vitakinesis]
Your generative abilities have now become more powerful, so that any and all damage done to you is restored within only a few hours of you receiving them.

Godly Regeneration: -400 PP [Requires Super Regeneration, Discounted with Vitakinesis]
Your regenerative capabilities are now at the heights of the gods being able to fully heal any, and all injuries within only a few minutes.

Limitless Regeneration: -800 PP [Requires Godly Regeneration, Discounted with Vitakinesis]
Your body regenerative capabilities are now without match and any injury it receives is almost instantly repaired and your body retains its optimal state.

Cellular Regeneration: -100 PP [Requires Enhanced Regeneration, Discounted For Biological]
Your DNA and cellular structures retain their use so that even if they divide thousands upon the end of times, they retain their ability to function and do not become damaged.
This prevents various issues such as cancer and genetic disorders.

Size Enhancement: -75 PP [Discounted with Elongation]
This power component can be purchased multiple times with each purchase doubling the maximum height that the user can grow to

Size Reduction: -75 PP [Discounted with Elongation]
This power component can be purchased multiple times with each purchase halving the minimum height the user can shrink to.

Stench: -25 PP
You are able to produce a noxious gas that is extremely unpleasant for anyone who inhales it.

Tentacles: -50 PP [Discounted with Prehensile Anatomy]
Each purchase gives you two prehensile, tentacles that are fully dexterous and capable of gripping onto most types of material with you getting as much control of them as you have over your arms and fingers.

Toxin Resistance: -25 PP [Free with Contaminant Resistance]
your body has a natural resistance to toxins soon, so that you are able to survive most to toxins and recover from any injury within a matter of hours.

Toxin Immunity: -50 PP [Requires Toxin Resistance, Free with Contaminant Immunity]
You're now completely immune to all forms of toxins and poisons being able to consume will be injected with any of them, and not receiving any harm.

Static Cling: -25 PP
your body produces a static cling that you can use to keep hold of any small object using any part of your body. This also allows you to retain your mask even whilst unconscious.

Static Interference: -50 PP [Requires Static Cling]
your body can produce a static charge that interferes with all forms of unprotected electrical devices, this can result in static radio and disabling cameras whilst you are in view.

Wall Crawling: -50 PP [Requires Static Cling]
You are able to walk on walls and ceilings without any difficulty. This will require that the structure that you are clinging to is able to retain your weight.

Wall Driving: -75 PP [Requires Static Cling]
you are able to propel yourself across a vertical or horizontal surface even those that are upside down without any difficulty. The surface you're propelling along does not need to hold your weight and is instead being used as a guide rail for your ability which is not able to fly on its own.

Web Creation: -100 PP
Your body is able to produce a form of webbing that can be adhesive and used as a malleable rope to entangle and restrict others and is also usable as a form of transportation.

Wings: -25 PP
Each purchase gives you a set of wings that you are able to customise and design yourself, these can include bat wings, bird wings and insect wings.

Wing Manifestation: -25 PP [Requires Wings]
You are now able to retract and expand your wings from your body with them, appearing, as though they're not even there when they are retracted.

Weaponized Wings: -75 PP [Requires Wings, Discounted with Claws]
Your wings are in some way, shape or blade like so that they can be used as a form of weapon, even whilst in flight.

Levitation: -50 PP [Free with Wings, Free with Aerokinesis]
You are able to propel your body off the ground to have it in place or move in a direction without directly connecting with the floor.
If taken **Free** with **Wings**, your wings will be required to use this.

Flight: -100 PP [Requires Levitation, Free with Wings, Free with Aerokinesis]
You are able to move through the sky at great speeds, allowing you to travel through the air without any hindrance.
If taken **Free** with **Wings**, your wings will be required to use this.

Supersonic Flight Speed: -50 PP [Requires Flight]
You are able to move at speeds that break the sound barrier being able to cause sonic booms, if moving at the speed with an atmosphere.

Flight-Field Projection: -50 PP [Requires Levitation]
When flying or levitating your body produces a field around you in order to prevent high speed wind, dirt, dust, insects and debris from colliding with your body, the faster you go, the sturdier this field becomes.

Space Flight: -50 PP [Requires Flight, Requires Vacuum Immunity]
You're now able to fly in a zero atmospheric environment, allowing you to travel through the depths of space.

FTL Flight: -50 PP [Requires Space Flight, Requires Supersonic Flight Speed]
While in space you're able to flight search speeds that exceed the speed of light allowing you to travel between galaxies in a relatively low amount of time.

Underwater Breathing: -50 PP [Discounted with Hydrokinesis]
You are able to breathe underwater, using gills or other methods of oxygen extraction out of water and gain resistance to high-pressure environments.
This allows you to dive underwater without risk of suffocation, crushing via the pressure of deep sea pressure.

Vacuum Immunity: -100 PP [Requires Underwater Breathing, Discounted with Kenokinesis]
You are now able to survive a zero atmosphere environment being able to "breath" in an atmosphere, where no gases are available. This alters your body to survive the erratic temperatures, radiation, depressurisation, lack of gravity and the rapid evaporation of fluid within your body which occurs in space.

Physical Powers:

This section encompasses the powers that enhance or improve your physical condition without having a visible physical alteration.

Peak Human Agility: -25 PP [Free with Peak Human Endurance]
Your body is able to comfortably move at a speed of 8 miles an hour and you can run at a speed of 28 miles an hour.

Enhanced Agility: -125 PP [Requires Peak Human Agility, Discounted with Enhanced Endurance]
Your enhanced body can now move at a walking speed of 50 miles an hour by exerting yourself you can run at speeds over 200 miles per hour.

Super Agility: -150 PP [Requires Enhanced Agility, Discounted with Super Endurance]
You are now able to proportionally walk at a speed of 230 miles per hour, but you can also put effort into your speed and run at speeds that break the sound barrier causing shockwaves as you run.

Godly Agility: -200 PP [Requires Super Agility, Discounted with Godly Endurance]
You are now able to proportionally walk at a speed of 1,250 miles per hour, but you can also put effort into your speed and run at hypersonic speeds.

Limitless Agility: -400 PP [Requires Godly Agility, Discounted with Limitless Endurance]
Your speed has no limit, your movement requires virtually no effort to exceed the sound barrier. However, the more effort you put in the faster you can go without a hard limit on how fast you can move.

Agility Utilizations: -100 PP
Your body is now encased with a protective barrier, that you can toggle on and off at will.
This barrier will protect you from debris coming into contact with you at high-speed and prevent you from causing destruction as a side-effect of your speed.
You can also utilise your speed for additional capabilities, such as projecting air through your movement to knock others away, or creating a static cling by moving quickly.

Peak Human Balance: -25 PP [Free with Agility Utilizations]
You are able to retain your balance and perspective of direction, even when in a moving vehicle in any mundane direction, including up down, spiralling, allowing you to keep an eye on your intended direction and targets.

Superhuman Balance: -75 PP [Requires Peak Human Balance, Discounted with Agility Utilizations]
You're now able to retain your balance and perspective of direction, even when moving in non-Euclidean movements and multidimensional spaces that exceed your standard movement

Body Part Detachment: -75 PP
You are able to separate any part of your body and have it function as if it was still connected to you.
This part will still transmit senses and pain while being affected by gravity will require you to manoeuvre the body part, as if it was a separate organism.
This requires you to the anatomy of that body part in order to manoeuvre itself.

Detached Body Part Propulsion: -75 PP [Requires Body Part Detachment]
Any body parts that you detach from yourself can now hover and move, as if they were still attached to your body you can also have them moved independently of your body at your normal movement speed.

Body Swap: -150 PP
You are able to swap bodies with your target. This could be done either through direct contact or by firing an energy beam from yourself.

Body Retention: -25 PP [Requires Body Swap]
you are able to repel or resist any external attempts to swap bodies with you.

Body Replication: -100 PP [Requires Body Swap, Free with Duplicate Other]
Anybody that you swap with at any point, you automatically gain a new alt-form of that body and you are able to switch between these alt-forms as if it were a normal alt-form.

Alt-Form Bestowal: -50 PP [Requires Body Replication]
You can now gain alt-forms by fulfilling the body swap conditions without swapping bodies. These bodies will be kept in a separate list from your active alt-forms.
Any alt-form that you have in any of your alt-form lists can be replicated or given to anyone upon fulfilling the body swap conditions either swapping their active form or giving them a new alt-form they can switch to at will.

Colour Changing: -25 PP
you are able to change your external colour allowing you to appear to be any singular shade of any singular colour such as green, coral, blue or topaz.

Camouflage: -50 PP [Requires Colour Changing]
You're now able to actively change your colour to match whatever you are standing in front of, this will allow you to appear to be see-through even if only from One Direction.

Invisibility: -125 PP [Requires Camouflage, Discounted with Hyalokinesis]
you are now able to turn yourself completely transparent, allowing for like the past to you as if you are not there.

Contaminant Resistance: -50 PP [Discounted with Super Durability, Discounted with Super Endurance, Free with Super Durability and Super Endurance]
You are now able to resist and potentially remove any type of corruption or contamination, including but not limited to poison, corruptive energy or another type of parasitic entity.

Contaminant Immunity: -150 PP [Requires Contaminant Resistance, Discounted with Godly Durability, Discounted with Godly Endurance, Free with Godly Durability and Godly Endurance]
You are now immune to any type of corruptive contaminate including but not limited to diseases, radiation, demonic energies and Eldritch knowledge.

Contaminant Transferal: -50 PP [Requires Contaminant Resistance]
You are now able to transfer any kind of corrupted essence, including but not limited to poisons and divine energies to others through contact or projection as an energy beam.

Disease Resistance: -25 PP [Free with Contaminant Resistance]
your mean system is bolstered so that you're no longer affected by most mundane diseases however, you may still have the negative side effects from some persistent illnesses.

Disease Immunity: -25 PP [Requires Disease Resistance, Free with Contaminant Immunity]
You are now completely into all types of illnesses and diseases. You cannot be affected by any kind of sickness, even those magically, or supernaturally created.

Peak Human Durability: -50 PP
Your Body is now incredibly durable, being able to survive being beaten by a thick metal bat and doing more damage to the bat than to you, you are capable of surviving a fall from 75 feet without breaking any bones.
You are capable of surviving a brutal animal attack, getting clipped by a train at full speed and even having an entire building collapse on top of you, however you may have severe injuries from these instances.

Enhanced Durability: -100 PP [Requires Peak Human Durability]
You are able to withstand bullets, grenades and medium explosives and can withstand beatings from any ordinary human.
You are also not able to be cut by any non-specialised cutting implement and you're also able to survive losing a large amount of your blood.

Super Durability: -150 PP [Requires Enhanced Durability]
Your body is now resistant to being damaged by most forms of extreme force, including large objects of supersonic speeds, you are able to endure scorching temperatures and freeze liquids that would kill an ordinary human in seconds.
You're also able to withstand all mundane bladed weapons, getting shot by armour piercing ammunition and being hit by long range missiles.
You are also able to easily withstand most dangerous forms of energy as well as most natural and artificial disasters.

Godly Durability: -350 PP [Requires Super Durability]
Your body is able to survive, high megaton, weaponry, including nuclear bombs and an Oxygen Destroyer, you are able to survive extreme atmospheric pressure that would be near instantly fatal to an average human including temperatures cold enough to border on absolute zero, or heat that approaches the heat of the sun's surface.

Limitless Durability: -850 PP [Requires Godly Durability]
You are now immune to all forms of physical damage and harm regardless of its type or level of power. Unless you suppress this power you are unable to feel physical pain, and are immune to bleeding or loss of limb. Unless other powers were purchased you can only be affected by non-physical pain, such as harm to the mind, emotions or soul.

Durability Utilizations: -100 PP
You are able to reduce your durability when needed to below human levels or optimise your position, so that you can best act as a shield for others.

Peak Human Endurance: -25 PP
Your body possesses a well developed musculature structure that is able to endure physical stress and generates fewer toxins than most other humans.
This allows you to become highly resistant to the build-up of lactic acid in your muscles and aids in your tolerance towards hunger, thirst and pain.

Enhanced Endurance: -75 PP [Requires Peak Human Endurance]
Your body's endurance has become more potent allowing you to become more resistant to the lactic acid buildup in your muscles.
This allows you to maintain near superhuman levels of activities whilst tolerating large amounts of physical pain, hunger, thirst, and exhaustion without losing your sense of calm in the situation.
Through these changes you can retain your physical peak while fighting or running for days without rest without straining any muscles or showing any signs of exhaustion.

Super Endurance: -150 PP [Requires Enhanced Endurance]
Through your superior stamina your body can now maintain near godly levels of activity.
This heightened level of Endurance will allow your body to function in lower temperature and low Oxygen conditions for prolonged periods of time whilst retaining peak efficiency.
Your tolerance for extreme amounts of physical pain has increased, being comfortable even when having limbs ripped off, crushed, or even being slowly melted by acid.

Godly Endurance: -300 PP [Requires Super Endurance]
Your body is now able to survive extremely severe and horrific injuries that would easily kill most other beings in some cases this will allow you to blatantly cheat death even in seemingly inescapable and fatal situations.
This also allows you to survive without supplies, resources, energy, or other items for an immensely extended amount of time.

Limitless Endurance: -450 PP [Requires Godly Endurance]
Your stamina and vitality are at a limitless level so that you never get tired no matter the circumstance, including conceptual attacks, curses, or divine forces attempting to limit or weaken the user's endless and boundless stamina.
You are also capable of enduring any sort of stress or punishment inflicted upon you without issue, this also allows you to function without food, drink or rest indefinitely at the peak of your capabilities in any environment or circumstances, no matter how harsh or unforgiving.

Fatigue Resistance: -50 PP [Free with Enhanced Endurance]
You are able to resist the effect of sleepiness and intoxication at ten times the regular resistance you would normally have, reducing the danger the build up of these chemicals may cause.

Fatigue Immunity: -100 PP [Requires Fatigue Resistance, Free with Godly Endurance]
You are now immune to the effects of fatigue, sleepiness and intoxication, allowing you to continue functioning without suffering from the dangerous or fatal effects from being fatigued though after a long period of time you may start to suffer from the nonlethal effects including sluggishness and confusion caused by sleep deprivation.

Tireless: -100 PP [Requires Fatigue Immunity, Free with Limitless Endurance]
You no longer need to sleep, allowing you to continue living through your life without any effects whatsoever from sleep deprivation.

Increased Lifespan: -25 PP
Your “natural” lifespan is increased by a hundred years, reducing your rate of ageing to an appropriate rate.

Decelerated Aging: -50 PP [Requires Increased Lifespan]
Your body will age at 1/20th its normal age rate and increase your lifespan twenty fold.

Endless lifespan: -75 PP [Requires Decelerated Aging]
You will never die of old age however you will still grow old and can be killed by unnatural causes.

Age Manipulation: -50 PP [Requires Endless lifespan]
You are ageless with your body either reverting to an optimal age or if younger ageing until you are at the optimal age you cannot die from old age but can be killed by unnatural causes.

Resilient Immortality: -350 PP [Requires Endless lifespan, Free with Limitless Endurance]
You have an odd form of immortality that will allow you to indefinitely survive injuries that would otherwise be lethal to a normal person. Through this form of immortality your consciousness and essence would be able to survive with as little as a singular strand of DNA however you do not regenerate any faster than if you did not have this Power.

Deathless Immortality: -250 PP [Requires Endless lifespan]
You are not bound by conventional life or death, or may not exist in a traditional way at all.
This means that you cannot be killed in a traditional way.

Replacement Immortality: -150 PP [Requires Endless lifespan]
You can replace your body parts or completely abandon your body if necessary to transfer to another body, however this will need to be a body that you can control whether through possession or by switching to a backup body.

Anchored Immortality: -100 PP [Requires Endless lifespan]
You are connected to a certain being, object, place, concept or aspect of reality and as long as it exists you will continue to exist in one way or another even if it's as a disembodied spirit.

Transcendental Immortality: -750 PP [Requires Anchored Immortality, Discounted with Deathless Immortality]
Your true self now exists independently from reality if your body dies you will be able to recreate your body and respawn.

Intangible: -125 PP [Discounted with Levitation]
You can make your entire body occupy a separate dimensional space so that you can not be physically interacted with by most physical objects and float at a slow speed.
This will require you to have an empty space when becoming tangled again or you will have the object merge into your body.

Intangibility: -125 PP [Requires Intangible, Discounted with Invisibility]
You can selectively move parts of your body into a separate dimension, when returning to physical space you may choose to swap positions with the object making it temporarily intangible while you are tangible with those objects becoming tangible again when you no longer occupy the same space as them.

Peak Human Leaping: -50 PP
You are able to jump at the pinnacle of human potential allowing you to jump significantly higher and farther than normal jumping 10-20 feet tall and leaping horizontally 25-50 feet long,

Superhuman Leaping: -125 PP [Requires Peak Human Leaping]
You can jump incredible distances and land safely, covering frighteningly tall buildings and long cannons with extremely strong and durable legs.
This can be used to trick an observer into believing that you are Flying as with a single jump you would be able to reach into space.

Peak Human Reflexes: -25 PP [Free with Peak Human Agility]
Your reactions are at the peak of human potential being comparable to those of the finest human athlete and are near-enhanced.
You can catch multiple fired arrows, bullets, and daggers in midair while responding to fast-paced combat.
You can even evade strikes from beings with **Enhanced Agility** if you are able to keep a clear and aware mind.

Enhanced Reflexes: -75 PP [Requires Peak Human Reflexes, Discounted with Enhanced Agility]
Your reaction speed has been drastically enhanced allowing you to dodge multiple bullets, catch flies in mid-air, dodge and manoeuvre around complex attacks, catch falling objects, block detriments and react instantaneously to high speed projectiles including the fist of a being with **Super Agility**.

Super Reflexes: -100 PP [Requires Enhanced Reflexes, Discounted with Super Agility]
Your reflexes now automatically perceive and react to all high-speed objects including **Godly Agility** at a near normal rate even being capable of determining the objects' velocity.
With this you can easily avoid linear attacks such as lasers by simply quickly positioning yourself away from the path of the attack before it is even fired.

Godly Reflexes: -300 PP [Requires Super Reflexes, Discounted with Godly Agility]
Your reaction speeds are far beyond most other beings in the universe making you react faster than most living beings are physically capable of.

Limitless Reflexes: -300 PP [Requires Godly Reflexes, Discounted with Limitless Agility]
Your reflexes are limitless, being able to react to everything there is, no matter how fast it comes. You can react at any speed and change actions on the fly at faster-than-blinding speeds.
This places you above virtually all other beings in the universe in reaction time, allowing you to avoid being hit by anything no matter what space you may find yourself in, regardless of physical limitations such as inertia.

Automatic Movement: -150 PP [Free with Limitless Reflexes]
You are able to automatically move any part of your body without intention in order to react to incoming threats and potential problems without actively thinking about it, but to the same degree as if you had put great thought into your actions.

Deflection: -150 PP [Requires Automatic Movement]
you are able to automatically respond to any projectiles by returning them to the source of their origin.
This will also automatically adapt to movement of the target in order to better hit whoever fired the projectile at you.

Self Duplication: -50 PP
You are able to make human level simulacrums of yourself that appear to act and think as you do but are merely approximations, without any sentence of their own.
Initially, you can create up to 2 of these, but the number can increase with training and practice.

Realistic Self Duplication: -100 PP [Requires Self Duplication]
Your duplicates are now able to mimic your full capabilities but not reach them, they are also able to act in a similar way to you. However, these still lack any true sentience with their mentality, being more in line with automata making them more dynamic than the previous version whilst having a full loyalty to you.
Your initial amount of duplicates that can be created is now increased to 3 and can be increased with training and practice.

True Self Duplication: -150 PP [Requires Realistic Self Duplication]
You are now able to make identical true copies of yourself. These identical copies view themselves as you and as them but recognise that you were the original and they will return to being you once they have finished the task. Seeing this is no different than doing multiple tasks at the same time.
Your initial amount of duplicates that can be created is now increased to 4 and can be increased with training and practice.

Duplication Telepathy: -50 PP [Requires Self Duplication, Free with Duplication Hivemind]
You are able to communicate with any of your duplicates, regardless of the distance between them.

Duplication Hivemind: -50 PP [Requires Realistic Self Duplication]
you are mentally connected to all of your duplicants acting simultaneously as a singular mind and each individual mind regardless of distance, allowing you to see what they perceive as they perceive it.

Duplicant Integration: -25 PP [Requires Self Duplication]
You are able to absorb any of your duplicates from any distance, allowing you to gain any improvements, powers, abilities or knowledge that you do not already have when you absorb them.

Duplicant Download: -50 PP [Requires Duplicant Integration]
You are able to passively gain the benefits of using **Duplicant Integration** without needing to absorb any of Duplicates.

