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Normally, spouting maggots from your body isn't the coolest. However, in Maggott's case, his super powered slugs are able to enhance his strength, stamina, and size by digesting objects in their path. Sure, it's really gross, but at least it's got its benefits. What if the line between the fantastical worlds of Marvel Comics and DC Comics and our reality blurred, gifting ordinary beings with extraordinary abilities? Imagine wielding the incredible power of the Human Torch, bending metal with the finesse of Magneto, or navigating the world with Spider-Man's spider-sense.This blog embarks on a journey beyond the pages of your favorite superhero comics, unearthing over 55 super power ideas that transform the human body into a vessel of untapped potential. From the healing factor rivaling Wolverine's to mastering Doctor Strange's manipulation of time and space, we dive deep into the arsenal of cool superpowers.Whether it's adopting the leadership role like Captain America, exploring magic akin to Harry Potter, or harnessing new abilities that challenge the very fabric of sci-fi and reality, this collection is a goldmine for writers, storytellers, and filmmakers in search of unique powers that can solve problems, defeat the bad guy, and maybe, just maybe, change the world. Get ready to discover powers that are not just cool or super cool but are gateways to creating the next iconic hero or villain.Because in the world of imagination, the right person with the right power doesn't just flip heavy objectsthey flip the script on what's possible.A long list of superpowers1. Quantum String ManipulationImagine a superhero who can manipulate the very fabric of reality by interacting with quantum strings, the smallest known entities in the universe. This power allows them to alter physical laws, create paradoxes, or even rewrite events by plucking and strumming these strings. It's a power that requires immense discipline and understanding, lest the hero unravels the very essence of existence.2. Emotional TransmutationThis hero can transform emotions into physical energy or manifestations. Anger might ignite fires, while joy could heal wounds. The challenge and beauty of this power lie in its unpredictability and the hero's need to navigate their own emotional landscape and those around them to use their abilities effectively.3. Chrono-DisplacementA hero with the ability to displace objects or individuals through time, but not in the traditional sense of time travel. Instead, they can phase themselves or others into different timelines for short bursts, experiencing alternate realities or avoiding immediate dangers by shifting slightly out of sync with their original timeline.4. Molecular EmpathyThe superhero can understand and communicate with inanimate objects by sensing their molecular compositions and histories. This power allows them to extract information from objects, persuade materials to reshape or repair themselves, or even convince elements to act against their natural properties.5. Shadow WeavingThis character can uniquely manipulate shadows as if they were tangible. They can craft shadowy constructs, envelop themselves in darkness to become invisible or intangible, or even use shadows as portals to travel between any two points of darkness.6. Bio-Luminescent CommunicationA hero who communicates and influences living beings through bio-luminescent patterns. Their body emits light in specific sequences that can calm, inspire, or even control flora and fauna, including humans, on a subconscious level.7. Probability FracturingThe ability to fracture probability, creating multiple outcomes from a single event. This hero can split the present into several potential futures, each with its own set of possibilities, and choose which path to solidify into reality.8. Memory SculptingImagine a superhero who can sculpt, shape, and even erase memories by touching another person. This power is a double-edged sword, as it can be used to heal traumatic memories or manipulate others by altering their perception of the past.9. Sonic ResonanceA character with the ability to resonate with the natural frequency of anything they focus on. This can shatter objects, disrupt electronics, or even resonate with people on an emotional level, stirring or soothing hearts with the right vibrational tone.10. Gravitational InversionThe power to invert gravity for any object, person, or area effectively allows them to decide what falls 'up' or 'down.' This can be used for flight, creating impregnable defenses, or turning a battlefield upside down.11. Elemental FusionRather than controlling one element, this hero can combine elements to create new substances or phenomena. Fire and water might produce steam clouds they can manipulate, or air and earth could create sandstorms. The combinations and applications are as varied as nature itself.12. Dimensional AnchoringThe ability to anchor oneself or others to a specific dimension, preventing dimensional shifting or teleportation by others. It's a powerful countermeasure against foes who bend space or reality, providing a stable foundation in unstable environments.13. Aura CraftingThis hero crafts auras of energy that can protect, empower, or weaken anyone nearby. Each aura has unique properties and requires a deep understanding of the emotional and physical states it aims to affect.14. Cosmic EmpowermentDrawing power from cosmic events (comets, solar flares, planetary alignments), this hero's abilities fluctuate and evolve based on the celestial calendar, making them unpredictably powerful in moments of cosmic significance.15. Spectral Phase ShiftingThe ability to shift between the physical and spectral planes makes the hero intangible and invisible to the naked eye. They can interact with other spectral entities or forces as a bridge between worlds.16. Echo LocationNot merely the biological trait of bats but an advanced form allowing the hero to "see" past events by listening to the echoes of sounds long since faded. This can unravel mysteries, locate lost objects, or understand events through the remnants of their acoustic footprints.17. Kinetic AbsorptionThe power is to absorb kinetic energy from movements around them and store it for enhanced physical abilities or redirect it outwardly in controlled bursts. This hero thrives in chaotic environments, drawing strength from the action itself.18. Empathic Weather ControlTheir mood and emotional state directly influence the weather. A calm demeanor might bring clear skies, while anger could summon storms. This hero must maintain emotional balance to prevent their powers from wreaking havoc unintentionally.19. Technological AssimilationThe ability to assimilate any technology they touch, understand its function, and integrate its capabilities into their own arsenal. This hero evolves with each new piece of tech, becoming a living bridge between humanity and technology.20. Reality DraftingA superhero who can sketch or write descriptions of objects, scenarios, or events and bring them into reality. Their power is limited only by their creativity and the clarity of their vision, making them a formidable force in both creation and combat.21. Harmonic ConvergenceA hero with the ability to align with and manipulate the harmonic frequencies of the universe. This power enables them to create states of perfect harmony or dissonance, affecting physical, emotional, and spiritual well-being. It's a delicate balance, reflecting the interconnectedness of all things.22. Temporal EchoThis character can send their consciousness into past versions of themselves, allowing for information exchange across time. While they cannot change the past, the insights gained can influence present decisions, making it a powerful tool for strategy and foresight.23. Adaptive EvolutionThe ability to evolve physically and mentally in response to immediate threats or challenges. This evolution is temporary, tailored to overcome specific obstacles, and reverts once the danger has passed. It reflects the ultimate survival mechanism, pushing the boundaries of human capability.24. Psychic CartographyA unique talent for mapping the psychic and emotional landscapes of those around them. This hero can navigate through the complexities of thoughts and feelings, uncovering truths hidden deep within and guiding individuals through their internal mazes.25. Elemental MimicryBeyond controlling elements, this hero can become them. Transforming their body into water, fire, air, or earth allows for a range of abilities, from merging with their element to harnessing its unique properties creatively.26. Reality FiltrationThe power to filter reality, seeing beyond illusions, magic, or technological manipulations to the truth underneath. This hero can also apply filters to alter perceptions, making the invisible visible or hiding what's in plain sight.27. Chronal AccelerationA character that can accelerate or decelerate the flow of time within a localized area. They can create pockets of rapid aging or rejuvenation, speed up processes, or bring movement to a near standstill, offering a tactical advantage in various situations.28. Aether ManipulationHarnessing the mythical fifth element, aether, this hero commands a force that binds the universe together. They can create constructs, open portals, or even influence the fundamental forces of nature, tapping into the raw power of creation itself.29. Cognitive MultiplicityThe ability to fragment their consciousness into multiple streams, allowing simultaneous focus on different tasks or problems. This hero can process information incredibly, strategize from multiple perspectives, and even inhabit several bodies at once if conditions allow.30. Void TouchA chilling power that allows the hero to summon and manipulate the void, the nothingness between spaces. They can erase matter, create vacuums, or use the void as an energy source, embodying the concept that even nothingness is something to be wielded.31. Spectral SynthesisThis hero can synthesize and manifest spectral entities or constructs from their emotions, thoughts, or the ambient energy around them. These creations range from protective guardians to powerful avatars, each reflecting the hero's inner state and intentions.32. Dimensional EchoesThe power to perceive and interact with the echoes of other dimensions that overlap with our own. This hero can draw on the knowledge, skills, and even physical objects from these parallel realities, bridging worlds unexpectedly.33. Quantum EntanglementA hero can entangle their fate with others, sharing sensations and thoughts or even swapping places across distances instantly. This power explores the deep connections between beings, transcending the physical to touch the essence of unity.34. Resonant EmpathyThe ability to resonate with the emotional and psychological frequencies of others, amplifying or diminishing these vibrations. This hero can heal psychological wounds or create empathetic bonds, fostering understanding and peace.35. Cosmic SurfingRiding the cosmic waves, this hero can traverse the energy currents flowing through space, allowing for interstellar travel and exploration. Their journey through the cosmos brings wisdom and insight, bridging the gap between the known and the unknown.36. Etheric ProjectionProjecting their etheric form, this hero can explore the astral plane, interact with non-physical entities, and influence the physical world from an unseen vantage point. It's a journey into the depths of the spiritual and the mysteries beyond.37. Neural RewiringThe power to rewire the neural pathways of any being, potentially altering behaviors, beliefs, or abilities. This requires a profound understanding of the mind and a compassionate approach to reshaping the cognitive landscape.38. Photonic HarmonyThis hero can create dazzling displays or devastating beams by manipulating light not just as a physical phenomenon but as a harmonic vibration. Their mastery of light reflects the duality of its nature, both wave, and particle, both illuminator and destroyer.39. Gravitational SympathyThe ability to create sympathetic gravitational bonds between objects, making them attract or repel each other regardless of their mass. This hero explores the invisible ties that bind the universe, from the cosmic scale to the bonds between people.40. Temporal ResonanceTapping into the resonance of past and future events, this hero can sense the echoes of significant moments before they happen or relive them to glean insights. It's a power that demands wisdom to navigate the delicate streams of time without being swept away by its currents.41. Temporal ImprintA hero with the ability to leave temporal imprints on objects or locations, marking moments in time that they can return to or observe from a distance. This power is about revisiting the past and understanding the layers of moments that define our existence.42. Emotional AlchemyThis power transforms the emotional energy of others into physical manifestations. A character with this ability could turn fear into protective barriers or love into healing waves, showcasing the tangible impact of our intangible feelings.43. Reality WeavingThe hero can weave the fabric of reality itself, stitching together fragments of different possibilities to create new outcomes. This requires a delicate balance, as each thread pulled could unravel the tapestry of existence.44. Cosmic WhisperA character who can hear and understand the whispers of the cosmos, from the songs of stars to the murmurs of black holes. This knowledge grants them profound insights into the universe's secrets and mysteries.45. Vibrational ShiftThe power to shift their vibrational frequency to match that of different states of matter, allowing them to pass through solid objects, become as fluid as water, or as elusive as air. It's a metaphor for adaptability and the fluid nature of identity.46. Ethereal ArchitectA hero who can design and construct structures or objects in the ethereal plane, which can influence or manifest in the physical world. Their creations are limited only by their imagination and the strength of their will.47. DreamwalkingThe ability to walk through dreams, interacting with the subconscious minds of others. This hero can offer guidance, unearth deep-seated fears, or uncover hidden truths within the dreamscape.48. Cosmic EmpathyA character that feels the emotions of celestial bodies, understanding the universe on a deeply emotional level. This connection could guide them to prevent cosmic calamities or to understand the cosmic balance that governs all existence.49. Quantum LeapThe power to leap through quantum states allows the hero to bypass physical obstacles, teleport short distances, or escape seemingly inescapable situations by shifting their position in the quantum field.50. Nature's WhisperThe ability to communicate with nature itself, from the smallest blade of grass to the oldest mountain. This hero can persuade nature to aid them, uncovering secrets hidden in the earth or calling upon the forces of the natural world for assistance.51. Soul BindingA power that allows the hero to bind their soul with another's, sharing strengths, weaknesses, and even thoughts. This bond is a double-edged sword, offering unparalleled teamwork and exposing each other's greatest vulnerabilities.52. ShadowmeldThe ability to merge with shadows, not just for stealth but to travel within them, emerge from any shadowed place, or even manipulate the darkness to create forms and structures. It represents the duality of light and darkness within us all.53. Echoes of the PastA character who can hear and interpret the echoes of past events, allowing them to solve mysteries, uncover hidden truths, or witness history firsthand. This power speaks to the importance of understanding our past to navigate our future.54. Molecular MasteryThe ability to manipulate molecules to rearrange or alter the composition of matter, turning air into water or metal into glass. This hero embodies the idea that change is the only constant.55. Phase WalkingThe power to walk between phases of reality, exploring alternate dimensions or realities that coexist with our own. This hero can bring knowledge, wisdom, or warnings from these other worlds.56. Energy SiphonA character who can siphon energy from any source, whether it's electrical, kinetic, or even psychic energy. They can repurpose this energy creatively, powering themselves or their endeavors.57. Intangible InfluenceThe ability to influence the intangible aspects of the world, such as luck, fate, or even the flow of time. This hero navigates the unseen currents that shape our lives, subtly guiding outcomes in their favor.58. Elemental TranscendenceBeyond controlling elements, this power allows the hero to become an embodiment of an element, transcending physical form to become fire, water, air, or earth itself. It's a testament to the idea that we are all made of the same cosmic dust.59. Psychic OrigamiThe unique ability to fold space and time as if it were paper, creating shortcuts through the fabric of reality. This hero can bend the universe to their will, challenging the laws governing our existence.60. Harmonic BalanceA character with the power to balance any forces, whether they're physical, like gravity and momentum, or conceptual, like good and evil. This hero embodies the eternal quest for balance in a world of extremes.ConclusionIn crafting characters that can bend metal with their mind, freeze time to capture the perfect moment, or navigate the complexities of real life with the grace of Spider-Man or the strategic mind of Tony Stark, we unlock a treasure trove of storytelling possibilities.These powers aren't just cool; they're a conduit to exploring deeper themes of heroism, responsibility, and the ripple effect of wielding such abilities in the right handsor the catastrophic consequences in the wrong ones.In the universe of superpowers, from super strength and super hearing to the more nuanced abilities like water bending and manipulating bodily functions, true magic emerges when the right person harnesses their power to illuminate the flip side of what we deem possible, proving that, in the world of creativity and storytelling, the ability to dream is the greatest power of all.Frequently Asked Questions About Super Powers (FAQs)What are some cool superpower ideas inspired by Marvel and DC Comics?Marvel Comics brings us the Invisible Woman and Human Torch, showcasing unique powers like invisibility and fire manipulation.DC Comics introduces us to characters like Green Lantern and Doctor Manhattan, offering incredible powers from energy blasts to reality manipulation.How can superpowers be related to the human body in storytelling?Superpowers often extend human capabilities to fantastic levels. Think of Spider-Man's spider-sense reflecting heightened instincts or Jean Grey's telepathic abilities as an expansion of the mind.Tony Stark embodies human ingenuity, becoming a superhero without traditional powers.What makes a superpower 'cool' in the context of superhero comics?A cool power is something that:Solves problems creatively (like Doctor Strange's time manipulation).Offers a visually stunning effect (Scarlet Witch's reality-warping).Provides a unique twist on reality (like Ant-Man's size alteration).Can superpowers tackle real-life issues?Yes, superpowers can metaphorically address real issues. X-Men's diverse abilities represent societal diversity and the struggles of acceptance.Captain America stands for ideals of freedom and justice, showing leadership in confronting moral dilemmas.How do new abilities like energy blasts or super speed change a character's role in a story? New abilities can shift a character's dynamic significantly, propelling them from bystanders to key players.For instance, Peter Parker becomes a hero after a bite from a radioactive spider, and Luke Cage's bulletproof skin places him in a leadership role within his community.What unique powers haven't been heavily explored in comics or films? Manipulating bodily functions or elements at a microscopic level (beyond Ant-Man or Iron Fist).Powers affecting probability or luck subtly alter outcomes.Abilities that allow characters to communicate or control digital or technological realms.How can superpowers be used to convey deeper themes or messages in storytelling?Superpowers can symbolize personal growth (Spider-Man), the burden of responsibility (Doctor Manhattan), or the complexities of morality (X-Men's Jean Grey).They serve as metaphors for human experiences, exploring themes like identity, sacrifice, and the pursuit of justice.What role do superpowers play in developing a character's identity?Superpowers often act as a catalyst for character development. For instance, Harry Potter's magical abilities lead him on a journey of self-discovery.Tony Stark uses his intellect to overcome personal challenges, crafting an identity as Iron Man.Can superpowers influence the way characters interact with their environment or society?Absolutely. Characters like Green Arrow and Spider-Man use their abilities to protect their cities, affecting how society views them.Powers can also alienate characters (X-Men's mutants) or force them into hiding (Kitty Pryde).How do storytellers balance superpowers to avoid making a character too powerful?Balancing powers involves introducing limitations or vulnerabilities. Superman has kryptonite, while Doctor Strange faces the consequences of manipulating magic.These limitations ensure characters remain relatable and their stories engaging.What are some creative ways superpowers have been used to address personal or societal issues?X-Men tackle themes of discrimination and acceptance.Spider-Man explores the balance of personal life with the responsibility of power.Luke Cage addresses racial injustice and the idea of community heroism.How can superpowers be integrated into genres outside of superhero comics, like sci-fi or fantasy?In sci-fi, powers might stem from advanced technology or alien biology (Guardians of the Galaxy). Fantasy genres blend magic with powers, as seen in Harry Potter or The Last Airbender, where abilities are deeply entwined with cultural and spiritual elements. Superpowers have captivated imaginations for generations. These extraordinary abilities propel comic book heroes, fuel action movies, and inspire daydreams of soaring through the sky or bending the elements to ones will. But with so many fantastical powers out there, its easy to get lost in the whirlwind. To bring some order to the chaos, lets delve into a categorized list of these extraordinary talents. These superpowers elevate the human body to superhuman capabilities. Strength: Imagine effortlessly lifting cars or punching through walls. Superhuman strength allows feats of incredible power, making the user a formidable force. Speed: Blurring past the eye or exceeding the speed of sound, characters with super speed can outrun speeding bullets or dash across continents in a blink. Stamina: Forget fatigue! Superhuman stamina enables characters to perform strenuous activities for extended periods without tiring. Invulnerability: Nearly indestructible, characters with invulnerability can withstand incredible punishment, from bullets