

A Brane of Extraordinary Women by DianeCastle

**Not Dead
Yet Awards
2011**



Hermione Granger started it all when she received that prophecy made by Sibyl Trelawney. She found a team of six other women and faced a hellgoddess trying to invade her world. But afterward, people went home with new knowledge...

The Secret Return of Alex Mack jumpchain v0.4

After Alex returns from her multiverse adventure she starts on her journey to become her world's equivalent of superman, a shining beacon of hope and a warning to all potential villains. She achieves all this in just 3 years.

You may choose to arrive at the beginning of the original series, at the start of Secret Return or 3 years later at the start of her second multiverse adventure.

Here you can have 1000cp if you want but you probably don't need it.

Choose your age and gender or switch genders and roll a d8+11 for age +100cp

Location

Starting location choose a location or roll a d8 For +100cp

1. Paradise Valley: The location for most of the original series and the start of Secret Return, notable landmarks include the Danielle Atron Junior High School and Paradise Valley Chemical Plant.
2. Washington DC: Where Alex goes to college and the easiest location to find Terawatt in the later years.
3. Chicago: Home of the Chicago Seven and Kord industries you can also find Elvis there, I mean the Lizard King

4. Russia: has several radioactive or otherwise toxic lakes full of monsters, it also might have werewolves, I don't think that was ever confirmed.
5. The SRI base: where is it? I don't know. That's how good their operational security is, it even breaks the fourth wall. Definitely not because I forgot.
6. Harworts: the Teraverse version of Hogwarts, a school more for James Bond like super spies than magic, As in Ian Fleming was a security leak.
7. Collective Tepui: main base of the main antagonists of the series it is surrounded by a dinosaur filled forest/jungle, the base may contain a super powered army and an insane geneticist depending on when you arrive.
8. Free choice: chose anywhere on the planet to arrive.

Background

You can choose one background and one powers origin

Drop in free: You just appear, no id, no background and no new memories.

Civilian free: Other names include innocent bystander and collateral damage

Reporter free: Also called journalist, photographer and nosy parker you are skilled at asking the wrong questions, being at the wrong place at the wrong time and not minding your own goddamned business.

Soldier free: You are a member of the military, not necessarily the army and have the skill, training, education and experience to be a captain or equivalent.
add +10 to age roll.

Scientist free: The big brains building bigger and better brains badly. Someone somewhere is designing a new way to end the world... accidentally.
Maybe it's you.

Spy free: You are an agent of the Collective or the CIA or the NID or the A-Team or MI6 or you are a freelancer or maybe you don't even know who you're working for, It's entirely possible you're working for more than one of them, or all of them.

Hero/Villain free: Stopping plots, making plots or just getting involved in the plot, heroes and villains just like being the center of attention and putting themselves into the story.

Powers Origin

Orphan free: Ignore age roll you are between 25-31 and you are stronger, faster, smarter, more aggressive, more ambitious and more attractive than a normal person, closer to Batman than Captain America you have the potential to be one of the very best at anything if you put in enough time and effort.
Must take the Genetic instability drawback.

GC-161 free: You were exposed to GC-161 Whether that was accidentally, because you were experimented on by Danielle Atron or you acquired it through some other means. You now have an experimental diet drug running through your system changing your genetic code.
Must take the Constant Hunger drawback.

Exposed free: It doesn't matter if it was mutagenic chemicals, zombie viruses, alien fungus, genetic manipulation, psychic influence or something else there are a lot of ways to get powers and none of them are fun.

Tech free: You don't technically have powers but you do have the technological equivalent whether this is power armour, cybernetics, a giant laser, robotic dog or your own personal AI is unknown.

Monster +300cp: Choose a monster from any b-grade monster movie, you are now that monster with all its strengths and weaknesses for the next 10 years.

Don't worry though even if you die you'll just respawn as another different monster somewhere else. Every time you die, 1 year is added to your jump. The form you end the jump on counts as an altform. You must take the hated by humanity drawback.

If you can't think of a monster to become some of the options are silicate, zombie, giant spider, giant shark, mutant plant, T-Rex, mutant zombie, alien mold, mutant zombie dog, blob, xenomorph, fifty foot tall woman, gremlin and giant mollusk.

Perks

All the 100cp perks are free for their origin, everything else is half off.

General

Multilingual 100cp: You can learn a new language and become fluent in just a couple of months then learn another as many times as you want.

Dedicated Study 100cp: The ability to just put your nose to the grindstone and study as hard as you can without being distracted.