Duplicant Upgrade: -50 PP [Requires Duplicant Integration]
You are able to passively bestow the benefits of using **Duplicant Integration** upon any and all of your duplicates without any negative consequences.

Duplicant Mind Transference: -50 PP [Requires Duplicant Upgrade, Free with Duplication Hivemind]
You are now able to transfer your main mind to any of your department bodies.
If taken **Free** with **Duplication Hivemind** each and every duplicant contains your true mind.

Duplicant Item Movement: -50 PP [Requires Duplicant Upgrade, Free with Perfect Replica]
You are now able to transfer any items you are in physical contact with between any of your department bodies.

Duplication Combination: -250 PP [Requires Self Duplication, Discounted with Duplication Hivemind]
You are able to combine your duplicants together allowing them to gain the combined physical power of each duplicant.

Duplication Enhancement: -150 PP [Requires Duplication Combination, Free with Duplication Hivemind]
You are now able to enhance yourself by combining duplicates into your own body, giving you the combined abilities of them and yourself.

Duplication Experience Transference: -50 PP [Requires Duplicant Integration, Requires Any type of System with an XP mechanic]
When absorbed any XP gained by your duplicants will transfer to you giving you their new XP and other gained system resources but not what they have purchased.

Duplication Healing: -25 PP [Requires Duplicant Integration]
You are able to repair your body by temporarily absorbing one or more of your duplicates.
The amount and duration that your duplicants will not be available, will be determined by the severity of your injury.

Insert Duplication: -100 PP [Requires True Self Duplication, Discount Alt-Form Bestowal]
When an option to self insert as a canon character is available within a jump, you can choose to insert your duplicate as a drop in or as another character from a separate storyline.
How a storyline is determined to be separate is down to the discretion of Jump Chan, however if two characters are the main or secondary characters of different franchises from one another even if they would share the spotlight in a future franchise, it would be acceptable for them to count as two different storylines.

Duplicate Other: -100 PP [Requires True Self Duplication, Free with Body Replication]
You are able to not only duplicate yourself, but make duplicates of other people. These duplicates have the full mental capacity of your target but are completely loyal to you, each one of these will take up one of your duplicant slots becoming a companion or follower, but not count as one of your duplicates meaning you will not be able to re-absorb them or add them to your hive mind.

Self-Sustenance: -50 PP [Free with Godly Endurance]
You no longer need to eat or drink, and will instead naturally regain what you would normally get from eating or drinking an optimal stable diet required for your body.
You can if you choose to eat and drink without any negitive side effects.

Peak Human Strength: -50 PP
Your strength is at the peak of human capabilities with your muscles, bones, and organs being durable enough to endure your physical might.
You are capable of over-head lifting up to 1000 kg, and can bench-press up to 1500 kg.

Enhanced Strength: -125 PP [Requires Peak Human Strength]
Your body can lift thousands of pounds and perform offensive action with the force of a massive vehicle.
You are capable of lifting cars, trucks, buses, small-moderately sized boulders, tall trees, and are capable of destroying bridges, road vehicles, trees and killing massive creatures that require guns, small explosives, missiles, or chemical/biological/radiological weapons.

Super Strength: -225 PP [Requires Enhanced Strength]
You are capable of lifting billions of pounds of weight and can perform offensive action with the power of an atomic bomb.
You are able to move buildings thousands of miles and with a single strike you can cause massive damage to towns, mountains, and improbable metals.

Godly Strength: -500 PP [Requires Super Strength]
With your strength you are capable of lifting megastructures, planets, moons and even low mass stars, being able to throw them hard enough to break their gravitational orbit.
main-sequence stars to massive supergiants. You are even capable of destroying several astronomical bodies with a single punch.

Limitless Strength: -900 PP [Requires Godly Strength]
Your strength is now on an infinite scale allowing you to rip holes in space-time, dimensions, or reality.
No matter how much strength you are pushing against you will be able to draw out the strength to overcome it.

Peak Human Swimming: -25 PP [Free with Hydrokinesis]
You possess the swimming capability to match the highest level a human can attain, allowing you to swim underwater effortlessly and with control, efficiency, precision, and traction to reach a swim speed of 15-20 knots.

Superhuman Swimming: -75 PP [Requires Enhanced Swimming, Discounted with Hydrokinesis]
You are able to swim underwater effortlessly and with control, efficiency, precision, traction and balance at any speed.
This also enhances your swimming capacity far beyond a natural level making you capable of swimming up waterfalls or swimming through semi solid matter.

Symbiote Assimilation: -50 PP [Free with Toxin Immunity]
Any organism that works in tandem with your body, can be integrated into you.
Doing this absorbs its consciousness, essence, soul or any other unique aspect of it into your own, making the Symbiotic entity a unified part of your body removing any negative side-effects. This organism can be encoded into your DNA so that it becomes an organ or cell structure that can be inherited by your descendants as a natural part of your biology.

Parasite Absorption: -50 PP [Requires Symbiote Assimilation, Free with Disease Immunity]
Any parasites or aggressive biological or technological invaders into your body can be absorbed converting them into beneficial organisms and making them susceptible for the **Symbiote Assimilation** power.

Foreign Integration: -100 PP [Requires Parasite Absorption, Free with Contaminant Immunity]
Any toxins, forren elements, Eldritch materials or non compatible energies that would normally be unnatural for your body can be converted so that either they are compatible for your body or if necessary your body becomes compatible to them making them susceptible for the **Parasite Absorption** and **Symbiote Assimilation** powers.

Mental Powers:
These powers affect or enhance the mental capabilities of the user's mind or brain.

Absorb Information: -50 PP
But coming into physical contact with any type of data storage device either books or technology you can memorise the knowledge stored within them.

Consumptive Learning: -50 PP [Requires Absorb Information]
Whenever you consume anything you can choose to gain all of the knowledge that target records or anything they were a passive observer of.

Memory Consumption: -50 PP [Requires Consumptive Learning, Discounted with Genetic Memory]
Any time you consume organic material, you can choose to gain all of the knowledge and information the originator of that sample knew or was aware of.

Accelerated Probability: -200 PP [Discounted with Super Thought Acceleration]
You are able to sense all the variables of any situation in order to predict the outcomes and what choices other people could make, you could also predict the consequences of those actions that another person could choose to make.

Animalistic Mind: -25 PP
You can tap into your primal instincts that can allow you to think and behave as another creature would.
You can behave like savage and dangerous beasts or docile and harmless animals.

Animal Empathy: -25 PP [Requires Animalistic Mind]
You are able to sense and understand the emotions of animals and can express your emotions to them allowing you to communicate simple intentions to them.

Animal Commander: -50 PP [Requires Animal Empathy]
You can influence the behaviour of animals, this is not full control on the creatures but they will be willing to do your requests if you ask them to do your bidding.

Cloak Mind: -50 PP [Discounted with Telepathic Cloak]
You are able to disguise your thoughts to prevent others from reading them. This can be done by emphasising an emotion or intention or by blaring out specific thoughts like music or static noises.

Information Concealment: -150 PP [Requires Cloak Mind, Discounted with Telepathic Cloak]
You can toggle specific information to hide it from any method of information gathering, preventing anyone from using supernatural means to obtain it from you.

Peak Human Creativity: -25 PP
You are able to create new ideas most notably by restructuring pre-existing concepts into new inventions, artistic designs or crafting techniques allowing you to work out a number of diverse and varied potential ideas.

Enhanced Creativity: -50 PP [Requires Peak Human Creativity]
You are able to heighten your creativity allowing you to enhance your decision-making and formulate ideas faster, increasing the odds of having epiphanies to create new ideas.

Super Creativity: -75 PP [Requires Enhanced Creativity]
You have the ability to create new ideas out of random compatible concepts that are far beyond the scope of most beings in their universe.

Godly Creativity: -125 PP [Requires Super Creativity]
You have creativity free from all restrictions such as experience, knowledge and intelligence, effectively being able to imagine something absolutely unique that can't be explained by current concepts.

Limitless Creativity: -175 PP [Requires Godly Creativity]
Your imagination transcends all conceptualizations and you can freely conceptualise new ideas infinitely and eternally, essentially having an immeasurable number of ideas that you can make.

Peak Human Cunning: -25 PP [Free with Peak Human Wisdom]
You have now reached the peak of human cunning allowing you to quickly adapt to changing situations through strategically thinking while remaining calm and focused at all times.
You are hard to surprise and they can think your way out of almost any situation by quickly working out what you need to do and having the time to do it.
You can subconsciously analyze and understand any environment or situation, deducing the optimal course of action in most situations.

Super Cunning: -150 PP [Requires Peak Human Cunning, Discounted with Super Wisdom]
You are subconsciously whittier and cleverer than any non-powered being enabling you to effortlessly adapt to new and changing situations.
You can instantly and automatically analyze the situation, to find problems and solutions that other may not even comprehend as possible.
You are able to strategically plan around the strengths and weaknesses of your allies and enemies alike being able to come up with ideas on the fly to utilize and counteract these features.

Limitless Cunning: -300 PP [Requires Super Cunning, Discounted with Limitless Wisdom]
Your thinking capacity has reached a limitless level, enabling you to instantly adapt to situational changes, and come up with an infinite amount of plans and ideas, shrugging away the obstacles through sheer cleverness and critical thinking.
You know what to do and how to act regardless of the circumstances, and always be able to pick the absolutely most optimal choice in any scenario Enabling you to achieve absolutely the best possible results in all fields of life and deal with events in the most efficient manner.
You are able to seize all opportunities, turn every situation into your favor to make the most out of any situation.

Expanded Mind: -125 PP
Your mind is no longer limited by your biology, it can now interconnect with your soul, essence, ki, aura, mana, perks and powers in order to think and process in unthinkable ways.

Genetic Memory: -50 PP [Free with Expanded Mind]
You are able to access the memories and knowledge of any and all of your ancestors, this can also be used to allow your descendants to access your knowledge and memories.

Hive Mind: -100 PP [Discounted with Self Duplication, Discounted with Telepathy]
You are able to connect your mind with any other willing participant to share a collective consciousness between multiple bodies.
You determine if the hive mind will be an equal partnership or if you will be the “queen” of the hive mind.

Hive Intelligence: -75 PP [Requires Hive Mind, Discount with Duplication Hivemind, Free with Duplication Enhancement]
You are able to make each individual mind within the higher intelligence have access to the maximum possible amount of Superintelligence that is not currently in use from the other hive mind members.

Collective Super-mind: -125 PP [Requires Hive Intelligence, Discount with Duplication Hivemind, Discount with Duplication Combination]
You are able to combine the mental processing power of all minds connected allowing you to have a far greater intelligence than any of the individual entities would be able to by themselves.

Gestalt Mind: -200 PP [Requires Hive Mind, Discount with Duplication Hivemind, Discount with Duplicate Other]
You are able to create Hybrid Minds out of members of the hive mind, this new mind will be able to function within the hive mind even if their composite minds are removed from the hive mind.
If taken with “**Duplicate Other**” you can create a Duplicate body for the new hybrid mind using a body that you can partially design using the bodies of the component minds as a base.

Peak Human Memory Capacity: -75 PP
You have the ability to relive memories, whether it be a certain memory or a certain kind of memory.
These memories may play out over time at regular speed, be fast forwarded or experienced simultaneously all at once.

Super Human Memory Capacity: -50 PP [Requires Peak Human Memory Capacity]
You can passively remember all the information you have ever perceived in perfect detail allowing you to recall every detail of any experience.

Memory Alteration: -25 PP [Free with Peak Human Memory Capacity]
You are able to alter your own memories to disguise or hide information from yourself and others.

Targeted Amnesia: -50 PP [Requires Memory Alteration, Discounted with Super Human Memory Capacity]
You are able to selectively erase your own memories to selectively hide information, this can also be set to automatically section off memories that are harmful to you until they are manageable.

Mental Reality Creation: -100 PP [Discounted with Godly Creativity, Free with Limitless Creativity]
You are able to construct a complete replication of any physical space within your mind that you can mentally move around as if it were a real space.
This mental reality functions both as a space for your entertainment and a maze for anyone attending to alter your mind.

Mental Regeneration: -50 PP [Free with Godly Regeneration]
Any damage to your mind will repair itself over three weeks, if taken with any other regeneration power component the speed of the restoration will be improved to match.

Mind Trap: -200 PP [Discounted with Cloak Mind, Discounted with Information Concealment]
You are able to create numerous types of traps within your mind which can affect anyone who attempts to read or alter your mind.
These traps can damage their mind, erase/alter memories and affect many other things though those with strong minds can resist these effects.

Neural Jumpstart: -25 PP
You are able to build a timed or conditioned restart command within your mind so that whenever your mind is damaged or corrupted it can restart to repair some of its damage.

Personality Alteration: -100 PP [Discounted with Memory Alteration]
You are able to segment and alter your personality so that you can appear to have a completely different personality from what you truly do, even when being checked with telepathic or lie detecting abilities.

Personality Mimicry: -50 PP [Requires Personality Alteration, Discounted with Memory Alteration]
You are able to copy and mimic the personality of anyone else, allowing you to understand how they perceive the world and mimic their logical train of thought when facing a problem.

Swift Learning: -100 PP [Discounted with Peak Human Memory Capacity]
You are able to learn at a far greater rate than most people, allowing you to remember the actions or movements shown or committed when doing a task so that you grow far quicker than normally possible.

Instant Mastery: -200 PP [Requires Swift Learning, Discounted with Super Human Memory Capacity]
Whenever you do a task or attempt to learn something you are always a prodigy at that task, allowing you to remember the movements and activities instantly and improve upon them almost as if you've done them 1000's of times before.

Telepathy: -150 PP [Discounted with Extrasensory Perception, Discounted with Mentokinesis]
You are able to read the minds of others to the degree that you can easily read the surface level thoughts of any unaware individual.

Telepathic Digging: -100 PP [Requires Telepathy, Discounted with Extended Sense: Extrasensory Perception, Discounted with Mentokinesis]
Your telepathy has improved, allowing you to telepathically read the passive memories of anyone whose mind you attempt to read.

Telepathic Diving: -100 PP [Requires Telepathic Digging, Discounted with Penetrating Sense: Extrasensory Perception, Discounted with Mentokinesis]
Your telepathy has improved once again, allowing you to read the subconscious memories of your target.

Telepathic Assault: -50 PP [Requires Telepathic Digging, Discounted with Mentokinesis]
You are able to break through the mental defences of most people including weaker telepaths, by forcing unpleasant imagery into their mind to break their concentration.

Telepathic Blasts: -100 PP [Requires Telepathic Assault, Discounted with any Blast, Discounted with Mentokinesis]
You are able to break through the mental defences of the majority of people by focusing a telepathic assault on a singular point in the mind, breaking through most types of shield and defences.

Telepathic Cloak: -50 PP [Requires Telepathy, Discounted with Personality Alteration, Discounted with Mentokinesis]
You are able to hide your mind from the passive telepathy abilities of others.
This allows you to move to a crowd of telepaths without any of them being able to perceive your mind without actively attempting to target you specifically.

Telepathic Camouflage: -100 PP [Requires Telepathic Digging, Discounted with Personality Alteration, Free with Personality Mimicry, Discounted with Mentokinesis]
You are able to alter your mind in order to mimic the minds of others allowing you to seem to be a specific member of society or a random civilian when actively scanned with telepathic abilities.

Telepathic Defence: -75 PP [Requires Telepathy, Discounted with Mentokinesis]
Your mind is more durable allowing you to better defend from telepathic assault, this power grows with each additional **Telepathy** Sub-power.

Telepathic Deflection: -25 PP [Requires Telepathic Defence, Free with Personality Mimicry, Discounted with Mentokinesis]
You can now redirect any telepathic incursions from yourself onto other people allowing you to trick powerful telepaths into attacking their allies.

Telepathic Editing: -75 PP [Requires Telepathy, Discounted with Mentokinesis]
You are able to alter the memories of those whose minds you can read to the depth that you can read them, the more complex the change the longer it will take to make.

Telepathic Healing: -25 PP [Requires Telepathy, Discounted with Mentokinesis]
This healing ability can also be used to reduce and sometimes remove both physical and mental pain, allowing you to ease the suffering of victim's and repair the mental trauma that others may be afflicted by.
This can be a great aid to but is not an alternative to therapy as it can restore or rearrange a damaged mental structure aiding the individual to more effectively deal with their psychological wounds.

Telepathic Imagery: -50 PP [Requires Telepathy, Discounted with Mentokinesis]
You are able to telepathy alter the visual perception of your target, have them see things with static images that are not real.

Telepathic Ghosts: -50 PP [Requires Telepathic Digging, Requires Telepathic Imagery, Discounted with Mentokinesis]
You are able to telepathically create animated illusions and sounds within the mind's of multiple targets. No physical contact can be made with these illusions.

Telepathic Illusion: -50 PP [Requires Telepathic Diving, Requires Telepathic Ghosts, Discounted with Mentokinesis]
You are able to alter all of the senses of your targets creating realistic illusions that can simulate physical interactions however they are unable to affect objects or entities that your telepathy can not affect.

Telepathic Learning: -75 PP [Requires Telepathy, Free with Absorb Information, Discounted with Mentokinesis]
You are able to instantly copy all of the knowledge you can reach within another person's mind, this will require you to be able to actually reach that knowledge though.

Telepathic Link: -25 PP [Requires Telepathy, Free with Hive Mind, Discounted with Mentokinesis]
You're able to link your telepathic abilities with those of others, allowing your telepathic abilities to work perfectly in tandem.

Telepathic Synergy: -75 PP [Requires Telepathic Link, Discount with Hive Mind, Discounted with Mentokinesis]
You're able to unify your telepathic abilities with those of others, allowing you to combine your abilities to express a greater degree of power and control than you could each do independently.

Telepathic Manipulation: -100 PP [Requires Telepathy, Discounted with Mentokinesis]
You're able to subtly influence the thoughts and intentions of your target in order to have them take actions that align with your intentions.

Telepathic Control: -50 PP [Requires Telepathic Manipulation, Requires Telepathic Digging, Discounted with Mentokinesis]
you are now able to use your telepathic abilities to manipulate the actions of anyone who is mind you are able to infiltrate.

Telepathic Possession: -50 PP [Requires Telepathic Control, Requires Telepathic Diving, Discounted with Mentokinesis]
you are able to take complete telepathic control over another person and puppet them as if you're controlling your own body.

Telepathic Relay: -125 PP [Requires Telepathic Digging, Discount Hive Mind, Discounted with Mentokinesis]
You are able to use your telepathic abilities to extend your range up to a thousand fold by chiang different minds as a relay to send and receive telepathic information.

Telepathic Transmission: 150 PP [Requires Telepathic Diving, Discounted with Telepathic Tracking, Discounted with Mentokinesis]
You are able to implant a mental receiver that will allow you to telepathically reach the target regardless of the distance between you.

Telepathic Tracking: -200 PP [Requires Telepathy, Discounted with Mentokinesis]
You are able to implant a mental tracker on any target allowing you to find their current location regardless of distance.

Telepathy Resistance: -150 PP [Requires Telepathy, Discounted with Telepathic Defence, Free with Telepathic Defence and 2 Telepathy Sub-Powers, Discounted with Mentokinesis]
You are able to resist any telepathic attack or ability allowing you to retain control of your mind even when facing someone more telepathically capable than yourself.

Peak Human Thought Acceleration: -25 PP [Free with Peak Human Agility]
You are able to accelerate your thought process allowing you to think at six times your default thinking speed. This allows you to analyse and come to the conclusions that would normally take you a minute in just ten seconds.

Enhanced Thought Acceleration: -75 PP [Requires Peak Human Thought Acceleration, Discounted with Enhanced Agility]
Your thought acceleration has been enhanced allowing you to think up to thirty eight times faster than your regular thinking capacity allowing you to see the movement of most projectile weapons though still at a difficult to avoid speed.

Super Thought Acceleration: -150 PP [Requires Enhanced Thought Acceleration, Discounted with Super Agility]
Your thoughts can now be accelerated up to two hundred and forty times faster allowing you to watch a bee flap its wings at less than 1 beat per second.

Godly Thought Acceleration: -300 PP [Requires Super Thought Acceleration, Discounted with Godly Agility]
Your thought acceleration has been upgraded to increase your maximum thinking speed up to one thousand five hundred and twenty two times your regular thinking speeds.

Limitless Thought Acceleration: -300 PP [Requires Godly Thought Acceleration, Discounted with Limitless Agility]
You are able to accelerate your thoughts to such a degree that time is essentially standing still allowing you to contemplate every angle of a decision for a near infinite amount of time.

Peak Human Will Power: -100 PP [Free with Thakinesis]
You have an immense amount of willpower that allows you to confront emotional difficulties with greater ease and become stronger in mind. This form of willpower can become stronger through mundane ways such as training and meditation.