and blades to extreme temperatures. Enhanced Senses: Imagine seeing in the dark, hearing whispers from miles away, or possessing an unparalleled sense of smell. Enhanced senses heighten awareness and grant extraordinary perception. Elemental manipulation grants power over the fundamental forces of the universe. Fire Manipulation: The ability to conjure and control flames, project fire blasts, or even become human flamethrowers. Energy Control: From channeling electricity to manipulating pure energy for devastating blasts, energy control offers a vast array of offensive and defensive capabilities. Ice Powers: Commanding the power of ice and cold, characters with cryokinesis can create and manipulate ice, freeze objects, or even generate icy blasts. Nature Manipulation: Communicating with and controlling plants, animals, and the very elements of the Earth itself, nature manipulation grants dominion over the natural world. This is just a glimpse into the vast spectrum of superpowers. Remember, the limitations are only set by imagination! With new heroes emerging all the time, the universe of extraordinary abilities continues to grow and enthrall. Superpowers split into different categories based on their nature and effects. These powers can dramatically enhance physical abilities, manipulate elements, unlock mental prowess, or alter the body in various ways. Physical enhancement superpowers boost the bodys capabilities beyond normal human limits. They include: Strength: The ability to exert great force, often allowing individuals to lift heavy objects with ease. Speed: This feature allows for moving at incredible velocities, sometimes even breaking the sound barrier. Stamina: Enhanced endurance lets superheroes engage in activities for extended periods without fatigue. Invulnerability: Providing resistance to damage, making someone tough to injure. Enhanced Senses: Upgraded hearing, smell, and taste, beyond typical human capacity. Elemental control comprises abilities that manipulate natural forces. Examples include: Fire Manipulation: The power to ignite and control flames. Energy Control: The mastery over various forms of energy, often used in energy blasts. Ice Powers: The capacity to generate and command ice and cold temperatures. Nature Manipulation: Abilities that enable influence over plants and the Earth. Psychic abilities involve mental powers. They are often unseen but potent: Telepathy: Reading thoughts and mental communication. Telekinesis: Moving objects with mind power. Mind Control: Influencing or controlling others actions and decisions. Transformational abilities allow heroes or villains to change their form: Intangibility: Passing through solid objects. Shapeshifting: Altering ones physical form to mimic other beings or objects. Size: Increasing or decreasing body size at will. Camouflage: Blending in with surroundings, becoming nearly invisible. These powers enhance ones sensory perception, such as: X-ray Vision: Seeing through objects. Enhanced Hearing: Detecting sounds from vast distances or through barriers. Superpowers that enable astonishing ways to travel include: Flight: Soaring through the sky without mechanical aid. Teleportation: Instantaneously moving from one place to another. Super Speed: Moving so fast one can travel massive distances in seconds. Each category of superpowers opens unique possibilities and challenges for those who possess them, significantly impacting their adventures and the world around them. Superpowered beings captivate our imagination, populating the worlds of comics, cinema, and stories with abilities that transcend human limits. They are the champions and adversaries of narratives that have captured hearts across generations. Superheroes are individuals who use their extraordinary talents for the greater good. Typically depicted in comic books and movies, they often have unique names and costumes that add to their identity. Marvel Comics: Home to icons like Spider-Man, Iron Man, and teams such as the X-Men and the Avengers. DC Comics: Famous for Superman, Batman, and the Justice League, including heroes like The Flash and Green Arrow. Each one stands as a favorite to different fans, often for their virtues as much as for their powers. Conversely, villains use their powers for personal gain or to fulfill darker ambitions. These characters symbolize our fears and cautionary tales about powers misuse. Famous Villains:Venom, known for his eerie appearance and connection to Spider-Man. The diabolical Joker, arch-nemesis to Batman. Loki, a trickster bringing chaos from Norse mythology into the Marvel Universe. These supervillains are as integral to superhero stories as heroes themselves, providing conflict and complexity. Moving beyond the modern comic book heroes and villains, mythology and fantasy literature are rich with beings of great power. Mythic Figures: These characters draw from ancient legends, like gods and demigods wielding magic and might.Extraordinary Individuals in Fiction: Characters from science fiction and fantasy settings often have powers that are explained through either magical means or advanced technology. They continue to enchant readers and viewers with their otherworldly capabilities. Superpowers extend beyond politics and military might, influencing various aspects of daily life and broader culture. They shape the movies we watch, the books we read, and the technology we use. Superpowers often make their appearances in blockbuster movies and TV shows. Marvel and DC Comics have introduced us to groups like the Avengers, the Justice League, and the X-Men. These stories often feature ordinary individuals who gain extraordinary abilities. Superheroes and villains from these series have become cultural icons, influencing fashion, language, and even our sense of morality. Marvel: Known for Spider-Man, Iron Man, and the Avengers DC: Home to Batman, Superman, and Wonder Woman Televised Series: Shows like The Flash and Star Trek, showcasing superhuman abilities and advanced tech The high-tech gadgets and armor in comic books and sci-fi have inspired real-life innovations. From Iron Mans suit to Star Treks communicators, technology seen in fiction has often provided a blueprint for actual tech developments. In fact, the mobile phone was influenced by the communicators from Star Trek. Iron Mans suit: Influenced the development of exoskeletons Star Treks communicators: Preceded the invention of flip phones Media representation has a powerful effect on how we see superpowers. Comic books and movies not only showcase the fantastical skills of superheroes but also frame historical perceptions of power. For example, Captain America emerged during World War II, embodying American ideals and military strength. Fictional narratives give us a lens through which we see the impact of power on society. Captain America: A symbol of freedom and strength during WWII Historical context in comics: Reflects and influences societal views on power and responsibility Exploring the origins and growth of superpowers unveils a fascinating intersection of narrative and science. Superheroes and villains acquire and improve their abilities through various means, ranging from accidents and genetic anomalies to intense training and mystical endowments. Superhero origin stories lay the foundation for the extraordinary capabilities that characters like Spider-Man exhibit. Often, these narratives involve unexpected events, where characters gain abilities through encounters with strange materials, like the spider bite that gave Spider-Man his powers, or cosmic influences such as Supermans ties to the radiation from Kryptons sun. In the science fiction and comic book realms, genetic mutations and scientific experiments are pivotal for power acquisition. Characters may inherit powers through genetics, as seen in the mutant community in X-Men, or they might acquire their abilities from cutting-edge scientific experiments gone awry, similarly to the Hulks transformation due to gamma radiation. Some characters in fiction earn their powers through rigorous training and skill development. Mastery in martial arts, archery, or other combat skills can be seen in figures like Black Widow and Hawkeye from the Avengers, demonstrating how peak human abilities can be attained without supernatural or genetic factors. Magic and mythology contribute greatly to the power sets of some superheroes and villains. Spells, artefacts, or divine heritage can bestow characters with powers, as seen in the enchantments used by Doctor Strange or the godly strength of Thor. These sources often tie in closely with the mystical legends they are drawn from. This section covers commonly asked questions about the extraordinary abilities found in stories, from the typical to the highly exceptional. Flying, super strength, and invisibility are often seen in books, films, and comics. These powers capture our imagination with their broad appeal and versatility in storytelling. Powers like manipulating time or reality are less common and seen as quite special. Their rarity adds to the intrigue and depth of the characters that possess them. Characters with the ability to resurrect, have unlimited psychic control, or possess omnipotence are frequently viewed as overpowered. Their stories require careful handling to avoid predictable outcomes. Qualities like superhuman endurance, healing ability, and enhanced morality are often linked with heroes. They reflect the enduring, resilient, and just nature of traditional protagonists. Superpowers can be grouped into physical, mental, elemental, and reality-altering types. Each category branches into unique abilities that define a characters role and impact in their world. Some powers come with significant risks, like loss of control for shapeshifters or the mental toll of telepathy. The narrative often explores how these abilities can be a double-edged sword. ,the free encyclopedia that anyone can edit.107,583 active editors 7,025,772 articles in EnglishSir William Gordon-Cumming (20July 1848 20May 1930) was a Scottish landowner, soldier and socialite. He was the central figure in the royal baccarat scandal of 1891. He joined the British Army in 1868 and saw service in South Africa, Egypt and the Sudan; he served with distinction and rose to the rank of lieutenant-colonel. An adventurer, he also hunted in the US and India. A friend of Edward, Prince of Wales, for over 20 years, in 1890 he attended a house party at Tranby Croft, where he took part in a game of baccarat at the behest of the prince. During the course of two nights' play he was accused of cheating, which he denied. After news of the affair leaked out, he sued five members of the party for slander; Edward was called as a witness. The case was a public spectacle in the UK and abroad, but the verdict went against Gordon-Cumming and he was ostracised from polite society. After the court case he married an American heiress, but their relationship was unhappy. (Fullarticle...)Recently featured: Great Wilbraham (causewayed enclosure)Henry de HinuberHurricane Claudette (2003)ArchiveBy emailMore featured articlesAboutPostcard with a Fula woman... that Franois-Edmond Fortier published more than 3,300 postcards of French West Africa (example pictured) between 1901 and 1920?... that a language riot broke out between members of Our Lady of the Rosary in 1917?... that Oleksandr Rodin's opera Kateryna was staged despite barricades, bombings, and an air-raid alarm?... that Paul Among the People treats the Pauline epistles as sources comparable to Homer, Aristophanes and Virgil on Greco-Roman attitudes?... that Gyula Kakas competed at two Olympics in gymnastics, set the Hungarian pole-vault record, and played for a national-champion football club?... that a lyric in Beautiful Chaos was praised for "spreading queer joy"?... that defending champions Bermuda did not compete in the women's football tournament at the 2015 Island Games?... that Vatican Taekwondo has no registered athletes or coaches?... that Iceland's entry for Eurovision in 2025 brought out a line of Ash Wednesday costumes?ArchiveStart a new articleNominate an articleMuhammadu BuhariFormer president of Nigeria Muhammadu Buhari (pictured) dies at the age of 82.Clashes between Druze militias and the Syrian Armed Forces result in hundreds of deaths.The International Criminal Court issues arrest warrants for Taliban leaders Hibatullah Akhundzada and Abdul Hakim Haqqani over their alleged persecution of women in Afghanistan.Flooding in Central Texas, United States, leaves at least 140 people dead.Ongoing: Gaza warRussian invasion of UkrainetimelineSudanese civil wartimelineRecent deaths: Andrea GibsonRaymond GuiotFelix BaumgartnerFauja SinghBradley John MurdochFrank BarrieNominate an articleJuly 20Forensic experts at the site of the Suru bombing1807 French brothers Claude and Nicphore Nipce received a patent for their Pyrolophore, one of the world's first internal combustion engines.1951 Abdullah I of Jordan was assassinated while visiting the Al-Aqsa Mosque in Jerusalem.1976 The Viking 1 lander became the first spacecraft to successfully land on Mars and perform its mission.1997 USSConstitution, one of the United States Navy's original six frigates, sailed for the first time in 116 years after a full restoration.2015 A suicide attack (aftermath pictured) in Suru, Turkey, for which Islamic State of Iraq and the Levant (ISIL) claimed responsibility, killed 34 people and injured 104 others.Alexander the Great (b.356 BC)Amanda Clement (d.1971)Bruce Lee (d.1973)Gisele Bndchen (b.1980)More anniversaries: July 19July 20July 21ArchiveBy emailList of days of the yearAboutC/2022 E3 (ZTF) is a non-periodic comet from the Oort cloud that was discovered by the Zwicky Transient Facility (ZTF) in 2022. With a comet nucleus of around 1 kilometre (0.6mi) in diameter, C/2022 E3 rotates on its axis once every 8.5 to 8.7 hours. Its tails of dust and gas extended for millions of kilometers and, during January 2023, an anti-tail was also visible. The comet reached its most recent perihelion in January 2023, at a distance of 1.11AU (166millionkm; 103millionmi) from the sun, and the closest approach to Earth was a few weeks later, at a distance of 0.28AU (42millionkm; 26millionmi). The comet reached magnitude 5 and was visible with the naked eye under moonless dark skies. This photograph of C/2022 E3 was taken in January 2023 and released by the Italian National Institute for Astrophysics.Photograph credit: Alessandro Bianconi; National Institute for AstrophysicsRecently featured: Passion fruitBasilica of StPaul, RabatClouded ApolloArchiveMore featured picturesCommunity portal The central hub for editors, with resources, links, tasks, and announcements.Village pump Forum for discussions about Wikipedia itself, including policies and technical issues.Site news Sources of news about Wikipedia and the broader Wikimedia movement.Teahouse Ask basic questions about using or editing Wikipedia.Help desk Ask questions about using or editing Wikipedia.Reference desk Ask research questions about encyclopedic topics.Content portals A unique way to navigate the encyclopedia.Wikipedia is written by volunteer editors and hosted by the Wikimedia Foundation, a non-profit organization that also hosts a range of other volunteer projects: CommonsFree media repository MediaWikiWiki software development Meta-WikiWikimedia project coordination WikibooksFree textbooks and manuals WikidataFree knowledge base WikinewsFree-content news WikiquoteCollection of quotations WikisourceFree-content library WikispeciesDirectory of species WikiversityFree learning tools WikivoyageFree travel guide WiktionaryDictionary and thesaurusThis Wikipedia is written in English. Many other Wikipedias are available; some of the largest are listed below. 1,000,000+ articles DeutschEspaolFranaisItalianoNederlandsPolskiPortugusSvenskaTing Vit 250,000+ articles Bahasa IndonesiaBahasa MelayuBn-lm-gCataletinaDanskEestiEsperantoEuskaraMagyarNorsk bokmlRomnSimple EnglishSloveninaSrpskiSrpskohrvatskiSuomiTrkeOzbekcha 50,000+ articles AsturianuAzrbaycancaBosanskiFryskGaeilgeGalegoHrvatskiKurdLatvieuLietuviNorsk nynorskShqipSloveninaRetrieved from " 2This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed.From sources:"1807"news newspapers books scholar JSTOR (November 2015) (Learn how and when to remove this message)Calendar yearYearsMillennium2ndmillenniumCenturies18thcentury19thcentury 20thcenturyDecades1780s1790s1800s 1810s1820sYears1804180518061807 180818091810vteFebruary 7: Napoleon leads French troops into Russia in winter, and fights the Battle of Eylau.June 14: Napoleon triumphs over Russia's General Benningsen, at the Battle of Friedland.1807 (MDCCCVII) was a common year starting on Thursday of the Gregorian calendarand a common year starting on Tuesday of the Julian calendar, the 1807th year of the Common Era (CE) and Anno Domini (AD) designations, the 807th year of the 2ndmillennium, the 7th year of the 19thcentury, and the 8th year of the 1800s decade. As of the start of 1807, the Gregorian calendar was 12 days ahead of the Julian calendar, which remained in localized use until 1923. Calendar year 1807 by topicHumanitiesArchaeologyArchitectureArtLiteraturePoetryMusicBy countryAustraliaBrazilCanadaDenmarkFranceGermanyNew ZealandNorwayRussiaSouth AfricaSwedenUnited KingdomUnited StatesOther topicsRail transportScienceSportsLists of leadersSovereign statesSovereign state leadersTerritorial governorsReligious leadersLawBirth and death categoriesBirthsDeathsEstablishments and disestablishments categoriesEstablishmentsDisestablishmentsWorks categoryWorksvte1807 in various calendarsGregorian calendar1807MDCCCVIIAb urbe condita2560Armenian calendar1256 Assyrian calendar6557Balinese saka calendar17281729Bengali calendar12131214Berber calendar2757British Regnal year47Geo.348Geo.3Buddhist calendar2351Burmese calendar1169Byzantine calendar73157316Chinese calendar (FireTiger)4504 or 4297to (FireRabbit)4505 or 4298Coptic calendar15231524Discordian calendar2973Ethiopian calendar17991800Hebrew calendar55675568Hindu calendars- Vikram Samvat18631864- Shaka Samvat17281729- Kali Yuga49074908Holocene calendar11807Igbo calendar807808Iranian calendar11851186Islamic calendar12211222Japanese calendarBunka 4()Javanese calendar17331734Julian calendarGregorian minus 12 daysKorean calendar4140Minguo calendar105 before ROC105Nanakshahi calendar339Thai solar calendar23492350Tibetan calendar(male Fire-Tiger)1933 or 1552 or 780to(female Fire-Hare)1934 or 1553 or 781Wikimedia Commons has media related to 1807.January 7 The United Kingdom of Great Britain and Ireland issues an Order in Council prohibiting British ships from trading with France or its allies.[1]January 20 The Sierra Leone Company, faced with bankruptcy because of the imminent abolition of the slave trade in British colonies, petitions the British government for purchase and transfer of its property to the Crown; Parliament approves the transfer on July 29, and it takes effect on January 1, 1808.[2]February 3 Napoleonic Wars and Anglo-Spanish War: Battle of Montevideo The British Army captures Montevideo from the Spanish Empire, as part of the British invasions of the Ro de la Plata.February 7 Napoleon leads the forces of the French Empire in an invasion of the Russian Empire, and begins fighting at the Battle of Eylau against Russian and Prussian forces.[3]February 8 Battle of Eylau: Napoleon fights a hard but inconclusive battle against the Russians under Bennigsen.February 10 The Survey of the Coast (renamed the United States Coast Survey in 1836 and the United States Coast and Geodetic Survey in 1878) is established; work begins on August 3, 1816.February 17 Henry Christopher is elected first President of the State of Haiti, ruling the northern part of the country.February 19 Burr conspiracy: In Alabama, former Vice President of the United States Aaron Burr is tried for conspiracy, but acquitted.February 23 The Slave Trade Act is passed in the House of Commons of the United Kingdom by an overwhelming majority.[4]March 2 The United States Congress passes the Act Prohibiting Importation of Slaves "into any port or place within the jurisdiction of the United States ... from any foreign kingdom, place, or country" (to take effect January 1, 1808).March 25The United Kingdom Slave Trade Act becomes law abolishing the slave trade in most of the British Empire[5] with effect from 1 May (slavery itself is abolished in British colonies in 1833).The Swansea and Mumbles Railway in South Wales, at this time known as the Oystermouth Railway, becomes the first passenger-carrying railway in the world.March 29 H. W. Olbers discovers the asteroid Vesta.April 412 Froberg mutiny: The British suppress a mutiny at Fort Ricasoli, Malta, by men of the irregularly-recruited Froberg Regiment.April 14 African Institution holds its first meeting in London; it is intended to improve social conditions in Sierra Leone.May 22 A grand jury indicts former Vice President of the United States Aaron Burr for treason.[6]May 24 Siege of Danzig ends after 6 weeks with Prussian and Russian defenders capitulating to French forces.May 29 Selim III, Ottoman Emperor since 1789, is deposed in favour of his nephew Mustafa IV.May 31 Primitive Methodism originates in an All Day of Prayer at Mow Cop, in the north midlands of England.[7]June 9 The Duke of Portland is chosen as Prime Minister after the United Kingdom general election.June 10 The Battle of Heilsberg ends in a draw.June 14 Battle of Friedland: Napoleon decisively defeats Bennigsen's Russian army.June 22 ChesapeakeLeopard affair: British Royal Navy fourth rate HMSLeopard attacks and boards United States Navy frigate USS Chesapeake off Norfolk, Virginia, seeking deserters. This act of British aggression plays a role in the run-up to the War of 1812.July 5 A disastrous British attack is mounted against Buenos Aires, during the second failed invasion of the Ro de la Plata.July 79 The Treaties of Tilsit are signed between France, Prussia and Russia. Napoleon and Russian Emperor Alexander I ally together against the British. The Prussians are forced to cede more than half their territory, which is formed into the Duchy of Warsaw in their former Polish lands, and the Kingdom of Westphalia in western Germany. The Free City of Danzig is also formed (established September 9 by Napoleon).July 13 With the death of Henry Benedict Stuart, the last Stuart claimant to the throne of the United Kingdom, Jacobitism comes to an effective end.July 20 Nicphore Nipce is awarded a patent by Napoleon Bonaparte for the Pyrolophore, the world's first internal combustion engine, after it successfully powers a boat upstream on the river Sane in France.August 17 The North River Steamboat, Robert Fulton's first American steamboat, leaves New York City for Albany on the Hudson River, inaugurating the first commercial steamboat service in the world.September 1 Former U.S. Vice President Aaron Burr is acquitted of treason. He had been accused of plotting to annex parts of Louisiana and Mexico, to become part of an independent republic.September 27 Battle of Copenhagen: The British Royal Navy bombards Copenhagen with fire bombs and phosphorus rockets, to prevent the Dano-Norwegian navy from surrendering to Napoleon; 30% of the city is destroyed, and 2,000 citizens are killed.September 7 Robert Morrison, the first Protestant missionary to China, arrives in Guangzhou (Canton).[8]September