Ignorance is bliss 200cp: Ignore any and all mandatory drawbacks or just some of them, whatever you want. You can take this into future jumps but you have to pay the 200cp cost every time.

Genetic Stability 400cp: No matter how many super soldier serums, radioactive spider bites, demonic fruits or chemical “accidents” you are exposed to you will receive the best possible positive results and ignore the negatives, your children will be healthy, you will not be radioactive nor will you die from radiation poisoning and of course you can still swim.

Rocket science 400cp: An understanding of space shuttles, orbital physics, satellite design, space station construction and other similar 21st-century rocket science. Would possibly allow you to reverse engineer Khan Noonian Singh’s spaceship, if you can find it.

Drop in

Coincidence 100cp: It is far more likely for you to run into named characters in a casual setting like the supermarket and start friendly conversations with them.

Rail Repair 200cp: As long as the story hasn’t deviated to wildly from the original plot you can steer it back onto the rails.

Chemical Reproduction 400cp: Any power set can be explained away by a mutagenic chemical accident over a radioactive, genetically engineered volcano, and now you can reproduce those effects in a laboratory setting. Choose any one perk or power from a previous jump. You can now make a chemical version of that perk allowing you to give it to anyone. Power level of the perk may be stronger or weaker than the original perk depending on the individuals receiving it.

Civilian

Plot avoidance 100cp: This won't save you if the world gets destroyed but you can generally if you so desire, avoid the plot or main story in the setting.

A job 200cp: You are a contributing member of society, an upstanding pillar of the community, a wage slave. You have a job with colleagues, a boss and a yearly income of 300,000\$ after tax or equivalent. Does not need you to show up to work or explicitly state what it is exactly that you do.

Family 400cp: You can bring your family along with you, either your original family or one you made along the way. They will follow you into new jumps but do not count as companions unless you import them.

Reporter

Reporter's instincts 100cp: You can smell a story, hear a lie and feel corruption not literally but your ability to find the truth and proof of it is almost superhuman.

Right person 200cp: Most people would call it bad luck but you're a reporter. You always seem to be in the right place at the right time, if a bank robbery was going to happen it'll happen while you're there and if a super fight is going to go down it'll go down near you and if they'll provide statements, take questions or accept interviews they'll provide them to you. This can be toggled on and off.

Lips loosener 400cp: You know how to make people talk whether that is money, drinks, or threats of pineapple pizza you can force or convince people to tell you what they know and it will be to the best of their knowledge the truth. You also receive a massive boost to both your charisma and eloquence.

Hopefully you don't sink to many ships

Soldier

Hidden in Snark 100cp: You are truly gifted at snark, sarcasm and one liners not only does this add humour to every situation but it also causes people to constantly underestimate you.

The King 200cp: Pick a famous dead person, you now have all of that person's skills, talents and if you want knowledge. Long live the king. Thank you very much.

Redacted 400cp: You can once per jump redact the knowledge of something. For example if you went to a DC jump and redacted kryptonite, no one would know what it was, why it was important or even it's name, nor would any record of it exist. There is nothing to stop people rediscovering it though.

Scientist

Genius 100cp: A basic intelligence booster, increases your intellect by 200% if you are of a normal intelligence, 50% if you are already a genius and 5% if you are beyond normal human limits.

Knowledge 200cp: You can learn, understand and apply knowledge faster than before, what you've learnt can be adapted for use in real world applications with ease and the more and the longer you narrow your focus on to one subject or facet the faster it becomes.

Reproduction 400cp: You can reproduce in a laboratory a harmless chibi pet form of any creature, monster or alien that you have a DNA sample from. Also increases your skill at cloning things and your ability to reverse engineer biological monstrosities.

Spy

Tail's tails 100cp: You couldn't spot a tail any easier if they had bright orange tails. You can even lose your tails then tail them wherever they're going without them noticing or a whole lot of effort on your part. Has the word tail lost all meaning to you yet.

Skilled disguises 200cp: You're not skilled at disguises, well you are but not just that you also have the necessary skills and knowledge to do the job of whatever you're dressed as, you could play a professional level game of hockey, pull off a near perfect gymnastics routine or give a lecture on theoretical physics if you were dressed as a hockey player, gymnast or physics lecturer respectively.

Modern ninja 400cp: You can use any commonly available weapon in any setting at a professional level. You can hide in the background, disappear into shadows and if something can be killed you can figure out how to kill it.

Hero/Villain

Pity the fool 100cp: The more you pity someone the easier it is to punch them unconscious.