Limitless Will Power: -250 PP [Requires Peak Human Will Power, Discounted with Thakinesis]
You possess an indomitably strong willpower, enabling you to fight off and become vertically immune to all forms of temptation, and mental manipulation.
You can endure a great physical pain and psychological trauma while retaining the will to refuse to surrender no matter how much the odds are stacked against you.
Factors like anguish, suffering, and difficulty mean nothing to you as you are capable of suffering any disaster without blinking, and even the most fearsome odds will not bend let alone break your will.

Peak Human Wisdom: -25 PP
Your wisdom is at the peak of human capabilities allowing you to apply perceptions,
Your judgments and actions are in keeping with your understanding, helping you control your emotional reactions so that the principles of reason and knowledge can prevail and determine your actions.

Enhanced Wisdom: -75 PP [Requires Peak Human Wisdom]
Your have Great wisdom granting you a deeper understanding and realization of concepts, common sense, people, things, events or situations.
This results in you being able to take perceptions, judgments, and actions that consider these understandings and can determine what information you have is true and what is opinion.

Super Wisdom: -50 PP [Requires Enhanced Wisdom]
Through your Wisdom you can comprehend what is truly required for the optimum judgment as to what action to take, you can understand the emotional reactions of other and can contemplate what universal principles, reasons, and knowledge caused others to take action.

Godly Wisdom: -200 PP [Requires Super Wisdom]
Your general knowledge grows immensely, reinforcing your decision making capabilities
Your understanding and realization of concepts, common sense, people, things, events, become much deeper allowing you to apply them to your perceptions, judgements, and actions.

Limitless Wisdom: -200 PP [Requires Godly Wisdom]
You can instantly comprehend every possible option in every situation and understand the wisest decision for you while knowing the mistakes of every other option.
Your expanse of knowledge and experience grows to allow you to understand the principles of any situation while retaining your understanding of the importance of the whole.
Through this Wisdom you can comprehend what is true and the most optimum judgement for you, for everyone else and for everything else.

Generic Powers:

Absorb Materials: -75 PP
You can absorb inanimate materials such as metal or water in order to temporarily take on their properties.
This can include the magical properties of specific gems or the explosive Power of specific chemicals.
You will only gain these properties for a temporary period of time in proportion to the amount of materials that were absorbed.

Permanent Absorption: -225 PP [Requires Absorb Materials]
This improves the Absorb Materials Power allowing any properties gained through its use to become sub-Powers that grow in proportion to the amount of materials you absorb.

Adaptability: -125 PP [Discounted with Vacuum Immunity]
Your body will automatically adapt to any environment being optimised so that if you survive long enough for the process to take place you will be comfortable even in the void of space.

Supernatural Adaptation: -375 PP [Requires Adaptability]
Your body can now adapt to any stimulus becoming resistant to any types of hazards or weaponry so long as you survive it.
The range of this Power can include a natural weakness, poisons and supernatural phenomena allowing you to adapt and become immune to their effects.
This also allows your body to adapt to theoretically impossible things such as entering a reality with alternative physics, antimatter universes, reality's with under/lower dimensional bounds and even becoming immune to anti-reality if you are exposed to it slowly enough.

Clothing Manoeuvrability: -25 PP
You are able to move in any ordinary clothing without any decrease in flexibility or manoeuvrability as if you were wearing thin, perfectly fitting gymnastics attire.

Armoured Manoeuvrability: -75 PP [Requires Clothing Manoeuvrability]
Your power has been improved allowing you to move effortlessly in any sturdy or inflexible armour.

Restrained Manoeuvrability: -150 PP [Requires Armoured Manoeuvrability]
You are no longer hindered by any type of restraints allowing you to take actions without your bindings hindering your movements.

Spacial Manoeuvrability: -250 PP [Requires Restrained Manoeuvrability, Discounted with Spatiokinesis]
You are no longer restricted by any physical limitations as you can bend space around you so that even if you are buried alive you could move comfortably without shifting any of the material around you.

Clothing Protection: -25 PP [Requires Clothing Manoeuvrability]
Your clothing now will not be damaged by your powers, perks or abilities unless it is they specifically mention that they will be.
Also your clothing will slowly repair themself when damaged.

Compression: -150 PP [Discounted with Picnokinesis]
Anything touched by the user can be compressed to make it more durable and Powerful but at the cost of size though this comes without losing any functionality.

Data Storage: -75 PP
You are able to download and store digital information within your body as if you had an internal CPU, you are also able to toggle your access to the data at will.

Universal Data Storage: -75 PP [Requires Data Storage]
You are now able to store any kind of knowledge within your body including songs, painting, DNA chains, eldritch texts and even planet sized tables without it causing any discomfort to your body.

Energy Storage: -100 PP
You are able store any type of energy you possess into objects making them more durable and susceptible to your relevant powers.

Destabilise Stored Energy: -125 PP [Requires Energy Storage, Discounted with Compression]
You are able to make any energy you store within an object unstable resulting in a violent explosion, the more energy stored the more violent the energy becomes.

Concentrated Energy: -50 PP [Requires Energy Storage, Free with Compression]
You are able to concentrate the energy within an object to make a specific part of the object more powerful, durable and if needed sharper with the energy returning to its previous configuration when left alone.

Energy Symbiosis: -100 PP [Requires Concentrated Energy]
You can use any of your powers, perks or abilities from any you have stored your energy within as if it were an extension of your body.

Firework Projection: -50 PP
You are able to project bolts of light that explode into various colours and patterns upon contact or when having travelled 20 Foot.
Contact with these explosions can cause painful burns and temporary blindness or deafness but are rarely lethal.

Hammer Space: -200 PP [Discounted with Spatiokinesis]
You have a separate dimension that you can put items/beings into for safekeeping and you can summon back with relative ease.

Hammer Time: -200 PP [Discounted with Chronokinesis]
You are able to construct temporal shielding around an object or property so that anything which makes contact with the edge of the protection colliders with a temporal zero which cannot be altered, this prevents the location from being entered without access and making it so that they can't touch this.

Hammer Time-Space Continuum: -100 PP [Requires Hammer Space, Requires Hammer Time, Discounted with Chronokinesis, Discounted with Spatiokinesis]
You are able to create a temporary protected dimension that is able to hold its owners possession and function as a homebase.
This dimension is separate from the local multiverse and is directly connected to whoever their owner is with only them and those they give permission to being able to enter or exit this dimension.

Peak Human Luck: -50 PP
You are slightly luckier than most other people and random chances tips slightly in your favour with good things happening to you more often and bad things happening less often.

Enhanced Luck: -100 PP [Requires Peak Human Luck]
You are notably luckier than others with Random events often tilting in your favour and beneficial coincidences occurring at an abnormal rate.

Super Luck: -200 PP [Requires Enhanced Luck]
Your luck exceeds most people with good things happening to you as a daily occurrence and bad things being quite rare.

Godly Luck: -350 PP [Requires Super Luck]
You are one of the luckiest things in existence, outshining a seven leaf clover as things always seem to go your way no matter what you do. Any attempts to make bad things happen to the user will almost always fail unless their chances are cosmically minuscule.

Limitless Luck: -700 PP [Requires Godly Luck]
Probability means nothing to you, your luck is so great that it warps the very foundation of reality, constantly rearranging the rules so that you are always advantaged.

Jinx: -100 PP [Requires Peak Human Luck]
You can now redirect your bad luck instead of destroying it with you acting as a living bad luck charm to those that want to hurt or hinder you.
The greater the level of your luck power the more severe the misfortune of those that plan to target you.

Materialisation: -100 PP [Discounted with Alphakinesis, Discounted with Materiokinisis]
You are able to create blocks of elements and materials out of thin air.

Counterfeit Creation: -50 PP [Requires Materialisation, Discounted with Materiokinisis]
You are able to create visibly identical objects to anything you touch however these objects do not have the same internal components or physical capabilities.

Perfect Replica: -100 PP [Requires Counterfeit Creation, Discounted with Materiokinisis]
You are now able to create exact copies of whatever object you touch, these copies can if they have a spiritual link, magical brand or fragments of a soul connecting them to something else, retain the same connection as the original or can instead be connected to you.

Simple Materialisation: -25 PP [Requires Materialisation, Free with Materiokinisis]
You are able to create any object made out of a single component including screwdrivers, armour, swords and sleds.

Mechanical Materialisation: -25 PP [Requires Simple Materialisation, Free with Materiokinisis]
You are now able to manifest any mundane interlocking or chemical components that you understand including bicycles, acids, functional rifles and clockwork devices.

Hi-Tech Materialisation: -75 PP [Requires Mechanical Materialisation, Discounted with Materiokinisis]
Your materialisation is now able to manifest any interlocking and electronically charged components that you understand including radios, cars and spacecrafts.

Magical Materialisation: -75 PP [Requires Hi-Tech Materialisation, Discounted with Materiokinisis]
You are now able to manifest any supernatural components that you understand into complex constructs and supernatural devices including, magical swords, spiritual Armour and planetary shields.

Life Creation: -600 PP [Discounted with Alphakinesis, Discounted with Quintekinesis]
So long as you have the understanding of how they work you have the ability to manifest lifeforms, from as simple as basic bacteria to as complex as an Eldritch God, this does not automatically give you control over them.

Mutual Pacifist: -200 PP
You are able to force a single opponent to not fight you so long as you do not fight them.

Reflective Pacifist: -300 PP [Requires Mutual Pacifist]
Whenever you are attacked by an opponent without you having the intention to attack them your opponent will receive the harm of the attack returned back to them.

Non-Physical Interaction: -100 PP
You are able to expand your form into parallel layers of existence allowing you to interact with non-physical objects and individuals as if they were solid.

Person Identification: -25 PP
You will always be able to prove your identity beyond a shadow of a doubt so long as that identity applies to you.

Identification Creation: -125 PP [Requires Person Identification]
You are able to instantly create complete identities for yourself or others with complete documentation and official identification items, using any name or face.

Subconscious Optimisation: -150 PP
You can make it so that any movements you make always use the precise amount of time, force and energy for the optimal result making so that each action is swift as possible without the normally required effort required.

Self Optimisation: -150 PP [Requires Subconscious Optimisation]
Your body now has been perfectly optimised, so that it is totally efficient, with absolutely no wasted energy or effort on your part.
This makes it so that every aspect of your body, including metabolism, immune system, temperature regulation, digestion, movement, brain function, and many others without having to use unnecessary effort or energy to make sure it's working the way it's supposed to.

Power Optimisation: -450 PP [Requires Self Optimisation]
Your powers, perks and abilities are totally efficient, with absolutely no wasted energy or effort on your part.
This allows you to make best use of your powers, with each one interlocking and synergizing to make the fullest of their effectiveness.

Teleportation: -125 PP [Discounted with Spatiokinesis]
You are able to teleport yourself to any location you can position the distance of within your gravitational rotation.

Portal Creation: -50 PP [Requires Teleportation, Discounted with Spatiokinesis]
You are now able to create stable gateways that link two points that you would normally be able to teleport between.

Teleportation Wayfinder: -50 PP [Requires Teleportation, Discounted with Spatiokinesis]
You can now get a mental visualisation of your target location before you teleport in order to relocate your teleportation position to a specific location.

Hyperspace Teleportation: -75 PP [Requires Teleportation Wayfinder, Discounted with Spatiokinesis]
Your teleportation is no longer limited to your own gravitational rotation and you are now able to teleport to any location within your universe.

Dimensional Teleportation: -50 PP [Requires Hyperspace Teleportation, Discounted with Spatiokinesis]
You are now able to teleport to local adjacent dimensional spaces such as pocket dimensions, alternet timelines and afterlife dimensions.

Multiverse Teleportation: -25 PP [Requires Dimensional Teleportation, Free with Spatiokinesis]
With your teleportation you can now travel to parallel reality within the local multiverse, for context, these are alternate continuities, and include any shown multiverse in canon including evil mirror universes and cartoon reboots of the canon.

Omniverse Teleportation: -1225 PP [Requires Multiverse Teleportation, Discounted with Spatiokinesis]
With this you will be able to teleport between any reality including realities that are known from fictional tv shows, movies, comics and the reality that you originally came from.

Wound Opening: -250 PP [Discounted Godly Regeneration]
You are able to re-open any wound ever inflicted on someone, no matter how old. This ability can also open the wounds of non-living objects such as metal or concrete, which can cause roofs and walls to crumble and collapse due to "wounds" caused in construction.

Sense Powers:

This section of powers regulates how you perceive the world and how you interpret that information.

Awareness: -50 PP [Free with Meditation]
Your observational skills allow you to spot the most minuscule of details which your senses can pick up, allowing you to gain a clear understanding of the details that others may not be consciously aware of.

4th wall Awareness: -50 PP [Requires Awareness]
You are able to sense it whenever entities from other layers of your reality or layers beyond your reality, or observing you, this can be in other mediums, such as a comic, TV, movie or story that retells and allows you to communicate with them, either directly or indirectly, despite the time and imaginal differences between you.
If you have other senses at the **Godly** grade, you will be able to use that sense to perceive them.

Cybernetic Awareness: -25 PP [Requires Awareness, Free for Cyborg]
You are able to feel whenever there is technology around you and any of your senses that are of the **Enhanced** grade or higher will emphasise where the technology is.

Deception Awareness: -50 PP [Requires Awareness]
You are able to instantly tell with any **Peak Human** grade senses whenever someone is lying from the tiny changes in their mannerisms or the acceleration of their heartbeats.

Full Body Awareness: -150 PP [Requires Awareness]
Your entire body is now able to act as each and every sensory organ allowing you to see, hear, taste, smell and touch with every part of your body including hair, nails, bones and even saliva so long as it is still connected to you.

Illusion Awareness: -75 PP [Requires Awareness]
You are able to instinctively feel when something you are piercing with a **Peak Human** grade senses is not real and is instead an illusion.

Pressure Point Awareness: -75 PP [Requires Awareness]
You become far more aware of the location of blood vessels, nerve clusters and similar systems within yourself and others.
It also helps you to tell the angles of striking required to cause or undo blockages of those in order to cause various effects.
You can also perceive Pressure Points with any **Peak Human** grade senses that you have.

Vulnerability Awareness: -25 PP [Requires Pressure Point Awareness]
You can sense the weakness and vulnerabilities of almost anything, including people, objects, and more insubstantial targets such as relationships, societies, organisations or laws of nature.
You can also perceive vulnerabilities with any **Enhanced** grade senses that you have.

Spatial Perception: -75 PP [Discounted with Awareness]
Through a new sense you are able to feel the shape of everything around you and your relevant position in relation to 0 points both in spacetime, dimensional layers, reality, gravitational wells and more.
With focus this would allow you to feel your speed, rotation and momentum in relation to any zero point to determine your true speed even when you would otherwise feel as though you are standing still.

Dimensional Sense: -50 PP [Requires Spatial Perception]
You are now able to perceive through your **Spatial Perception** when you are in an area that the "wall" to a local adjacent dimension is and the thinnest area to enter from such as a doorway to a pocket dimension, a tear to an alternate timelines or the gateway to the afterlife dimensions.
Any of your senses that are of the **Enhanced** grade or higher will allow you to choose to perceive into and use those senses to feel the events within that adjacent dimension.

Multiversal Senses: -25 PP [Requires Dimensional Sense]
You can now feel through your **Spatial Perception** when natural folds into parallel realities within the local multiverse are nearby and whenever new gateways between are being opened.
Any of your senses that are of the **Super** grade or higher will allow you to choose to perceive into and use those senses to feel the events within the local multiverse.

Subconscious Spatial Sense: -50 PP [Requires Spatial Perception]
You are now able to subconsciously determine your motion, rotation and speed in relation to all aspects of the reality you are in and potentially other realities if you have the corresponding powers, to a similar degree of difficulty as a normal human counting to ten.

Danger Sense: -150 PP [Discounted with Awareness, Discounted with Sensory Array]
You gain an additional sense that warns you of potential harm, with you instantly knowing whenever something is dangerous and how it can be a threat.
This can also warn you of active threats and immediate danger, but the sensation will be different.
With training this could give you precognitive-like abilities for threat detection allowing you to deal with danger before it can become a risk.

Electromagnetic Spectrum Perception: -50 PP [Discounted with Awareness]
With this sense you can perceive the world using the patterns of magnetic and electrical energy. Even without **Peak Human** grade you are able to "tune" your senses so that you can interpret the various ranges of the energy.
Using this you can feel the energy flowing through the air, power lines and technological objects, allowing you to tell when machines are powered and the directional origins of most types of signal.

Aura Perception: -100 PP [Requires Electromagnetic Spectrum Perception, Free with Meditation]
You are able to feel the life force of other beings through **Electromagnetic Spectrum Perception** allowing you to perceive and read auras, the normally invisible fields of energy that surround every living being.

Necrotic Perception: -25 PP [Requires Electromagnetic Spectrum Perception]
You are able to feel the active absence of life through your **Electromagnetic Spectrum Perception** and can tell if what you are feeling is dead, undead, rot, decay or if someone is soon to die.
Additionally any senses of the **Enhanced** Grade will highlight the dead to you.

Radio Perception: -25 PP [Requires Electromagnetic Spectrum Perception]
You can feel radio waves including AM, FM, and TV frequencies allowing you to understand their contents through all of your senses even without **Peak Human** grade.

Extrasensory Perception: -25 PP [Free with Psuchékinesis]
You possess an additional sense that allows you to feel souls, essence and similar unique spiritual energies.

Empathy Perception: -25 PP [Requires Extrasensory Perception, Free with Aura Perception, Free with Telepathic Digging]
Through either **Extrasensory Perception** or any **Peak Human** Senses you are able to interpret the emotions, moods, and temperaments of others without reading apparent symptoms.

Postcognition: -50 PP [Requires Extrasensory Perception]
You are able to use either **Extrasensory Perception** or any senses that are of the **Super** grade to discern the past allowing you to recall any event that happened, even obscure, intricate events.

Precognition: -50 PP [Requires Extrasensory Perception]
You are able to use either **Extrasensory Perception** or any senses that are of the **Super** grade to foresee possible futures and observe what may happen.
Your knowledge of the future may cause changes to the future that may assist in possible courses of action.

Retrocognition: -25 PP [Requires Postcognition, Requires Precognition]
You are now able to view in greater detail the past present and future of not only your own timeline but also those of all surrounding realities and alternate timelines, you can also use this to suggest changes and see what the results could have been.

Echos of Knowledge: -75 PP [Requires Extrasensory Perception, Discounted with Telepathic Digging]
You are able to feel knowledge through either **Extrasensory Perception** or any senses that are of the **Super** grade through this you can gather elusive information about an object and its surroundings such as a song that was precious to the owner of an instrument, an important mistake made in a specific location or the creator of an object.

Magical Sense: -75 PP [Discounted with Illusion Awareness, Discounted with Extrasensory Perception, Discounted for Magic]
You are able to feel whenever supernatural or magical energies are around you, through this you are able to feel conjured ghosts, magical wards and even when spells are activated nearby. Any of your senses that are of the **Super** grade or higher will emphasise where the magically energy is and will allow you to differentiate the types of energies as if different textures, colours, notes, scents or flavours depending on the **Super** grade sense.

Extended Sense: -25 PP/75 PP
You are able to use your senses beyond your body by projecting what that sense can detect outward from your body and feeling it coming back to you.
You can purchase this for a single sense for **-25 PP** or purchase it for **-75 PP** to affect every sense you have including but not limited to the basic **5** senses.

Penetrating Sense: -25 PP/75 PP [Requires "corresponding" Extended Sense]
Your senses are no longer limited by direct senses as you can now feel through physical barriers as if they were not there but are still aware they are there.
You can purchase this for a single sense for **-25 PP** or purchase it for **-75 PP** to affect every sense you have including but not limited to the basic **5** senses.

Sensory Array: -75 PP
You are able to interweave all of your senses into a mental model that shows all of the details that you can perceive.

Peak Human Hearing: -25 PP [Free with Audiokinesis and Symphokinesis]
Your hearing has been pushed to the highest limit of human perfection allowing you to hear sounds within the hearing range of 10Hz-40kHz.
At the extreme levels you are capable of hearing small sounds through brick walls and even the sound of a clock ticking from up to a mile away if you are otherwise in silence.

Enhanced Hearing: -50 PP [Requires Peak Human Hearing, Discounted with Audiokinesis and Symphokinesis]
Your hearing abilities have been enhanced far beyond the human limit being able to pick up sounds at frequencies normally inaudible to humans from a distance of a mile away in a crowded city whilst being able to listen to the multiple conversations occurring thanks to a form of audio protection that shields you against sensory overload that breaks down the noises into multiple layers of sound that you can interpret simultaneously without difficulty, this also improves with the grade of **Hearing**.