information about Vesta.[27][28][29]Vesta is the brightest asteroid visible from Earth. It is regularly as bright as magnitude 5.1,[18] at which times it is faintly visible to the naked eye. Its maximum distance from the Sun is slightly greater than the minimum distance of Ceres from the Sun,[e] although its orbit lies entirely within that of Ceres.[30]NASA's Dawn spacecraft entered orbit around Vesta on 16 July 2011 for a one-year exploration and left the orbit of Vesta on 5 September 2012[31] en route to its final destination, Ceres. Researchers continue to examine data collected by Dawn for additional insights into the formation and history of Vesta.[32][33]Vesta, Ceres, and the Moon with sizes shown to scaleHeinrich Olbers discovered Pallas in 1802, the year after the discovery of Ceres. He proposed that the two objects were the remnants of a destroyed planet. He sent a letter with his proposal to the British astronomer William Herschel, suggesting that a search near the locations where the orbits of Ceres and Pallas intersected might reveal more fragments. These orbital intersections were located in the constellations of Cetus and Virgo.[34] Olbers commenced his search in 1802, and on 29 March 1807 he discovered Vesta in the constellation Virgoa coincidence, because Ceres, Pallas, and Vesta are not fragments of a larger body. Because the asteroid Juno had been discovered in 1804, this made Vesta the fourth object to be identified in the region that is now known as the asteroid belt. The discovery was announced in a letter addressed to German astronomer Johann H. Schrter dated 31 March.[35] Because Olbers already had credit for discovering a planet (Pallas; at the time, the asteroids were considered to be planets), he gave the honor of naming his new discovery to German mathematician Carl Friedrich Gauss, whose orbital calculations had enabled astronomers to confirm the existence of Ceres, the first asteroid, and who had computed the orbit of the new planet in the remarkably short time of 10 hours.[36][37] Gauss decided on the Roman virgin goddess of home and hearth, Vesta.[38]Vesta was the fourth asteroid to be discovered, hence the number4 in its formal designation. The name Vesta, or national variants thereof, is in international use with two exceptions: Greece and China. In Greek, the name adopted was the Hellenic equivalent of Vesta, Hestia (4); in English, that name is used for 46 Hestia (Greeks use the name "Hestia" for both, with the minor-planet numbers used for disambiguation). In Chinese, Vesta is called the 'hearth-god(dess) star', Zoshnxng, naming the asteroid for Vesta's role, similar to the Chinese names of Uranus, Neptune, and Pluto.[f]Upon its discovery, Vesta was, like Ceres, Pallas, and Juno before it, classified as a planet and given a planetary symbol. The symbol represented the altar of Vesta with its sacred fire and was designed by Gauss.[39][40] In Gauss's conception, now obsolete, this was drawn . His form is in the pipeline for Unicode 17.0 as U+1F777 .[41][42][g]The asteroid symbols were gradually retired from astronomical use after 1852, but the symbols for the first four asteroids were resurrected for astrology in the 1970s. The abbreviated modern astrological variant of the Vesta symbol is (U+26B6).[41][h]After the discovery of Vesta, no further objects were discovered for 38years, and during this time the Solar System was thought to have eleven planets.[47] However, in 1845, new asteroids started being discovered at a rapid pace, and by 1851 there were fifteen, each with its own symbol, in addition to the eight major planets (Neptune had been discovered in 1846). It soon became clear that it would be impractical to continue inventing new planetary symbols indefinitely, and some of the existing ones proved difficult to draw quickly. That year, the problem was addressed by Benjamin Apthorp Gould, who suggested numbering asteroids in their order of discovery, and placing this number in a disk (circle) as the generic symbol of an asteroid. Thus, the fourth asteroid, Vesta, acquired the generic symbol . This was soon coupled with the name into an official numbername designation, Vesta, as the number of minor planets increased. By 1858, the circle had been simplified to parentheses, (4) Vesta, which were easier to typeset. Other punctuation, such as 4) Vesta and 4, Vesta, was also briefly used, but had more or less completely died out by 1949.[48]SPHERE image is shown on the left, with a synthetic view derived from Dawn images shown on the right for comparison.[49]Photometric observations of Vesta were made at the Harvard College Observatory in 18801882 and at the Observatoire de Toulouse in 1909. These and other observations allowed the rotation rate of Vesta to be determined by the 1950s. However, the early estimates of the rotation rate came into question because the light curve included variations in both shape and albedo.[50]Early estimates of the diameter of Vesta ranged from 383 kilometres (238mi) in 1825, to 444km (276mi). E.C. Pickering produced an estimated diameter of 51317km (31911mi) in 1879, which is close to the modern value for the mean diameter, but the subsequent estimates ranged from a low of 390km (242mi) up to a high of 602km (374mi) during the next century. The measured estimates were based on photometry. In 1989, speckle interferometry was used to measure a dimension that varied between 498 and 548km (309 and 341mi) during the rotational period.[51] In 1991, an occultation of the star SAO 93228 by Vesta was observed from multiple locations in the eastern United States and Canada. Based on observations from 14 different sites, the best fit to the data was an elliptical profile with dimensions of about 550km 462km (342mi 287mi).[52] Dawn confirmed this measurement.[i] These measurements will help determine the thermal history, size of the core, role of water in asteroid evolution and what meteorites found on Earth come from these bodies, with the ultimate goal of understanding the conditions and processes present at the solar system's earliest epoch and the role of water content and size in planetary evolution.[53]Vesta became the first asteroid to have its mass determined. Every 18 years, the asteroid 197 Arete approaches within 0.04AU of Vesta. In 1966, based upon observations of Vesta's gravitational perturbations of Arete, Hans G. Hertz estimated the mass of Vesta at (1.200.08)1010M (solar masses).[54] More refined estimates followed, and in 2001 the perturbations of 17 Thetis were used to calculate the mass of Vesta to be (1.310.02)1010M.[55] Dawn determined it to be 1.30291010M.Vesta orbits the Sun between Mars and Jupiter, within the asteroid belt, with a period of 3.6 Earth years,[6] specifically in the inner asteroid belt, interior to the Kirkwood gap at 2.50AU. Its orbit is moderately inclined (i = 7.1, compared to 7 for Mercury and 17 for Pluto) and moderately eccentric (e = 0.09, about the same as for Mars).[6]True orbital resonances between asteroids are considered unlikely. Because of their small masses relative to their large separations, such relationships should be very rare.[56] Nevertheless, Vesta is able to capture other asteroids into temporary 1:1 resonant orbital relationships (for periods up to 2 million years or more) and about forty such objects have been identified.[57] Decameter-sized objects detected in the vicinity of Vesta by Dawn may be such quasi-satellites rather than proper satellites.[57]Olbers Regio (dark area) defines the prime meridian in the IAU coordinate system. It is shown here in a Hubble shot of Vesta, because it is not visible in the more detailed Dawn images.Claudia crater (indicated by the arrow at the bottom of the closeup image at right) defines the prime meridian in the Dawn/NASA coordinate system.Vesta's rotation is relatively fast for an asteroid (5.342h) and prograde, with the north pole pointing in the direction of right ascension 20h32min, declination +48 (in the constellation Cygnus) with an uncertainty of about 10. This gives an axial tilt of 29.[58]Two longitudinal coordinate systems are used for Vesta, with prime meridians separated by 150. The IAU established a coordinate system in 1997 based on Hubble photos, with the prime meridian running through the center of Olbers Regio, a dark feature 200km across. When Dawn arrived at Vesta, mission scientists found that the location of the pole assumed by the IAU was off by 10, so that the IAU coordinate system drifted across the surface of Vesta at 0.06 per year, and also that Olbers Regio was not discernible from up close, and so was not adequate to define the prime meridian with the precision they needed. They corrected the pole, but also established a new prime meridian 4 from the center of Claudia, a sharply defined crater 700 metres across, which they say results in a more logical set of mapping quadrangles.[59] All NASA publications, including images and maps of Vesta, use the Claudian meridian, which is unacceptable to the IAU. The IAU Working Group on Cartographic Coordinates and Rotational Elements recommended a coordinate system, correcting the pole but rotating the Claudian longitude by 150 to coincide with Olbers Regio.[60] It was accepted by the IAU, although it disrupts the maps prepared by the Dawn team, which had been positioned so they would not bisect any major surface features.[59][61]Relative sizes of the four largest asteroids. Vesta is second from left.This graph was using the legacy Graph extension, which is no longer supported. It needs to be converted to the new Chart extension.The mass of 4 Vesta (blue) compared to other large asteroids: 1 Ceres, 2 Pallas, 10 Hygiea, 704 Interamnia, 15 Eunomia and the remainder of the Main Belt. The unit of mass is1018 kg. Other objects in the Solar system with well-defined masses within a factor of 2 of Vesta's mass are Varda, Gknhmdm, and Salacia (245, 136, and 4921018 kg, respectively). No moons are in this range: the closest, Tethys (Saturn III) and Enceladus (Saturn II), are over twice and less than half of Vesta's mass.Vesta is the second most massive body in the asteroid belt, although it is only 28% as massive as Ceres, the most massive body.[62][23] Vesta is, however, the most massive body that formed in the asteroid belt, as Ceres is believed to have formed between Jupiter and Saturn. Vesta's density is lower than those of the four terrestrial planets but is higher than those of most asteroids, as well as all of the moons in the Solar System except Io. Vesta's surface area is about the same as the land area of Pakistan, Venezuela, Tanzania, or Nigeria; slightly under 900,000km2 (350,000sqmi; 90millionha; 220million acres). It has an only partially differentiated interior.[63] Vesta is only slightly larger (525.40.2km[10]) than 2 Pallas (5123km) in mean diameter,[64] but is about 25% more massive.Vesta's shape is close to a gravitationally relaxed oblate spheroid,[58] but the large concavity and protrusion at the southern pole (see 'Surface features' below) combined with a mass less than 51020kg precluded Vesta from automatically being considered a dwarf planet under International Astronomical Union (IAU) Resolution XXVI 5.[65] A 2012 analysis of Vesta's shape[66] and gravity field using data gathered by the Dawn spacecraft has shown that Vesta is currently not in hydrostatic equilibrium.[10][67]Temperatures on the surface have been estimated to lie between about 20C (253K) with the Sun overhead, dropping to about 190C (83.1K) at the winter pole. Typical daytime and nighttime temperatures are 60C (213K) and 130C (143K), respectively. This estimate is for 6 May 1996, very close to perihelion, although details vary somewhat with the seasons.[16]Further information: List of geological features on VestaBefore the arrival of the Dawn spacecraft, some Vestan surface features had already been resolved using the Hubble Space Telescope and ground-based telescopes (e.g., the Keck Observatory).[68] The arrival of Dawn in July 2011 revealed the complex surface of Vesta in detail.[69]Geologic map of Vesta (Mollweide projection).[70] The most ancient and heavily cratered regions are brown; areas modified by the Veneneia and Rheasilvia impacts are purple (the Saturnalia Fossae Formation, in the north)[71] and light cyan (the Divalia Fossae Formation, equatorial),[70] respectively; the Rheasilvia impact basin interior (in the south) is dark blue, and neighboring areas of Rheasilvia ejecta (including an area within Veneneia) are light purple-blue;[72][73] areas modified by more recent impacts or mass wasting are yellow/orange or green, respectively.Main articles: Rheasilvia and VeneneiaNorthern (left) and southern (right) hemispheres. The "Snowman" craters are at the top of the left image; Rheasilvia and Veneneia (green and blue) dominate the right. Parallel troughs are seen in both. Colors of the two hemispheres are not to scale,[j] and the equatorial region is not shown.South pole of Vesta, showing the extent of Rheasilvia crater.The most prominent of these surface features are two enormous impact basins, the 500-kilometre-wide (311mi) Rheasilvia, centered near the south pole; and the 400-kilometre-wide (249mi) Veneneia. The Rheasilvia impact basin is younger and overlies the Veneneia.[74] The Dawn science team named the younger, more prominent crater Rheasilvia, after the mother of Romulus and Remus and a mythical vestal virgin.[75] Its width is 95% of the mean diameter of Vesta. The crater is about 19km (12mi) deep. A central peak rises 23km (14mi) above the lowest measured part of the crater floor and the highest measured part of the crater rim is 31km (19mi) above the crater floor low point. It is estimated that the impact responsible excavated about 1% of the volume of Vesta, and it is likely that the Vesta family and V-type asteroids are the products of this collision. If this is the case, then the fact that 10km (6mi) fragments have survived bombardment until the present indicates that the crater is at most only about 1billion years old.[76] It would also be the site of origin of the HED meteorites. All the known V-type asteroids taken together account for only about 6% of the ejected volume, with the rest presumably either in small fragments, ejected by approaching the 3:1Kirkwood gap, or perturbed away by the Yarkovsky effect or radiation pressure. Spectroscopic analyses of the Hubble images have shown that this crater has penetrated deep through several distinct layers of the crust, and possibly into the mantle, as indicated by spectral signatures of olivine.[58]Subsequent analysis of data from the Dawn mission provided much greater detail on Rheasilvia's structure and composition, confirming it as one of the largest impact structures known relative to its parent body size.[74] The impact clearly modified the pre-existing very large, Veneneia structure, indicating Rheasilvia's younger age.[74] Rheasilvia's size makes Vesta's southern topography unique, creating a flattened southern hemisphere and contributing significantly to the asteroid's overall oblate shape.[69] Rheasilvia's ~22km (14mi) central peak stands as one of the tallest mountains identified in the Solar System.[74] Its base width of roughly 180km (110mi) and complex morphology distinguishes it from the simpler central peaks seen in smaller craters.[77] Numerical modeling indicates that such a large central structure within a ~505km (314mi) diameter basin requires formation on a differentiated body with significant gravity. Scaling laws for craters on smaller asteroids fail to predict such a feature; instead, impact dynamics involving transient crater collapse and rebound of the underlying material (potentially upper mantle) are needed to explain its formation.[77] Hydrocode simulations suggest the impactor responsible was likely 6070km (3743mi) across, impacting at roughly 5.4 km/s.[78] Models of impact angle (around 30-45 degrees from vertical) better match the detailed morphology of the basin and its prominent peak.[77] Crater density measurements on Rheasilvia's relatively unmodified floor materials and surrounding ejecta deposits, calibrated using standard lunar chronology functions adapted for Vesta's location, place the impact event at approximately 1 billion years ago.[79][70] This age makes Rheasilvia a relatively young feature on a protoplanetary body formed early in Solar System history. The estimated excavation of ~1% of Vesta's volume[74] provides a direct link to the Vesta family of asteroids (Vestoids) and the HED meteorites. Since Vesta's spectral signature matches that of the Vestoids and HEDs, this strongly indicates they are fragments ejected from Vesta most likely during the Rheasilvia impact.[27][79] The Dawn mission's VIR instrument helped to confirm the basin's deep excavation and compositional diversity. VIR mapping revealed spectral variations across the basin consistent with the mixing of different crustal layers expected in the HED meteorites. Signatures matching eucrites (shallow crustal basalts) and diogenites (deeper crustal orthopyroxenites) were identified, which usually correlate with specific morphological features like crater walls or slump blocks.[80][27] The confirmed signature of olivine-rich material, which were first hinted at by Hubble observations is strongest on the flanks of the central peak and in specific patches along the basin rim and walls, suggesting it is not uniformly distributed but rather exposed in distinct outcrops.[81][80] As the dominant mineral expected in Vesta's mantle beneath the HED-like crust,[10] the presence of olivine indicates the Rheasilvia impact penetrated Vesta's entire crust (~2040km (1225mi) thick in the region) and excavated material from the upper mantle.[81] Furthermore, the global stresses resulting from this massive impact are considered the likely trigger for the formation of the large trough systems, like Divalia Fossa, that encircle Vesta's equatorial regions.[82][69]The crater AeliaFeralia Planitia, an old, degraded impact basin or impact basin complex near Vesta's equator (green and blue). It is 270km (168mi) across and predates Rheasilvia (green at bottom)Several old, degraded craters approach Rheasilvia and Veneneia in size, although none are quite so large. They include Feralia Planitia, shown at right, which is 270km (168mi) across.[83] More-recent, sharper craters range up to 158km (98mi) Varronilla and 196km (122mi) Postumia.[84]Dust fills up some craters, creating so-called dust ponds. They are a phenomenon where pockets of dust are seen in celestial bodies without a significant atmosphere. These are smooth deposits of dust accumulated in depressions on the surface of the body (like craters), contrasting from the Rocky terrain around them.[85] On the surface of Vesta, we have identified both type1 (formed from impact melt) and type2 (electrostatically made) dust ponds within 030N/S, that is, Equatorial region. 10craters have been identified with such formations.[86]The "snowman craters" are a group of three adjacent craters in Vesta's northern hemisphere. Their official names, from largest to smallest (west to east), are Marcia, Calpurnia, and Minucia. Marcia is the youngest and cross-cuts Calpurnia. Minucia is the oldest.[70]"Snowman" craters by Dawn from 5,200km (3,200mi) in 2011Detailed image of the "Snowman" cratersThe majority of the equatorial region of Vesta is sculpted by a series of parallel troughs designated Divalia Fossae; its longest trough is 1020 kilometres (6.212.4mi) wide and 465 kilometres (289mi) long. Despite the fact that Vesta is a one-seventh the size of the Moon, Divalia Fossae dwarfs the Grand Canyon. A second series, inclined to the equator, is found further north. This northern trough system is named Saturnalia Fossae, with its largest trough being roughly 40km (25mi) wide and over 370km (230mi) long. These troughs are thought to be large-scale graben resulting from the impacts that created Rheasilvia and Veneneia craters, respectively. They are some of the longest chasms in the Solar System, nearly as long as Ithaca Chasma on Tethys. The troughs may be graben that formed after another asteroid collided with Vesta, a process that can happen only in a body that is differentiated,[82] which Vesta may not fully be. Alternatively, it is proposed that the troughs may be radial sculptures created by secondary cratering from Rheasilvia.[87]A section of Divalia Fossae, with parallel troughs to the north and southA computer-generated view of a portion of Divalia FossaeCompositional information from the visible and infrared spectrometer (VIR), gamma-ray and neutron detector (GRaND), and framing camera (FC), all indicate that the majority of the surface composition of Vesta is consistent with the composition of the howardite, eucrite, and diogenite meteorites.[88][89][90] The Rheasilvia region is richest in diogenite, consistent with the Rheasilvia-forming impact excavating material from deeper within Vesta. The presence of olivine within the Rheasilvia region would also be consistent with excavation of mantle material. However, olivine has only been detected in localized regions of the northern hemisphere, not within Rheasilvia.[32] The origin of this olivine is currently unclear. Though olivine was expected by astronomers to have originated from Vesta's mantle prior to the arrival of the Dawn orbiter, the lack of olivine within the Rheasilvia and Veneneia impact basins complicates this view. Both impact basins excavated Vestian material down to 60100km, far deeper than the expected thickness of ~3040km for Vesta's crust. Vesta's crust may be far thicker than expected or the violent impact events that created Rheasilvia and Veneneia may have mixed material enough to obscure olivine from observations. Alternatively, Dawn observations of olivine could instead be due to delivery by olivine-rich impactors, unrelated to Vesta's internal structure.[91]Pitted terrain has been observed in four craters on Vesta: Marcia, Cornelia, Numisia and Licinia.[92] The formation of the pitted terrain is proposed to be degassing of impact-heated volatile-bearing material. Along with the pitted terrain, curvilinear gullies are found in Marcia and Cornelia craters. The curvilinear gullies end in lobate deposits, which are sometimes covered by pitted terrain, and are proposed to form by the transient flow of liquid water after buried deposits of ice were melted by the heat of the impacts.[71] Hydrated materials have also been detected, many of which are associated with areas of dark material.[93] Consequently, dark material is thought to be largely composed of carbonaceous chondrite, which was deposited on the surface by impacts. Carbonaceous chondrites are comparatively rich in mineralogically bound OH.[90]Cut-away schematic of Vestan core, mantle, and crustEucrite meteoriteA large collection of potential samples from Vesta is accessible to scientists, in the form of over 1200HED meteorites (Vestan achondrites), giving insight into Vesta's geologic history and structure. NASA Infrared Telescope Facility (NASA IRTF) studies of asteroid (237442) 1999 TA10 suggest that it originated from deeper within Vesta than the HED meteorites.