Batman physics 200cp: You know how Batman can fire his bat-grapple at a building and then swing to the side like the line is going straight up or fire it at a train and not have his arm ripped out of its socket or step off a building and land on a car so it cushions his fall because cars are great at that. Well now you can do that too and other similar things that completely normal humans like Batman and Catwoman can do.

Dastardly Scheme 400cp: Whether it's the good guys, bad guys or the morally grey guys it is much easier for you even with the slightest of information to figure out their plans, plots, crimes, goals and schemes or to come up with your own.

Powers

All the 100cp powers are free for their origin, the rest are half off.

Orphan

The greatest there ever was 100cp: You are the best in this world at one subject if you choose something already taken by someone else you equal them. Some of the already taken subjects include hacking, engineering, cybernetics, genetics and paranoia.

Master at mastering martial arts 200cp: Once a year you receive a black belt's worth of skill and training in any martial art of your choosing including fictional ones like gun-fu or santoryu it is also much easier to learn the normal way.

Successful 400cp: You are good at your job, a successes at everything you do. Once at the start of this jump and every jump afterwards you may choose a profession, juggler, figure skater, mechanic, terrorist, whatever and you receive a full expert education and several years of experience in that profession.

GC-161

Perfect Metabolism 100cp: No matter what you eat or how much you eat you cannot gain weight and your body will stay in perfect physical health.

Better You 100cp: Strength, reflexes, healing, intelligence, metabolism and memory all your base stats are raised, no matter how high they are this will make them a little bit better.

Crimson squish 200cp: Do you want to be a 6ft tall beautiful amazon or the male equivalent, well now you are, you gain superhuman strength, and durability as well as peak physical fitness and beauty. Must take the Anger issues and Primary colouring drawbacks.

Silvery Morph 400cp: The ability to turn into an amorphous silvery puddle that is nearly indestructible to physical attacks. You can go almost anywhere water can go and if you have telekinesis shape yourself into any form.

Exposed

Telekinetic Blast 100cp: Not great for fineness but excellent when you want to shotgun things without the shotgun.

The Lizard 200cp: You gain the ability to turn into a super strong, armoured reptile. You have sharp claws, an advanced sense of taste, increased health regeneration, Thermal sense and a lissp.

The Creeper 400cp: Somehow you wound up with the same costume, powers and power related issues as Jack Ryder/The Creeper probably the fault of some kind of luck manipulating meta or something. This includes increased reaction times, strength, speed and vastly increased regeneration and time perception also a sense of humour.

Tech

Klar's Invisibility formula 100cp: If you use it too many times it becomes permanent. The formula doesn't work on clothes or recently eaten food and it also makes it hard to see as most visible light passes through your invisible eyes.

Bat themed grappling guns 100cp: Nuf said.

Polish power armour 200cp: Some of the best power armour in the setting.

Rebuild him 200cp: You can resurrect a beloved family pet as a robocopesque cyborg. Includes three extra heads, an instruction manual and unzippable skin.

Cybernetic Upgrade 400cp: You can replace one of your body parts, arm, leg, eye, ear or similar with a superior prosthetic, this is guaranteed to be better than what it replaced.

Monster

Mass asexual reproduction 100cp: The ability to rapidly produce genderless, mindless copies of yourself, they have no powers, abilities or skills that aren't inherent to your current form and are governed solely by their natural instincts. Does not give you the ability to control them.

Regeneration 100cp: The worse you're hurt the quicker you heal. If you lost all of your limbs you'd regrow one in under a minute and the last after a several hours. The closer you are to full health the slower you heal.

Split 200cp: You can split yourself into two equal copies and later recombine without any ill effects.

Whatever kills me makes me stronger 400cp: Not very useful if you don't have any 1ups but you can no longer be killed the same way twice.
Works with the monster origin respawn.

Other

All 200cp powers below are roughly equal in strength.

Super Speed 200cp: You can run faster than a speeding car.

Super Strength 200cp: You are stronger than a dozen mexican wrestlers.

Flight 200cp: You can fly about as half fast as you can run and you lift half as much as you can carry.

Super Durability 200cp: You are tougher than a lorry.

Telekinesis 200cp: You can move things with your mind.

Super Reflexes 200cp: You can react faster than you can think.

Super Vision 200cp: You can see in infrared and ultraviolet.

Super Smell 200cp: You can track people by their scent.

Ferrokinesis 200cp: You can control metal with your mind.

Electrokinesis 200cp: You can control lightning with your mind.