Super Hearing: -100 PP [Requires Enhanced Hearing, Discounted with Audiokinesis and Symphokinesis]
Your hearing is more acute allowing you to hear sounds through an incredible range of frequencies over vast distances which would normally be too quiet to be discernible even when next to them.
An extreme use of this would allow you to focus and listen to the movement of individual molecules and the air pressure changes caused by air moving around a completely sensory invisible entity who is still tangible.

Godly Hearing: -200 PP [Requires Super Hearing, Discounted with Audiokinesis and Symphokinesis]
Your hearing has now reached a near impossible realm allowing you to hear through the void and by extension everything that has occurred in the entire universe from the smallest quark to a supernova on the opposite side of reality exploding.
You can selectively filter this information in numerous ways such as specific chemical reactions, singling out specific points in time that sounds originated from and specific topics of conversation.

Peak Human Smell: -25 PP
Your sense of smell is at the height of human perfection making you capable of using your smell to identify nearby people even when invisible, determine your immediate surroundings, recognise different pheromones with their point of origin and improve your tracking abilities.

Enhanced Smell: -50 PP [Requires Peak Human Smell]
Your sense of smell is now strong enough to differentiate different people and locate a specific person, object, substance or specific types of facilities.
Through smell alone you could if someone is sick, has tumours or toxic materials in their system.
You also have a form of odour protection that allows you to separate the painful and disgusting aspects of a smell while being aware of what the smell is.

Super Smell: -100 PP [Requires Enhanced Smell]
Your sense of smell is more acute than capable of any mundane being allowing you to smell anything over any distance, including the void of space, and letting you smell individual molecules on the opposite side of the planet.

Godly Smell: -200 PP [Requires Super Smell]
Your sense of smell has reached an impossible level allowing you to track through scent everything that goes on in the entire universe. You can smell the electrical currents in stars and the quarks within atoms.

Peak Human Taste: -25 PP
Your sense of taste is at the heights of human capabilities and you are capable of accurately describing the food, sensations and texture of what you are eating while being able to tell how old something is.
You can use this to figure out what ingredients went into what you're eating and in what order.

Enhanced Taste: -50 PP [Requires Peak Human Taste]
Your sense of taste has become more accurate, allowing you to taste both harmful and beneficial things.
These basic tastes are classified as either aversive or appetitive, depending on the effect of what you are eating.
This also aids you by protecting you from the negative effects of vibrant or disgusting flavours keeping them within an acceptable level and simply making you aware of how bad they are.

Super Taste: -100 PP [Requires Enhanced Taste]
Through your more powerful sense of taste you can tell certain things about people simply by tasting the same air as them .
If another person describes what they have tasted you can work out what it is and what is required to replicate it.

Godly Taste: -200 PP [Requires Super Taste]
Your sense of taste is more acute than most would think possible.
Through taste alone you would be able to identify unknown things by tasting them, with you being able to remotely taste everything in your environment from a great distance, and to the smallest details that you can make atomic distinctions.

Peak Human Touch: -25 PP
Your sense of touch is at the limits of human perfection.
You can accurately read a book from touching the ink on a page.
You are able to locate a hidden person simply by feeling the air move from their breathing, pulse, heartbeat, or other vibrations.

Enhanced Touch: -50 PP [Requires Peak Human Touch]
Your sense of touch allows you to identify specific people, objects, substances and feel the thinnest crack on an object even if it is invisible to the naked eye, you can feel the shape of an object from the vibrations it makes through a solid substance, and the air-displacements it makes.
You gain a type of protection from unpleasant textures so that you may be aware how unpleasant or painful an object is to touch you won't actively feel it.

Super Touch: -100 PP [Requires Enhanced Touch]
Your sense of touch has improved allowing you to feel the impressions on a surface and determine everything that has touched it and when they touched it including intangible substances.
You are also able to feel air pressure changes caused by movement and determine the location, size and position of any moving object within range.

Godly Touch: -200 PP [Requires Super Touch]
You are now able to feel light waves, sound waves and even dimensional waves through physical touch.
By making contact with an object or person you can feel the internal workings of it down to the subatomic particles and anything that interacts with it or around it.

Peak Human Vision: -25 PP
Your sense of sight has reached the highest limits possible for a mundane human with your vision at 20/5, this means that you can read writing at 20 feet away what the average human would need to be at least 5 feet to be able to read, you are also able to see comfortably in regular darkness.

Enhanced Vision: -50 PP [Requires Peak Human Vision]
Your vision is now beyond what can be achieved by a mundane human letting you see in amazing detail from a great distance by magnifying the scale of what you are looking at.
Your vision also comes with a light filter to protect you from blinding or hazardous lights.
This also allows you to perceive things that are too small for the naked eye, allows you to see infrared/ultraviolet light and increases the details you can see in the dark.

Super Vision: -100 PP [Requires Enhanced Vision]
Your sense of sight is more acute than other beings of their universe allowing you to see kilometres away and in all directions at once.
This also allows you to see even the faintest distinctions in any mundane darkness, even pitch black, and visually track things normally too fast for a human eye.

Godly Vision: -200 PP [Requires Super Vision]
You are no longer limited to the average range of enhanced seeing, you can see every type of light on the spectrum including those beyond a humans range, this also allows you to zoom your vision in any direction to see anything in the entire galaxy universe but the further away you look the further into the past those events were.

Custom Power:

This section allows you to select an **Attributes Type** which determines how the **Custom Power** Functions and a **Power Type** that determines what a **Custom Power** is capable of.
An **Attributes Type** only needs to be purchased once and can have multiple **Power Type** but the **Power Type** requires being purchased once per **Attributes Type** that you intend to use it for.

Attribute Type:

This is a list of different Power attribute types you can select for the Power type section.
Although the list items are referred to as Kinesis you will need to purchase the **Manipulation** Power in order to have Kinisis Control over the selected attribute.

Merged Attribute: Free
For Free you can purchase two different attribute types as a single Attribute Type.
Both component Attributes Type will be Discounted and then count as a Single Attribute Type.
One example would be merging Infernakinesis (manipulate demonic energy) and Pyrokinesis (manipulate fire) to become Inferna-Pyrokinesis (manipulate demonic fire).

Combine Attribute: -200 PP
You can dynamically combine any purchased **Attribute Types** from any **Power Set** you have with the result having access to any **Power Type** the component **Custom Power's** hold.

Aerokinesis: -150 PP
This power focuses on manipulating air, the common name given to the layer of atmospheric gases and various compounds.

Aggressiokinesis: -75 PP
This power focuses on manipulating the rage, aggression, and anger of creatures by manifesting the emotional energy to a physical level.

Alphakinesis: -200 PP
This power focuses on manipulating when and how something begins, whether its nature is physical, spiritual, Narrative or metaphysical.

Amokinesis: -100 PP
This power focuses on manipulating love, of themselves, and others, by manifesting the emotional energy to a physical level.

Asterokinesis: -175 PP
This power focuses on manipulating cosmic energy to cause a wide variety of effects including the indirect manipulation of matter and energy and the space-time continuum.

Astrakinesis: -175 PP
This power focuses on manipulating astral energy and your astral form on both the physical plane and astral plane.

Atmokinesis: -125 PP
This power focuses on manipulating the meteorological patterns, creating rain, wind, hail, lightning, snow, sleet, fog, and temperature changes.

Audiokinesis: -100 PP
This power focuses on manipulating sound both in the method of pressure waves that when perceived by the ear is perceived as sound.

Aurakinesis: -75 PP [Discounted with Aura Perception]
This power focuses on manipulating aura, a form of life-force that exists as an invisible phenomenon surrounding a person or object.

Avarikinesis: -75 PP
This power focuses on manipulating greed in themselves, and others, by manifesting the emotional energy to a physical level.

Biokinesis: -450 PP [Discounted for Experiment]
This power focuses on manipulating living organisms, and causes cells.

Benzikinisis: -75 PP
This power focuses on manipulating the compassion, friendliness and kindness of creatures by manifesting the emotional energy to a physical level.

Calokinesis: -100 PP [+25 PP with Psychrokinesis]
This power focuses on manipulating heat by increasing the kinetic energy of atoms and thus making things hotter.

Chlorokinesis: -75 PP
This power focuses on manipulating plants including wood, vines, plants, moss, and parts of the plants, such as leaves, seeds, roots, fruits and flowers.

Chromokinesis: -25 PP
This power focuses on manipulating the colour of things and the light wavelengths.

Chronokinesis: -300 PP
This power focuses on manipulating time of an object or person in the general area or for a specific target in various ways such as accelerating, slowing, stopping, and even rewinding or looping it.

Corrokinesis: -225 PP
This power focuses on manipulating corruption energy in order to take a variety of effects on yourself or others.

Crystallokinesis: -75 PP
This power focuses on manipulating crystals and crystalline materials, a type of homogeneous solids formed by a repeating, three-dimensional pattern of atoms, ions, or molecules and having fixed distances between constituent parts.

Cryokinesis: -75 PP [Discounted with Psychrokinesis]
This power focuses on manipulating ice, any type of liquid frozen into a solid state.

Cthonikinesis: -200 PP
This power focuses on manipulating Nether, the "chthonian element" that flows through the realms of the living, and the dead existing as both matter, and energy.

Datakinesis: -225 PP [Discounted for Cyborg, Discounted with Technokinesis]
This power focuses on manipulating digital information from systems and networks, copying real objects into data and vice versa.

Dendrokinesis: -50 PP
This power focuses on manipulating wood including trees, shrubs and lianas.

Diamántikinesis: -125 PP
This power focuses on manipulating diamonds forming constructs, changing it into various physical states.

Dimensiokinesis: -300 PP
This power focuses on manipulating dimensions such as dimensional barriers, alternate "spaces", dimensional energy, portals, and pocket dimensions.

Dracokinesis: -200 PP
This power focuses on manipulating draconic energy that constitutes the multipurpose power force that flows within all dragons and through multiple known dragon worlds.

Ectokinesis: -175 PP [Discounted for Spiritual, Discounted with Psuchékinesis]
This power focuses on manipulating ectoplasm and ghost energy, forms of matter-energy coming from planes beyond the physical, often functioning like a living membrane or a fine tissue fabric.

Electrokinesis: -125 PP
This power focuses on manipulating electricity, a form of energy resulting from the movement of charged particles.

Ergokinesis: -225 PP
This power focuses on manipulating raw energy that can be converted into a number of forms that each manifest in differing ways.

Essokinesis: -300 PP
This power focuses on manipulating reality by utilising everything including matter and energy, to overwrite the current existential state to enforce your interpretation of what reality is or might be.

Ferrokinesis: -100 PP
This power focuses on manipulating metal, a solid material that is typically hard, shiny, and has good electrical and thermal conductivity.

Genekinesis: -225 PP [Discounted with Organikóskinesis]
This power focuses on manipulating DNA, also known as deoxyribonucleic acid, the molecular blueprint of living organisms, gaining the capacity to manipulate the intrinsic properties of an organism.

Geokinesis: -75 PP
This power focuses on manipulating the earth including most solid objects, specifically all minerals and mineral compositions regardless of their state including boulders, sand, dust, dirt and soil.

Gyrokinesis: -200 PP
This power focuses on manipulating gravity, the phenomenon that causes all things with mass or energy including planets, stars, galaxies, and light to be attracted to one another.

Haemokinesis: -150 PP
This power focuses on manipulating blood, the essential body fluid in animals that delivers necessary substances to the body's cells.

Hagiokinesis: -225 PP
This power focuses on manipulating divine energy, which is especially harmful to unholy and corrupting entities such as demons.

Hakaikinesis: -325 PP
This power focuses on manipulating destructive energy capable of completely destroying and erasing anything without leaving a single trace turning them into nothing.

Heliokinesis: -175 PP [Discounted with Photokinesis]
This power focuses on manipulating solar energy including its heat, luminosity, gravitational field, magnetic field, raw nuclear energy, and reaction.

Hyalokinesis: -50 PP [Free with Vitrikinesis]
This power focuses on manipulating glass, a hard, brittle substance, typically transparent or translucent, made by fusing sand with soda and lime and cooling rapidly.

Hydrokinesis: -75 PP
This power focuses on manipulating water, an inorganic liquid including steam and vapour.

Immortalitatiskinesis: -350 PP [Requires Endless Lifespan, Discounted with Deathless Immortality, Discounted with Replacement Immortality, Discounted with Anchored Immortality, Discounted with Transcendental Immortality]
This power focuses on manipulating immortality in all its forms.

Infernakinesis: -175 PP
This power focuses on manipulating demonic energy, which is especially harmful to living and corruptible entities such as humans.

Ionikinesis: -125 PP
This power focuses on manipulating ions, atoms in which the total number of electrons is not equal to the total number of protons, giving the atom a net positive or negative electrical charge.

Kenokinesis: -200 PP
This power focuses on manipulating vacuum, the atmospheric region devoid of physical matter and energy.

Kinetikinesis: -150 PP
This power focuses on manipulating kinetic energy, the energy possessed by any moving object.

Lutumkinesis: -25 PP [Free with Geokinesis]
This power focuses on manipulating clay including kaolinite, montmorillonite-smectite, illite, and chlorite.

Manakinesis: -175 PP [Discounted for Magic]
This power focuses on manipulating mana, the spiritual fuel behind magic.

Magmakinesis: -125 PP [Discounted with Geokinesis]
This power focuses on manipulating magma, a mixture of molten or semi-molten rock, volatiles, and solids.

Materiokinisis: -250 PP
This power focuses on manipulating creation energy, capable of materialising any objects, elements and lifeforms out of nothing.

Mentokinesis: -250 PP
This power focuses on manipulating the mind and its functions affecting someone's thoughts, memories, personality, behaviour and intelligence in a variety of ways.

Molydbkinesis: -150 PP [Discounted with Ferrokinesis]
This power focuses on manipulating magnetism and magnetic fields, an attractive and repulsive phenomenon produced by the movement of electrical charges.

Mutakinesis: -300 PP [Discounted with Genekinesis]
This power focuses on manipulating mutations, changes in the sequence of an organism's genetic material, in self or other living beings.

Mystokinesis: -300 PP [Discounted with Manakinesis, Discounted for Magic]
This power focuses on manipulating magic and spells formulas allowing you to spontaneously wield magical formulas, charms, curses and wards even without understanding magic.

Nihilikinesis: -350 PP [Discounted with Kenokinesis]
This power focuses on manipulating nothingness, the absence of entities or substance removing energy and matter from existence without destroying or killing it.

Nosokinesis: -100 PP [Discounted with Genekinesis]
This power focuses on manipulating disease, a particular abnormal condition that negatively affects the structure or function of all or part of an organism, and that is not due to any immediate external injury.

Omegakinesis: -300 PP
This power focuses on manipulating endings, along with being able to control how and when it ends.

Organikóskinesis: -325 PP
This power focuses on manipulating organic substances, both organisms and organic matter.

Partikinesis: -275 PP
This power focuses on manipulating particles, the basic units of energy and matter.

Phobikinesis: -100 PP
This power focuses on manipulating fears, of themselves, and others, even manifesting the emotional energy to physical level.

Photokinesis: -150 PP
This power focuses on manipulating light, the electromagnetic radiation that is visible to the human eye.

Picnokinesis: -275 PP
This power focuses on manipulating density, the mass per unit of volume.

Plasmokinesis: -200 PP
This power focuses on manipulating plasma, a state of matter consisting of fully ionised gas of low density containing an approximately equal number of positive ions and electrons.

Plastikíýlikinesis: -50 PP
This power focuses on manipulating plastic a wide range of synthetic or semi-synthetic organic solids that are moldable.

Possibilitatekinesis: -200 PP [Discounted with Tychokinesis]
This power focuses on manipulating possibilities, making things possible and/or impossible but doesn't make things happen on their own.

Potentikinesis: -800 PP [Discounted for each purchase from the "Meta Powers" Section]
This power focuses on creating, manipulating, removing and changing SuperPowers.

Potestatemkinesis: -225 PP [Discounted with Possibilitatekinesis]
This power focuses on the opportunities within a situation, nullifying, inducing them, or changing them.

Psuchékinesis: -250 PP [Discounted for Spiritual]
This power focuses on manipulating spiritual power, the energy of a sentient being's soul, or places with spiritual influence either by spiritual beings like ghosts or other supernatural phenomena.

Psychíkinesis: -250 PP [Discounted for Spiritual, Discounted with Psuchékinesis]
This power focuses on manipulating souls, the incorporeal and immortal essence of a living thing, souls are usually most obviously present in sentient beings.

Psychokinesis: -225 PP
This power focuses on the psychic ability to manipulate or interact with matter with mental effort alone.

Psychrokinesis: -100 PP [+25 PP with Calokinesis]
This power focuses on manipulating cold, by reducing the kinetic energy of atoms and thus making things colder, ranging from subjective feeling of cool to absolute zero.

Pyrokinesis: -125 PP [Discounted with Calokinesis]
This power focuses on manipulating fire, the rapid oxidation of a material in the exothermic chemical process of combustion, releasing heat, light, and various reaction products.

Pyxídakinesis: -25 PP [Free with Molydbkinesis]
This power focuses on manipulating compasses. and instruments containing a magnetised pointer which shows the direction of magnetic north.

Quantumkinesis: -275 PP
This power focuses on manipulating quantums, the smallest discrete unit of a phenomenon that explains the behaviour of matter and its interactions with energy on a microscopic scale.

Quintekinesis: -175 PP
This power focuses on manipulating life force, the fundamental force that allows life to exist, grow and flourish throughout the universe.

Radiokinesis: -150 PP
This power focuses on manipulating radiation, energy which is in the form of photons, electrons, positrons, protons, neutrons, or unidentified forces produced from thermal emissions, electromagnetism, nuclear fission chain reactions, or radioactive decay.

Seismokinesis: -125 PP [Discounted with Geokinesis]
This power focuses on manipulating vibrations, a phenomenon whereby oscillations occur about an equilibrium point.

Serqekinesis: -75 PP
This power focuses on manipulating acids, bases and other corrosive substances.

Spatiokinesis: -300 PP
This power focuses on manipulating space, the three-dimensional extent in which objects and events have relative position and direction.

Sperokinesis: -75 PP
This power focuses on manipulating hope and virtue of creatures by manifesting the emotional energy to a physical level.

Sporakinesis: -125 PP [Discounted with Chlorokinesis]
This power focuses on manipulating spores, the tiniest means of reproduction part of the life cycles of many bacteria, plants, algae, fungi and some protozoa.

Sunakinesis: -25 PP [Free with Geokinesis]
This power focuses on manipulating sand, a naturally occurring loose, granular sedimentary material composed of finely divided rock and mineral particles.

Symphokinesis: -100 PP [Discounted with Audiokinesis]
This power focuses on manipulating music, an art form whose medium is sound and silence.

Technokinesis: -225 PP [Discounted for Cyborg]
This power focuses on manipulating technological constructs, such as computers, robots, hardware, and other devices

Telekinesis: -225 PP [Discounted with Materiokinisis]
This power focuses on manipulating or otherwise interacting with matter or another aspect of a physical system through non-physical means.

Tephrakinesis: -25 PP [Free with Pyrokinesis]
This power focuses on manipulating ash, the solid remains of fire, that has already burnt matter, cannot be burned again.

Thakinesis: -150 PP
This power focuses on manipulating Will Power of themselves, and other creatures by manifesting the emotional energy to a physical level.

Thanatokinesis: -175 PP
This power focuses on manipulating death force which is present in all mortals throughout the universe and is the opposite power of Life-Force.

Toxikinesis: -100 PP
This power focuses on manipulating poison, toxins and any substance that injures or destroys the health of living beings when absorbed into the system.

Tychokinesis: -225 PP
This power focuses on manipulating probability, how likely an event is to occur, or how likely it is that a proposition is true.

Typhokinesis: -50 PP [Discounted with Aerokinesis]
This power focuses on manipulating smoke, a collection of airborne solid and liquid particulates and gases emitted when a material undergoes combustion or pyrolysis.

Umbrakinesis: -100 PP
This power focuses on manipulating darkness and shadows both as an absence of light and as a solid substance.

Vitakinesis: -325 PP
This power focuses on manipulating health, the state of physical, mental and social well-being of an organism or individual.

Vitrikinesis: -250 PP
This power focuses on manipulating objects such as mirrors that reflect light in a way that preserves much of its original quality subsequent to its contact with the mirror.

Volokinesis: -750 PP
This power focuses on manipulating wishes through methods such as granting, undoing or corrupting what is wished for.

Volukinesis: -50 PP
This power focuses on manipulating insects including cockroaches, beetles, earwigs, flies, mayflies, termites and mantises.

Power Type:

This is a list of how the **Attribute Types** can be used and must be purchased separately for each **Attribute Type**.
You gain **+50 PP** per **Attribute Type** Purchased to spend in this section.
If a **Power Type** has been purchased previously for another **Attribute Type** then it will be **Discounted** on all future purchases.

Conversion: -25 PP [Requires Multiple Attribute Types]
You are able to convert any of your Attribute Types into any other of your Attribute Types.