[94]Vesta is thought to consist of a metallic ironnickel core, variously estimated to be 90km (56mi)[63] to 220km (140mi)[10] in diameter, an overlying rocky olivine mantle, with a surface crust of similar composition to HED meteorites.From the first appearance of calciumaluminium-rich inclusions (the first solid matter in the Solar System, forming about 4.567billion years ago), a likely time line is as follows:[95][96][97][98][99]Timeline of the evolution of Vesta23million yearsAccretion completed45million yearsComplete or almost complete melting due to radioactive decay of 26Al, leading to separation of the metal core67million yearsProgressive crystallization of a convecting molten mantle. Convection stopped when about 80% of the material had crystallizedExtrusion of the remaining molten material to form the crust, either as basaltic lavas in progressive eruptions, or possibly forming a short-lived magma ocean.The deeper layers of the crust crystallize to form plutonic rocks, whereas older basalts are metamorphosed due to the pressure of newer surface layers.Slow cooling of the interiorVesta is the only known intact asteroid that has been resurfaced in this manner. Because of this, some scientists refer to Vesta as a protoplanet.[100]Composition of the Vestan crust (by depth)[101]A lithified regolith, the source of howardites and brecciated eucrites.Basaltic lava flows, a source of non-cumulate eucrites.Plutonic rocks consisting of pyroxene, pigeonite and plagioclase, the source of cumulate eucrites.Plutonic rocks rich in orthopyroxene with large grain sizes, the source of diogenites.On the basis of the sizes of V-type asteroids (thought to be pieces of Vesta's crust ejected during large impacts), and the depth of Rheasilvia crater (see below), the crust is thought to be roughly 10 kilometres (6mi) thick.[102]Findings from the Dawn spacecraft have found evidence that the troughs that wrap around Vesta could be graben formed by impact-induced faulting (see Troughs section above), meaning that Vesta has more complex geology than other asteroids. The impacts that created the Rheasilvia and Veneneia craters occurred when Vesta was no longer warm and plastic enough to return to an equilibrium shape, distorting its once rounded shape and prohibiting it from being classified as a dwarf planet today.[citation needed]Vesta's surface is covered by regolith distinct from that found on the Moon or asteroids such as Itokawa. This is because space weathering acts differently. Vesta's surface shows no significant trace of nanophase iron because the impact speeds on Vesta are too low to make rock melting and vaporization an appreciable process. Instead, regolith evolution is dominated by brecciation and subsequent mixing of bright and dark components.[103] The dark component is probably due to the infall of carbonaceous material, whereas the bright component is the original Vesta basaltic soil.[104]Some small Solar System bodies are suspected to be fragments of Vesta caused by impacts. The Vestian asteroids and HED meteorites are examples. The V-type asteroid 1929 Kollaa has been determined to have a composition akin to cumulate eucrite meteorites, indicating its origin deep within Vesta's crust.[28]Vesta is currently one of only eight identified Solar System bodies of which we have physical samples, coming from a number of meteorites suspected to be Vestan fragments. It is estimated that 1 out of 16 meteorites originated from Vesta.[105] The other identified Solar System samples are from Earth itself, meteorites from Mars, meteorites from the Moon, and samples returned from the Moon, the comet Wild 2, and the asteroids 25143 Itokawa, 162173 Ryugu, and 101955 Bennu.[29][k]Animation of Dawn's trajectory from 27 September 2007 to 5 October 2018 Dawn Earth Mars 4 Vesta 1 CeresFirst image of asteroids (Ceres and Vesta) taken from Mars. The image was made by the Curiosity rover on 20 April 2014.Animation of Dawn's trajectory around 4 Vesta from 15 July 2011 to 10 September 2012 Dawn 4 VestaIn 1981, a proposal for an asteroid mission was submitted to the European Space Agency (ESA). Named the Asteroidal Gravity Optical and Radar Analysis (AGORA), this spacecraft was to launch some time in 19901994 and perform two flybys of large asteroids. The preferred target for this mission was Vesta. AGORA would reach the asteroid belt either by a gravitational slingshot trajectory past Mars or by means of a small ion engine. However, the proposal was refused by the ESA. A joint NASAESA asteroid mission was then drawn up for a Multiple Asteroid Orbiter with Solar Electric Propulsion (MAOSEP), with one of the mission profiles including an orbit of Vesta. NASA indicated they were not interested in an asteroid mission. Instead, the ESA set up a technological study of a spacecraft with an ion drive. Other missions to the asteroid belt were proposed in the 1980s by France, Germany, Italy and the United States, but none were approved.[106] Exploration of Vesta by fly-by and impacting penetrator was the second main target of the first plan of the multi-aimed Soviet Vesta mission, developed in cooperation with European countries for realisation in 19911994 but canceled due to the dissolution of the Soviet Union.Artist's conception of Dawn orbiting VestaIn the early 1990s, NASA initiated the Discovery Program, which was intended to be a series of low-cost scientific missions. In 1996, the program's study team recommended a mission to explore the asteroid belt using a spacecraft with an ion engine as a high priority. Funding for this program remained problematic for several years, but by 2004 the Dawn vehicle had passed its critical design review[107] and construction proceeded.[citation needed]It launched on 27 September 2007 as the first space mission to Vesta. On 3 May 2011, Dawn acquired its first targeting image 1.2million kilometres (0.7510^6mi) from Vesta.[108] On 16 July 2011, NASA confirmed that it received telemetry from Dawn indicating that the spacecraft successfully entered Vesta's orbit.[109] It was scheduled to orbit Vesta for one year, until July 2012.[110] Dawn's arrival coincided with late summer in the southern hemisphere of Vesta, with the large crater at Vesta's south pole (Rheasilvia) in sunlight. Because a season on Vesta lasts eleven months, the northern hemisphere, including anticipated compression fractures opposite the crater, would become visible to Dawn's cameras before it left orbit.[111] Dawn left orbit around Vesta on 4 September 2012 11:26 p.m. PDT to travel to Ceres.[112]NASA/DLR released imagery and summary information from a survey orbit, two high-altitude orbits (6070m/pixel) and a low-altitude mapping orbit (20m/pixel), including digital terrain models, videos and atlases.[113][114][115][116][117][118] Scientists also used Dawn to calculate Vesta's precise mass and gravity field. The subsequent determination of the J2 component yielded a core diameter estimate of about 220km (140mi) assuming a crustal density similar to that of the HED.[113]Dawn data can be accessed by the public at the UCLA website.[119]Albedo and spectral maps of 4 Vesta, as determined from Hubble Space Telescope images from November 1994Elevation map of 4 Vesta, as determined from Hubble Space Telescope images of May 1996Elevation diagram of 4 Vesta (as determined from Hubble Space Telescope images of May 1996) viewed from the south-east, showing Rheasilvia crater at the south pole and Feralia Planitia near the equatorVesta seen by the Hubble Space Telescope in May 2007The 2006 IAU draft proposal on the definition of a planet listed Vesta as a candidate.[120] Vesta is shown fourth from the left along the bottom row.Vesta comes into view as the Dawn spacecraft approaches and enters orbit:Vesta from 100,000km(1 July 2011)Vesta from 41,000km(9 July 2011)In orbit at 16,000km(17 July 2011)In orbit from 10,500km(18 July 2011)The northern hemisphere from 5,200km(23 July 2011)In orbit from 5,200km(24 July 2011)In orbit from 3,700km(31 July 2011)Full rotation(1 August 2011)Composite greyscale imageCratered terrain with hills and ridges(6 August 2011)Densely cratered terrain near terminator(6 August 2011)Vestan craters in various states of degradation, with troughs at bottom(6 August 2011)Hill shaded central mound at the south pole of Vesta(2 February 2015)Detailed images retrieved during the high-altitude (6070m/pixel) and low-altitude (~20m/pixel) mapping orbits are available on the Dawn Mission website of JPL/NASA.[121]Annotated image from Earth's surface in June 2007 with (4) VestaIts size and unusually bright surface make Vesta the brightest asteroid, and it is occasionally visible to the naked eye from dark skies (without light pollution). In May and June 2007, Vesta reached a peak magnitude of +5.4, the brightest since 1989.[122] At that time, opposition and perihelion were only a few weeks apart.[123] It was brighter still at its 22 June 2018 opposition, reaching a magnitude of +5.3.[124]Less favorable oppositions during late autumn 2008 in the Northern Hemisphere still had Vesta at a magnitude of from +6.5 to +7.3.[125] Even when in conjunction with the Sun, Vesta will have a magnitude around +8.5; thus from a pollution-free sky it can be observed with binoculars even at elongations much smaller than near opposition.[125]In 2010, Vesta reached opposition in the constellation of Leo on the night of 1718 February, at about magnitude 6.1,[126] a brightness that makes it visible in binocular range but generally not for the naked eye. Under perfect dark sky conditions where all light pollution is absent it might be visible to an experienced observer without the use of a telescope or binoculars. Vesta came to opposition again on 5 August 2011, in the constellation of Capricornus at about magnitude 5.6.[126][127]Vesta was at opposition again on 9 December 2012.[128] According to Sky and Telescope magazine, this year Vesta came within about 6 degrees of 1 Ceres during the winter of 2012 and spring 2013.[129] Vesta orbits the Sun in 3.63 years and Ceres in 4.6 years, so every 17.4 years Vesta overtakes Ceres (the previous overtaking was in April 1996).[129] On 1 December 2012, Vesta had a magnitude of 6.6, but it had decreased to 8.4 by 1 May 2013.[129]Conjunction of Ceres and Vesta near the star Gamma Virginis on 5 July 2014 in the Constellation of Virgo.Ceres and Vesta came within one degree of each other in the night sky in July 2014.[129]3103 Eger3551 Verenia3908 Nyx4055 MagellanAsteroids in fictionDiogeniteEucriteList of former planetsHowarditeVesta family (vestoids)List of tallest mountains in the Solar System^ Marc Rayman of the JPL Dawn team used "Vestian" (analogous to the Greek cognate Hestian) a few times in 2010 and early 2011 in his Dawn Journal, and the Planetary Society continued to use that form for a few more years.[2] The word had been used elsewhere, e.g. in Tsiolkovsky (1960) The call of the cosmos. However, otherwise the shorter form "Vestan" has been used by JPL.[3] Most modern print sources also use "Vestan".[4][5]Note that the related word "Vestalian" refers to people or things associated with Vesta, such as the vestal virgins, not to Vesta herself.^ Calculated using the known dimensions assuming an ellipsoid.^ Calculated using (1) the known rotation period (5.342h)[6] and (2) the equatorial radius Req (285km)[10] of the best-fit biaxial ellipsoid to Asteroid 4 Vesta.^ a b topocentric coordinates computed for the selected location: Greenwich, United Kingdom[14]^ On 10 February 2009, during Ceres perihelion, Ceres was closer to the Sun than Vesta, because Vesta has an aphelion distance greater than Ceres's perihelion distance. (10 February 2009: Vesta 2.56AU; Ceres 2.54AU)^ wist is the closest Chinese approximation of the Latin pronunciation westa.^ Some sources contemporaneous to Gauss invented more elaborate forms, such as and .[43][44] A simplification of the latter from c.1930, , [45] never caught on.^ This symbol can be seen in the top of the most elaborate of the earlier forms, . It dates from 1973, at the beginning of astrological interest in asteroids.[46]^ The data returned will include, for both asteroids, full surface imagery, full surface spectrometric mapping, elemental abundances, topographic profiles, gravity fields, and mapping of remnant magnetism, if any.[53]^ that is, blue in the north does not mean the same thing as blue in the south.^ Note that 6 Hebe may be the parent body for H chondrites, one of the most common meteorite types.^ "Vesta". Dictionary.com Unabridged (Online). n.d.^ "Search Results". Planetary Society. Archived from the original on 27 July 2020. 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extrasensory means. The classic example of precognition is Spider-Mans spidey senses. When they start tingling, he knows something is up.Characters with the power of precognition:Legion (alias of David Haller) from Marvel ComicsSpider-Girl/Spider-Woman (alias of May Parker) from Marvel ComicselasticitySuperheroes with elasticity are basically really, really stretchy. They can extend their limbs to remarkable lengths, like rubber. The word elasticity comes from Latin elasticus meaning expanding spontaneously, ultimately in reference to ductile, beaten out or forged metal.Characters with the power of elasticity:Mr. Fantastic (alias of Reed Richards) from Marvel ComicsLuffy from One PieceStarfire from Teen TitansThese are just a few examples of the many, many superpowers that exist in the comic book universe (and beyond). Other examples of powers include:photographic reflexessummoningsuper(human) strengthtime travel/time bendingimmortalitywall crawlingpossessionhypnosishealingreanimationastral projectionsiren songcombustion inducementWhen it comes to imagining superheroes, supervillains, and their superpowers, the skys the limit. Its enough to make you wish some of these powers were real, and who knows? Maybe one day they will be! Want more comic book lingo? You can check out 10 Marvelous Words from the Marvel Universe. Plus, you can get a superpowered grasp on the terms youve read here in our superpowers word list. Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Skip to content While we all know all types of superpowers that our favorite heroes and villains use, do we know them all? Below is a list of 100 superpowers that you may, or may not, be familiar with. If youre looking for inspiration these can help too. No matter what your needs might be, I hope this list helps get your creative juices flowing. Telekinesis: The ability to move objects with the mind. Super Strength: Enhanced physical strength beyond normal human limits. Teleportation: Instantaneous travel from one location to another. Flight: The power to fly without the need for any external devices. Invisibility: The ability to become unseen to the naked eye. Telepathy: Reading and communicating with others through thoughts. Shape-shifting: Changing ones physical form into any desired shape. Time Manipulation: Control over the flow of time, including time travel. Mind Control: Influencing the thoughts and actions of others. Healing Factor: Rapid regeneration and recovery from injuries. Super Speed: Moving at speeds beyond normal human capabilities. X-ray Vision: Seeing through solid objects and surfaces. Energy Projection: Emitting energy beams or blasts. Super Agility: Exceptional balance, reflexes, and coordination. Elasticity: Stretching and deforming ones body like rubber. Density Control: Ability to change ones own density. Intangibility: Becoming intangible and passing through solid objects. Pyrokinesis: Controlling and generating fire with the mind. Ice Manipulation: Control over ice, freezing objects or environments. Weather Control: Influencing and manipulating weather patterns. Animal Communication: Understanding and communicating with animals. Laser Vision: Emitting powerful laser beams from the eyes. Super Intelligence: Exceptional cognitive abilities and problem-solving skills. Portal Creation: Generating portals for instantaneous travel. Gravity Manipulation: Controlling the force of gravity. Duplication: Creating duplicates or clones of oneself. Power Absorption: Absorbing and copying the powers of others. Force Fields: Generating protective barriers. Plant Manipulation: Controlling and manipulating plant life. Size Manipulation: Changing ones size at will. Time Stop: Temporarily freezing time. Sonic Scream: Emitting powerful, destructive sound waves. Dimensional Travel: Moving between different dimensions. Molecular Manipulation: Controlling molecules and matter at a molecular level. Enhanced Senses: Heightened senses like super hearing, sight, etc. Power Negation: Cancelling out the powers of others. Holographic Projection: Creating realistic holograms. Technopathy: Controlling and communicating with technology. Psychic Energy Constructs: Creating solid objects with psychic energy. Magnetism Manipulation: Control over magnetic fields. Reality Warping: Altering and manipulating reality itself. Chronokinesis: Manipulating the flow of time for specific events. Soul Manipulation: Controlling and manipulating souls. Electric Manipulation: Control over electricity and electrical devices. Energy Absorption: Absorbing various forms of energy for strength. Gravity Negation: Ignoring or nullifying the effects of gravity. Bioluminescence: Emitting light from ones body. Memory Manipulation: Altering or erasing memories. Probability Manipulation: Controlling likelihoods and probabilities. Power Bestowal: Granting powers to others temporarily or permanently. Astral Projection: Projecting ones consciousness outside the body. Fear Induction: Inducing fear in others. Phasing: Passing through solid objects. Healing Touch: Healing injuries through physical contact. Empathic Mimicry: Mimicking the abilities of others through empathy. Biokinesis: Manipulating biological processes in living organisms. Clairvoyance: Gaining information about events beyond normal perception. Adaptive Evolution: Rapidly adapting to different environments. Umbrakinesis: Control over shadows and darkness. Vortex Creation: Generating powerful whirlwinds or vortexes. Photokinesis: Control over light and its properties. Necromancy: Communicating with or raising the dead. Omnilingualism: Understanding and speaking any language. Regenerative Replication: Regenerating from even the smallest piece. Psychometry: Gaining information about an objects history by touching it. Force Manipulation: Controlling fundamental forces like electromagnetism. Psionic Blast: Emitting powerful psychic energy blasts. Omnipresence: Being present everywhere at the same time. Sound Manipulation: Controlling and manipulating sound waves. Matter Absorption: Absorbing and utilizing matter for various purposes. Vibration Manipulation: Controlling vibrational frequencies. Power Detection: Sensing and identifying superpowers in others. Echolocation: Navigating and perceiving surroundings through sound. Chronal Healing: Healing injuries by reversing the effects of time. Pocket Dimension Creation: Creating small, personal dimensions. Oxygen Manipulation: Controlling the concentration of oxygen. Photographic Memory: Remembering and recalling information with perfect clarity. Probability Field Manipulation: Altering luck and probability fields. Psychic Constructs: Creating solid objects with psychic energy. Dream Manipulation: Controlling and manipulating dreams. Elemental Manipulation: Control over the elements (earth, air, water, fire). Hypnosis: Inducing a trance-like state in others. Teleportation Portal Creation: Creating portals for teleportation. Symbiote Integration: Bonding with and gaining powers from symbiotic entities. Aerokinesis: Manipulating and controlling air currents. Time Acceleration: Speeding up the passage of time. Spatial Manipulation: Controlling space and distances. Omniscience: Knowing everything. Fearlessness Inducement: Inducing fearlessness in oneself or others. Antimatter Manipulation: Control over antimatter. Psychic Surgery: Healing injuries and ailments through psychic means. Disintegration: Breaking down matter into its fundamental components. Enhanced Creativity: Superhuman levels of creativity and innovation. Mental Time Travel: Projecting consciousness into the past or future. Ectoplasmic Projection: Projecting a non-physical form outside the body. Ethereal Manipulation: Manipulating ethereal or spiritual energy. Luck Manipulation: Controlling luck in various situations. Power Mimicry Negation: Preventing others from copying ones powers. Molecular Combustion: Triggering explosive molecular reactions. Telepathic Camouflage: Hiding oneself from telepath We wont send you spam. Unsubscribe at any time..formkit-form[data-uid=2c46a8b0c6] *{box-sizing:border-box;}.formkit-form[data-uid=2c46a8b0c6]{-webkit-font-smoothing:antialiased;-moz-osx-font-smoothing:grayscale;}.formkit-form[data-uid=2c46a8b0c6] legend{border:none;font-size:inherit;margin-bottom:10px;padding:0;position:relative;display:table;}.formkit-form[data-uid=2c46a8b0c6] fieldset{border:0;padding:0.01em 0 0 0;margin:0;min-width:0;}.formkit-form[data-uid=2c46a8b0c6] body:not(:-moz-handler-blocked) fieldset{display:table-cell;}.formkit-form[data-uid=2c46a8b0c6] h1,.formkit-form[data-uid=2c46a8b0c6] h2,.formkit-form[data-uid=2c46a8b0c6] h3,.formkit-form[data-uid=2c46a8b0c6] h4,.formkit-form[data-uid=2c46a8b0c6] h5,.formkit-form[data-uid=2c46a8b0c6] h6{color:inherit;font-size:inherit;font-weight:inherit;}.formkit-form[data-uid=2c46a8b0c6] h2{font-size:1.5em;margin:1em 0;}.formkit-form[data-uid=2c46a8b0c6] h3{font-size:1.17em;margin:1em 0;}.formkit-form[data-uid=2c46a8b0c6] p{color:inherit;font-size:inherit;font-weight:inherit;}.formkit-form[data-uid=2c46a8b0c6] ol:not([template-default]),.formkit-form[data-uid=2c46a8b0c6] ul:not([template-default]),.formkit-form[data-uid=2c46a8b0c6] blockquote:not([template-default]){text-align:left;}.formkit-form[data-uid=2c46a8b0c6] p:not([template-default]),.formkit-form[data-uid=2c46a8b0c6] hr:not([template-default]),.formkit-form[data-uid=2c46a8b0c6] blockquote:not([template-default]),.formkit-form[data-uid=2c46a8b0c6] ol:not([template-default]),.formkit-form[data-uid=2c46a8b0c6] ul:not([template-default]){color:inherit;font-style:initial;}.formkit-form[data-uid=2c46a8b0c6] .ordered-list,.formkit-form[data-uid=2c46a8b0c6] .unordered-list{list-style-position:outside !important;padding-left:1em;}.formkit-form[data-uid=2c46a8b0c6] .list-item{padding-left:0;}.formkit-form[data-uid=2c46a8b0c6][data-format=modal]{display:none;}.formkit-form[data-uid=2c46a8b0c6][data-format=slide in]{display:none;}.formkit-form[data-uid=2c46a8b0c6][data-format=sticky bar]{display:none;}.formkit-sticky-bar .formkit-form[data-uid=2c46a8b0c6][data-format=sticky bar]{display:block;}.formkit-form[data-uid=2c46a8b0c6] .formkit-input,.formkit-form[data-uid=2c46a8b0c6] .formkit-select,.formkit-form[data-uid=2c46a8b0c6] .formkit-checkboxes{width:100%;}.formkit-form[data-uid=2c46a8b0c6] .formkit-button,.formkit-form[data-uid=2c46a8b0c6] .formkit-submit{border:0;border-radius:5px;color:#ffffff;cursor:pointer;display:inline-block;text-align:center;font-size:15px;font-weight:500;cursor:pointer;margin-bottom:15px;overflow:hidden;padding:0;position:relative;vertical-align:middle;}.formkit-form[data-uid=2c46a8b0c6] .formkit-button:hover,.formkit-form[data-uid=2c46a8b0c6] .formkit-submit:hover,.formkit-form[data-uid=2c46a8b0c6] .formkit-button:focus,.formkit-form[data-uid=2c46a8b0c6] .formkit-submit:focus{outline:none;}.formkit-form[data-uid=2c46a8b0c6] .formkit-button:hover > span,.formkit-form[data-uid=2c46a8b0c6] .formkit-submit:hover > span,.formkit-form[data-uid=2c46a8b0c6] .formkit-button:focus > span,.formkit-form[data-uid=2c46a8b0c6] .formkit-submit:focus > span{background-color:rgba(0,0,0,0.1);}.formkit-form[data-uid=2c46a8b0c6] .formkit-button > span,.formkit-form[data-uid=2c46a8b0c6] .formkit-submit > span{display:block;-webkit-transition:all 300ms ease-in-out;transition:all 300ms ease-in-out;padding:12px 24px;}.formkit-form[data-uid=2c46a8b0c6] .formkit-input{background:#ffffff;font-size:15px;padding:12px;border:1px solid #e3e3e3;-webkit-flex:1 0 auto;-ms-flex:1 0 auto;flex:1 0 auto;line-height:1.4;margin:0;-webkit-transition:border-color ease-out 300ms;transition:border-color ease-out 300ms;}.formkit-form[data-uid=2c46a8b0c6] .formkit-input:focus{outline:none;border-color:#1677be;-webkit-transition:border-color ease 300ms;transition:border-color ease 300ms;}.formkit-form[data-uid=2c46a8b0c6] .formkit-input::-webkit-input-placeholder{color:inherit;opacity:0.8;}.formkit-form[data-uid=2c46a8b0c6] .formkit-input::-moz-placeholder{color:inherit;opacity:0.8;}.formkit-form[data-uid=2c46a8b0c6] .formkit-input:-ms-input-placeholder{color:inherit;opacity:0.8;}.formkit-form[data-uid=2c46a8b0c6] .formkit-input::placeholder{color:inherit;opacity:0.8;}.formkit-form[data-uid=2c46a8b0c6] [data-group=dropdown]{position:relative;display:inline-block;width:100%;}.formkit-form[data-uid=2c46a8b0c6] [data-group=dropdown]::before{content:;top:calc(50% 2.5px);right:10px;position:absolute;pointer-events:none;border-color:#4f4f4f transparent transparent transparent;border-style:solid;border-width:6px 6px 0 6px;height:0;width:0;z-index:999;}.formkit-form[data-uid=2c46a8b0c6] [data-group=dropdown] select{height:auto;width:100%;cursor:pointer;color:#333333;line-height:1.4;margin-bottom:0;padding:0 6px;-webkit-appearance:none;-moz-appearance:none;appearance:none;font-size:15px;padding:12px;padding-right:25px;border:1px solid #e3e3e3;background:#ffffff;}.formkit-form[data-uid=2c46a8b0c6] [data-group=dropdown] select:focus{outline:none;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes]{text-align:left;margin:0;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox]{margin-bottom:10px;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] *{cursor:pointer;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox]:last-of-type{margin-bottom:0;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] input[type=checkbox]{display:none;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] input[type=checkbox] + label::after{content:none;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] input[type=checkbox]:checked + label::after{border-color:#ffffff;content:;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] input[type=checkbox]:checked + label::before{background:#10bf7a;border-color:#10bf7a;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] label{position:relative;display:inline-block;padding-left:28px;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] label::before,.