Pyrokinesis 200cp: You can control fire with your mind.

Cryokinesis 200cp: You can control cold/ice with your mind

Telepathy 200cp: You can hear other people's thoughts.

Precognition 200cp: You can occasionally predict the future

Hive Mind 300cp: You can form a gestalt consciousness with any twins, clones or near identical copies of yourself allowing you to see what they see, hear what they hear and think with their brains. Yes it works with the MAR perk.

Telepathic illusions 300cp: You can force people to see whatever you want, this is easier the closer they are to you.

Telepathic control 300cp: You can control people with your mind. This is easier the closer they are to you but becomes harder the longer you maintain it.

Unexpected Family 300cp: You share part of your DNA with a predatory, pack animal, like velociraptors or wolves. If you run into this species in the wild they will immediately adopt you as one of their pack. Also increases your predatory instincts.

Cryokinetic 400cp: You can control and make large amounts of ice with your mind through the use of heat absorption.

Zoolingualism 400cp: You can talk to and understand animals and convince them to obey your commands.

Chlorokinesis 400cp: You can control and manipulate living plants and vegetation with your mind.

Fire retardant 400cp: You are immune to fire, you cannot be hurt by fire or heat and you cannot be burned. To a lesser extent this also protects any clothing or equipment you're wearing. You could not stand on the sun because you'd be crushed by the gravity.

Cremation 800cp: You have an extremely powerful form of pyrokinesis. This allows you to evaporate bullets and no sell Terrawatt's lightning. You are also capable of creating a hotspot hot enough to cause nuclear fusion, although this is likely to kill you.

Terrorwhat 800cp: You might be the knockoff, offbrand Terawatt but you have all her powers at the same strength she does, on the other hand you have none of the training, experience, equipment, advice or support she does. Terawatt's powers are impressive but the most impressive thing about them is that they grow stronger with use, potentially without limit.

Items

All the 100cp items are free for their origin everything else is half off

General

Money 100cp: You receive 2000\$ dollars or equivalent in any currency a week, this can be deposited into your warehouse, bank account or pockets and exchanged as you desire.

Books 100cp: The Secret Return of Alex Mack, it's prequels, sequels, side stories, crossovers, canon fanfictions, non-canon fanfictions and all the original fictions all the characters came from.

Venom 200cp: A highly addictive street drug that temporarily gives users mild super strength and reduced intelligence. Twenty vials that refill monthly.

Tar 200cp: A street drug that makes your body as tough and strong as iron. Almost always lethal after a short time. Twenty doses that refill monthly.

Satellite network 400cp: Twenty satellites placed around the world, they provide GPS, satellite imagery and an unhackable phone network. Each satellite starts over a random city, takes several hours to reposition and has picture quality high enough to read licence plate numbers but not books.

GC-161 original formula 400cp: A detailed record of how the diet drug GC-161 was developed and made and fifty sample bottles. Maybe you can make some improvements. Empty bottles refill once a year.

AI source code 400cp: Best described as a metaphorical seed just plant it into a computer system and let it grow. The only things it knows how to do at the beginning are Learn, Adapt, Grow and Emulate. If you plant it in the internet then, when it is fully developed its personality and priorities will emulate that of the internet's.

Drop in

Lifetime's supply of caffeine and donuts 100cp: You can choose any dozen canned beverages and baked bread products each and you will never run out.

A breeding pair of invisible sheep 200cp: Useful for making invisible lamb chops, invisible wool clothing and invisible bone knives.

Discount 400cp: Two 200cp discounts on other items.

Civilian

Minivan 100cp: Has great fuel efficiency, Seats 12, has a really good air conditioner, dvd players in the back of the headrests and a decent sound system.

Suburban house 200cp: An ordinary five bedroom 3 bathroom middle income home. This house will follow you to future jumps and will never stand out, unless you make it incredibly obvious that something is different nobody will notice that a superhuman, alien or mad scientist lives there.

Chemical Plant 400cp: You are the owner & CEO of a modern chemical plant the plant has chemists, technicians, drivers, security guards and the contacts to sell whatever it is that you produce here. Which could be cosmetics, pharmaceuticals or meth if you really want it to be or maybe something of your own design that you want to mass produce.

Reporter

Notes 100cp: You will have hastily written notes about anything that happens near you, to you or around you. You will find them in your pocket and they will be written like you would have written them if you wrote them at the time.

Cameras 200cp: Several high spec cameras and auxiliary equipment for both pictures and video everything a photojournalist would want or need.