Secretion: -50 PP [Free With Generation]
You can produce small amounts of your Attribute Type from any gland on your body including claws, fangs, sweat, tears, and saliva without the Attribute Type produced being able to harm you.

Absorption: -25 PP
You can passively absorb your specific Attribute Type storing it as an internal reserve of energy.

Drain: -25 PP [Requires Absorption]
You can drain this Attribute Type from within things and people to add to your own reserves.

Recharge: -100 PP [Requires Absorption]
You can restore your internal reserves of energy at a regular rate over time without needing to drain it from external sources.

Delayed Charge: -25 PP [Requires Absorption]
You can set it to absorb or drain from a target but postpone the activation until a specific time in the future.

Discharge: -75 PP [Requires Absorption]
You can forcefully release all of your internal reserves either as an emPowered application of a Power type or an uncontrolled burst of the attribute type.

Generation: -100 PP [Requires Absorption, Free with Materialisation]
You can use your internal reserve to create the selected Attribute Type, any purchased sub-options can be combined to allow the advantages of both within a single creation.

Armour Manifestation: -50 PP [Requires Generation, Discounted with Materialisation]
You can form your Attribute Type into defencive body armour and handheld shields.

Construct Manifestation: -25 PP [Requires Generation, Free with Materialisation]
You can form your Attribute Type into constructs of any basic shape in as large a size as you can fuel.

Force-Field Manifestation: -50 PP [Requires Construct, Discounted with Manifestation]
You can form defensive barriers made from Attribute Type around yourself and others in any shape and size.

Object Manifestation: -100 PP [Requires Generation, Discounted with Materialisation]
You can form your Attribute Type into complex static objects including clothing furniture and buildings.

Puppet Manifestation: -125 PP [Requires Generation, Discounted with Materialisation]
You can form your Attribute Type into simple objects that animate as you command them to.

Clone Manifestation: -75 PP [Requires Puppet Manifestation, Discounted with Self Duplication, Discounted with Hive Mind]
You can imbue your Attribute Puppets with a copy of your mind allowing them to think and act as if they were you.
When destroyed you gain the knowledge and memories of these copies.

Weapons Manifestation: -50 PP [Requires Generation, Discounted with Materialisation]
You can form your Attribute Type into offencive equipment and handheld weapons.

Manipulation: -50 PP [Discounted with Telekinesis]
You can directly control the movement of your Attribute Type making the Power function as a true kinisis Power.

Augmentation: -50 PP [Requires Manipulation]
You can alter the properties of your Attribute Type such as changing the colour or other properties of it.

Negation: -75 PP [Requires Augmentation]
You can snuff out any specific application of your Attribute Type and undo its effects.

Inversion: -75 PP [Requires Augmentation]
You can alter the properties of your Attribute in a variety of ways such as hot things become cold, quick things become slow and sturdy things become soft but still fundamentally function the same.

State: -25 PP [Requires Augmentation]
You can change your Attribute so that it can take on states not normally possible for it such as a liquid version of an energy or a gaseous version of a solid while your Attribute retains its properties.

Transmutation: -50 PP [Requires Augmentation]
Transmutation one form of your attribute into another form of your attribute such as water into wine.

Convert Power: -50 PP [Requires Transmutation and Combine Attribute, Discounted with Conversion]
You can convert any of your Attributes into any other of your Attributes.
Any **Attribute Types** in this **Power Set** can use all **Power Types** in this **Power Set**.

Mimicry: -300 PP [Requires Augmentation]
For a short period of time you can have your attribute mimic the properties of other attributes that you come into contact with.

Specific Mundane Sample: +375 PP [Requires Augmentation]
Cannot be taken with any other Sub-Option of Augmentation.
Points gained can only be spent on Power Types of this Attribute Type.
You must select one mundane example of your Attribute Type, your Power Types will now only function for that example of your Attribute Type.

Specific Supernatural Sample: +175 PP [Requires Augmentation]
Cannot be taken with any other Sub-Option of Augmentation.
Points gained can only be spent on Power Types of this Attribute Type.
You must select one Supernatural example of your Attribute Type, your Power Types will now only function for that example of your Attribute Type.

Tactile Kinesis: -25 PP [Requires Manipulation]
You will now get sensory feedback from the use of your Attribute Type.

Resistance: -25 PP
You are able to reduce the harm done to you by your Attribute Type.

Immunity: -25 PP [Requires Resistance]
You are never harmed by your Attribute Type.

Embodiment: -50 PP [Requires Immunity]
You can have a part of your body take on the properties of your Attribute Type.
You also gain **+25 PP** to spend on any Embodiment sub-option.

Permanent Embodiment +25 PP [Doubled for Experiment]
This can be purchased once per Embodiment type you have purchased.
With this option your Attribute Type Embodiment is permanently on.

Mineralized Embodiment: -100 PP [Requires Embodiment, Free with Full Embodiment]
Your protective and structural tissues including Bones, Shells, Hair, nails, tendon, cartilage, tooth enamel and dentin can be converted to your Attribute Type without negatively affecting their capabilities.

Epithelial Embodiment: -50 PP [Requires Embodiment, Free with Full Embodiment]
The surface of your skin, the airways, surfaces of soft organs, the reproductive tract, and the inner lining of the digestive tract can all be converted to your Attribute Type without negatively affecting their capabilities.

Connective Embodiment: -25 PP [Requires Embodiment, Free with Full Embodiment]
Your Blood, bone, tendon, ligament, adipose, and areolar tissues can all be converted to your Attribute Type without negatively affecting their capabilities.

Muscular Embodiment: -50 PP [Requires Embodiment, Free with Full Embodiment]
Your Muscle cells can all be converted into your Attribute Type without negatively affecting their capabilities.
This includes visceral muscle, found in the inner linings of organs, skeletal muscle, typically attached to bones and cardiac muscle, found in the heart.

Nerve Embodiment: -75 PP [Requires Embodiment, Free with Full Embodiment]
Your central nervous system and peripheral nervous system can all be converted to your Attribute Type without negatively affecting their capabilities.

Spiritual Embodiment: -150 PP [Requires Embodiment, Free with Full Embodiment]
This includes all parts of your body not already stated such as your soul, mana and extra terrestrial tissue.

Full Embodiment: -300 PP [Requires Embodiment]
You can convert part of all of your body into your Attribute Type without negatively affecting their capabilities.

Blast: -25 PP
You can fire a wave of your Attribute Type towards a specific target with the blast spreading outwards in that direction but losing effectiveness the further out it is from its point of origin.

Beam: -75 PP [Requires Blast]
You can fire a concentrated line of your Attribute Type in a singular direction with it maintaining its effectiveness until it collides with a target.

Bolts: -100 PP [Requires Blast]
You can fire a singular concentrated projectile of your Attribute Type with it being able to break through some protective barriers.

Bubble: -25 PP [Requires Blast]
You can produce a hollow sphere made from your Attribute Type that can function as non-lethal projectiles and possibly trap the target.

Cannon: -100 PP [Requires Blast]
You can fire a condensed ball of your Attribute Type with exploding on impact firing its content in every direction.

Combined: -50 PP [Free with 4 Blast Sub-Powers, Requires Blast]
You can combine the different aspects of your Blast Sub-Powers in order to customise a blast. An example is combining Bolt, Cannon, Homing, and Storm to fire multiple blasts at random that home in on your target pitching through most defences and exploding on contact with your target.

Homing: -150 PP [Requires Blast]
You are able to fire balls of your Attribute Type that on contact with the target will act as if blasts.

Mouth Blast: -100 PP [Requires Blast]
You are able to generate a Beam of your Attribute Type from your mouth even if you have not purchased the Generate option.

Optic Blast: -125 PP [Requires Blast]
You are able to generate a Beam of your Attribute Type from your eyes even if you have not purchased the Generate option.

Pulse: -75 PP [Requires Blast]
You can fire a beam that rhythmically changes dentensity of your Attribute Type in order to add lulls and high intensity in order to prevent the target from getting used to your attack.

Rays: -75 PP [Requires Blast]
You can fire multiple small beams in multiple directions allowing you to aim at multiple targets at once.

Scattershot: -25 PP [Requires Blast]
You can launch multiple weak bolts in a targeted but randomised patter in order to widen the surface area of the target that is hit.

Shaped: -50 PP [Requires Blast]
You can now style your blast in order to make it look like specific things such as an Arrow, a Snake and even a love heart.

Storm: -200 PP [Requires Blast]
You can create a wide area origin point for multiple blasts to be fired from over a short period of time allowing you to randomly target a large group of targets simultaneously.

Wave: -300 PP [Requires Blast]
You can create a wide area Projectile wave that indiscriminately hits everything in its path.

Empowerment: -50 PP
You can utilise your Attribute Type to alter your physical or mental properties.

Biological Empowerment: -25 PP [Requires Empowerment]
You can purchase **Power Components** from the **Biology Powers** section with a **+50 PP** stipend.
This can not be discounted but can be purchased multiple times with each purchase corresponding to a separate **Power Component**.

Physical Empowerment: -25 PP [Requires Empowerment]
You can purchase **Power Components** from the **Physical Power** section with a **+50 PP** stipend.
This can not be discounted but can be purchased multiple times with each purchase corresponding to a separate **Power Component**.

Mental Empowerment: -25 PP [Requires Empowerment]
You can purchase **Power Components** from the **Mental Powers** section with a **+50 PP** stipend.
This can not be discounted but can be purchased multiple times with each purchase corresponding to a separate **Power Component**.

Sensory Empowerment: **-25 PP [Requires Empowerment]**
You can purchase **Power Components** from the **Senses** section with a **+50 PP** stipend.
This can not be discounted but can be purchased multiple times with each purchase corresponding to a separate **Power Component**.

Link: -25 PP
You can interlink one sample of your Attribute Type with another sample of your attribute allowing you to control them both in the same way regardless of the distance between them.

Communication: -75 PP [Requires Link]
You can use any linked Attribute Type as a verbal communication system allowing you to talk to anyone within range of your attribute.

Projection: -50 PP [Requires Link]
You can use any linked Attribute Type as a visual communication system allowing you to show anything to anyone within range of your attribute.

Healing: -100 PP [Requires Link]
You can use your attribute to replace and repair damage done.

Transference: -25 PP [Requires Link]
You can move specific samples of your Attribute Type to the location of its linked sample .

Storage: -150 PP [Requires Transference]
You can move objects into a Nth pocket made from your Attribute Type.

Teleportation: -200 PP [Requires Transference]
You can teleport between any samples of your Attribute Type.

Levitation: -50 PP [Free for Aerokinesis]
You can use your Attribute Type to float off the ground.

Flight: -50 PP [Requires Levitation, Free for Aerokinesis]
You can use your Attribute Type to move through the air at speed.

Phasing: -100 PP [Requires Levitation]
You can use your Attribute Type to move through solid objects with ease.

Magic:

Magic is the practice of invoking energy to manipulate the world with its practices often becoming rooted in sacred rituals, spiritual divinations, and/or cultural lineage.
To use magic you must purchase at least 1 option from **Mystic Capabilities**, 1 option from **Styles of Magic** and 1 option from **Schools of Magic**.

Mystic Capabilities:

How much training and magical energy do you have?
This is **not mandatory** for **False Mage** and can only be purchased using the **Magic Origin**.
If a Magic Capability has been previously purchased it can be taken again for **Free** though it does not stack or it can be refunded in order to purchase a more expensive option.

Weak Capabilities: -25 PP
You have little internal magical reserves and will understand the most basic principles of your selected magic as if you had a month's worth of training.

Moderate Capabilities: -50 PP
Each magic comes with a year's worth of training and experience and your magical capabilities are in line with most capable mages.

Peak Human Capabilities: -100 PP
You have as much magical energy as a natural human with eight years worth of training and experience in your selected field of magic.

Enhanced Capabilities: -150 PP
You are now more than just a human reaching towards the level of a high human, your magic capabilities are deeper than a dozen trained mages and you have over fifty years worth of training, study and experience within your magical choices.

Super Capabilities: -200 PP
With this you are in the realms of the fey, angels and demons your magic reserves dwell in the depths of dragons requiring a small country's worth of human mages to match you.
You also have over three hundred and fifty years worth of training, study, experimentation and experience within your chosen magic's.

Godly Capabilities: -400 PP
You are now superior to the gods of Olympus with your chosen field of magic, you have thousands of years of training, study, experimentation and experience.
Your magical energy is so potent that even if the whole world were full of moderate mage's you would be able to match them in raw Power.
You have such a degree of magic that you are on the precipice of gaining access to the divine domain connected to it.

Styles of Magic:

The different styles of magic are the various ways to wield the types of magical energy required for the schools of magic to cast spells.
Each style of magic comes with a general spellbook which explains the Basic/Intermediary principles of the style of magic plus a full explanation/walkthrough of the most common practices and uses of that magic.

Alchemy: -50 PP

An alchemist utilises ingredients and materials to craft magical, stones, consumables and oil's often referred to as "potions" which replicate the spell that was used as a base.
The effect of a "potion" could be temporary or permanent depending on the ingredients and spell used as a base for the resource.
When removed from its container the "Potion's" spell will target what the "potion" comes into contact with if consumed the spell will only affect the drinker but when applied to an object or shattered on the floor the spell will affect everything it comes into contact with.

Artificer: -150 PP

As an artificer you understand the principles and mechanics to design and create magical artefacts using your own magical energies.
These tools are able to utilise the internal energy reserves to cast a variety of spells and magic as required by their owners, these reserves can be recharged by the user or built to be self restoring if the right material's and principles are implemented in their creation.

Enchanting: -100 PP

This process of magic casting is used to envelop objects with magical formulas that allow the wielder to invoke a spell using the item as a medium with little to no magical energy required so long as the formula remains intact.
With the right materials an enchanter can enchant clothing and tools so that the spell is activated with every impact without damaging the magical formula and allowing the magic within the item to last indefinitely.

Hedge Mage: -50 PP

A hedge mage learns the process of magic by observing the natural world and replicating the untamed magic that occurs in nature.
Through this they are able to cast magic instinctively as magic capable animals and plants are allowing them easier magic casting at the cost of limiting the breadth of their spells.

False Mage: -150 PP
This type of mage tends to be from the distant future of whatever worlds see them as they are able to use advanced technology to mimic the principles of magic without the wielder directly casting their spells allowing them to cast a wide variety and scale of magic but at the cost of disconnecting them from the flow of magic itself.

Invoker: -50 PP
This type of spell caster tends not to directly cast magic themselves but instead use small amounts of their magical energy's to call upon spirits and other such supernatural entities to cast magic on their behalf.
Invokers create a connection between themselves and the supernatural entities in similar but inverse ways to a pact, they then link a personal medium to each of supernatural entities such as totems, ring's and even playing cards to call upon those specific beings when needed.

Martial Caster: -150 PP
These types of magic users are living channels for magical energy, manipulating the world around them by channelling their inner reserves through the movements of their bodies.

Mystical Bloodline: -200 PP
As the descendant of a Powerful magical creature you gain access to a fragment of their Power which may grow within you making specific types of magic natural to you.
This style of magic will grow in Power strengthening your spells the more you refine your Mystical Bloodline.

Sigil Mage: -100 PP
Through the use of etchings, rune's and writings a sigil mage can craft arrays of varying durability in order to cast magic without the use of Somatic or Verbal components.

Sorcerer Monk: -100 PP
Practitioner's of this style utilise Somatic casting and the ambient magical energies of localised dimensions in order to subsidise their own reserves without immediate consequences.
Nominal use of these external energies will come with a cost to the user, as the energy borrowed will require repayment plus interest, this will normally be small discomforts such as stomach ulcers and insomnia with the rate of interest on this being lower the greater the capabilities of the caster.

Warlock: -100 PP
These types of mages tend to gain Power from a pact made with an otherworldly Power, these can be Eldritch entities, God's, Demons, Fey and even humans who have surpassed mortality. These casters receive the methods, knowledge and immense pool of magical energies for spell casting from their patron entity but become subordinate to those entities and are unable to use the magic against their patron or their interests.
The type and amount of rewards and limitations from a pact depend drastically on the type of entities your patron is and the type of pact was agreed on.

Witchcraft: -50 PP
The practice of Witchcraft is not directly combative and focuses on the interconnected threads of the universe allowing the witch to easily pool magic to indirectly enact spells, curses and blessings that are difficult to track or defend against.
Due to the esoteric patterns of witchcraft it often requires outside sources of magic such as a coven, a patron or catalyst to successfully cast large spells.

Wizard: -50 PP
This type of mage is considered the standard type of magic user by the general populace, they study the principles of magic and spells that they wield only utilising their own reserves of magical energies.
Casting specific verbal and somatic components often through a specific medium they are in tune with in place of material components.

Schools of Magic:

The various Schools of Magic each teach casters their own methods for blending and processing specific magical energies in order to produce their desired results.
Each School of magic comes with a specific spell book that contains a general guide for mages of that school from the basics of combining the required quantities of magical energies to the complexities of internal energy conversion.
The first few pages of each spell book contains notes on the safe practices of using that school of magic and a self updating guide to magical creatures and supernatural entities relevant to the school of magic.
The rest of the book will contain magical formulas, spell structures, research topics, notes on how to improve the efficiency of each spell with detailed diagrams and illustrations in every section.

Abjuration Magic: -100 PP

This school of magic deals in protective spells and the suppression of others' magic. Magic of this school creates physical or magical barriers, negates magical or physical abilities, harms trespassers, or even banishes the target of the spell to another plane of existence.

Arcane Magic: -200 PP

Arcane magic is the structured form of magical notation giving it a variety of uses but a strict process of actions when it comes to application.
Due to this nature memorising spells is mentally taxing and becomes very difficult to retain when casting resulting in most spellcasters preparing specific spells in advance then being unable to recall the process after casting.
A way that some arcane casters bypass the memory issue is by engraving the spell into an aspect of themself so that they can be cast without preparation but often limiting their range of magic.

Attribute Magic: -??? PP

For this school select 1 **Attribute Type** from the Custom Power section, you will gain a school of magic focusing exclusively on the selected Attribute and this School of Magic will cost the price of the attribute.

Anti-Magic: -200 PP
This school focuses on the counter action of magical energies either through deflection, corruption or negation.
It can be used to defend against attack spells, break through defensive spells, and nullify pre-placed magical afflictions, such as curses and traps.

Asgardian Magic: -100 PP
This school of magic is mostly utility based and studied as an advanced field of science with most spells being in line with advanced technology.
The wide variety of uses available including illusion magic intended for entertainment, evocation magic intended for transportation, alteration magic intended for architecture, destruction magic intended for combat and restoration magic intended for medical care.

Atlantean Magic: -75 PP
A system of magic practised by inhabitants of Atlantis which requires forming a wellspring to use as a source of Power.
This source can be shaped by solar and emotional energies such as belief, will, and faith.
Although most of the spells are designed to function best underwater the main purpose of Atlantean magic is for siege defence, being able to craft super structures through rapidly growing organic material and by shaping defensive barriers both for personal equipment and as city scale fortifications.

Blood Magic: -175 PP
A type of magic that uses blood as a conduit for spellcasting to tap into the life force of others.
The main purposes of blood magic spells are to manipulate specific targets through methods such as scrying, mind control and using life force draining to use as fuel for other forms of magic.

Chaos Magic: -200 PP
The general use of chaos magic is to warp reality on a macro scale allowing for offensive, defencive and utility magic that function in similar manner to solid illusion magic.
Contrary to the common belief, chaos magic is not the absence of order but instead an order so complex that any tiny change in any variable will drastically change the results of a spell.
Due to this, chaos magic is considered extremely unstable and requires a massive amount of magical energy to control every relevant variable of the spell in order to guarantee the desired results.

Christmas Magic: -150 PP [Discounted with Festive Magic]
This school focuses on creation, divination, temporal and ice magic with its spells mainly intended to be used on happiness inducement.
Through this magic the caster can cause snow, decelerate time, cause objects to fly, instantly create toys and meals and grant a target's heartfelt desires.
This magic is bolstered by the magical energy of Joy and becomes stronger the closer it is to Christmas Day.

Contract Magic: -25 PP
This school of magic is used to enforce magical agreements by forcing both parties to make a connection between their essence and the contract itself.
These agreements can be represented by a medium such as a written document or remain a verbal agreement without a medium.
Both parties will be required to follow the contract to the letter with the consequences having been varying depending on the contract spell that was cast.
Contract magic can be broken destroying its medium or by negating the wording within the contract.
Users of contract magic can be selective with their choice of words, to create loopholes or alter what the receiving party has asked for.

Curse Magic: -75 PP
This school focuses on the various applications of curses, a type of magic that causes the target some form of adversity or misfortune through various effects.
The most common effects of curses are bad luck, sicknesses, infertility, ugliness and pain but can also include most long term negative effects.
The main two types of cures.