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] label::after{position:absolute;content:;display:inline-block;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] label::before{height:16px;width:16px;border:1px solid #e3e3e3;background:#ffffff;left:0px;top:3px;}.formkit-form[data-uid=2c46a8b0c6] [data-group=checkboxes] [data-group=checkbox] label::after{height:4px;width:8px;border-left:2px solid #4d4d4d;border-bottom:2px solid #4d4d4d;-webkit-transform:rotate(-45deg);-ms-transform:rotate(-45deg);transform:rotate(-45deg);left:4px;top:8px;}.formkit-form[data-uid=2c46a8b0c6] .formkit-alert{background:#f9fafb;border:1px solid #e3e3e3;border-radius:5px;-webkit-flex:1 0 auto;-ms-flex:1 0 auto;flex:1 0 auto;list-style:none;margin:25px auto;padding:12px;text-align:center;width:100%;}.formkit-form[data-uid=2c46a8b0c6] .formkit-alert:empty{display:none;}.formkit-form[data-uid=2c46a8b0c6] .formkit-alert-success{background:#d3fbeb;border-color:#10bf7a;color:#0c905c;}.formkit-form[data-uid=2c46a8b0c6] .formkit-alert-error{background:#fde8e2;border-color:#f2643b;color:#ea4110;}.formkit-form[data-uid=2c46a8b0c6] .formkit-spinner{display:-webkit-box;display:-webkit-flex;display:-ms-flexbox;display:flex;height:0px;width:0px;margin:0 auto;position:absolute;top:0;left:0;right:0;width:0px;overflow:hidden;text-align:center;-webkit-transition:all 300ms ease-in-out;transition:all 300ms ease-in-out;}.formkit-form[data-uid=2c46a8b0c6] .formkit-spinner > div{margin:auto;width:12px;height:12px;background-color:#fff;opacity:0.3;border-radius:100%;display:inline-block;-webkit-animation:formkit-bouncedelay-formkit-form-data-uid-2c46a8b0c6- 1.4s infinite ease-in-out both;animation:formkit-bouncedelay-formkit-form-data-uid-2c46a8b0c6- 1.4s infinite ease-in-out both;}.formkit-form[data-uid=2c46a8b0c6] .formkit-spinner > div:nth-child(1){-webkit-animation-delay:-0.32s;animation-delay:-0.32s;}.formkit-form[data-uid=2c46a8b0c6] .formkit-spinner > div:nth-child(2){-webkit-animation-delay:-0.16s;animation-delay:-0.16s;}.formkit-form[data-uid=2c46a8b0c6] .formkit-submit[data-active] .formkit-spinner ~ span{opacity:0;}.formkit-form[data-uid=2c46a8b0c6] .formkit-powered-by[data-active=false]{opacity:0.35;}.formkit-form[data-uid=2c46a8b0c6] .formkit-powered-by-convertkit-container{display:-webkit-box;display:-webkit-flex;display:-ms-flexbox;display:flex;width:100%;margin:10px 0;position:relative;}.formkit-form[data-uid=2c46a8b0c6] .formkit-powered-by-convertkit-container[data-active=false]{opacity:0.35;}.formkit-form[data-uid=2c46a8b0c6] .formkit-powered-by-convertkit{-webkit-align-items:center;-webkit-box-align:center;-ms-flex-align:center;align-items:center;background-color:#ffffff;border-radius:9px;color:#3d3d3d;cursor:pointer;display:block;height:36px;margin:0 auto;opacity:0.95;padding:0;-webkit-text-decoration:none;text-decoration:none;text-indent:100%;-webkit-transition:ease-in-out all 200ms;transition:ease-in-out all 200ms;white-space:nowrap;overflow:hidden;-webkit-user-select:none;-moz-user-select:none;-ms-user-select:none;user-select:none;width:157px;background-repeat:no-repeat;background-position:center;background-image:url(data:image/svg+xml;charset=utf8,%3Csvg width=133 height=36 viewBox=0 0 133 36 fill=none xmlns= 3E%3Cpath d=M0.861 25.5C0.735 25.5 0.651 25.416 0.651 25.29V10.548C0.651 10.422 0.735 10.338 0.861 10.338H6.279C9.072 10.338 10.668 11.451 10.668 13.824C10.668 15.819 9.219 16.932 8.001 17.226C7.707 17.268 7.707 17.625 8.022 17.688C9.912 18.108 11.088 19.116 11.088 21.321C11.088 23.715 9.429 25.5 6.426 25.5H0.861ZM5.397 23.085C6.825 23.085 7.518 22.224 7.518 21.006C7.518 19.683 6.825 18.948 5.397 18.948H4.2V23.085H5.397ZM5.313 16.617C6.51 16.617 7.245 15.945 7.245 14.601C7.245 13.383 6.51 12.753 5.25 12.753H4.2V16.617H5.313ZM17.9758 23.883C17.9758 23.568 17.6608 23.505 17.5348 23.799C17.0308 24.954 16.1698 25.731 14.5528 25.731C12.8728 25.731 12.0958 24.471 12.0958 22.707V14.937C12.0958 14.811 12.1798 14.727 12.3058 14.727H15.2248C15.3508 14.727 15.4348 14.811 15.4348 14.937V21.657C15.4348 22.581 15.7708 23.022 16.4638 23.022C17.1778 23.022 17.6188 22.581 17.6188 21.657V14.937C17.6188 14.811 17.7028 14.727 17.8288 14.727H20.7478C20.8738 14.727 20.9578 14.811 20.9578 14.937V25.29C20.9578 25.416 20.8738 25.5 20.7478 25.5H18.1858C18.0598 25.5 17.9758 25.416 17.9758 25.29V23.883ZM25.6141 25.416 25.5301 25.5 25.4041 25.5H22.4851C22.3591 25.5 22.2751 25.416 22.2751 25.29V14.937C22.2751 14.811 22.3591 14.727 22.4851 14.727H25.4041C25.5301 14.727 25.6141 14.811 25.6141 14.937V25.29ZM23.9131 13.74C22.8001 13.74 22.0441 12.942 22.0441 11.934C22.0441 10.926 22.8001 10.107 23.9131 10.107C25.0051 10.107 25.7611 10.926 25.7611 11.934C25.7611 12.942 25.0051 13.74 23.9131 13.74ZM26.7883 10.548C26.7883 10.422 26.8723 10.338 26.9983 10.338H29.9173C30.0433 10.338 30.1273 10.422 30.1273 10.548V22.056C30.1273 22.749 30.2533 23.085 30.8203 23.085C31.0093 23.085 31.1983 23.043 31.3663 23.001C31.5133 22.959 31.6183 22.959 31.6183 22.127V25.059C31.6183 25.164 31.5763 25.269 31.4923 25.311C30.9673 25.521 30.2953 25.71 29.5813 25.71C27.7123 25.71 26.7883 24.639 26.7883 22.476V10.548ZM32.4237 14.727C32.8227 14.727 32.9277 14.538 32.9697 14.055L33.1167 12.039C33.1167 11.913 33.2217 11.829 33.3477 11.829H35.8887C36.0147 11.829 36.0987 11.913 36.0987 12.039V14.517C36.0987 14.643 36.1827 14.727 36.3087 14.727H38.2827C38.4087 14.727 38.4927 14.811 38.4927 14.937V16.659C38.4927 16.785 38.4087 16.869 38.2827 16.869H36.0777V22.056C36.0777 22.875 36.5397 23.085 37.0647 23.085C37.4847 23.085 37.9467 22.938 38.3247 22.707C38.4717 22.623 38.5767 22.665 38.5767 22.833V24.828C38.5767 24.933 38.5347 25.017 38.4507 25.08C37.8417 25.458 36.9807 25.71 36.0357 25.71C34.2927 25.71 32.7387 24.912 32.7387 22.476V16.869H31.8567C31.7307 16.869 31.6467 16.785 31.6467 16.659V14.937C31.6467 14.811 31.7307 14.727 31.8567 14.727H32.4237ZM51.3808 14.727C51.5068 14.727 51.5908 14.79 51.6118 14.916L52.3888 19.851L52.5778 21.174C52.6198 21.468 52.9558 21.468 52.9768 21.174C53.0398 20.712 53.0818 20.271 53.1658 19.83L53.8798 14.916C53.9008 14.79 53.9848 14.727 54.1108 14.727H56.6728C56.8198 14.727 56.8828 14.811 56.8618 14.958L54.6778 25.311C54.6568 25.437 54.5728 25.5 54.4468 25.5H51.3178C51.1918 25.5 51.1078 25.437 51.0868 25.311L50.1208 20.082L49.8898 18.633C49.8688 18.444 49.6588 18.444 49.6378 18.633L49.4068 20.103L48.5458 25.311C48.5248 25.437 48.4408 25.5 48.3148 25.5H45.2068C45.0808 25.5 44.9968 25.437 44.9758 25.311L42.8128 14.958C42.7918 14.811 42.8548 14.727 43.0018 14.727H45.9628C46.0888 14.727 46.1728 14.79 46.1938 14.916L46.9288 19.83C47.0128 20.271 47.0758 20.754 47.1388 21.195C47.2018 21.51 47.4748 21.531 47.5378 21.195L47.7478 19.872L48.6088 14.916C48.6298 14.79 48.7138 14.727 48.8398 14.727H51.3808ZM61.1582 25.29C61.1582 25.416 61.0742 25.5 60.9482 25.5H58.0292C57.9032 25.5 57.8192 25.416 57.8192 25.29V14.937C57.8192 14.811 57.9032 14.727 58.0292 14.727H60.9482C61.0742 14.727 61.1582 14.811 61.1582 14.937V25.29ZM59.4572 13.74C58.3442 13.74 57.5882 12.942 57.5882 11.934C57.5882 10.926 58.3442 10.107 59.4572 10.107C60.5492 10.107 61.3052 10.926 61.3052 11.934C61.3052 12.942 60.5492 13.74 59.4572 13.74ZM62.8154 14.727C63.2144 14.727 63.3194 14.538 63.3614 14.055L63.5084 12.039C63.5084 11.913 63.6134 11.829 63.7394 11.829H66.2804C66.4064 11.829 66.4904 11.913 66.4904 12.039V14.517C66.4904 14.643 66.5744 14.727 66.7004 14.727H68.6744C68.8004 14.727 68.8844 14.811 68.8844 14.937V16.659C68.8844 16.785 68.8004 16.869 68.6744 16.869H66.4694V22.056C66.4694 22.875 66.9314 23.085 67.4564 23.085C67.8764 23.085 68.3384 22.938 68.7164 22.707C68.8634 22.623 68.9684 22.665 68.9684 22.833V24.828C68.9684 24.933 68.9264 25.017 68.8424 25.08C68.2334 25.458 67.3724 25.71 66.4274 25.71C64.6844 25.71 63.1304 24.912 63.1304 22.476V16.869H62.2484C62.1224 16.869 62.0384 16.785 62.0384 16.659V14.937C62.0384 14.811 62.1224 14.727 62.2484 14.727H62.8154ZM73.4298 16.323C73.4298 16.638 73.7868 16.68 73.9128 16.407C74.3748 15.315 75.1308 14.496 76.6008 14.496C78.2178 14.496 78.9528 15.609 78.9528 17.373V25.29C78.9528 25.416 78.8688 25.5 78.7428 25.5H75.8238C75.6978 25.5 75.6138 25.416 75.6138 25.29V18.633C75.6138 17.709 75.2778 17.268 74.5848 17.268C73.8708 17.268 73.4298 17.709 73.4298 18.633V25.29C73.4298 25.416 73.3458 25.5 73.2198 25.5H70.3008C70.1748 25.5 70.0908 25.416 70.0908 25.29V10.548C70.0908 10.422 70.1748 10.338 70.3008 10.338H73.2198C73.3458 10.338 73.4298 10.422 73.4298 10.548V16.323Z fill=%231E1E1E/%3E%3Cpath d=M100.132 16.3203C105.58 17.3761 107.272 22.4211 107.318 27.4961C107.318 27.6101 107.226 27.7041 107.112 27.7041H100.252C100.138 27.7041 100.046 27.6121 100.046 27.5001C100.026 23.5629 99.3877 20.0896 95.4865 19.9396C95.3705 19.9356 95.2725 20.0276 95.2725 20.1456V27.5001C95.2725 27.6141 95.1806 27.7061 95.0666 27.7061H88.206C88.092 27.7061 88 27.6141 88 27.5001V8.75585C88 8.64187 88.092 8.54989 88.206 8.54989H95.0686C95.1826 8.54989 95.2745 8.64187 95.2745 8.75585V15.7764C95.2745 15.8804 95.3585 15.9644 95.4625 15.9644C95.5445 15.9644 95.6185 15.9104 95.6425 15.8324C97.4081 10.0416 100.709 8.58588 106.07 8.55189C106.184 8.55189 106.276 8.64387 106.276 8.75585V15.7604C106.276 15.8744 106.184 15.9664 106.07 15.9664H100.166C100.066 15.9664 99.9856 16.0464 99.9856 16.1464C99.9856 16.2304 100.048 16.3043 100.132 16.3203ZM118.918 20.7095V16.1704C118.918 16.0564 119.01 15.9644 119.124 15.9644H124.173C124.273 15.9644 124.353 15.8844 124.353 15.7844C124.353 15.6985 124.291 15.6245 124.207 15.6085C120.256 14.8246 118.432 12.5511 118.37 8.75585C118.368 8.64387 118.458 8.54989 118.572 8.54989H125.986C126.1 8.54989 126.192 8.64187 126.192 8.75585V11.9532C126.192 12.0672 126.284 12.1592 126.398 12.1592H130.649C130.763 12.1592 130.855 12.2511 130.855 12.3651V15.7624C130.855 15.8764 130.763 15.9684 130.649 15.9684H126.398C126.284 15.9684 126.192 16.0604 126.192 16.1744V19.8356C126.192 21.1294 126.986 21.5553 128.04 21.5553C129.692 21.5553 131.323 20.8114 131.977 20.4735C132.113 20.4035 132.277 20.5015 132.277 20.6555V26.3543C132.277 26.5063 132.193 26.6463 132.059 26.7183C131.413 27.0582 129.418 28 127.136 28C122.435 27.996 118.918 26.0824 118.918 20.7095ZM109.266 27.4981V16.1704C109.266 16.0564 109.358 15.9644 109.472 15.9644H116.334C116.448 15.9644 116.54 16.0564 116.54 16.1704V27.4981C116.54 27.6121 116.448 27.7041 116.334 27.7041H109.472C109.358 27.7021 109.266 27.6101 109.266 27.4981ZM108.876 11.4913C108.876 13.4189 110.238 14.9826 112.853 14.9826C115.469 14.9826 116.83 13.4189 116.83 11.4913C116.83 9.56369 115.471 8.112 853 8C110.238 8 108.876 9.56369 108.876 11.4913Z fill=%231E1E1E/%3E%3C/svg%3E);}.formkit-form[data-uid=2c46a8b0c6] .formkit-powered-by-convertkit:hover,.formkit-form[data-uid=2c46a8b0c6] .formkit-powered-by-convertkit:focus{-webkit-transform:scale(1.025) perspective(1px);-ms-transform:scale(1.025) perspective(1px);transform:scale(1.025) perspective(1px);opacity:1;}.formkit-form[data-uid=2c46a8b0c6] .formkit-powered-by-convertkit[data-variant=dark],.formkit-form[data-uid=2c46a8b0c6] .formkit-powered-by-convertkit[data-variant=light]{background-color:#ffffff;-webkit-transform:scale(1.025) perspective(1px);-ms-transform:scale(1.025) perspective(1px);transform:scale(1.025) perspective(1px);opacity:1;}.formkit-form[data-uid=2c46a8b0c6] .formkit-powered-by-convertkit[data-variant=light]{color:#ffffff;background-image:url(data:image/svg+xml;charset=utf8,%3Csvg width=133 height=36 viewBox=0 0 133 36 fill=none xmlns= 3E%3Cpath d=M0.861 25.5C0.735 25.5 0.651 25.416 0.651 25.29V10.548C0.651 10.422 0.735 10.338 0.861 10.338H6.279C9.072 10.338 10.668 11.451 10.668 13.824C10.668 15.819 9.219 16.932 8.001 17.226C7.707 17.268 7.707 17.625 8.022 17.688C9.912 18.108 11.088 19.116 11.088 21.321C11.088 23.715 9.429 25.5 6.426 25.5H0.861ZM5.397 23.085C6.825 23.085 7.518 22.224 7.518 21.006C7.518 19.683 6.825 18.948 5.397 18.948H4.2V23.085H5.397ZM5.313 16.617C6.51 16.617 7.245 15.945 7.245 14.601C7.245 13.383 6.51 12.753 5.25 12.753H4.2V16.617H5.313ZM17.9758 23.883C17.9758 23.568 17.6608 23.505 17.5348 23.799C17.0308 24.954 16.1698 25.731 14.5528 25.731C12.8728 25.731 12.0958 24.471 12.0958 22.707V14.937C12.0958 14.811 12.1798 14.727 12.3058 14.727H15.2248C15.3508 14.727 15.4348 14.811 15.4348 14.937V21.657C15.4348 22.581 15.7708 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animal in a category of animals and gains the powers of that animal. Animal Anatomy in general is also known as Animal Form, Animal Mimicry, Animal Morphing, Animal Physiology, Animal Shapeshifting, Animality (Mortal Kombat), Animorphing, Beast Within (Bayonetta), Faunal Form, Fauna Morphing, Skinwalker Effect and Therianthropy.Animal Perception The ability to perceive events using the animal kingdom as a conduit for enhanced perception. Animal Perception is also known as Animal Embodiment, Animal Kingdom Embodiment, Animal Lordship, Animal Society Embodiment, Animalia Embodiment, Animalia Lordship, Beast Embodiment, Beast Lordship, Fauna Embodiment and Fauna Lordship.Animal Possession The ability to actually enter the mind of the animal and effectively become one with the animal. A person who can possess an animal can do with that animal. Animal Scrying with can be done minus the extreme step of possession.Animal Powers The ability to gain the powers of an animal but not have to take on the anatomy of the animal. This same list of superpowers is also known as Animal Imitation, Animal Mimicry, Animal Power Mimicry, Animal Power Replication, Faunal Imitation, Faunal Mimicry and Zoanthrophy.Animal Scrying The ability to perceive through the senses of one animal at a time. Animal Scrying is also known as Animal Eye Spy, Animal Mind Hitch-hiking, and Animal Sensory Scrying. Generally, characters with this power can only perceive through a particular animal. In the case of animal perception, the user can see through the senses of the animal kingdom not just one animal at a time.Animate Objects The ability to give some semblance of life to objects. Animate Objects is also known as Animation, Life to the Lifeless, and Motion to the Motionless.Ant Anatomy The character has the form and/or characteristics of an ant. Ant Anatomy is also known as Ant Body, Ant Form, Ant Mimicry, and Ant Physiology.Antimatter Manipulation The ability to create antimatter or manipulate antimatter. Antimatter Manipulation is also called Antikinesis, Anti-Molecukinesis, Antimatter Control, Negative Matter Control, and Negative Matter Manipulation.Antimatter Mimicry The being is composed of antimatter or is a containment unit for antimatter which can be used for various effects. Antimatter Mimicry is also known as Antimatter Physiology, and Antimatter Form.Antimatter Transport The ability to travel to an antimatter dimension.Appendages (antennae) The character has antennae that can be used for various effects. Appendages (antennae) is also known as antenna protrusion.Appendages (blades) The character has blades attached to their arms and/or legs. Appendages (blades) is also known as Blade Arm, Bladed Arm and Sword Arm.Appendages (detachable) The ability to detach appendages and/or parts of your body. Appendages (detachable) is also known as Anatomical Automatism, Anatomical Detectability, Anatomical Liberation, Anatomical Reanimation, Anatomical Removal, Body-Part Automatism, Body-Part Detectability, Body-Part Liberation, Body-Part Reanimation, Body-Part Removal, Limb Automatism, Limb Detectability, Limb Liberation, Limb Reanimation, Limb Removal, Organ Automatism, Organ Detectability, Organ Liberation, Organ Reanimation and Organ Removal.Appendages (fangs/nails) The person has fangs and/or claws that give them an advantage in a fight. Appendages (fangs/claws) is also known as claw retraction.Appendages (firearm) The ability to turn an appendage into a firearm. Appendages (firearm) is also known as Gun Protrusion.Appendages (hair) The character has hair that moves in a controlled manner. Also known as Prehensile Hair.Appendages (head) The character has extra heads and/or unusual head. Appendages (head) is also known as Extra Heads, Multiple Heads and Polycephaly.Appendages (horns) The being has horns. Appendages (horns) is also known as Horn Protrusion and Horn Retraction.Appendages (multi-tool) The appendage, almost always an arm, can turn into various tools. Appendages (multi-tool) is also known as Swiss Army Appendage.Appendages (tail) The character has a tail whose movement can be controlled. Appendages (tail) is also known as Manipulating Tail and Prehensile Tail.Appendages (tentacles) The character has tentacles. Appendages (tentacles) is also known as Combat Tentacles, Prehensile Tentacles, Tentacle Extension, Tentacle Generation and Tentacle Retraction.Appendages (tongue) The character has a prehensile tongue. Appendages (tongue) is also known as a Prehensile Tongue, Elastic Tongue, Frog Tongue, Toad Tongue and Tongue Extension.Appendages (wings) The character has wings that allow the character to fly. Appendages (wings) is also known as Wing Manifestation, Wing Creation and Wing Generation.Arachnid Anatomy The character has the form and/or characteristics of an arachnid i.e. a spider in most cases. Arachnid Anatomy is also known as Arachnid Body, Arachnid Form, Arachnid Mimicry, Arachnid Physiology, Arachnida Body, Arachnida Form, Arachnida Mimicry, Arachnida Physiology, Spider Body, Spider Form, Spider Mimicry and Spider Physiology.Armor (biological) The armor is alive and/or composed of organic matter. Armor (biological) is also known as Bio-Armor Creation, Biological Exoskeleton, Organic Armor Generation, Organic Armour and Organic Exoskeleton.Armor (dermal) The character has skin that has the properties of armor. Armor (dermal) is also known as Armored Skin, Dermal Armor, Natural Armor, Skin Armor, Thick Skin and Tough Skin.Armor (energy) The ability to generate armor made out of energy. Armor (energy) is also known as Energy Exoskeleton and Ergokinetic Armor.Armor (magical) The ability to generate armor magically that has magical properties. Armor (magical) is also known as Enchanted Armor, Enchanted Exoskeleton, Magic Exoskeleton and Magical Armor.Armor (matter) Armor made out of inorganic matter. Armor (matter) is also known as an exoskeleton.Arrow Manipulation The ability to use arrows for superhuman effects due to user skill and/or properties of the arrow. Special arrows are generally known as Trick Arrows.Art Manipulation The ability to use art to effect objects, powers and/or reality. Art Manipulation is also known as Art Creation, Drawn Reality, and Illustrated Reality.Astral Awareness The ability to perceive astral forms. Also known as Assensing (Shadowrun), Astral Perception, Supernatural Perception and Wizard Eyes (Adventure Time).Astral Manipulation The ability to manipulate energy and/or constructs on the astral plane. This same list of superpowers is also known as Astrakinesis, and Astral Energy Manipulation.Astral Trapping The ability to keep an astral form on the astral plane. Astral Trapping is also known as Astral Imprisonment, Astral Plane Tap, and Ghost Trapping.Astral Traveling The ability to travel in ones astral form. Astral Traveling is also known as Astral Projection, Astral Transport, Descensum, Out of Body Travel, and Spirit Walk.Augmented Reality The ability to substitute sensory input and/or tag sensory input in order to enhance the persons perception of reality. Augmented Reality is also known as AR Vision, and Augment Mode. is currently done with computers.Aura Manipulation The ability to manipulate auras. This same list of superpowers is also known as Chakra Manipulation, and Spirit Energy Manipulation.Aura Reading The ability to read auras. Aura Perception is also known as Aura Perception, Aura Sense, Aura Sight, Aura Vision, Ecto-Vision, and Kirlian Eye.Auxiliary Organs The character has extra organs that give the character advantages. Auxiliary Organs are known as Double Set of Organs, Multiple Organs, and Numerous Organs.Avian Anatomy The character has the form and/or characteristics of an avian animal. Avian Anatomy also known as, Ave Body, Ave Form, Ave Mimicry, Ave Physiology, Avian Body, Avian Form, Avian Mimicry, Avian Physiology, Bird