Contacts 400cp: No matter what info you want to know or what item you need you know a guy who can provide the service, item or information, for a price of course and I do mean anything including a nuke or a superhero's secret identity although if you can afford it is another matter.

Soldier

Armoury 100cp: An armoury is added to your warehouse, all the weapons you acquire both with cp and without are stored and organised in this armoury they are also sharpened, smoothed, oiled, recharged, reloaded, cleaned, repaired or decontaminated as is appropriate.

Paperwork Monkey 200cp: Not an actual monkey but a NPC clone of Walter Harriman capable of doing all your paperwork remembering it and telling you anything you need to know about it.

SR-71 Blackbird 400cp: And an aircraft hanger that imports to the nearest appropriate airfield, enough supplies to run it including permissions to fly in foreign airspace, a NPC pilot and a full maintenance and repair crew.

Scientist

GC-161 antidote 100cp: Instructions on how to make the GC-161 antidote and ten doses that are refilled once a month.

Safety gear 200cp: Lab coats and safety goggles that make you nigh indestructible as long as you are actively working in a functioning lab.

Lab 400cp: A fully stocked laboratory is added to your warehouse and contains all the appropriate equipment for every form of science you know. If you have a similar lab already the labs are merged.

Spy

3 piece suit 100cp: This suit does not just fit you, it fits you well, it is custom, handmade and perfectly tailored. No matter how beautiful, handsome or ugly you are, this suit will boost your looks, in fact if I knew for sure what the word actually meant I'd even go so far as to say it makes you look debonair. It will always fit regardless of your body type or shape, it will be eternally fashionable, it is self cleaning, self repairing and self ironing.

Alcohol 200cp: A bar and a NPC barman that can serve you any alcoholic drink you want, even a pan-galactic gargle blaster.

Gadgets 400cp: You have more gadgets than you could possibly use a one time you have a copy of every gadget used in a James Bond movie or book. They are only replaced once a jump so try not to destroy them.

Hero/Villain

Pseudonym 100cp: An alternative to your real name anything you do under this name won't be connected to anything done under your real name.

Super suit 200cp: A distinctive costume that is immune to your powers and if you can change size, shapeshift, turn into liquid or other similar powers the suit can do it too.

Can import other clothes or armour into the suit.

Lair schematics 400cp: Every time you encounter a new lair, hidden base, secret lab or fortress you gain complete, current, plans and blueprints of said lair including booby traps and security systems. Perfect for infiltration or building one of your own.

Companions

Companion import 1 for 100cp: 8 for 200cp: or as many as you want for 400cp, they can choose any origin for free, have 400cp to spend and cannot take drawbacks. You can give them an extra 200cp to spend for -100cp can be bought multiple times.

Canon companions free: You can recruit any canon characters you can convince to go with you without using coercion or mental powers.

Drawbacks

Take as many as you want.

Anti-Fanfiction toggle 0cp: turn off all crossover characters and events turning this into a Secret World of Alex Mack jump

Crossover selector 0cp: You can selectively before the start of your jump add or remove crossovers with this world. Adding crossovers would just add the character to the setting, they would not have any powers, tech or abilities from outside the universe but they might have the in universe equivalent.

Han Solo for example wouldn't have a spaceship or a blaster but he'd still be a smuggler and might have a cargo plane and an ape-man hybrid as a copilot.

Weight problems +100cp: You are fat, it is easier to gain weight and harder to lose it.

Anger issues +100cp: You have problems controlling your temper and might lash out at inappropriate targets. Like that guy saying mouth feel instead of texture really deserved to be put through a wall

Primary colouring +100cp: You are for the next ten years a bright blue, green, red, yellow or whatever all over your body. You can be neon or glow in the dark if you really want to.

Purple heart collector +100cp: Your twice as likely to be hit by shrapnel or other projectiles in nonlethal parts of your body. This will not kill you but if you're not bulletproof it will be rather inconvenient.

Victor Cready +200cp: GC-161 or Exposed only. Whether this is constant headaches, incontinence, being on fire all the time, electrocuting everything, melting into a puddle or just being bugnuts crazy something has gone horribly wrong. Symptoms can be temporarily relieved by using the antidote.

This drawback can be taken up to 3 times.

Constant Hunger +200cp: Using your powers vastly accelerates your metabolism. If you use your powers too much without eating you could starve to death.

External monologue +200cp/+400cp/+600cp: You occasionally say your internal thought out loud, usually when it is least appropriate to do so. Plus 200 if you do it all the time and another 200 if you don't realise there's anything wrong.