- Encompassing Curses:
  These are considered surface level curses, they can be broken with enough Power or using anti-curse magic, improperly breaking this kind of curse should not harm the one who is inflicted by it but will cause pain to the one who cast it.
- Conditional Curses:
  These are curse's that are layer on a deeper layer they are called conditional curses as in order for them to bypass an essences natural defences it must have gaps through which the curse can break. It is incredibly difficult for a conditional curse to be broken through any way other than fulfilling its condition and If a conditional curse is forcefully broken it can kill the one who was cursed and a severe backlash will occur on the one who cast it.

Encompassing Curses can have conditions placed on them though this does not make them conditional curses.

Dark Magic: -100 PP
This school of magic tends to be corrosive for all involved as the purpose of this magic is to convert anything into a compatible form to store itself in.
Examples of the normal process of these spells tend to replicate are mind control, acid, poison and concealing magic.

Darkhold Magic: -50 PP
This school of magic focuses on long term destruction often through indirect means.
Most spells allow the user to instigate creation or change that through acts of fate and luck bring about destruction and ruin. Casting these spells tends to come with mental pain and psychological burden in proportion to the spell cast which causes the user to become more dependent on the magic each time they use it.

Demon Magic: -125 PP [Discounted with Infernakinesis]
This school of magic is usually used by demons due to the energy being natural to their bodies. Though this magic has a wide variety of uses it tends to function best for offensive and mental alteration for non demonic entities as the fire and demonic energies used can cause great suffering and corrupt a non demon's mind in order to overPower and subdue them.

Dimension Magic: -100 PP [Discounted with Spatiokinesis]
The priority of this school of magic is to reshape the spatial geometric settings of an area of space and non-space.
The most basic aspect of this school of magic is the measure and designate specific coordinates with beginners doing so for accuracy and master doing it instinctively.
Through this school a user can learn the methods of forming pocket dimensions for storage, spatial compressing for apparent accelerated movement and spatial expansion to form a sort of barrier to intercept and redirect any form of movement and of course multiple methods of Teleportation both domestic and interdimensionally.

Divination Magic: -75 PP
Using this school a mage can employ methods of reading the future, the present and the past, Communicate over long distances and contact most supernatural entities, it also includes a number of useful spells that allows them to read patterns and decipher information.

Divine Magic: -100 PP [Discounted with Hagiokinesis]
This school of magic focuses on Divine Magic, a very Powerful but addictive form of magic that replicates the energy of specific deities to rule the lighter aspects of the user and enrich the life energy's of others either to heal the living or put the dead to rest.

Eldritch Magic: -150 PP
This kind of magic is derived from some of the Eldritch beings, resulting in the nature of cost of the spells erratic in proportion to what they are capable of doing.
These spells may exceed the normal limitations of Magic but can warp the mind of the user.

Elemental Magic - Hellenistic: -100 PP
This school is focused on the four classical/natural elements: fire, water, earth and air.
Each element is associated with a particular philosophy of magic usage.
Fire magic focuses almost entirely on offensive magic with some utility spells that emphasise many of its dangerous nature.
Water magic focuses on alternating offence and defence for turning an opponent's strength against them.
Earth magic emphasises on fortitude and strength enhancement so that they stand their ground, to cast and withstand Powerful direct spells for long periods of time.
Air magic concentrates on speed and evasion for utility and defensive magic that avoids a fight.

Elemental Magic - Tantric: -200 PP
This school of magic focuses on interlinking five different elements: Fire, Water, Wind, Earth and Aether in order to create 25 interdependent sub-schools of magic.
Each sub-school draws from the two elements with one functioning as a base for the spell and the other within it to augment its result. This gives the users the opportunity to use the elements in a variety of ways that are not traditionally linked to these five elements, such as Divination, Purification, Barriers, Teleportation and Physical/Mental Enhancement Spells.

Elemental Magic - Wuxing: -150 PP
This school of magic focuses on the scheme known as the "Five Phases" Wood, Fire, Earth, Metal, and Water.
Each element is able affect one another in different ways by one type of spell using another element as an augmentation these are Inter-promoting which strengthens a spell, Weakening to remove the power of yours or your opponent's spell, Inter-regulating your own spells will to keep a spell from being affected by outside influences but the same combination on someone else's spell will become Overacting to redirect an active spell or hinder the casting of a type of spell and Counteracting to invert the effects of a type of spell.

- Inter-promoting
    - Wood feeds Fire
    - Fire produces Earth
    - Earth bears Metal
    - Metal collects Water
    - Water nourishes Wood
- Weakening
    - Wood depletes Water
    - Water rusts Metal
    - Metal impoverishes Earth
    - Earth smothers Fire
    - Fire burns Wood
- Inter-regulating
    - Wood stabilises Earth
    - Earth directs Water
    - Water dampens Fire
    - Fire shapes Metal
    - Metal carves Wood
- Overacting
    - Wood depletes nutrients in Earth
    - Earth obstructs Water
    - Water extinguishes Fire
    - Fire vaporises Metal
    - Metal overharvests Wood
- Counteracting
    - Wood dulls Metal
    - Metal de-energizes Fire
    - Fire evaporates Water
    - Water muddies Earth
    - Earth rots Wood

Enchantment Magic: -50 PP
The school of enchantment priorities affecting the minds of others, influencing or controlling their behaviour.

Evocation Magic: -100 PP
This school of magic is focused on spells that manipulate energy or tap into previously unseen sources of power in order to produce spectacular effects.

Festive Magic: -600 PP
This school of magic grants you 364 different magical sub-schools each one focusing on a different day of the year with the set only missing October 31st and December 25th.
These sub-schools will only be able to function at full power on their respective days and on any other day it will function at 1/366th power.

Geomancy: -125 PP
This school of magic takes in energy from its surrounding terrain altering the effects of the spells that are cast.

Halloween Magic: -150 PP [Discounted with Festive Magic]
This school focuses on illusion, conjuration, transmutation, shadow and fire magic with its spells mainly intended to be used on excitement inducement.
Through this magic the caster can darken areas, monsterfy targets, cause objects to glow, instantly transmute objects into Halloween candies, decorations and costumes.
This magic is bolstered by the magical energy of excitement and becomes stronger the closer it is to Halloween.

Holy Magic: -75 PP
This school of magic focuses on healing its targets and purifying mental and physical corruption sometimes to a harmful degree.

Illusion Magic: -50 PP
The Illusion school includes spells that deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Kin Magic: -25 PP
This school of magic ties to the users family bloodline, spells in this school have many features including adopting someone into your bloodline bestowing various types of benefits depending on the spell and bloodline, forming a magically supported tribe, household or kingdom it can also set up a magical system allows each member to heal or strengthen an individual or the whole family.

Libiomancy: -250 PP
This school of magic is also known as Fiction magic as most of its spells work through a type of communal psionic creation magic that brings to life the subjects of literature.

Logomancy: -300 PP
Also known as "backwards magic", this school of magic is one of the safer and more dynamic forms of magic that can achieve almost anything through a series of magical formulae that are used through backwards speech to cast the spells.

Nature Magic: -125 PP
A school of magic that teaches its students how to draw upon the physical forces of the natural world in order to gain aid from the various aspects of nature such as animals, plants, the earth and the wind.

Necromantic Magic: -100 PP
This school of Magic focuses solely on the dead
Allowing them to resurrect the dead as various types of undead, communicating with the deceased, and conjuring the corpse of the damned to function as walls and structures.

Order Magic: -200 PP
This school is one of the most stable forms of magic with a wide variety of utility offensive and defensive spells.
Due to this school being based upon Omniversal constants for calculating its formulas the chances of the spells failing and the corruptive effects of using this magic are near non-existent, however these benefits comes at the cost of the speed of casting, the knowledge required for each spell and a slight increase in power required to cast each spell.

Outer Magic: -75 PP
The effects of this school of magic ultimately depends on the universe it's used in as it dynamically pulls from universal variables that do not match the current universe making the magic capable of achieving results that can exceed many limitations of Magic but making the results of each casting dependent on the jump and in jump dimension you are in.

Outer-Dimensional Magic: -150 PP
This school of magic functions as dimensional terraforming by allowing an area of space or a person to mimic the properties of entities and dimensional planes from outside of the natural dimension order they exist in.
This can be done to expand someone's lifespan, amplify magical properties or to take advantage of the unique physical laws of an outer dimension.

Protection Magic: -175 PP
This is a purely defensive school of magic that is intended to be used to turn away all forms of harm and corruptive influences, by blocking or deflecting them.

Purification Magic: -75 PP [Discounted with Holy Magic]
This school of magic is intended to scrub, clean and remove negative influences from the target, enabling spiritual restoration, possession removal and decay extraction.

Quantum Magic: -450 PP [Discounted with Quantumkinesis]
This school of magic can twist the rules of science and mysticism around each other in order to manipulate the forces of reality.

Seasonal Magic: -75 PP
This school of magic takes on 4 sub-forms, spring, summer, autumn and winter by taking in energy from the current season of the year, altering the effects of the spells that are cast.

Slave Magic: -100 PP
This school of magic is used to take away the freedom of those subjected to it, turning animals into familiars and people into slaves thereby binding them to your will.

Specific Magic: -400 PP
You may choose a school of magic from another setting such as the magic of Harry Potter, The Elder Scrolls or many others with you gaining a version of it compatible with all your Style's of Magic.
This option is Discounted if you have already been to the setting that magic originates from.

Spirit Magic: -150 PP [Discounted with Psuchékinesis]
This school is able to use spirit to channel magic in order to cast a spell.
You can also summon spirits, to function as spiritual objects such as weapons, or channel a spirit into your body to gain physical enhancements.

Summoning Magic: -125 PP
This school of magic created a tether to call materials, energy or an avatar of creatures to your location and can be used to sever tether to send creatures to where they came from, if summoned from a different plane of existence, the creatures cannot be killed by destroying its avatar instead returning to its native plane though it will still feel the pain.

Tonal Magic: -250 PP [Discounted with Audiokinesis and Symphokinesis]
This school of magic is one of the safest to use and hardest to maintain forms of expression of magic, it is able to directly alter and change the flow of reality around it through the magically infused sounds.

Transmutation Magic: -150 PP
This school focuses on spells that modify energy and matter.

Universal Magic: -125 PP
This school is a jack of all trades allowing them to cast spells from many schools and focuses on unusual spells not associated with any particular school of magic.

Custom Warlock Pact:

Each warlock pact grants the user access to their patrons magical reserves allowing them to cast magic far more Powerful than they could cast on their own.
Each of these pact's will come with a bonus of **WP** that can not be gained through any other means.
A person can only have one Pact at a time with any Style of Magic being able to optionally enter into a pack but pacts are mandatory for **Warlocks** who will gain **Double** the amount of **WP** listed.
In universe the type of pact can be changed so long as both parties are willing however you will not gain or lose any WP and the benefits and detriments from this change will be the decision of you and your patron with them having a greater say in the matter.
Any purchases gained with **WP** will be fiat backed and yours to keep but cannot be disconnected though any means.

Friendship Pact: +50 WP

This is the safest and most difficult form of pact to acquire.
With this you and your patron are considered equals for the purposes of the pact.
You and your patron must both willingly agree to whatever favour you are asking them for and you must repay them in a way they honestly deem as equal to the way they aided you with multiple favours being able to stack for a larger repayment, likewise your patron may ask you for a favour and they must repay you in return.
This is the only pact that can be cancelled by either party so long as neither one currently owes the other a favour.

Employment Pact: +100 WP

You and your patron will enlist you to complete a mission for them and in exchange you will have access to their Powers for a preset duration of time.
At the end of this Employment period you may renew the contract with a new mission or refuse the renewal and become disconnected from your patrons magical energies but retain with anything you have personally gained.

Subordinate Pact: +200 WP

This pact will enable you to use your patrons magical reserves with little oversight however you will be obligated to complete any missions you patron gives you refusal will result in losing all of your pact gained abilities however unintentional failure will only result in minor punishments such as a lecture or short term weakening of your pact Powers.

Slavery Pact: +300 WP

Through this pact you unconditionally become the slave of your patron, you must do any task your patron requests of you or suffer imideate death followed by the pact being severed.
Should you fail in your task your patron will punish you however they see fit.

Nurishment Pact: +500 WP
This is unfortunately the most common and most dangerous type of pact.
Your patron will not require you to do any tasks for them or aid them in any way, you will be free to use their Powers however you see fit but whenever they decide to call the pact in, whether this be as a way to heal themself, strengthen a spell or simple to act as a meal, you will die and they will consume every aspect of you.
This cannot be protected with 1-UP's, this cannot be refuted by any type of immortality, the only way to get out of this death is to negotiate with your patron to end this pact but few would be willing to talk with their food.

Pact Boons:

These are the initial rewards you can purchase using the **WP** gained from aligning with your Patron.

Eldritch Blast: -50 WP
A condensed ball of unstable magic that can be fired as a beam, bolt or ball and slightly corrupt most types of stable magic.
The basic form of this magic requires almost no magical energy however the more magical energy that is put into it the more dangerous it becomes.

Eldritch Understanding: -50 WP
This can be purchased multiple times with each purchase gaining the combined knowledge and understanding of one specific School of Magic that you have purchased of your patron and everyone they are in a pact with other than those in a "Friendship Pact".

Eldritch Tongues: -50 WP
You are able to express and understand the intentions of any being that is capable of intentions. Simple beings with simple intentions will be understood in simple expressions such as happy, hungry or scared, more complex being will be understood to a state of a full communication similar to a language however the intentions of more complex entities such as gods and outer entities may be understood as profound expressions of emotions, equations and geometric shapes both within and beyond mundane dimensions that allow you to understand them.

Eldritch Senses: -50 WP
You may choose one of the five standard senses, this sense is then able to perceive everything that is possible for any version of it to sense.
This can be purchased multiple times and if it is purchased five times it will apply to every type of sense the user has.

Eldritch Pain: -100 WP
You can target the true core of any entity and cause them pain even if they could not normally feel pain.
The more magical energy put into this Power the greater the pain.

Eldritch Secrets: -100 WP
Each purchase of this will grant you the knowledge of a Lost or Extinct school of magic and a number of books ranging from a beginner book for new students to the detailed notes of the school of magic's greatest scholars.

Eldritch Dissension: -400 WP
While still in a pact or post jump the full might of your patron can be called upon at will to possess your body and complete whatever you are trying to accomplish.
You will have no control over your body or the methods your patron uses to complete this task for the duration of this Dissension.

Magical Boons:

Banishment: -50 PP [Free with Summoning Magic]
By targeting a conjured entity that you would be able to summon you can instantly expel it by instigating an improper summon breaking its tether.

Eromancy: -75 PP
You have learned all of the lust filled methods of using any magic you know.

Familiar: -50 PP [Discounted with Slave Magic]
You gain a mundane animal through a magical contract, this animal gains supernatural abilities in order to fulfil your needs range from aiding you in simple errands to performing magical spells.

Eidolon: -100 PP/200 PP [Requires Familiar, Discounted with Slave Magic]
Your familiar evolves and the bond between you and your familiar strengthens allowing it to speak all of the languages you know.
For **-100 PP** one of your familiar's evolves and gets a **+200 PP** stipend to build a power set of its own which can be taken multiple times for different familiar's or by paying **-200 PP** you can have all of your familiar's evolve but all have the same power set.

Flock: -50 PP [Requires Familiar, Discounted with Slave Magic]
You can have up to 12 Familiar's.

Legion: -150 PP [Requires Flock, Discounted with Slave Magic]
You have an unlimited amount of Familiar's so long as the combined Power of you and your loyal Familiar's is greater than those who are disloyal.

Glammer: -25 PP [Free with Illusion Magic]
This spell is a generic beauty enhancement allowing you to apply makeup, remove wrinkles, scars and colour grey hair.

Heart Palace: -100 PP [Discounted with Combine Attribute]
You have a spiritual area within your body that can safely store any type of energy in a balanced state.
Any energy added to this Heart Palace will become a resident energy and be restored over a period of time dependent on the user and the amount of energy stored.
Through this method you can use any type of energy or magic without it influencing you, your body or any of the other types of energy stored within the Heart Palace.
Any of this energy can be used as a power source for any compatible magic, kinetic abilities or technology.

Hypnosis: -50 PP [Free with Enchantment Magic]
This spell can put others in a trance, making them highly suggestible to your commands.

Learned Magic: -25 PP [Free with Power Backing]
Any magic that functions in any jump which you are able to learn in jump through training and studying will become Fiat Backed.

Interconnected Magic's: -125 PP
You can see where magic joins up, where one school of magic links with another and where different types of energy can be substituted to improve a spells capabilities.

Magic Negation: -350 PP [Discounted with Anti-Magic]
You are able to cause magical formulas to harmlessly collapse though this only affects the magic and not anything it influences.

Prestidigitation: -50 PP [Free with Universal Magic]
This is an all purpose low power spell that is good practice for any school of magic as it allows you to feel the flow of magic and bring forth a wide variety of small effects.

Stable Insights: -75 PP [Discounted with Expert Occult Knowledge, Discounted with Contaminant Immunity]
You are now able to understand and decipher magical knowledge that would cripple the minds of most individuals.
At the start of each jump you will gain a random assortment of local Eldritch Knowledge.

Wild Spell: -25 PP
This spell functions more like an act of gambling than magical practice as it takes the raw magical energy that comes from you to create an unstable spell that causes the magic to churn and produce consistently random effects.

Soul Powers:
These powers are linked directly to your essence and cannot be taken if your body is stolen.

A Pure Heart: -100 PP
You can make your soul appear to be pure good or pure evil.

Ancient Soul: -200 PP
Your soul has lived a hundred lifetimes and been strengthened by each one.
You gain the subconscious knowledge and experience of each life you have lived making it more powerful and durable.

Astral Projection: -125 PP [Discounted with Astrakinesis]
You are able to separate your awareness from your body and project it to another location as an illustration of yourself allowing you to use your senses from that location as if you were there.

Spirit Form: -150 PP [Discounted with Astral Projection]
You are able to move your Soul, Spirit, Essence independently of your body allowing you to manipulate objects and interact with untangle objects while still making actions with your regular body.

Beating Sense: -150 PP
You can by hitting someone hard enough remove any and all mental alterations caused by outside and inside influences.
This includes but is not limited to mind control, possession, drugs, retroactive memory alterations and soul editing.

Cleansing Wipe: -150 PP [Requires Beating Sense]
Beating Sense is now improved to remove any type of lingering effect such as curse or mind alteration and the effects can be applied simply by touching someone.

Restorative Breath: -100 PP [Requires Cleansing Wipe]
Cleansing Wipe is now improved to remove any type of long term damage or defect such as soul corrosion, any type of scars and generic damage both natural and unnatural with the effects being applied simply by willing it.

Self Cleaning: -200 PP [Requires Beating Sense]
If you have purchased them you can passively use **Beating Sense**, **Cleansing Wipe** and **Restorative Breath** on yourself.

Divine Connection: -800 PP [Requires Bestowed, First Free for Bestowed]
With each purchase you can select any **1 Godly** Ranked **Power Component** gaining the effects of that power without needing to pay for the normally **Required** aspect of one divine being, a force of the universe or even an object that represents existence itself.
Some examples of these would be gaining an aspect of any infinity Gem including, an emotional spectrum colours or a God.
Please see notes for examples.

Divine Distribution: -100 PP [Requires Divine Connection]
You are able to bestow a single copy of each of your **Godly** Ranked **Power Components** to others giving them an appropriate transformation.

Divine Empowerment: -800 PP [Requires Divine Connection]
Become an avatar of a being you have a divine connection with allowing them to possess your body but pull through more of their power.

Divine Mantling: -200 PP [Requires Divine Empowerment]
You have made an agreement with your respective Deity that allows you to ascend into godhood by taking up your god's role.
You are granted the power and, to an extent, the identity, associated with that **God** and gain its **Domain** for Free.

Domain: -300 PP [First Free for Bestowed]
This is the difference between a god and a mortal, select 1 domain to become the god of, through this domain any powers you have that relate to this will be massively enhanced with this enhancement becoming more powerful, with more people bestowing your domain with more importance or worship.
You may also have a hand at managing the effect this domain has upon the world.

My Power is My Power: -200 PP [Discounted with Foreign Integration]
Some types of powers and energies have a corrupting effect on their users but not you.
With this power you will be in complete control of yourself and your powers effects so that no matter what power you use you'll remain yourself.

Sinless Camouflage: -150 PP
You can magically hide all of your sins even if a specialist inspects you they will not find your misdeeds.

Redemption: -50 PP [Requires Sinless Camouflage]
Once per jump or once per ten years you may go on a spiritual journey that redeems and cleanses all your sins.

Sin Perception: -100 PP [Requires Sinless Camouflage]
This is not a true sense but instead a spiritual form of telepathy allowing you to view the evils committed by its target.