Body, Bird Form, Bird Mimicry, and Bird Physiology.Axe Manipulation The axe can be used for various superhuman effects. Axe Manipulation also known as Axe Proficiency, Enhanced Axemanship, and Enhanced Tomahawk Proficiency.Baby Talk The ability to talk to babies in their own language.Bat Anatomy The character has the form and/or characteristics of a bat. Bat Anatomy also known as Bat Body, Bat Form, Bat Mimicry, Bat Physiology, Chiroptera Body, Chiroptera Form, Chiroptera Mimicry, and Chiroptera Physiology.Bear Mimicry The character has the form and/or characteristics of a bear. Bear Anatomy also known Bear Body, Bear Form, Bear Mimicry, Bear Physiology, Ursid Body, Ursid Form, Ursid Mimicry, Ursid Physiology, Ursine Body, Ursine Form, Ursine Mimicry, and Ursine Physiology.Belt Manipulation The belt can be used for various superhuman effects due to user skill and/or properties of the belt.Biological Manipulation (freak) The ability to turn another being or yourself into a freak/monster. Biological Manipulation (freak) is also known as Monster Form, Monster Mimicry, and Monster.Biological Manipulation (others) The ability to control aspects of another living creatures biological make-up. This includes, but is not limited to, genetic alterations, physical distortion/augmentations, healing, disease, and biological functions. Biological Manipulation (other) is also known as Biokinesis, Biology Manipulation, Cellular Control, Cellular Manipulation, Morbikinesis, Organic Life Manipulation and Vitakinesis.Biological Manipulation (self) This is the ability to control ones own biological make-up. Biological Manipulation (self) is also known as Anatomy Manipulation, Body Manipulation, Corporikinesis and Self-Manipulation.Biological Manipulation (weight) The ability to cause another to become fat and/or the character is an abnormal weight. The list of superpowers accompanying Biological Manipulation (weight) are also frequently referred to as Adipose Tissue Manipulation, Fat Manipulation and Steatokinesis.Black Hole Manipulation The ability to manipulate a black hole. Black Hole Manipulation is also known as Black Hole Control, and Black Holes Manipulation.Blood Manipulation The ability to manipulate blood. Blood Manipulation is also known as Bloodbending, Blood Control, Hemokinesis, and Haemokinesis. Hematokinesis, Sanguinarian Control, Sanguinarian Manipulation, Sanguine Control, and Sanguine Manipulation.Body Part Disembodied The ability to exist as a disembodied body part. Body Part Disembodied is also known as Body Part Mimicry, Body Part Physiology, Limb Mimicry, Limb Physiology, Organ Mimicry and Organ Physiology.Body Part Enhanced The character has a single body part that is enhanced.Body Part Substitution (self) Ability to replace ones limbs or other body parts with those of another. Body Part Substitution in general is also known as Anatomical Assimilation, Appendage Assimilation, Frankenstein Power, Limb Replacement, and Organ Replacement.Bone Manipulation Ability to manipulate the bones in ones own body. This includes, but is not limited to, the generation of new bone mass, projecting bones out from the skin or rearranging ones own bones. Bone Manipulations is also known as Bone Control, Controlled Bone Growth, Dead Bone Pulse, Extraskeletal Manipulation, Osteokinesis, and Shikotsumyaku.Boot Manipulation The user can use boots for various superhuman effects. Boots for the purposes of this site include footwear in general. However, almost all magical or technologically advanced footwear takes on the form of boots.Bouncing The ability to bounce like a ball.Bovine Anatomy The character has the form and/or characteristics of a bovine. Bovine Anatomy is also known as Bovine Body, Bovine Form, Bovine Mimicry, and Bovine Physiology. Bovines include cattle and oxen.Bow Manipulation The bow can be used for various superhuman effects due to user skill and/or properties of the bow.Bracelet Manipulation The bracelet can be used for various superhuman effects. Any weapon and/or device anchored on the wrist is considered a bracelet regardless of the name.Breath (atomic) The ability to expel atomic fire. This is an updated version of fire breath. Breath (atomic) is also known as Atomic Breath, and Radioactive Breath.Breath (fire) Fire breathing is a subset of fire manipulation but is so visceral and prominent that this power deserves its own entry. The list of superpowers accompanying Fire Breath are also frequently referred to as Fire Breathing, Flame Breath, Flaming Breath, Incendia Respiro, Pyric Exhalation, and Pyrokinetic Breath.Breath (freeze) The ability to freeze objects with ones breath. Breath (freeze) is also known as Arctic Breath, Cryokinetic Breath, Freeze Breath, Freezing Wind Breath, and Ice Breath.Breath (insect) The ability to exhale insects. Breath (insect) is also known as Insect Breath, and Swarm Breath.Breath (life) The ability to give life and/or resuscitate someone with a breath. Conversely, the ability to suck the life force out of a person. Breath (life) is also known as Breath of Life, Life Breath, and Resurrection Breath.Breath (vortex) The ability to inhale/exhale with superhumanly powerful strength. This can range from exhalation on par with gale force winds to inhalation on par with the power of a gravitational vortex. In some cases, freezing temperatures can also be achieved. Breath (vortex) is also known as Air Breath, Hyper Breath, Super Breath, Superhuman Breath, Vortex Breath, and Wind Breath.Breath (water) The ability to breathe through water in lieu of a gaseous medium. Not to be confused with an ability to go without breathing or to be able to breathe an alternative air supply. Breath (water) is also known as Aquatic Respiration, Underwater Breathing, Underwater Respiration, and Water Breathing.Bullet Projection The ability to eject matter and/or energy from ones body. Bullet projection is also known as Impale.Camel Anatomy The character has the form and/or characteristics of a camel. Camel Anatomy is also known as Camel Body, Camel Form, Camel Mimicry, Camel Physiology, Camelid Body, Camelid Form, and Camelid Mimicry.Canine Anatomy The character has the form and/or characteristics of a canine i.e. a hound or dog. Canine Anatomy is also known as Canid Body, Canid Form, Canid Mimicry, Canid Physiology, Canidae Body, Canidae Form, Canidae Mimicry, Canidae Physiology, Canine Body, Canine Form, Canine Mimicry, and Canine Physiology.Caprinae Anatomy The character has the form and/or characteristics of a caprinae. The subfamily Caprinae includes sheep, goats and antelopes. Caprinae Anatomy is also known as Caprinae Body, Caprinae Form, Caprinae Mimicry, Caprinae Physiology, Caprine Body, Caprine Form, Caprine Mimicry, and Caprine Physiology.Card Manipulation The ability to manipulate cards or card themed technology. This same list of superpowers is also known as Card Bending, Card Control, and Krtakinesis.Centaur Anatomy The character has the form and/or characteristics of a centaur. Centaur Anatomy is also known as Centaur Mimicry, Centaur Physiology, Centauroid, Taur Form, Taur Mimicry, Tauric Form, Tauric Mimicry, and Tauric Physiology.Centipede Anatomy The character has the form and/or characteristics of a centipede.Cephalopod Anatomy The character has the form and/or characteristics of a cephalopod. Cephalopods include octopi and squids. Cephalopod Anatomy is also known as Cephalopod Physiology, Cephalopod Body, Cephalopod Form and Cephalopod Mimicry.Cetacean Anatomy The character has the form and/or characteristics of a cetacean. Cetaceans include whales and dolphins. Cetacean Anatomy is also known as Cetacean Body, Cetacean Form, Cetacean Manifestation, Cetacean Mimicry, and Cetacean Physiology.Cetacean Communication The ability to communicate with cetacean i.e. whales, porpoises, and/or whales.Chain Manipulation The ability to manipulate chains with superhuman effect due to user skill and/or properties of the chains. Chain Manipulation is also known as Alysdakinesis, Chain Control, Chain Dominion, Chain Manipulation, and Chain Mastery.Cheetah Anatomy The character has the form and/or characteristics of a cheetah.Cloak Manipulation The ability to manipulate a cloak to achieve superhuman effects due to skill and/or properties of the cape. Cloak Manipulation is also known as Animated Cape, Cape Manipulation, and Prehensile Cape.Cloth Manipulation The ability to manipulate cloth for superhuman effects due to user skill, special powers and/or properties of the cloth. Cloth Manipulation is also known as Cloth Control, Fabric Manipulation, Fabrikinesis, Fiber Manipulation, Fiber Control, Nemakinesis, Pannokinesis, Telakinesis, Textakinesis, and Wrapping Manipulation.Cold Manipulation The ability to reduce the kinetic energy of atoms and thus reduce temperature. The list of superpowers accompanying Cold Manipulation is also known as Cold Control, Cryokinesis, Frigid Manipulation, and Frigiokinesis. also includes the ability to move ice around unlike cold manipulation.Color Manipulation The ability to change the color of a person and/or object. Color Manipulation is also known as Chromakinesis, Chromatic Manipulation, Chromokinesis, Color Control, Colour Control, and Colour Manipulation.Combat Clairvoyance The power to predict attacks. Combat Clairvoyance is also known as Attack Prediction, Battle Prediction, and Preflex.Concussion Beams Ability to generate or transform various forms of energy into a solid or concussive beam of energy. This same list of superpowers is also known as Concussion Blasts, Solid Beam, and Solid Energy Blasts.Cosmic Awareness The ability to sense changes in the universe.Creativity Manipulation The ability to enhance the creativity of another being. Creativity Manipulation is also known as Creativity Inducement, Empathic Inspiration, Inspiration Granting, Inspiration Inducement, Inspire Creativity and Muses Touch.Cross Dimensional Manipulation The ability to effect change in more than one dimension.Crustacean Anatomy The character has the form and/or characteristics of a crustacean. Crustaceans include crabs, lobsters, crayfish, shrimp, krill and barnacles. Crustacean Anatomy is also known as Crustacean Body, Crustacean Form, Crustacean Mimicry, and Crustacean Physiology.Crystal Mimicry The ability to have a crystal body. Crystal Mimicry is also known as Gem Mimicry, Gem Physiology, Jewel Mimicry, and Jewel Physiology.Cyber Manipulation The ability to manipulate computer generated environments. Cyber Manipulation is also known as Cyberpotence and Cyberspace Omnipotence.Cyber Mimicry The ability to become a computer-generated being. The main advantage of uploading your consciousness to the internet and saying good bye to your body is possible immortality. Cyber Mimicry is also known as Artificial Intelligence Mimicry, Artificial Intelligence Physiology, Cyber Body, Cybernaut Mimicry, Cybernaut Physiology, Data Form, Data Mimicry, Data Physiology, Digital Body, Digital Form, Digital Mimicry, Digital Physiology, Digitization, Digitized and Information Physiology.Cyberpathy The ability to interface with computers directly through the mind and/or control computers mentally. Cyberpathy is also known as Cyberlingualism, Data Communication, Electronic Communication, Technoligualism, Technopathy, Telecommunication and Transducer.Cyborgization gained by replacing organic human parts with machine parts that are more powerful than their organic counterparts. The list of superpowers accompanying Cyborgization are also frequently known as Cyber Organic Physiology, Cyber-Biopunk, Cyborg Physiology, Nano-Aug Physiology, Nano-Augmented Physiology, Nano-Biopunk Physiology, Nanotechnological Augmented Physiology, Robot Mutant Physiology, Technological-Biological Physiology, Techno-Organic Physiology and Technorganic Physiology.Cyclops Anatomy The character has the powers and characteristics of a cyclops. Cyclops Anatomy is also known as Cyclops Physiology.Danger Intuition The ability to sense danger. Danger Intuition is also known as Dairokkan (Japanese), Danger Detection, Danger Reacting, Danger Sense, Danger Sensing, Gut Feeling, Hazard Detection, Hazard Intuition, Hazard Reacting, Hazard Sense, Hazard Sensing, Hazard Instincts, Intent Detection, Intent Intuition, Intent Reacting, Intent Sense, Intent Sensing, Sixth Sense, Spider Sense (Marvel Comics), Spidey-Sense (Marvel Comics), Threat Detection, Threat Intuition, Threat Reacting, Threat Sense, Threat Sensing, Thundersense (The Thundermans), The Gitchy Feelin (Bone Comics), and The Willies.Darkness Manipulation The ability to manipulate darkness/shadow. Darkness Manipulation is also known as Blackness Control, Blackness Manipulation, Darkness Control, Darkness Element Control, Erebokinesis, Obtenebration, Shadow Bending. Shadow Control, Shadow Element Control, Shadow Manipulation, Shadow Matter and Umbrakinesis.Darkness Mimicry The being is composed of shadow. Darkness Mimicry is also known as Living Shadow, Shade, Shadow Form, Shadow Mimicry, Shadow Physiology, Umbrakinetic Physiology and Umbral Physiology.Death Sense The ability to sense that someone is about to die. Death Sense is also known as Death Prediction, Death Vision, Death Perception, Mortality Precognition and Shinigami Eyes.Death Touch The ability to kill a living being with a single touch. Death Touch is also known as Death Evocation, Fatal Touch, Instant Death, Instant Killing, Killing Effect, Killing Touch, Necrogenesis and Physical Death Inducement.Demon Anatomy The character has the form and/or characteristics of a demon and/or devil. Demon Anatomy is also known as Daemonium Physiology, Demon Mimicry, Demon Physiology, Demonic Mimicry, Demonic Physiology, Devil Mimicry, Devil Physiology, and Devil Trigger (Devil May Cry).Density Control (objects) The ability to control the density of objects or persons other than ones self. Density Control (objects) is also known as Density Manipulation, Density Shifting and Picnokinesis.Density Control (self) The ability to increase and/or decrease the natural of ones body. This same list of superpowers is also known as Personal Density and Self-Density Manipulation.Dimensional Storage The ability to store objects in another dimension. Dimensional Storage is also known as Bag of Tricks, Dimensional Capture, Dimensional Release, Hammerspace, Magic Satchel, Malletspace, Pocketing, Requip (Fairy Tail) and Trade In/Out.Dimensional Transport (Multiverse) The ability to move from one dimension to another within a Multiverse but not between comic book multiverses. Dimensional Transport (Multiverse) is also known as Dimension Hopping, Dimensional Jump, Dimensional Jumping, Dimensional Teleportation, Dimensional Transportation, Interdimensional Jump, Interdimensional Jumping, Interdimensional Teleportation, Interdimensional Transportation, Interdimensional Travel, Inter-Reality Jump, Inter-Reality Jumping, Inter-Reality Teleportation, Inter-Reality Transportation and Inter-Reality Travel.Dimensional Transport (Omniverse) The ability to travel from one comic book universe to another comic book universe specifically. A lot of characters can travel between alternate Earths in the Multiverse within the DC or Marvel universe using anything from super speed such as the Flash (DC) to technology, Dr. Doom (Marvel). Dimensional Transport (Omniverse) is also known as Dimension Hopping, Dimensional Jump, Dimensional Jumping, Dimensional Teleportation, Dimensional Transportation, Interdimensional Jump, Interdimensional Jumping, Interdimensional Teleportation, Interdimensional Transportation, Interdimensional Travel, Inter-Reality Jump, Inter-Reality Jumping, Inter-Reality Teleportation, Inter-Reality Transportation and Inter-Reality Travel.Dinosaur Anatomy The character has the form and/or characteristics of a dinosaur. Dinosaur Anatomy is also known as Dinosaur Body, Dinosaur Form, Dinosaur Mimicry and Dinosaur Physiology.Disease Mimicry The ability to be a disease. Disease Mimicry is also known as Illness Mimicry and Virus Mimicry.Disease Resistance The ability resist contracting diseases. Disease Resistance is also known as Disease Immunity.Disintegration The ability to disintegrate matter through touch or through beams. Disintegration is also known as Deconstruction, Dissociation and Matter Disintegration.Djinn Anatomy The character has the form and/or characteristics of a djinn. Djinn Anatomy is also known as Djin Physiology, Djinn Mimicry, Genie Mimicry, Genie Physiology, Jinn Mimicry and Jinn Physiology.Dragon Anatomy The character has the form and/or characteristics of a dragon. Dragon Anatomy is also known as Draconic Body, Draconic Form, Draconic Mimicry, Draconus Form, Draconus Mimicry, Draconus Physiology, Draconus Body, Dragon Body, Dragon Form, Dragon Mimicry, Dragon Physiology, Ry Body, Ry Form, Ry Mimicry, Ry Physiology, Vritra Body, Vritra Form, Vritra Mimicry, Vritra Physiology, Wyrm Body, Wyrm Form, Wyrm Mimicry and Wyrm Physiology.Dragon Manipulation The ability to control and/or alter a dragons behavior. Dragon Manipulation is also known as Chalice (Dragonar Academy), Draconic Manipulation and Draconian Manipulation. The most obvious example of someone who controls a dragon would be a dragon rider but there are other more subtle and limited examples of controlling a dragon.Dream Manipulation The ability to manipulate the dream dimension. Dream Manipulation is also known as Dream Alteration, Dream Control, Dream Power, Dream Warping, Dream Weaving, Dreamscaping, Oneiric Alteration, Oneiric Control, Oneiric Manipulation, Oneiric Warping, Oneirokinesis and Somnipathy.Dream Mimicry The being is composed of the substance of dreams. Dream Mimicry is also known as Oneiric Physiology.Dream Transportation The ability to enter a dream dimension. This dream dimension is ontologically real. Dream Transportation is also known as Dream Portal, Dream Teleportation, Dream Transportation, Dream Travel, Nightmare Portal, Nightmare Teleportation, Nightmare Transportation, Nightmare Travel, Oneiric Geo-Leaping, Oneiric Phase-Jumping, Oneiric Spatial Movement, Oneiric Teleportation, Oneiric Tele-Transportation, Oneiric Translocation, Oneiric Transportation, Sleep Teleportation, Sleep Transportation, Sleep Travel and Sleep Portal.Drill Protrusion The ability to drill with some part of your body.Drug Usage The person gains superpowers via drugs. Drug Usage is also known as Drug Augmentation, Drug Empowerment and Drug Enhancement.Duplication (cloning) The creation of a duplicate using cloning. Duplication (cloning) is also known as Clone Physiology, Doppelgnger Physiology, Doppelgnger Mimicry, Replica Physiology, Replica Mimicry, Replicant Physiology and Replicant Mimicry.Duplication (energy) The ability to create a duplicate that is composed of energy. Duplication (energy) is also known as Energy Cloning, Energy Duplication, Energy Replication, Energy Twin and Ergokinetic Cloning.Duplication (gender) The ability to create a duplicate that is identical but has a different gender. Duplication (gender) is also known as Gender Duplication.Duplication (imperfect) The ability to create an imperfect duplicate. Duplication (imperfect) is also known as Altered Duplication, Altered Replication, Different Duplication, Different Replication, Variable Duplication, Variable Replication, Varied Cloning, Varied Copying, Varied Duplication, Varied Multiplication and Varied Replication.Duplication (other) The ability to make duplicate objects or persons. Not the ability to duplicate ones own body. Duplication of others and/or ones self is also known as Copying, Copying, Duplication, Form Duplication, Multi-Body, Multiplication, Multiplicity, and Replication.Duplication (self) The character can create duplicate bodies of themselves. Not the ability to make duplicates of other objects and/or other persons. Duplication of others and/or ones self is also known as Copying, Copying, Duplication, Form Duplication, Multi-Body, Multiplication, Multiplicity, and Replication.Duplication (size) The ability to create a duplicate that is bigger or smaller. Duplication (size) is also known as Shrinking Replication, if the copies are smaller and Growing Replication, if the copies are bigger.Duplication (temporal) The character can bring forth duplicates from the past and/or future. Duplication (temporal) is also known as Temporal Duplication, Temporal Replication, Time Duplication, Time Paradox and Time Replication.Dwarf Anatomy The character has the form of a dwarf. Dwarf Anatomy is also known as Dwarf Mimicry and Dwarf Physiology.Earth Manipulation The character can control earth, sand, stone, rock, lava, dirt, and/or other minerals. Earth Manipulation is also known as Earthbending, Earth Element Control, Earth Release, Earth Release Doton, Geokinesis, Seismokinesis and Terrakinesis.Earth Mimicry The being has a body composed of earth. Earth Mimicry is also known as Earth Physiology, Earthen Mimicry, Geo Mimicry, Geokinetic Mimicry, Terra Mimicry and Terrakinetic Mimicry.Earth Quake Generation The ability to create seismic activity. Earth Quake Generation is also known as Earthquake Causing and Earthquake Creation.Echolocation Echolocation is the use of reflected sound to figure out the environment. Echolocation is the bat equivalent of sonar.Eel Anatomy The character has the form and/or characteristics of an eel. Eel Anatomy is also known as Eel Physiology.Elasticity The ability to stretch, deform, expand or contract ones body into any form imaginable. Elasticity is also known as Ductility, Elastic, Elongation, Expandable, Malleable, Mutability, Plasticity, Pliability, Stretch Powers, Stretchability, Stretchable Body, Stretchy and Super Stretching.Electric Manipulation The ability to control electricity. Electric Manipulation is also known as Electric Charge Manipulation, Electric Current Manipulation, Electrical Energy Manipulation, Electricity Manipulation, Electrokinesis, Fulgurkinesis, Fulminokinesis, Lightning Bending Control, Lightning Bending Manipulation, Lightning Element Control, Lightning Release and Raiton .Electrical Mimicry The being has a body composed of electricity. Electrical Mimicry is also known as Electricity Mimicry, Electricity Physiology, Electrokinetic, Lightning Mimicry and Electrophysiology.Electrical Transportation The character can travel through electrical conduits (such as power lines or telephone lines) and can enter through devices such as televisions, electrical poles or computers. Electrical Transportation is also known as Electroportation and Lightning Teleportation.Electroreception the ability to perceive natural electrical stimuli. This same list of superpowers is also known as Electric Field Detection, Electrolocation and Electrical Detection.Elephant Anatomy The character has the form and/or characteristics of an elephant. Elephant Anatomy is also known as Elephant Body, Elephant Form, Elephant Mimicry, Elephant Physiology, Elephantide Body, Elephantide Form, Elephantide Mimicry, Elephantide Physiology, Proboscid Body, Proboscid Form, Proboscid Mimicry and Proboscid Physiology.Embodiment (function) The character embodies a function of the universe. Embodiment is also known as Personification.Embodiment (nation) The character embodies a nation and/or place. Embodiment (nation) is also known as National Personification.Emotion Absorption The character can absorb emotions. Emotion