Hated by humanity +200cp: For the next 10 years Humanity and It's offshoots (orphans, superhumans, zombies, etc) will hate the very sight of you. That being said they won't try any harder than they would with any other monster that has the same species or kill count as you. If you stay in the jump for longer than 10 years you might be able to convince people you're friendly.

Evil Copy +300cp: An evil copy of you takes this jump he/she cannot take drawbacks and does not have anything from previous jumps.

Weakened perks +300cp: All perks brought in from previous jumps are reduced to half strength. Can only be spent in the perks section.

Weakened Items +300cp: All items brought in from previous jumps are reduced to half strength. Can only be spent in the items section.

Weakened Powers +300cp: All powers brought in from previous jumps are reduced to half strength. Can only be spent in the powers section.

Weakened Companions +300cp: All companions brought in from previous jumps are reduced to half strength. Can not force them to go below a normal human baseline. Can only be spent in the companions section.

Loathed by humanoids +400cp: Everything remotely humanoid including androids, ape-men and aliens hates your guts. They won't forgive their enemies or hunt you down to the exclusion of all else but you will be public enemy number #1. You must take Hated by Humanity first.

Friends with flora +400cp: You receive the Chlorokinesis power for free but you now empathise more with plants than people.

Elsa Issues +400cp: You receive the Cryokinetic power for free but you can't turn it off and you freeze everything around you. Unless you have a way to produce fire, you can only live a relatively normal life in swelteringly hot rooms

Genetic instability +600cp: You are genetically unstable and any exposure to GC-161 or other genetics altering chemicals or substances could lead to your rapid and horrific death.

Scenarios

Save Shar/Pyre: Save the life of Charlene Roberta or prevent the need for her to sacrifice her life. Reward: You are guaranteed to be able to recruit both Pyre and Terawatt and convince them to come with you on your jump unless you did something that was particularly horrifying or amoral.

Destroy the collective: You must personally be responsible for the destruction of the majority (51% or more) of the collective's infrastructure and personnel. Reward: An increased ability to spot conspiracies, plots and double agents.

Kill Gojira: A 300 feet tall, nuclear powered, radioactive dinosaur, if you manage to end its life single handedly before Sato Yuki gets splashed with mutagenic chemicals and turns into Tsurara.

Reward: A Gojira egg and a small (10,000ft³) ocean added to your warehouse. If you kill it afterwards or with help. Reward: Rights to name it.

Redeem Walsh: Convince "wacky maggie" Who is insane, incredibly intelligent and unbelievably stubborn, that she is wrong and discovering the cure for mortality is not a good reason to wipe out the majority of humanity to prevent overpopulation issues.

Reward: The cure for mortality and a loyal pack of pet velociraptors.

The End

All drawbacks, negatives and similar are removed at the end of the jump. Now you have to decide do you want to

- a) Go home and retire
- b) Stay here to help this world
- c) Continue on your journey

Notes

One of my favourite b-grade rated monster movies is pokemon.

Remember humans are monsters too, if you are not a particularly despised species then the hated by humanity drawback will just make you as about as welcome as a neo-nazi at a barmitzvah.

Unless otherwise stated you can buy any perk or power from any background or origin.

The reason some backgrounds and origins have more options than others is because I'm trying to make all backgrounds and origins equally attractive

Pyre died destroying a rapidly evolving, self replicating nanite plague.
Watch out for that.

Alex Mack's/Terawatt's powers are telekinesis, electrokinesis and a silvery morph. She has through training managed to fake several others though.

I just stole this next bit from tv-tropes

Nigh-Invulnerability: Several characters have it.

Terawatt is invulnerable to almost all attack while morphed, although she can still feel pain.

Azure Crush is completely bullet-proof, to the point that it takes an anti-tank railgun to break her skin.

Silicate monsters can shrug off gunfire, incendiary devices, explosives, and impacts. They can only be killed by injecting them with specific radioactive isotopes such as radium-228 or strontium-90.

Gojira manages to ignore the massed fire of entire Russian tank brigades, ships, and multiple nuclear anti-submarine weapons

Massive Multiplayer Crossover: Too many to list them all. The main verses:

The Secret World of Alex Mack, Buffy the Vampire Slayer, Stargate SG-1, Harry Potter, Eureka, Batman, Hanna, Firestarter

If your not sure what something means make your best guess and fanwank responsibly

All rights belong to DianeCastle, the original creators of Alex Mack and the original creators of all the many many crossovers.