Sin Burning: -300 PP [Requires Sin Perception, Free with Psychíkinesis]
You can directly harm the soul of a target by burning away their sins the worse the evils they have committed the harsher the damage to the soul.

Sin Eating: -200 PP [Requires Sin Perception]
You can absorb the sins of others, empower yourself and increase your sins.

Spirit Assimilation: -200 PP [Discounted with Ancient Soul, Free with Foreign Integration]
You are able to consume any other soul-like essence within your body into your own, essentially destroying the original, absorbing its knowledge and Power.
This can be used to counteract possession by entities such as ghosts, spirits, demons and cursed objects strengthening yourself in the process.

Spirit Regeneration: -50 PP [Free with Godly Regeneration]
Any damage to your spirit, soul, essence or other similar part, will repair itself over three weeks, if taken with any other regeneration power component the speed of the restoration will be improved to match.

Spirit Ward Creation: -50 PP [Free with Spirit Form]
You are able to weave nets, patterns and symbols out of excess spiritual energies allowing you to create defensive arrays and perspective altering artwork that may have adverse effects to minds that cannot understand the concepts.

True Name: -75 PP
You now learn your true name or if you did not have one get one that perfectly fits who you are.
A true name is a metaphysical essence that sets you apart from everything else.
Unlike your publicly known name your true name is identical to your true nature, governing who and what you are on a fundamental level, with it being the basis of what makes you unique.
In each jump it can bestow you power as if you were an ordinary person from that world, similar to a basic package perk.
But be careful as anyone who knows your true name may be able to use it against you.

True Names: -75 PP [Requires True Name]
You no longer have a single true name as each purchase grants you an additional appropriate name, the new name may grant you new powers but overlapping powers will only align and not grant you enhancements on the overlap, anyone who wants to use this name against you will need to know all your names.

Name Granter: -200 PP [Requires True Name]
You are able to grant others their own true name with all the benefits the power bestows.

Name Reader: -50 PP [Requires True Name]
You are able to read a person's true name.

Unknowable Name: -50 PP [Requires True Name]
Your name is completely hidden protecting you from any methods of scrying the information.

Reincarnation: -150 PP
Once per ten years or once per jump if you die, you will simply reincarnate within another body as another person or animal while retaining all of your perks, items and previous bodies abilities.

Forced Reincarnation: -150 PP [Requires Reincarnation, Requires Telepathic Possession, Requires Alt-Form Bestowal, Free with Genetic Index]
You are able to Reincarnate anyone that you are able to Telepathically possess and then use Alt-Form Bestowal on to change them into a variant of any race that you have an alt-form of while retaining their same general style.
When you reincarnate them, you can choose what memory, knowledge, talent, race abilities and personality aspects they retain as well as their starting age and gender.

Narrative Altering Powers:

This selection of powers allow you to alter aspects of the universe you are in.
Through this you can have the effects apply in one of three ways:

1. You can retroactively change this information as a retcon which gets revealed when you use the power.
2. You can have the knowledge be the way it's always been changing the related history, knowledge both recorded and mental change to match the alteration.
3. You can apply the change to the current situation with everyone noticing the change.

When applying changes to the past you may subconsciously direct the events so that your preference of the possibilities apply and select for specific people to retain their previous memories.

Ageing Up: -100 PP [Discounted Age Manipulation]
You are able to swap the target for an alternative older version of the character or make them physically older.

Alien Origin: -100 PP
You are able to swap the origin of the target's powers to an extraterrestrial source either by swapping them for an alternate version of the character or swapping their species into that of an existing alien race.

Amalgamation: -600 PP
You can merge any two things into one superior hybrid of them both.

Anamorphic: -100 PP
You can swap someone for an anthropomorphic alternative of themselves or change them between an animal and a hominid.

Anti-Death Equation: -400 PP [Discounted with Thanatokinesis]
Using this mathematical equation you can remove Death energy from whoever reads it turning them into an immortal eldritch variation of themself.

Anti-Life Equation: -400 PP [Discounted with Quintekinesis]
Using this mathematical equation you can remove Life energy from whoever reads it turning them into an insentient husk variation of themself.

Bright Side: -100 PP
You can swap someone for a light hearted or camp version of themselfs or change their drab disposition in a positive direction.

Conception: -100 PP
You can change the origins of the target character such as making Superman the son of Zod, Wonder Woman a new god or Batman Kirk Langstrom.

Crossover: -400 PP
At the start of a jump you can choose any piece of media and the continuity of that Jumpchain will rearrange events where possible to make a version of that media canon somewhere within your Jumpchain.
Depending on the differences between the continuity's this may only be as far as a cameo of an alternative version of the main cast or references of the events but within the Jumps context.

Death Equation: -400 PP [Discounted with Thanatokinesis]
Using this mathematical equation you can add Death energy from whoever reads it turning them into an animalistic Zombie variation of themself.

Gender Swapper: -100 PP
You can change what would be called a target's gender from between any valid option including the non-traditional ones and those less thought of as genders.
Two extreme examples would be changing a Namekian's Clan such as changing a Warrior Clan Member into a Dragon Clan Member and changing a Mushroom Person's Cap such as turning a Red Cap Toad into a Blue Cap Toad or a Toadette.

Grim Sider: -100 PP
Swap to a grittier version of the character
You can swap someone for a grittier or "Realistic" version of themselfs or change their drab disposition in a positive direction.

Horror Origin: -100 PP
You are able to swap the origin of the target's powers to a supernatural source either by swapping them for an alternate version of the character or swapping their species into that of a typical monster.

Karmic Konversion: -100 PP
You can change what would be called a target's Morality between any valid option including classic good vs evil, order Vs chaos, the non-traditional conservative vs liberal, and those from being beyond our mortal alignment chart if you can understand their morality.
For example:

- The Orange/Blue alinement focuses on effectiveness as Good or Evil:
    - Orange (Good) an effective information extraction device regardless of how brutal it is would be considered Good.
    - Blue (Evil) a toaster that can only warm bread is evil.
- The Green/Red alinement focuses on gaining either personally or as a whole as Good or Evil:
    - Green (Good) you take money from the take a penny leave a penny even if you don't need it.
    - Red (Evil) you have a conversation with someone and neither of you gains anything from it.
- The Yellow/Purple alinement focuses on reusability as Good or Evil:
    - Yellow (Good) recycling a corpse into animal feed.
    - Purple (Evil) burning paper after using it.

Life Equation: -400 PP [Discounted with Quintekinesis]
Using this mathematical equation you can add Life energy from whoever reads it turning them into a sentient living being.

Magic Origin: -100 PP
You are able to swap the origin of the target's powers to a Mystical source either by swapping them for an alternate version of the character or swapping their bloodline to that of an existing magical family.

Super-Science Origin: -100 PP
You are able to swap the origin of the target's powers to a super-science source either by swapping them for an alternate version of the character or swapping their species into that of a mutated variant of the local generic race.

Techno Origin: -100 PP
You are able to swap the origin of the target's powers to a technological source either by swapping them for an alternate version of the character or swapping their species into that of an Android, a robot, a cyborg or technological weapons.

Toon Force: -800 PP
You can alter yourself and others to take on aspects of cartoon character.
This allows the target to manipulate reality or bypass physical laws of nature in order to achieve impossible feats for comedic effects.

Younger Days: -100 PP [Discounted Age Manipulation]
You are able to swap the target for an alternative younger version of the character or make them physically younger.

Zero Point Equation: -3000 PP
Using this mathematical equation you can mathematically prove that nothing exists causing anyone to read it to stop existing.

Meta Powers:
This section is the powers that affect powers themselves.

Adaptive Powers: -175 PP
Your powers are able to temporarily develop secondary features to help deal with immediate threats.
These reactive effects can be retained through focus and training.

Spontaneous Powers: -325 PP [Requires Adaptive Powers]
You are now able to temporarily develop new Powers to face an immediate threat but will lose it as soon as the power is no longer needed.
Be aware that you can only have one Spontaneous Power at a time and this power will be unable to adapt to a new threat before the previous one has been dealt with.

Everyday Powers: -75 PP [Requires Spontaneous Powers]
The powers you are randomly able to develop with **Spontaneous Powers** are no longer limited to being in response to an immediate threat.
You can instantly create a mundane assistance power that can grant utility abilities such as heightened speed when running for a bus, improved learning when studying for a test, flight when trying to clean on top of a wardrobe and many other powers for many other situations.
If the mundane assistance power is preventing an power developing towards an immediate threat it will be automatically overridden unless otherwise toggled.

Power Roulette: -200 PP [Requires Adaptive Powers]
Once per day per purchase you can randomly gain a temporary Superpower this power can last upto 1 hour before it is gone and cannot be retained.

Power Slot: -125 PP [Requires Spontaneous Powers or Requires Power Roulette]
Each purchase of this grants you a single power slot that can hold an additional power from Spontaneous Powers or Power Roulette or retain the once we day random roulette if not already used.

Power Retainer: -200 PP [Requires Spontaneous Powers or Requires Power Roulette]
Any powers gained through Spontaneous Powers or Power Roulette are retained until the same power slot is re-rolled.

Combine Powers: -400 PP [Discounted with Combine Attribute]
can merge two or more powers to create new powers as well as different combinations.

Dilate Power: -100 PP
You are able to nullify powers that are used on you directly through physical touch.

Power Blockage: -100 PP [Requires Dilate Power]
You are able to prevent someone from being able to use any of their powers by making physical contact with them.

Power Nullification: -200 PP [Requires Power Blockage]
You no longer need to make physical contact with someone to prevent them from using their powers, you now only require directly to be able to feel their location with one of your senses.

Power Erasure: -100 PP [Requires Power Nullification]
You can now seal or completely erase someone's access to a specific power or powers through the use of **Power Nullification**.

Power Augmentation: -200 PP
You can enhance yours and other people's powers to function in new or stylistically different ways.

Power Backing: -100 PP
You can Fiat back any powers you gain in-jump that normally wouldn't function out of jump, this can include powers gained from over using chemicals or gained from radioactive bug bites.

Power Copy: -100 PP
By making physical contact with someone you may copy part of their powers for between one and ten minutes.

Power Retention: -500 PP [Requires Power Copy]
You are now able to copy one person's powers with no time limit and may switch this out whenever you would like.

Power Replication: -500 PP [Requires Power Retention]
You are no longer limited to one person's powers and may copy powers from as many people as you like.

Power Drain: -50 PP [Requires Power Copy]
You are able to retain a person's powers longer than ten minutes by draining some of their life force and in the process harming them.
The more you drain the longer you can retain the power.

Power Absorption: -100 PP [Requires Power Drain]
You are now able to permanently keep a person's power by draining it completely from them, though this may kill the target if used incorrectly.

Power Inversion: -75 PP [Requires Power Augmentation]
You can flip the state of your powers to its opposite state but retaining the same result such as using super strength to reduce the strength of those you are fighting, or using lightning to project a slow moving slime like electricity which is able to move in ways lightning can't.

Power Imitation: -50 PP
By watching someone else use their powers you are able to tell if you are able to replicate the effects using your own powers, if so you can choose to instantly learn how to imitate them.

Power Integration: -50 PP
Post Jump you can integrate any powers either from this supplement or from other jumps into a singular power set gaining equivalent components where appropriate.
This feature can only be used on powers after completing their respective jump.
To integrate a **System** power you will need **Jump System Integration** and to interact multiple systems you will need, **Integration System**.

Power Sharing: -100 PP
You are able to lend other people your powers for a short period of time.

Power Bestowal: -400 PP [Requires Power Sharing]
You are able to grant people copies of any other powers you already have.

Self-Power Bestowal: -1000 PP [Requires Power Bestowal]
You are able to once per day randomly gain 1 power from all possible low-medium, tier powers including those not listed in this document.
If you gain a power you already have they can be added together but not multiplied.

System Builder:

A system is a special tool designed to refine and customise the user's essence with different systems having different complexities.
Any gained **XP** can be set to be stored until you choose to distribute it or auto-deposited into a levelling option at whatever ratio the user wishes.
XP is also often gained as a **Reward**.

This section can only be purchased from using the **Custom System** Power Type Option.

XP Gaining Methods:

XP, is a unit of measurement for the energy that the system uses to form and develop the user's essence.
XP can be gained through a number of methods described below or by methods described in the perks the user has.

Execution Points System: -50 SP [Free with Race Levelling System]
The most common method of gaining **XP** is by killing an enemy and gaining **Execution Points**.
The amount of **XP** earned is three quarters of a calculated amount.
This Equation is not entirely accurate, but is an approximation of the actual number.
The Enemy Experience Statistic as determined by their species multiplied by the Enemy's theoretical Level multiplied by its combat proficiency and deducts how much **XP** you have gained from them previously.

Extort Point System: -50 SP
You gain **XP** whenever you defeat an opponent allowing you to **Extort Points** from them.
The amount of **XP** earned is a quarter of the calculated amount.
This Equation is not entirely accurate, but is an approximation of the actual number.
The Enemy Experience Statistic as determined by their species multiplied by the Enemy's theoretical Level multiplied by its combat proficiency and deducts a third of how much **XP** you have gained from them previously.

Extirpate Points System: -50 SP
You gain **XP** whenever you destroy or have **Extirpated** something.
Each whole object is assigned an amount of **Extirpated Points** when within range of the system.
This value is calculated from the potential price if sold, the effort put into the item's creation, the materials the item is made from and the Power stored within the item.
Any items extirpated for **XP** is completely erased and absorbed by the system leaving no remains.

Expertise Points System: -100 SP [Discount with Reactive Levelling System]
Whenever you perform a specific type of action or activity that would improve your **Expertise** in a specific or general way you gain a small amount of **XP**.
If taken with "**Skill System**" every time you level up a skill, you will gain bonus experience, with low-level skills offering only a lower amount of character **XP** than high-level skills.

Exploits Points System: -100 SP
Once per day you will gain XP based on the level of fame your action has gained.
The more well known and famous your **Exploits** become the more **XP** you gain.
This will be larger the more active thought is given to your **Exploits**.

Exploration Points: -150 SP
Whenever you discover new information from **Exploration** or research such as location, types of lifeforms, abstract or academic information you gain **XP** proportional to the value of the information you have discovered.

Existential Points: -50 SP [Requires Exploration Points]
Whenever you discover **Existential** information that a mortal mind cannot comprehend you gain a massive amount of **XP** the more abnormal the location or information the more points you get.
WARNING: This does not grant you additional protection from the mental harm caused by the knowledge you gain.

Expanding Points: -150 SP
You gain **XP** once every ten earth days. As you **Expand** the square footage of land you own it increases the amount of points you will gain.

Examination Points System: -200 SP
Once per day an impartial function within the system will **Examine** everything you have done that day and award you points.
The system will use a grading panel comprising of 405 judges from every moral alinement combination from the following grid combinations:

- **Karmic Morality:** Good, Neutral, Evil
- **Social Morality:** Chaotic, Neutral, Lawful
- **Moral Awareness:** Smart, Neutral, Stupid
- **Style Morality:** Cool, Neutral, Efficient
- **Moral Perception:** Black/White, Shades of Gray, Orange/Blue, Green/Red, Purple/Yellow.

Each morale alignment can independently bestow you with a level appropriate amount of **XP** for each action they grade or give you a negative score but the total award cannot be reduced lower than 0 or the highest individual positive grade.
When you are awarded **XP**, a summary of what activity had the highest and lowest scores as well as what 10 alignments bestowed you the most and least amount of points that day.

Existence Points System: -400 SP
You will draw potential energy from the reality
gaining **XP** simply for **Existing** at a steady pace equivalent to gaining 1% of the total **XP** required for you to reach the next level every 14 minutes this will guarantee that you will gain enough **XP** to level up at least once per day.

XP Boosting:
These **XP** options can not be taken without an **XP Gaining Method**.

Excessive Points: -50 SP
Whenever your actions **Exceed** the requirements for gaining **XP** you will gain additional **XP** in proportion to the scale that you surpassed the requirements.

Executive Point System: -100 SP
Whenever your subordinates gain **XP** you as their **Executive** gain additional **XP** equivalent to a percentage of the **XP** that they would have gained if they used your system.

Levelling Options:
The different methods below each have their own **XP** requirements with each additional level requiring more **XP** to level again.
Each level up the user will gain a number of **Level Points** that are spent to improve the user.
If the options have been purchased below **Level Points** can be spent on **STAT's**, in the **Stores** S.P.E.C.I.A.L. menus and on the **Gacha**.
Level Points can also be converted to **Abilities Points** and **Class/Job Points** if you have an insufficient amount when making a purchase.
When experience is gained it can be distributed between the purchased levelling systems at the ratio decided by the user.
Without the **Unending System** option, the maximum total level for each system is Level 200.

Player Levelling System: -200 SP
This levelling system allows you to gain **Player Levels** which each grant a number of **Level Points** that can be used to dynamically improve yourself.

Reactive Levelling System: -200 SP
Whenever you gain a **Reactive Level** the system automatically distributes the **Level Points** based upon your actions during the previous level.

Class/Job Levelling System: -200 SP
Through this Levelling System the user gains a **Class/Job** of their choice from a list of valid options.
The **Class/Job** will distribute some of the **Level Points** in a way related to that job.
Each level the user gains an amount of **Class/Job Points** which can be spent on the development tree or converted into **Progression Points**.
These buffs will remain permanently in effect even in the face of subsequent **Class/Job** changes.
Every **Class/Job** you obtain starts at level one regardless of how high you may have been in other **Classes/Job's**.
Normally you are only able to equip one **Class/Job** at a time needing to switch your equipped **Class/Job** to give them **XP** and level up.
There are some **Classes/Job's** such as the "**Jobless**" **Class/Job** that allow the user to equip multiple classes.
There are also **Classes/Job's** that allow the user to level up **Classes/Job's** that are not equipped such as the "**Parasite**" **Class/Job**.
You do not lose progress from changing the equipped **Class/Job** to another.
There are a number of ways that a **Class/Job** can be unlocked.
The main method of unlocking **Class/Job** is By levelling up a **Class/Job** you have already unlocked.
Most basic and civilian **Class/Job** can be unlocked by performing certain tasks related to the **Class/Job** Additionally some advanced **Classes/Job's** require meeting specific requirements.
A majority of classes require both of these methods in tandem to unlock them having both a Minimum specific **Class/Job** Level and meeting additional requirements.
On rare occasions a new or a unique **Class/Job** can be gained as a **Reward**.
Prestige **Class/Job** can be unlocked either by reaching the maximum level of multiple **Class/Job** with some having additional requirements or by completing specific branches of a **Class/Job** development tree.
If the options have been purchased, **Classes/Job's** can be unlocked via the **Achievements**, **Titles**, **Store** and **Gacha**.
When purchased with the **Expertise Points System** the user will gain additional **XP** if they perform certain tasks related to the **Class/Job** they have equipped.
Each **Class/Job** has access to a development tree that suits the **Class/Job** and each time you meet the level requirement you may make additional purchases from the development tree using the **Class/Job Points**.
If the **STAT** option was purchased then every level will increase by the **Class/Job** through a predetermined **STAT** bonus.
If the **Abilities** option has been purchased then when reaching preset **Class/Job** levels the user will unlock **Abilities** reinvent to the **Class/Job**.
The **Abilities** that can be purchased from the **Class/Job** development tree tend to be superior to those received for free from levelling up the **Class/Job**.
The boosts gained from a **Class/Job** are maintained even when said **Class/Job** is changed for another.

You do not have to spend **Class/Job Points** on the **Class/Job** development tree for the **Class/Job** that you received them from and can instead use them on any equipped **Class/Job**.
You may change classes at any time, retaining any benefits you've gained from them.
If you switch back to an old Class/Job its level will remain what it was when you switched out of it.
In the event you extend a **Class/Job** beyond its maximum level it provides bonuses at the same rate it had before reaching maximum level.
If the option is purchased then when exceeding the maximum level, instead of gaining new **Abilities** from levelling, the **Abilities** already gained through the **Class/Job** levelling are given sub **Abilities** that upgrade their capabilities similar to levelling from proficiency.
These upgrades are gained at the same intervals that the **Abilities** were obtained.