Absorption is also known as Emotion Devouring, Emotion Theft, Empathic Absorption and Empathic Ingestion.Empathy The ability to read or sense the emotions and/or control the emotions or feelings of others. Empathy is also known as Emotion Perception, Emotion Sense, Empathic Perception and Empathic Sense.Energy Absorption The ability to absorb energy. Energy Absorption is also known as Erogkinetic Absorption.Energy Blasts The ability to expel various forms of energy from the body.Energy Constructs The ability to create complex shapes (such as giant boxing gloves or cages) or even functional machinery (such as fire extinguishers or laser rifles) out of solid energy. Energy Constructs are also known as Ergokinetic Constructs, Energy Craftsmanship and Energy Weapon Creation.Energy Conversion The ability to absorb one form of energy and convert it into another form of energy. Energy Conversion is also known as Transduction.Energy Mimicry The ability to turn ones body into some form of energy. Energy Mimicry is also known as Energy Body, Energy Physiology, Energy State ad Ergokinetic Physiology.Enhanced Combat The ability to engage in hand to hand combat with a superhuman level of skill. Enhanced Combat is also known as Advanced Combat, Advanced Fighting, Combat Proficiency, Combat Proficiency Prowess, Enhanced Combat Skills, Enhanced Fighting Skills and Superior Fighting Abilities.Entropy Manipulation The ability to manipulate entropy.Equus Anatomy The character has the form and/or characteristics of an Equus.Everyday Object Weaponization The weapon user has the ability to weaponize an everyday object by changing the object and/or using the object with superhuman skill in order to achieve superhuman effects.Evolution Manipulation (others) The ability to evolve and/or devolve others. Also known as Evolution, Evolutionary Process, Metamorphosis and Ultimatized.Evolution Manipulation (self) The ability to control ones own evolution. Also known as Evolution, Evolutionary Process, Metamorphosis and Ultimatized.Feline Anatomy The character has the form and/or characteristics of a feline i.e. a cat or cat like animal. Feline Anatomy is also known as Feline Body, Feline Form, Feline Mimicry, Feline Physiology, Felidae Body, Felidae Form, and Felidae Physiology.Fey Anatomy The character has the form and/or characteristics of a fey i.e. an elf. Fey Anatomy is also known as Fae Mimicry, Fae Physiology, Faerie Mimicry, Faerie Physiology, Fairy Mimicry, Fairy Physiology, Fay Mimicry, Fay Physiology, Fae Mimicry, Fae Physiology, Faery Mimicry, Faery Physiology and The Fair Folk.Fire Manipulation The ability to control the kinetic energy of atoms to generate, control or absorb fire and create fire constructs. Fire Manipulation is also known as Agnikinesis, Fire Control, Fire Element Control, Fire Release/Katon , Firebending, Flame Control, Flame Manipulation, Ignikinesis, Phlegokinesis and Pyrokinesis.Fire Mimicry The being has a body composed of fire. Fire Mimicry is also known as Fire Body, Fire Physiology, Pyro Physiology, Pyric Mimicry, Pyric Physiology and Pyrokinetic Physiology.Fish Anatomy The character has the form and/or characteristics of a fish. Fish Anatomy is also known as Fish Body, Fish Form, Fish Mimicry, Ichthyes Body, Ichthyes Form, Ichthyes Mimicry, Ichthyes Physiology, Marine Life Body, Marine Life Body Form, Marine Life Body Mimicry, Marine Life Body Physiology, Pisces Body, Pisces Form, Pisces Mimicry and Pisces Physiology.Flat Body (other) The ability to give others a flat body i.e. more two-dimensional. Flat Body (other/self) is also known as 2D Form, 2D Mimicry, 2D Physiology, Pancake Flatness, Self-Compression and Two-Dimensional Form.Flat Body (self) The ability to turn your own body into a flat body i.e. more two-dimensional. Flat Body (other/self) is also known as 2D Form, 2D Mimicry, 2D Physiology, Pancake Flatness, Self-Compression and Two-Dimensional Form.Flight The combination of being able to levitate and go in a particular direction. One of most ubiquitous superpowers after super strength.Force Field Generation The ability to project powerful fields of manipulated energy. Force Field Generation is also known as Barrier Generation, Flyrogenesis, Deflection Field, Protection Bubbles, Ray Shields and Shielding.Fox Anatomy The character has the form and/or characteristics of a fox. Fox Anatomy is also known as Fox Physiology.Frog Anatomy The character has the form and/or characteristics of a frog. Frog Anatomy is also know as Frog Physiology.Fungal Anatomy The being is some type of fungus. Mushrooms are a type of fungus. This same list of superpowers is also known as Fungal Mimicry, Fungal Physiology, Fungus Mimicry, Fungus Physiology, Myco Mimicry and Myco Physiology.Fungi Manipulation The ability to manipulate fungi. Fungi Manipulation is also known as Fungal Manipulation, Fungokinesis, Fungus Control, Fungus Manipulation, and Mycokinesis.Garbage Mimicry The being has a body composed of garbage. Garbage Mimicry is also known as Garbage Physiology, Litter Mimicry, Litter Physiology, Rubbish Mimicry, Rubbish Physiology, Trash Mimicry, Trash Physiology, Waste Mimicry and Waste Physiology.Gargoyle Anatomy The character has the form and/or characteristics of a gargoyle. This same list of superpowers is also known asGargoyle Body, Gargoyle Form, Gargoyle Mimicry and Gargoyle Physiology.Gas Manipulation The ability to manipulate gases. Gas Manipulation is also known as Benzinakinesis, Gas Bending, Gas Control and Miasmakinesis.Gas Mimicry The being has a body composed of gas. Gas Mimicry is also known as Bezinikinetic Physiology, Gas Form, Gas Physiology, Gaseous Form, Gaseous Mimicry and Gaseous Physiology.Gastropod Anatomy The character has the form and/or characteristics of a gastropods. Gastropods include snails and slugs. Gastropod Anatomy is also known as Gastropoda Body, Gastropoda Form, Gastropoda Mimicry, Gastropoda Physiology, Slug Body, Slug Form, Slug Mimicry, Slug Physiology, Snail Body, Snail Form, Snail Mimicry and Snail Physiology.Ghost Anatomy The being is a ghost. DC seems to have the monopoly as opposed to Marvel on actual ghosts that are major characters. Ghost Anatomy is also known as Apparition Mimicry, Apparition Physiology, Exspiravit Mimicry, Exspiravit Physiology, Ghost Mimicry, Ghost Physiology, Phantom Mimicry and Phantom Physiology.Ghost Manipulation The ability to control ghosts. The ability to exorcise ghosts. Ghost Manipulation is also known as Phantasm Manipulation, Phantom Manipulation, Shade Manipulation, Specter Manipulation, Spirit Manipulation and Wraith Manipulation.Giant Anatomy The character has the form and/or characteristics of a giant. Giant Anatomy is also known as Clod Mimicry, Clod Physiology, Giant Mimicry, Giant Physiology, Hulk Mimicry, Hulk Physiology, Lump Mimicry and Lump Physiology.Giraffe Anatomy The character has the form and/or characteristics of a giraffe. Giraffe Anatomy is also known as Giraffe Body, Giraffe Form, Giraffe Mimicry and Giraffe Physiology.Glove Manipulation The use of gloves and/or gauntlets to achieve superhuman feats due to user skill and/or properties of the gloves. Glove Manipulation is also known as Battle Gauntlet Proficiency, Cestus Proficiency, Combat Glove Proficiency, Enhanced Gauntlet Proficiency, Gauntlet Proficiency and Metal Knuckle Proficiency.Goblinoid Anatomy The character has the form and/or characteristics of a goblinoid. Goblinoids include goblins and hobgoblins. Goblinoid Anatomy is also known as Goblin Form, Goblin Mimicry and Goblin Physiology.Golem Mimicry The character has the form and/or characteristics of a golem. Golem Anatomy is also known as Golem Physiology.Gravity Manipulation The ability to manipulate or generate gravitons, or other types of gravitational interactions. Gravity Manipulation is also known as Gravitation Manipulation, Gravitational Field Manipulation, Gravitational Manipulation, Graviton Manipulation, Gravitokinesis, Gravity Control, Gravikinesis, Gyrokinesis and Tensor Field Manipulation.Hammer Manipulation The ability to use a hammer to do superhuman feats due to the skill of the user and/or special properties of the hammer. Hammer Manipulation is also known as Hammer Control and Sfyrkinesis.Heal Others The ability to heal others. This same list of superpowers is also known as Cell Regeneration Healing Hands, Healing Power, Healing Touch, Recovery Power and Recovery Touch.Heat Manipulation The ability to create heat but not necessarily flame constructs as is the case with fire manipulation. Heat Manipulation is also known as Calokinesis, Heat Control, Hot Manipulation, Thermokinesis (Charmed) and Zestokinesis. is a specialized version of heat manipulation.Heat Vision The user can generate heat from their eyes and discharge this heat. Heat Vision is also known as Calokinetic Vision and Heat Beam Eye Blast.Helmet Manipulation The helmet, and/or other type of headwear, allows the user to accomplish superhuman effects due to user skill and/or properties of the helmet. Helmet Manipulation is also known as Enhanced Hat Proficiency and Enhanced Helmet Proficiency.Hibernation The ability to slow down and/or cease bodily functions for long periods of time. This allows for the conservation of energy and/or the suspension of aging. Hibernation is also known as Deep Sleep and Self-Induced

Psychometrics and Trace Scrying.Puzzle Manipulation The ability to manipulate puzzles at a superhuman level. Puzzle Manipulation is also known as Problem Control, Problem Manipulation, Quaestiokinesis, Solution Control and Solution Manipulation.Radar Sense The character generates electromagnetic waves which travel outward in order to perceive objects like radar. Radar sense is the active generation of electromagnetic fields while electroreception is the passive sensing of electromagnetic fields.Radiation Immunity The ability to not suffer from the ill effects of radiation. Radiation Immunity is also known as Radiation Durability, Radiation Invulnerability, Radiation Proof and Radiokinetic Immunity. Obviously, characters that have and have this power and are not listed here.Radiation Manipulation The ability to generate and/or manipulate toxic radiation. Radiation Manipulation is also known as Induced Radioactivity (Heroes), Radioactivity Manipulation, Radiation Control and Radiokinesis.Radiation Mimicry The ability to become radiation. Radiation Mimicry is also known as Radiation Physiology, Radiokinetic Mimicry and Radiokinetic Physiology. Characters listed in the nuclear reactor article are not listed here.Rainbow Manipulation The ability to manipulate rainbows or rainbow related phenomena. Rainbow Manipulation is also known as Rainbow Light Control.Reactive-Adaptation The ability to adapt in response to immediate threats. Reactive-Adaption is also known as Instant Adaptation, Instant Evolution, Nemesis, Reactive Evolution and Spontaneous Adaptation.Reality Warping The ability to change or manipulate reality itself. This same list of superpowers is also known as Actuality Manipulation, Essokinesis, Objective Reality Distortion, Reality Adjustment, Reality Alteration, Reality Bending, Reality Control, Reality Distortion, Reality Manipulation, Reality Overwriting and Self-Wish Granting.Reincarnation (others) The ability to control the reincarnation of others. Reincarnation (others) is also known as Rebirth Control, Reincarnation Control and Reincarnation Manipulation.Reincarnation (self) The ability to control your own reincarnation and/or ask for aid from past or future incarnations.Reptile Anatomy The character has the form and/or characteristics of a reptile. Reptile Anatomy is also known as Mipedian Body, Mipedian Form Mipedian Mimicry, Mipedian Physiology, Reptile Body, Reptile Form, Reptile Mimicry, Reptile Physiology, Reptilia Body, Reptilia Form, Reptilia Mimicry, Reptilia Physiology and Reptilian Physiology.Resurrection (others) The ability to resurrect other people. Resurrection (others) is also known as Cheating Death, Reversed Death, Revival, Rising from Death, Rising from Grave and Resurgence. Similar to which is used to raise the dead as zombies. However, a zombie is not truly alive and generally zombies cant carry on conversations.Resurrection (self) The ability to resurrect ones self. Reincarnation (self) is also known as Past Life and Rebirth. Resurrection (self) is also known as Self-Resurrection, Self-Revival and Self-Revive.Rhino Anatomy The character has the form and/or characteristics of a rhino. Rhino Anatomy is also known as Rhino Form, Rhino Body, Rhino Mimicry, Rhino Physiology, Rhinoceros Body, Rhinoceros Form, Rhinoceros Mimicry and Rhinoceros Physiology.Ring Manipulation The ring can be used for various superhuman effects. Ring Manipulation is also known as Ring Empowerment.Robot Anatomy The character has the form and/or characteristics of a robot. Robot Anatomy is also known as Automaton Physiology, Robot Mimicry and Robot Physiology. Sometimes creates a character that appears to be a robot but is a cyborg.Rodent Anatomy The character has the form and/or characteristics of a rodent. This same list of superpowers is also known as Rodent Body, Rodent Form, Rodent Mimicry and Rodent Physiology.Rope Manipulation The ability to manipulate ropes. Rope can be made from natural fibers, synthetic fibers or wire.Rot Manipulation The ability to manipulate rot. Rot Manipulation is also known as Cariesgenesis, Decay Inducement, Deterioration Inducement, Rot Inducement and Fester Inducement.Salamander Anatomy The character has the form and/or characteristics of a salamander. Salamander Anatomy is also known as Salamander Physiology.Sand Mimicry The ability to take on the form and/or characteristics of sand. Sand Mimicry is also known as Psammokinetic Mimicry, Psammokinetic Physiology and Sand Physiology.Satyr Anatomy The character has the form and/or characteristics of a satyr. Satyr Anatomy is also known as Faun Mimicry, Faun Physiology, Satyr Mimicry and Satyr Physiology.Scorpion Anatomy The character has the form and/or characteristics of a scorpion. Scorpion Anatomy is also known as Scorpion Body, Scorpion Form, Scorpion Mimicry and Scorpion Physiology.Sensory Deprivation The ability to turn the senses of another being on and off. For example, the ability to make someone blind and then make them be able to see again. Sensory Deprivation is also known as Sense Deprivation, Sense Negation, Sense Suppression and Sensory Suppression.Shape Shifting The ability to change your shape and/or appearance but not mimic the power and special qualities of the object or person or animal they appear to be. A shape shifter may take on the appearance of Superman but does not necessarily have the same list of superpowers as Superman. Shape Shifting is also known as Biological Alteration, Biomorphism, Changing, Copying, Inclinkinesis, Megamorphing, Metamorphing, Metamorphosis, Morphing, Morphological Being, Nanomorphing, Omni-Mimicry, Polymorphing, Self-Transmogrification, Self-Transmutation, Shape-changing, Shapeshifting and Shape-shifting.Shark Anatomy The character has the form and/or characteristics of a shark. Shark Anatomy is also known as Selachothropy, Shark Body, Shark Form, Shark Mimicry and Shark Physiology.Shield Manipulation The shield can be used for various superhuman effects due to the skill of the user and/or special properties of the shield. Shield Manipulation is also known as is also known as Aspdakinesis, Shield Control and Shield Mastery.Siren Anatomy The character can take on the form and/or characteristics of a siren. Siren Anatomy is also known as Siren Physiology and Siren Mimicry.Size Growth (object) The ability to make an object and/or another living being grow larger. If I have both powers then I can shrink a tank, put the tank in my pocket and then make the object full size when I need a tank.Size Growth (self) The ability to increase your own body size and then shrink back to a normal size. This same list of superpowers is also known as Enlarge, Giant, Growth, Growth Inducement, Megamorph, Self-Magnification, Size Enhancement and Size Increase. The ability to increase ones own body size not that of objects.Size Reduction (object) The ability to make an object and/or person smaller.Size Reduction (self) The ability to decrease body size. Size Reduction (self) is also known as Atom Size, Micromorph, Microscopic Size, Miniaturization, Shrinking, Size Decrease, Size Reduction and Subatomic Size.Skeleton Anatomy The character is a skeleton. Skeleton Anatomy is also known as Skeletal Physiology, Skeleton Mimicry and Skeleton Physiology.Sleep Inducement The ability to cause others to fall asleep. Sleep Inducement is also known as Sleep Induction, The Sleeping Curse and The Sleeping Spell.Slime Manipulation The ability to manipulate slime. Slime Manipulation is also known as Goo Manipulation, Lspikinesis and Ooze Manipulation.Snake Anatomy The character has the form and/or characteristics of a snake. This same list of superpowers is also known as Serpent Body, Serpent Form, Serpent Mimicry, Serpent Physiology, Serpentine Body, Serpentine Form, Serpentine Mimicry, Serpentine Physiology, Snake Body, Snake Form, Snake Mimicry and Snake Physiology.Soul Manipulation The ability to manipulate the soul of another person. Soul Manipulation is also known as Soul Control, Spirit Control and Spirit Manipulation.Sound Manipulation (music) The ability to use music for superhuman effects. Sound Manipulation (music) is also known as Music Control, Music Manipulation, Musical Control, Musical Manipulation, Sono-Technokinesis and Symphokinesis.Sound Manipulation (scream) The ability to generate vocal sounds of a higher amplitude than a normal human and/or create other superhuman effects. This same list of superpowers is also known as Ghostly Wail, Hypersonic Scream, Sonic Scream, Soundwave Scream, Super Scream, Supersonic Scream and Ultrasonic Scream.Sound Manipulation (voice) The ability of a being to use their voice for various effects other than mind control. Sound Manipulation (voice) is also known as Voice Manipulation.Sound Manipulation The ability to manipulate sound. Sound Manipulation is also known as Acoustokinesis, Audio Manipulation, Audiokinesis, Echokinesis, Sonic Wave Manipulation, Sonokinesis, Sound Control, Sound Energy Manipulation, Sound Wave Manipulation and Soundbending.Sound Mimicry The character has a body composed of sound. Sound Mimicry is also known as Audio Mimicry, Noise Mimicry, Noise Physiology, Sonic Mimicry, Sonic Physiology, Sonokinetic Form and Sound Physiology.Spear Manipulation The character has a spear that can be used for various superhuman effects due to user skill and/or the special properties of the spear. For the record, a is a specialized type of spear!Sponge Anatomy The character can take on the form and/or characteristics of a sponge.Spring Mimicry The character can take on the form and/or characteristics of a spring. Spring Mimicry is also known as Spring Conversion, Spring Form, Spring Mimicry and Spring Transformation.Staff Manipulation The character has a staff that can be used for various superhuman effects due to user skill and/or special properties of the staff. This same list of superpowers is also known as B Expertise, B Proficiency, B Skill, Bjutsu, Cane Proficiency , Enhanced Staff Proficiency, Enhanced Wand Proficiency, Gun (: stick), Quarterstaff and Rod Proficiency.Starfish Anatomy The character has the form and/or characteristics of a starfish. Starfish Anatomy is also known as Starfish Physiology.Stone Mimicry The character has a body composed of stone. Stone Mimicry is also known as Rock Mimicry, Rock Physiology and Stone Physiology.Substance Mimicry (many) The ability to turn ones body into several substances. This same list of superpowers is also known as Elemental Body, Elemental Form, Elemental Mimicry and Elemental Physiology. Unlike in which the character has a body only composed on one substance.Substance Mimicry (one) The ability to turn part of ones body or entire body into a single substance and only that substance.Suit Manipulation The character wears a suit that makes the character superhumanly powerful. Suit Manipulation is also known as a Battle Suit, Power Suit and Super Suit. The suit may have some armor but not enough armor to warrant being in the category which in turn is a sub category of suit manipulation.Summoning The ability to summon beings that are historical, fictional or supernatural but not ghosts for assistance. Similar to that is the ability to summon ghosts.Superhuman Accuracy The character can use a ranged and/or thrown weapon(s) with superhuman accuracy. This same list of superpowers is also known as Enhanced Accuracy, Enhanced Aiming, Enhanced Marksmanship, Enhanced Precision, Enhanced Targeting, Flawless Aiming, Flawless Accuracy, Flawless Marksmanship, Flawless Precision, Flawless Targeting, Improbable Aiming, Improbable Accuracy, Improbable Marksmanship, Improbable Precision, Improbable Targeting, Precise Aiming, Precise Accuracy, Precise Marksmanship, Skillful Aiming, Skillful Accuracy, Skillful Marksmanship, Skillful Precision, Skillful Targeting, Supernatural Accuracy, Supernatural Marksmanship, Supernatural Precision, Supernatural Targeting, Superior Aiming, Superior Accuracy, Superior Marksmanship, Superior Precision and Superior Targeting.Superhuman Agility The ability to react faster than a normal human and to possess greater flexibility and with higher/farther jumping capacity. This power is very common so a list of every character that possesses this power is not practical. Superhuman Agility is also known as Enhanced Agility, Enhanced Maneuverability, Immense Agility, Superhuman Agility and Super Agility.Superhuman Leaping The ability to leap to a superhuman degree. Superhuman Leaping is also known as Bullet Jump (Warframe), Enhanced Jump, Enhanced Leap, Immense Jump, Immense Leap, Power Jump, Power Leap, Super Jump, Super Leap, Superhuman Jump, Superhuman Leap, Supernatural Jump and Supernatural Leap.Superhuman Reflexes A reflex action, differently known as a reflex, is an involuntary and nearly instantaneous movement in response to a stimuli. This same list of superpowers is also known as Enhanced Reaction Speed, Enhanced Reactions, Enhanced Reflexes, Enhanced Time, Heightened Reflexes, Hypermotility, Immense Reflexes and Super Reflexes.Superhuman Senses (hearing) The person has enhanced hearing. Superhuman Senses (hearing) is also known as Enhanced Hearing, Hyperacusia, Sharp Ears, Sensitive Hearing, Super Hearing, Supernatural Hearing and Supernatural Sense of Sound.Superhuman Senses (smell) The person has enhanced smell. Superhuman Senses (smell) is also known as Enhanced Olfaction, Enhanced Smell, Hyper Sense of Smell, Hyper Smell, Hyperosmia, Increased Olfaction, Increased Sense of Smell, Increased Smell, Supernatural Olfaction and Supernatural Smell.Superhuman Senses (taste) The person has enhanced taste. Superhuman Senses (taste) is also known as Enhanced Taste, Gustatory Enhancement, and Perfect Taste.Superhuman Senses (touch) The sense of touch is enhanced. This same list of superpowers is also known as Enhanced Feeling, Enhanced Touch, Somatic Senses, Supernatural Touch, Super Touch and Supernatural Haptics.Superhuman Speed The ability to move, run, fly, react, think, and sense at speeds much faster than a normal