Race Levelling System: -200 SP
All **Race Levels** begin at **level 1**.
When levelling up, gaining bonuses to their capabilities and if the options have been purchased they gain bonuses to their **STAT's** and additional **Progression Points** until they reach the maximum race level for that species.
The Maximum race level for the species can vary between level 10 and level 100.
When at the maximum race level for that species has been reached the evolution system provides choices for possible evolutions.
After evolving the previous race becomes an Alt-form and can no longer level up using the **Race Levelling System**.
Some evolutions may require certain conditions to be met before they can be taken.
For example a "**Goblin**" when at max race level would have the evolution option "**Hobgoblin**" available but if they focus enough on poison skills the evolution option "**Poison Goblin**" is available, if they live in swamps the evolution option "**Swamp Goblin**" is available.
When an evolution option has been selected the following things occur.
The Race level is reset back to Level 1 however, the bonuses remain the same.
If the options have been purchased the user can be Rewarded with **Titles**, **Resistance/immunity**, **Class/Job** and/or **Abilities** that are related to the race.
If the Reward is already unlocked it is instead boosted.
With each increase in Race Level the race will grow into a new and more Powerful subspecies of its kind, with the transformations variling in the amount of physical change it provides.
Each evolution requires more **XP** to progress in equivalent levels than its predecessor
Additionally, the **XP** Given to the race level also applies to all Alt-forms allowing them to level up and evolve into even greater forms however the race bonuses only apply to the corresponding Alt-form.

System Functions:

This is a list of additional features the system can incorporate to aid its user.

UI System Free/Mandatory

This brings up notifications whenever relevant events such as when gaining **XP,** a new level or when receiving a **Reward** which are most commonly **XP** and **Items.**
You can also call up a menu to navigate this system to access the other purchased components of the system and edit the menus settings.

Map System: -50 SP

Your system now comes with a dynamic map that will auto fill to reflect your current location.
By default this will be the details you can directly persevere and everything within a 1 metre diameter of you though this may change depending on other aspects of the system.

Party System: -50 SP

You may invite up to four others to gain access to your system becoming a '**Party**'.
All party-members will automatically gain access to the system and its benefits while in the party the upper limit is doubled every time this option is purchased.

Taming/Summoning System: -50 SP

This system shows you a list of all Animals, plants and other entities that have been tamed or entered a valid contract with the user.
If the user has a valid condition they can summon or de-summon the entity via this menu.

Management Systems: -50 SP

You are able to see the system data of your subordinates and allies as if they had an identical system to yours regardless of distance or location.

Otome System: -50 SP

This functions as a relationship Indicator quantifying your relationships with other people within a list.
When interacting with others, you can receive conversational prompts that can be used or ignored to advance the relationship. Relationships may become temporarily strained due to the user's action, but will not deteriorate simply due to time apart.

Seasonal System: -50 SP

At specific times of the year the system will have a makeover corresponding to a relevant holiday granting themed **Rewards**.

STAT's System: -50 SP [Free with Player Levelling System]
This is a list of your Statistical measurements, the default examples being Strength, Dexterity, Vitality, Intelligence, Wisdom, Charisma and Luck but this can be changed on initial acquisition.
STAT's may be improved through training them, though the higher they are, the harder they are to improve this way.
Boosts to **STAT's** can be received as a **Reward**.

Inventory System: -50 SP [Free with Class/Job Levelling System]
This is a sub space storage place that also lists the items stored within it and within other storage slots that the user has.
Rewards can be set to automatically get stored here.

Skills System: -50 SP
The **Skills System** is a list of learned abilities which represent the most basic and yet most fundamental abilities of the current jump such as "Diplomacy", "Speech", "Survival" and "Unarmed".
New **Skills** can potentially be gained each jump for **Skills** you do not already have which are fundamental to the jump such as gaining Energy Weapons in a sci-fi setting and SpellCraft in a Fantasy setting.
More complex **Skills** can be received as a **Reward**.
Whenever you gain a level, you gain **Skill Points** that can be allocated to **Skills** improving their capabilities in that subject.
Skills can also be improved by reading specific books, learning relevant knowledge, gaining relevant perks, sometimes when raising other **Skills** by a certain amount and boosted as a **Reward**.
Additional **Rewards** can be gained when reaching specific milestones with **Skills** or sets of **Skills.**

Card System: -50 SP
Rewards, **Items**, **XP**, **Store** purchases and **Plugins** can be turned into cards for long term storage or to be granted to others.
You may also convert these cards into either a pre-existing or new and customisable card game.
If taken with **Party System**, **Taming/Summoning System**, **Management Systems** or **Otome System** you may create card copies of the respective **Party** members, **Tamed/Summoned** creatures, **Subordinates** and/or **Relationships** which you will be able to use to summon the cards target.

Shopping System: -50 SP
The **Store** is accessible through the menu. If you have purchased the relevant components you can use the **Store** to purchase useful items, level boosting items, **Plugins**, crafting recipes, Combat Techniques, **Skills**, Spells, **Titles**, specific **Classes/Job's** and some **Abilities**.
Cost naturally scales with the value of the commodity in question.
There are additional **Store** sections that allow the user to spend accrued points if they have purchased the relevant options.
Level Points can be spent in the **Store's** S.P.E.C.I.A.L. menus to access new Attributes, Blessings and demi-perks that are added to the perks list.
Progression Points can be spent in the **Store's Abilities menus** to access new **Abilities** that are added to the **Abilities** list however the **Store** only shows **Abilities** the user can afford that are related to the currently set race and **Class/Job**.
Class/Job Points can be spent in the **Store's Class/Job menus** to access new **Classes/Job's** that are then added to the selectable **Class/Job** list however the **Store** only shows 20 **Classes/Job's** at a time.
Purchasing through the **Store** is done in a similar method to online shopping by selecting the commodity you wish to purchase, which adds them to a basket that can be edited and then requires payment at the checkout.

Gacha System: -50 SP [Requires Shopping System]
Once per day, the user may make a spin of the free **Gacha**, winning a random **Prize**. If the corresponding options have been purchased then they could win an amount of currency, a random type of system **Points**, a random crafting recipe, a random technique, a random spell or a random **Reward**, they could even win extra gacha spins to get even more prizes.
The range for how valuable the possible **Prizes** are is immense, but the average will always be slightly useful to you, no matter how Powerful you are, and no matter how worthless, the win will never be something negative.
Around specific holidays you will also be able to access a holiday themed **Gacha** with holiday themed **Prizes**.
Level Points can be used to spin any **Gacha**.
An access pass can be purchased from the **Store** to gain time limited access to any temporary **Gacha's**.
However it is cheaper to access **Gacha's** that are no longer accessible either due to the holiday no longer being celebrated or the holiday not existing in your current setting.

Data Interface System: -50 SP
You gain a heads-up-display that shows an intuitive user interface in the form of little semi-transparent floating squares of light that are invisible to anyone else.
The interface will passively show the user level, **XP** percentage, your **HP** health points, **MP** mana/magic points, **SP** stamina points and **RP** reserve points the cumulative nutrients in your body including Carbohydrates, Fat's, Proteins and other similar supernatural energy reserves.
These values can be displayed as a percentage of their calculated numerical value.

Elemental Attribute System: -50 SP
Elemental attributes indicate what attributes the user has a specific connection or affinity.
The most basic level of this would be the 4 classical elements of Fire, Water, Wind and Earth but can include styles of magic such as Illusion and conjuration, types of energy including Ki and Psionics while other attributes can take on the forms of certain themes of abstract concepts this can include stars, flower and even Christmas but the broader the attributes is the lower the benefits you get from it.
These attributes grant you greater Power and resistance to attacks of that attribute, and offer a greater connection to elementals of that attribute.
An attribute helps the development of Powers that follow this theme in every form and any form of magic that the user casts which is related to this theme is easier to learn, more Powerful, costs less, is stronger, faster, and is overall a lot better. Casting magic without an affinity is possible, but it is more difficult, they will also be significantly weaker and less efficient.
Magic is not the only tool that is affected by Magic Affinity, Elemental cultivation schools of ninjutsu, martial arts, or kinisis also benefit from attributes for manipulating the elements.
Further training can increase the Power and efficiency of the techniques using your element improving affinities you aren't naturally inclined towards.
New **Affinity's** can be gained via specific **Classes/Job's**, **Abilities**, as **Rewards** and through specific sections of the **Store**.

Divine Blessing System: -50 SP/100 SP
For **-50 SP** this is the list of Blessings bestowed by God level entity's to the user and also allows the user the possibility of purchasing from the **Store** or receiving a Device Blessing as a **Reward**.
For **-100 SP** the subconscious of all local gods can live-streamed your actions, they can send messages, comments, **Rewards** and Blessings but can't get directly involved in your action.
If you meet one of these gods they may vaguely remember you but will not know the specifics.

Abilities System: -50 SP/150 SP
This feature grants the system access to **Abilities** that will be displayed in a list,
Abilities are the many and varied individual abilities that can be used or enhanced with the system.
The way **Abilities** are improved is primarily through proficiency gained in the same process as the **Expertise Points System** by constantly using the **Ability** you wish to improve, doing so that **Ability** will slowly level up, gaining more side abilities or spells and becoming broader in scope.
Abilities can be earned through experiencing events that the **Ability** would aid in.
Occasionally a new or a unique **Ability** can be gained as a **Reward**.
Abilities can also be gained from the different Levelling systems and by non Jumpchain methods such as a Stand arrow.
Once an **Ability** has reached Level 10, it is Mastered and it evolves to become a new and stronger version of the **Ability** at level 1.
It is possible for multiple **Ability** to unify into a new **Ability** that contains the old abilities of the component **Ability**, upgraded versions and even entirely new **Ability** will eventually reach a point where they cannot evolve or unify any further, though this may be subverted with certain purchases.
Abilities can also be gained through an Appraisal skill or using the **Abilities Points**, in the **Shopping System**.
Abilities Points can be gained when levelling up via the **Race Levelling System**.
It also shows any **Ability** that is related to the currently set **Race** and **Class/Job.**
Selecting the **Abilities** you wish to purchase adds them to a basket and then requires payment at the checkout.

For **-50 SP** your system will have access to a single type of **Ability** but for **-150 SP** your system will gain them all.

- **Passive Abilities:**
  These are **Abilities** that can be continuously kept on with little to no use of the users energy reserves, such as perception enhancement **Abilities** that are ingrained into the body. They do not need to be turned off and on, but they can be if needed.

- **Active Abilities:**
  These are **Abilities** that require intended activation often requiring use of MP or SP while in use, such as combat and transportation **Abilities**.

- **Progression Abilities:**
  These are **Abilities** that when gaining Proficiency levels unlock **Sub-Abilities** that unlike other **Abilities** can be updated in new circumstances if you have them Progression **Abilities** can add to the **Combat Technique List** and the **Spell List**. One example of this is the "Extended Sight" **Ability** which grants alternative vision abilities When in a world where the emotion spectrum is connected to the colour spectrum the system can add additional sight **Sub-Abilities** to see the target's emotions and its cosponsoring colour.

- **Style Abilities:**
  These are **Abilities** that bestow Combat Techniques to the **Combat Technique List** as they progress allowing the user to perfectly imitate a movement from the technique.
  This in and of itself does not give the user understanding of the technique but with repeated use this can lead to them understanding it. Each time a **Combat Technique** is activated the user will perfectly mimic the movements of the selected technique without interruption requiring the user to cancel or finish the technique before they can make other movements. With practice these techniques can be chained with other techniques in order to construct a choreographed pattern of strikes and movements.
  A subsection of the **Combat Technique List** allows the user to inspect the movements that comprise a technique allowing them to repeat and understand how the components of each technique works and comprise a new technique that can be added to the Combat technique list.
  Any **Combat Techniques** can be learned outside of the **Combat Technique List** and the movements that comprise those techniques can be used to create new Techniques.

- **Spell Abilities:**
  These are **Abilities** that bestow **Spells** to the **Spell List** as they progress allowing the user to perfectly imitate the casting of a spell.
  This in and of itself does not give the user understanding of the magic but with study and repeated use this can lead to them understanding it.
  Each time a **Spell** is activated the user would perfectly mimic the casting procedures and spell circles of the specific **Spell** from start to finish without interruption requiring the user to cancel or finish the **Spell** if they wanted to manipulate energy differently.
  With practice this **Spell** can be augmented in order to control the magnitude, direction and speed of the projection.
  A subsection of the **Spell List** allows the user to inspect the components that comprise a spell allowing them to research and understand how each spell works.
  Any **Spell** can be learned outside of **Abilities** and any learned casting components can be used to create new **Spells** that can be added into the **spell list**.

- **Resistance/Immunity Abilities:**
  This is a list of the passive reductions for damage types that the user has gained. Resistance reduces damage the user takes whereas Immunity completely negates damage of that type.
  For example Fire Immunity completely negates mundane fire with some kinds of Fire such as Planar Flames still being able to damage the user.
  You can gain a **Resistance/Immunity** either as Rewards from other sections of the system or from receiving damage of that attribute. It is even possible to gain new **Resistance/immunity** just through proficiency, such as repeatedly subjecting oneself to burns to eventually gain Fire Resistance 1.
  Once a **Resistance/immunity** has reached Level 10, it is Mastered and it evolves to become a new and stronger version of the Resistance/immunity at level 1.

Jump System Integration: -50 SP [Requires Abilities]
Any perks, items and Powers from any jump can be combined with this system allowing them to grow as if they were a part of it.
This also functions as a List of jumpchain Perks the user has. If the user has a perk that allows them toggle perks on/off it can be done with this menu. This list can also be used to categorise perks via the perks function, origin, methods and many other categories.
This also allows you to integrate any other system you have purchased into this system gaining the benefits of both.
If you have purchased the **Class/Job Levelling System** each background or origin equivalent can unlock a **Class/Job** of the same name.

Crafting System: -100 SP
This system gains a list of every recipe you have unlocked or otherwise know how to make.
By selecting a recipe and submitting the required materials the recipe will instantly be completed.
The item will be crafted by simulating you crafting that item and will grant you the passive knowledge and experience of having crafted it without gaining any of the active memories.
The recipes used for creating can be gained through either levelling a **Ability**, levelling a **Class/Job** or by manually crafting the item.

Questing System: -100 SP
The user can gain quests that can include completing narrative threads, delivering items, solving a current problem, collecting a set of items or defeating a specific number of a certain type of foe.
The active quests that a user has available to them will be available in a viewable list.
The user can also receive daily quests that require them to do small tasks to improve themself.
The user can receive dynamic quests for predesignated tasks such as completing a document or delivering something as requested.
The quest will always award **XP**, with the amount depending on the quest's difficulty.
Occasionally if a corresponding option has been purchased Quests will award the user with valid **Rewards** relevant to the completed quest.
These quests will screen themself to automatically remove quests that oppose your morality.

Titles System: -100 SP
Titles are granted to individuals when they meet certain conditions.
Most Titles grant the recipient a **Reward** related to the title.
When a user of the system accomplishes an achievement or feat, they may find themselves gaining a **Title**.
There is no limit to the number of **Titles** that may be held at once.

Achievements System: -100 SP
If you achieve certain notable milestones, then you will receive achievements along with **Rewards** comparable to the achievements' difficulty.

Divine Domain System: -100 SP [Requires Elemental Attribute System and Divine Blessing System]
This is a list and accessible segment for the Divine domains that the user has dominion over.
Any entity that gains a Divine domain will progress into being a deity but depending on the number of domains and the strength of the domains the user may only be at the divine level of a demigod.
Any attribute could be a divine domain with each divine domain being a specific area of interest for deities, that grants them mastery over it, allowing them to create control and destroy expressions of that domain through only their divine will.

Multiversal Reward System: -50 SP/200 SP
By default all the **Rewards** you receive will be relevant to the setting you are in.
For **-50 SP** the **Rewards** may also come from one alternative setting of your choice upon purchase or for **-200 SP** the **Rewards** can come from any setting.

Regenerative System: -200 SP [Discounted with Player Levelling System]
When you level up any of the levelling systems, your body is completely restored. If taken with **Interface System** the users **HP**, **MP** and **SP** are restored to its maximum amount.

Login System: -200 SP [Discounted with Reactive Levelling System]
You now have a login component that will ask you to log in during every 24 hr period.
Logging in will give you a small level appropriate **Reward** every day with larger level appropriate **Rewards** at every log in milestone.
The average **Reward** quality will improve with each consecutive login.

Bloodline System: -200 SP [Discounted with Race Levelling System]
This feature allows you to gain toggleable bloodlines as **Reward** and purchasable options.
Bloodlines are special innate Powers belonging to certain clans and races that are descended from a Powerful entity inherently giving its users advantages that normal people do not possess.
Some Bloodlines can be used to take on physical/magical features and capabilities of the bloodline it is descended from while some may allow you to transform into that creature for a period of time.
The user may have multiple bloodlines however without a method of support the bloodlines may conflict with one another.

Plugin System: -200 SP [Discounted with Class/Job Levelling System]
By default you gain three **Plugin** slots: 1 character **Plugin** and 2 event **Plugins**.
Through this you can equip any plugins you own granting your "***Powers***" while they are equipped.
These **Plugins** come in two types the first is a character **Plugin** that grants you all of that character's "***Powers***", the second is an event **Plugin** that grant's you a "***Power***" based on a famous event.

Dynamic System: -200 SP [Requires Unending System with Abilities System, Skills System, Titles System, Achievements System" or Class/Job Levelling System]
The system will constantly be making new content to accommodate new jumps, setting, cultures, events and what the user is capable of or has learned.

Dungeon System: -200 SP [Discounted with Class/Job Levelling System or Race Levelling System]
You are able to create dynamic Dungeons that can generate monsters, traps, and treasures using transmutation magic.
This transmutation magic is Powered by energy extracted from the surroundings, this setting can be modified to act as a purification device to absorb specific types of energy such as corruption energy or Miasma.
You may select or have randomised a theme and level based difficulty for the dungeon, which will alter the dungeons environment, treasure and monsters.
You may also set a dungeon to incorporate aspects from previous locations you have visited and replicate dungeons you have been to before.
The monsters within will never attempt to escape, but the floor layout and monsters within can change depending on what sort of challenge you're looking for.
Whenever you get a new **Ability** you will temporarily gain access to a tutorial Dungeon that will explain how to use the **Ability**.
If you manage to complete a dungeon you will gain a **Reward** related to the theme and scaled to the selected level.
You can also acquire dungeons as optional missions or tests from external beings of great Power which may contain life-like artificial beings that can imitate realistic appearance and behaviour.

Unending System: -200 SP/400 SP
This can be purchased for **-200 SP** for a single **Levelling System** to have no maximum level or **-400 SP** for all **Levelling Systems** to have no maximum level.
Any Alt-form gained from an evolution can now use the **Race Levelling System** allowing them to gain the alternative race evolutions.

Integration System: -600 SP [Requires Unending System]
With this option you can choose to merge multiple systems together gaining the combined benefits of each with dynamic customisation for overlapping aspects.

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Changelog:

V1.00
Initial version

V1.01
Spelling/Grammar
Format Fixes
Repriced most powers
Added additional discounts
Added Experiment Origin
Added The Monster Within Drawback
Added the powers: Auto-Resistance Training Regimen, Fertility Control, Limitless Durability, Mental Regeneration, Telepathic Editing, Spirit Regeneration, Forced Reincarnation, Spontaneous Powers, Everyday Powers, Power Roulette, Power Slot, Power Retainer
Swapped the positions of ∃ldɹıdbə Mɐbi̯ɔ and Eldritch Magic so that it's readable.

V1.02
Text changes
Added Spiritual Origin
Added Repeducation Control, Prehensile Anatomy, Host Inhabitation, Memory Consumption, Peak Human Cunning, Super Cunning, Limitless Cunning, Peak Human Wisdom, Enhanced Wisdom, Super Wisdom, Godly Wisdom, Limitless Wisdom, Identification Creation
Made Basic Computer Training Free

V1.03
Text changes
Separated item origins into types
Changed Insect Communication to Animal Communication
Added Cleansing Wipe, Restorative Breath, Self Cleaning, Power Augmentation, Power Backing, Power Integration,

Notes:

No longer in use:

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Divine Connection (Examples)

The Infinity Gems:

- The Build Gem
- The Chaos Gem
- The Continuity Gem
- The Death Gem
- The Ego Gem
- The Evolution Gem
- The Genesis Gem
- The Mind Gem
- The Nightmare Gem
- The Power Gem
- The Reality Gem
- The Soul Gem
- The Space Gem
- The Time Gem
- The War Gem

The Emotional Spectrum Colours:

- The Black Light of Death
- The Anti-Green Light of Servitude
- The Blue Light of Hope
- The Green Light of Will
- The Gold Light of [redacted]
- The Indigo Light of Compassion
- The Infra-Red Light of Subconscious Love
- The Orange Light of Avarice
- The Ultraviolet Light of Subconscious Hate
- The Violet Light of Love
- The White Light of Life
- The Yellow Light of Fear

List of canon Gods with attributes:

- The Boldness of Atë
- The Compassion of Anapel
- The Courage of Achilles
- The Eyes of Morpheus
- The Fires of H'ronmeer
- The Fires of the Phoenix
- The Force of Cyttorak
- The Mercy of Death
- The Mystic Lightning of Mamaragan
- The Power of Zeus
- The Solomon's Blessings
- The Speed of Mercury
- The Stamina of Atlas
- The Strength of Hercules
- The Strength of S'ivaa
- The Wisdom of Solomon