human. Those with this ability also have accelerated brain activity which allows them to process sensory information so fast that everything seems to be moving in slow motion while the user moves at normal speed. Examples of characters with this power include (Marvel) and the (DC). Superhuman Speed is also known as Enhanced Speed, Extreme Speed, High-Speed, Hyper Speed, Immense Speed, Supernatural Speed and Super Speed.Superhuman Stamina The ability to exert ones self in an activity indefinitely without becoming tired and/or survive for long periods of time without consumption or water. This same list of superpowers is also known as Enhanced Stamina, Immense Stamina, Super Energy, Super Stamina, Superhuman Energy and Supernatural Energy.Superhuman Stealth The ability to move in a covert way to a superhuman degree. Superhuman Stealth is also known as Enhanced Stealth, Immense Stealth, Stealth Tactics and Super Stealth.Superhuman Strength The ability to have a level of strength much higher than normally possible given their proportions. Superhuman Strength is also known as Abnormal Strength, Advanced Strength, Enhanced Strength, Immense Strength, Increased Strength, Super Strength, Supernatural Strength and Unnatural Strength.Superhuman Swimming The ability to swim at superhuman speeds. This same list of superpowers is also known as Augmented Swimming, Enhanced Swimming, High-Speed Swimming, Hyper Swimming Speed, Increased Swimming Capability and Speed Swimming.Superhuman Tracking The ability to track a person and/or object to a degree that is superhuman and transcends the limits of the five senses. Superhuman Tracking is also known as Advanced Tracking, Enhanced Tracking, Long-Range Tracking and Supernatural Tracking.Superhuman Will Power The person has a degree of will power that is far beyond the norm. This same list of superpowers is also known as Determination, Enhanced Willpower, Indomitable Spirit, Indomitable Will, Iron Will, Sheer Will, Sheer Willpower, Strong Mind, Strong Will, Strong Willpower, Subjugation Defiance, Supernatural Will, Supernatural Willpower, Tenacity, Unbreakable Willpower, Unyielding Will and Unyielding Willpower.Superhuman Wisdom The ability to combine intelligence with a high level of insight about ones self and others. Self-understanding that leads to self-control is part of being wise. Superhuman Wisdom is also known as Advanced Wisdom, Enhanced Sagacity, Enhanced Sapience, Enhanced Wisdom, Immense Wisdom, Sagacity, Super Wisdom, Understanding and Wisdom. However, as pointed out in the superhuman intelligence entry, those with superhuman intelligence often show low interpersonal and self understanding as a plot device.Sword Manipulation The ability to use a sword to achieve superhuman feats whether due to the skill of the sword user and/or special characteristics of the sword. This same list of superpowers is also known as Blade Control, Blade Dominion, Blade Manipulation, Blade Mastery, Spathkinesis, Sword Control, Sword Dominion and Sword Mastery.Synesthesia The character can see sound and/or hear light as well as having other types of cognitive substitutions that make the character more powerful.Talisman Manipulation The talisman can provide power for various superhuman effects. Strictly speaking provide protection from evil powers. Amulets do not provide the user more power. can provide power as well as protection. However, in fiction the two terms are often used interchangeably and this is especially true in comic books. Talisman Manipulation is also known as Amulet Control, Amulet Manipulation, Charm Control, Charm Manipulation, Juju Control, Juju Manipulation, Magic Charm Control, Magic Charm Manipulation, Magical Charm Control, Magical Charm Manipulation, Mojo Control, Mojo Manipulation, Omamori Control, Omamori Manipulation, Periapt Control, Periapt Powers, Talisman Control and Totem Control.Tattoo Manipulation The ability to manipulate tattoos for various purposes. Tattoo Manipulation is also known as Body Art Control, Body Art Manipulation, Tatouzkinesis and Tattoo Control.Technomagic The ability to combine technology and magic in a single construct. Technomagic is also known as Magi-Tech, Meta-Tech, Magitek, Mystechnology and Technomancy.Technomimicry (1) The ability to become a machine and/or turn organic beings into machines. The ability of an organic being to merge with a robot. The ability of a robot to possess humans and effectively make them into robot servitors. A cyborg is part machine and part human. Technomimicry goes beyond and is the transformation of the human into a robot or robot servitor. Turning a human into a robot alone is robotization. (2) Technomimicry includes the ability to turn a robot into a human. I have divided this article into two parts. The first part is robotization. The second part is biological transformation. Turning robots into humans. Technomimicry is a neologism that refers to both types of transformation with one word.Technopathy The ability to develop, create, build, manipulate, tweak technology to a superhuman degree and/or control machines other than computers. Cyberpathy is the ability to control computers mentally rather than control machines in general. Cyberpathy is especially not the ability to build machines including computers! This same list of superpowers is also known as Cyberkinesis, Electronic Manipulation, Electromechanical Manipulation, Machine Manipulation, Mechanical Manipulation, Mechanokinesis, Technokinesis, Technological Control, Technological Manipulation, Technology Control, Technopathy and Tech Manipulation.Telekinesis The ability to manipulate and control objects with the mind, often in ways not visible to the naked eye. Telekinesis is also known as Mind Power, Mind-Over-Matter, PK, Psychokinesis, Psychokinetic Power and TK. Often in fiction, if your psychic powers are developed enough then telekinesis manifests itself alongside other powers. This means there are countless psychic characters that display telekinesis as just one of their powers.Telepathy The ability to read the thoughts of, or to mentally communicate with others. Telepathy is also known as Mental Surfing, Mind Induction, Psyche Probe, Thought-Casting and TP.Teleportation (other) The ability to teleport someone or something within that persons line of sight. This is a good example of whether the power can be applied to ones self or another object/person is of utmost importance. The ability to teleport others means teleportation can be used as a weapon and not just as a form of transportation.Teleportation (self) The ability to move oneself and a person adjacent from one place to another without occupying the space in between. Teleportation (self) is also known as Coordinate Change, Geo-Leaping, Phase-Jumping, Position Change, Spatial Movement, Teleport, Tele-Transportation and Translocation.Third Eye The character has a third eye that can be used for different superhuman effects.Thrown Weapon The thrown weapon can be used for various superhuman effects. This same list of superpowers is also known as Enhanced Throwing, Enhanced Chucking, Enhanced Hurling, Enhanced Pitching and Enhanced Tossing.Tiger Anatomy The character has the form and/or characteristics of a Tiger.Time Manipulation The ability to affect the flow of time by slowing, accelerating, reversing, or stopping time. Time Manipulation is also known as Chrono Control, Chrono Force, Chronokinesis, Fourth Dimension Manipulation, Temporal Alteration, Temporal Bending, Temporal Control, Temporal Manipulation, Temporal Warping, Time Alteration, Time Bending, Time Control and Time Warping.Time Travel (others) The ability to move objects and/or persons through time other than yourself. Time Travel (others/self) is also known as Chronoportation, Temporal Relocation, Temporal Travel, Time Jump, Time Jumping and Time Traveling.Toy Manipulation The ability to manipulate toys as weapons and/or for other superhuman effects due to user skill and/or special properties of the toy used. Toy Manipulation is also known as Paichndikinesis and Toy Control.Transmutation (animal) The ability to turn humans into animals. Transmutation (animal) is also known as Animal Transformation, Animal Transmogrification, Animal Transmutation and Projective Animal Metamorphosis.Transmutation (elemental) The ability to turn an object from one element into another element. Transmutation (elemental) is also known as Elemental Transmutation.Transmutation (gold) The ability to turn objects into gold. Transmutation (gold) is also known as Chrysopoeia, Gilding, Gold Transformation, Gold Transmutation, Golden Touch and Midas Touch.Transmutation (insect) The ability to turn persons into insects.Transmutation (limited) The ability to do transmutation that is specialized to the point of absurdity.Transmutation (organic) The ability to turn an inorganic object or material into organic material. The ability to turn organic matter into inorganic matter.Transmutation (petrification) The ability to turn persons and/or objects into stone. This same list of superpowers is also known as Medusa Effect, Petrification, Stone Transformation and Stone Transmogrification.Trap Manipulation The ability to manipulate traps with special skill and/or traps with special properties to achieve special effects. Trap Manipulation is also known as Pagdakinesis, Trap Alteration, Trap Control, Trap Distortion, Trap Mastery and Trap Shifting. The big difference is that trap manipulation is being done by a person. Prison manipulation is a system that includes a building and a team. The warden may be the leader of the institution but wardens can and are replaced.Troll Anatomy The character has the form and/or characteristics of a troll. Troll Anatomy is also known as Fomorian Mimicry, Fomorian Physiology, Troll Mimicry and Troll Physiology.Turtle Anatomy The character has the form and/or characteristics of a turtle. This same list of superpowers is also known as Turtle Body, Turtle Form, Turtle Mimicry and Turtle Physiology.Unicorn Anatomy The character has the form and/or characteristics of a unicorn. Unicorn Anatomy is also known as Unicorn Body, Unicorn Form, Unicorn Mimicry and Unicorn Physiology.Vampire Anatomy The character has the form and/or characteristics of a vampire. This same list of superpowers is also known as Homines Nocturnae Physiology (Marvel Comics), Homo Nosferatu Vampiris Physiology (Humans Only), Vampire Mimicry, Vampire Physiology, Vampiric Mimicry, Vampiric Physiology, Vampirism, Vampyre Mimicry, Vampyre Physiology and Vrykolakas.Vehicle Manipulation The character has a vehicle that uses super science and/or magic to make the character more powerful.Vertigo Inducement The ability to induce vertigo. Vertigo Inducement is also known as Psionic Equilibrium Distortion, Vertigo Effect, Vertigo Induction and Verigen.Virtual Warping The ability to manipulate reality in a computer-like environment. Virtual Warping is also known as Computer God, Reality Programming, Reality Rewriting and Virtual Reality Warping. The difference is one of degree. (The Matrix)might be able to stop bullets but he cannot just remove all firearms in the program and replace them with swords.Vision (atomic) The ability to project atomic blasts from ones eyes. Vision (atomic) is also known as Atomic Vision.Vision (electromagnetic) The ability to see all or part of the electromagnetic spectrum that normal humans cannot see and which includes radio waves, microwaves, , ultraviolet, and gamma-rays. Vision (electromagnetic) is also known as Electromagnetic Sight, Electromagnetic Spectrum Vision and Electromagnetic Vision.Vision (freeze) The ability to freeze objects and other individuals with ones gaze. Vision (freeze) is also known as Arctic Vision, Cryokinetic Vision, Freeze Vision and Ice Vision.Vision (ghosts) The ability to see ghosts but not summon ghosts. This power is limited to the recently deceased that have not gone to the other side. Spirits that have gone to the other side need to be summoned.Vision (infrared) The ability to see in the infrared range of the electromagnetic spectrum. Vision (infrared) is also known as Infrared Vision and Thermal Vision.Vision (microscopic) The ability to see an object that is microscopic in size. Also known as Micro Vision and Microscopic Vision.Vision (multi) The ability to see with more than two eyes and therefore have enhanced vision. Also known as is also known as Extra Eyes and Multiple Eyes.Vision (night) The ability to see clearly in total darkness. Also known as Darkness Optics, Darkvision, Night Vision and Nocturnal Vision.Vision (penance) The ability to cause a sinner to perceive his sins with a stare. Also known as the Penance Stare.Vision (technology) The character uses technology to augment their vision. The user has a bionic eye(s). Vision (telescopic) is also known as Macro Vision, Optical Zooming, Scoping, Telescopic Vision, Zoom Vision, Zooming Perspective Vision and Zooming Perspective.Vision (telescopic) The ability to magnify and extend ones vision to various levels. Vision (telescopic) is also known as Macro Vision, Optical Zooming, telescopic vision, Zoom Perspective, Zoom Vision, Zooming Perspective and Zooming Vision.Vision (tetrachromatic) The character has superhuman color acuity. Vision (time) This power includes the ability to perceive the future visually (clairvoyance), and/or see the past (retrocognition) and/or see multiple timelines at once. This is also known as Chrono Sense, Chrono Sight, Chrono Vision, Chronokinetic Sight, Chronokinetic Vision, Temporal Sense, Temporal Sight, Temporal View, Temporal Vision, Time Sense, Time Sight, Time View and Time Vision. Similar to which may or not involve visual input, which is limited to a few seconds in the future and which depends on physical contact.Vision (X-Ray) The ability to see through solid matter. Vision (X-Ray) is also known as Penetration Vision, Transparent Vision and X-Ray Vision.Voice Mimicry The ability to mimic the voice of another being with perfect accuracy. This same list of superpowers is also known as Echo Mimicry, Human Soundboard, Parroting, Sound Imitation, Sound Mimicking, Sound Mimicry, Vocal Imitation, Vocal Mimicry, Vocal Replication and Voice Mimicry.Wall Crawling The ability to adhere to solid surfaces, including walls and ceilings. Wall Crawling is also known as Adhesive Climbing, Surface Scaling, Wall Adhesion, Wall Clinging and Wall Walking.Wand Manipulation The wand can be used for various superhuman effects. Wand Manipulation is also known as Wand Magic.Water Manipulation The ability to control water including but not limited to making constructs from water. Water Manipulation is also known as Aquakinesis , H2O Manipulation, Hydrokinesis, Oxydan Manipulation and Water Element Control.Water Mimicry The being has a body made of water. This same list of superpowers is also known as H2O Physiology, Hydro Physiology, Hydrokinetic Physiology, Hydrophysiology, Self-Liquification and Water Physiology.Weakness Detection The ability to sense the weak point of people and/or objects. Weakness Detection is also known as Flaw Detection, Killer Point Vision, Weak Point Sense, Weak Spot Sense and Weak Spot Vision.Weapon Manipulation The character has a weapon that uses super science and/or magic to make the character more powerful. The weapons here include famous guns and weapons that do not fit neatly into any of the subcategories listed.Weather Manipulation The ability to control or mentally affect the weather. This includes the ability to generate various natural phenomena (rain, tornadoes, lightning, ocean currents, etc.) or control the intensity of the weather. Weather Manipulation is also known as Atmokinesis, Meteorokinesis, Meteorological Manipulation, Weather Control and Weather Modification.Web (energy) The ability to make webs out of energy. This is also known as Energy Net Generation, Energy Web Creation and Ergokinetic Web Creation.Web (matter) The ability to create a web with matter. Web (matter) is also known as Web Creation, Web Generation, Web Projection, Webbing Generation and Web-Spinning.Whip Manipulation The ability to manipulate whips for superhuman effects. Whip Manipulation is also known as Enhanced Whipmanship, Soubenjutsu, Whip Mastery and Whip Proficiency.Witch Anatomy The character has the form and/or characteristics of a witch. Witch Anatomy is also known as is also known as Hag Mimicry, Hag Physiology and Witch Physiology.Wolf Anatomy The character has the form and/or characteristics of a wolf. Wolf Anatomy is also known as Wolf Physiology.Wood Mimicry The being has a body composed of wood. Wood Mimicry is also known as Wood Physiology. Humanoid trees are dealt with in not here. Creatures that are made out of wood and are examples of fit into this category.Worm Anatomy The character has the form and/or characteristics of a worm. Worm Anatomy is also known as Worm Physiology. Similar to in terms of appearance but totally different biologically.Wormhole Creation The creation and/or usage of wormholes which is a type of teleportation. Wormhole Creation is also known as Distance Connection, EinsteinRosen Bridge and Wormhole Generation. Wormholes are much larger than portals. Portals are smaller. Portals are used to transport a person and/or war band to a location. Wormholes are used to transport an army, a star ship or even moons in one example in this article.Zombie Anatomy The character has the form and/or characteristics of a zombie. Zombie Anatomy is also known as Dead Guy Mimicry, Dead Man Walking, Homo Necrosis Zombifis Physiology (Humans Only), Walking Dead, Zed Mimicry, Zed Physiology, Zombie Mimicry and Zombie Physiology.What to Do Now That You Have a List of SuperpowersWriting fantasy fiction stories can take a toll on anyones creativity, so we hope that these tips and list of superpowers can help aid you in making heroes that standout!The last tip we have for you is not to be afraid of going over the gray areas of your characters lives, because thats where some of the most exciting stories happen!Write about what drives them to be the best superheroes they can be, how they make their choices by using their different types of superpowers, and what their motivations are. Youll have a finished draft in no time!If you are still indecisive and are looking for a way to randomize your superpower selection then use our superpower generator that we created for just this reason.Superpowers are superhuman and supernatural abilities employed and explored in many works of fiction. OverviewSuperpowers are defined as powers and abilities that are beyond humans and nature, entailing capabilities that are fantastical, paranormal, and extraordinary. Superpowers are extremely diverse and all-encompassing, from the mundane to the almighty, there is no limit for what superpowers are. In pop culture and mainstream media, superpowers usually don't stray too far from what is called 'stock superpowers', essentially superpowers that are extremely prevalent in any supernatural setting. These include, but are not limited to, flight, inhuman physical strength, mind reading and control, telekinesis, manipulating natural elements, transforming into animals or beasts, and basically any form of energy-based attacks.As mentioned above, there is no real limit to what superpowers are and can do. They have limitless applications which are fundamentally based on aspects of humanity and existence, from individualistic attributes such as advanced skills, extraordinary senses, and enhanced intelligence, to humanity's creations, the natural world and beyond. Such superpowers can range from controlling buildings, to mastering the art of business making, to altering fiction and reality as one pleases. Superpowers are not solely based on abilities, any can include supernatural physical qualities and appearances, such as Tiger Physiology and Metal Mimicry.Some are more concrete and natural (i.e. Urban Manipulation, Wood Manipulation), some are more intrinsic and conceptual (i.e. Axiom Manipulation, Dimensional Manipulation). Some are more action-based (i.e. Attack Powers, Bullet Hell), some are more 'slice of life'-like (i.e. Charm Mode, Musical Mastery). Some are related to real life creatures (i.e. Dermal Armor, Claw Retraction), some are totally eldritch and alien (i.e. Organic Abomination, Alien Mind). Some are more scientific (i.e. Nano-Active Blood, Scalar Wave Manipulation), some are more fantastical (i.e. Will-O'-The-Wisp Physiology, Sands of Time Manipulation). Some are centered on a single object or theme (i.e. Door Manipulation, Martial Arts Manipulation), some are all-encompassing (i.e. Omni-Manipulation, Alpha Reality).Other than superpowers, superhuman feats may also be achieved through advanced science and technology, phlebotinum (materials with supernatural properties), magic and spells, biological mutations, anomalous nature, supernatural entities, and many many more. Moreover, superpowers might not only be possessed by humans in a certain setting, and can be held by animals, robots, relics, clothing, weapons, etc.The concept and theme of superpowers are present in pretty much any form of media, having been popularized to the point of spawning superpower-based tropes, stereotypes, and archetypes. The most common one is the 'superhero genre', where superheroes are superhumans that use their powers and abilities for the good of humanity while supervillains end up causing destruction. However, some superheroes don't need superpowers, and rather rely on fancy gadgets or advanced technology to perform superhuman feats. Superpowers are also present in the form of supernatural traits or divine powers in theologies, religious texts, folklore, and mythologies. Additionally, they can take the form of the mystical and esoteric, or purely anomalous and enigmatic.All in all, superpowers are generally anything that is supernatural and superhuman, playing a wide variety of roles in storytelling, and encompass everything in existence, from the mundane and common, to the esoteric and almighty.Abbreviated Category List Abbreviated Power ListSuperpowers can be generally divided into two over-arching groups: superpowers that have to do with oneself and superpowers that have to do with everything else.Note: This doesn't include every power/ability that exists or is archived on this wiki. For browsing all powers/abilities that have been archived, click here. For browsing non-mainspace powers/abilities and other superpower-related projects, click here.Self SuperpowersThese are the superpowers that generally affect and are centered around oneself.Physical Capabilities Bodily AspectsPhysiological Senses AppearanceAge ShiftingInvisibilityShapeshiftingMimicry & Transformations Condition & State Health & Welfare Cognition & Psyche Soul & SpiritAstral ProjectionSpiritual Force ManipulationSoul ManipulationPersonality & Behavior Combat & Sports Other SuperpowersNature & Elements Biomes & Environment Universe & Cosmology Objects & Technology Psionics Arts & Media Sciences Magic & The Supernatural/Paranormal Concepts & Abstractions Almighty & IneffableNote: These are not, strictly speaking, superpowers, but states of being.

Fantasy super powers. Fantasy powers. Fantasy powers ideas. Fantasy powers list. List of fantasy magic powers.

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