

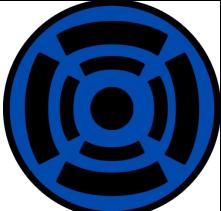


Abilities Explained

Types Explained:

Emitter Type: 50%

The ability to produce their own power.



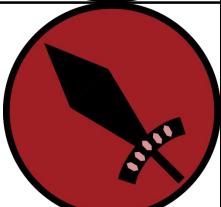
Mutation Type: 25%

The ability to change the body structure.



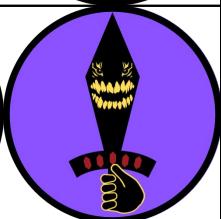
Artifact Type: 20%

An ability that requires a specific action.



Hybrid Type: 3.5%

A mixture of two of the previous types.



Special Type: 1.5%

A mixture of all types.



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Blue = Emitter

Yellow = Mutation

Red = Artifact

Purple = Hybrid

Orange = Special

Pink = Something I thought was wrong on the slide

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| 6. Fiber | 7. Quenching | 8. Cloudburst | 9. Fabric | 10. Slot |
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| 51. Gummy | 52. Blizzard | 53. Heatwave | 54. Implosion | 55. Explosion |
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| 76. Charge | 77. Magma | 78. Elastic | 79. Engine | 80. Symbol |
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| 96. Monster | 97. Blood | 98. Pseudesthesia | 99. Slime | 100. Ink |



001 Festival

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Advantages

Can Manipulate Light, like color, shape, location, and intensity, and they can even Manipulate it to make it a solid.

Can Produce fireworks from the palm of their hands.

Can Create Illusions

Can Manipulate Sound and Sensory Receptors

User:
Bliss Royal



Disadvantages

If they overuse the Fireworks and the lights, they can be temporarily blind

Can only make Festive style Illusions

If they overuse the sound, they can become Temporary Deaf.



002 Absorb

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Advantages

It allows the User to absorb any physical and/or Emitter interaction to Increase the user's Speed, Strength, and Resistance for 5 minutes.

**User:
Alec Knox**

Also if the user absorbs an emitter Type/likability, he permanently copies it.

High Regeneration



Disadvantages

the user can only absorb as much as the body can handle, and if it goes over the limit, then the user's bones and muscles around the area of use will break/tear.

The Emitter type/Like Ability that is absorbed will be $\frac{1}{4}$ of the original.



003 Style



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Advantages

By doing different types of hand and body movements grants the user an ability depending on the movements.

Can read people's movements and then copy the movements.

By holding their breath, they can emit different elemental abilities

User:
Dancer Rhodes



Disadvantages

If the ability is overused, it would cause Fatigue and the body will be under a lot of stress

The Person Has to be in their line of sight

The User needs an item, like a sword, staff, or even a needle, and if they hold their breath for too long will cause nausea and fatigue.



004 Abyss

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Advantages

it allows the user to secrete an Black liquid that looks like the galaxy, that when its touched by anything will be consumed by the liquid, but also allows the user to manipulate it, and can expel anything consumed by it.

It also allows the user to create, Generate and Manipulate black holes.

Regeneration

Disadvantages

The blood, arms and left side of the face of the user will have the appearance of the galaxy it also glows, and it forces the user to have an appearance of crying Galaxy out of the left eye.

Weak against light

Can only regenerate at night





005 Shadow

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**User:
Mu Yue**



Advantages

Allows the user to manipulate shadows, allowing the user to manipulate the item or person, and the user is also able to generate shadows, and make them solid and 3-dimensional.

The user can also Interact with shadows

Can teleport through shadows

Regeneration

Can Camouflage when in a shadow

Disadvantages

The Users Body's is as dark as a shadow, except their eyes, and the user's blood is a bright and glowing white.

Their needs to a shadow for the user to manipulate, teleport, camouflage and regenerate.

Weak against light



006 *Fiber*



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Advantages

Allows the user to summon or create any type of plant, either on the body or any surface, also allows the user to manipulate them.

Also allows the user to manipulate the seeds of the plant.

Regeneration

**User:
*Augusta Ranger***



(C)2022 CHARAT

Disadvantages

If the ability is overused, it will cause the user to be dehydrated and dry skin.

The creation of the plants consumes 3 of the user's macromolecules.

The User needs to be In the sunlight to regenerate

Moves
Explained



007 Quenching



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**User:
*Basil Farrow***



Advantages

Allows the user to manipulate the water in the air and excrete and manipulate any type of oil from their skin, also allows the user manipulate metal and to release extremely hot air jets.

Immune to fire.

Disadvantages

Their needs to be water for the user to manipulate it.

If the User excrete to much oil, it can cause hydration and then start tearing skin around the area of use.

The user has to touch the metal to manipulate it.

The heat of the air jets depends on user's body heat.

The user's hair is almost always oily, and the user sweats easily.



008 *Cloudburst*

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Advantages

Allows the user to change any non-organic solid object into any type cloud and can manipulate said cloud, also allows the user to use manipulate the contents of said clouds.

Also allows the user to

The user can make the clouds thicker or thinner, heavier or lighter, and even change the structure of said cloud, changing it from a gas state to a solid like state

Disadvantages

The user has to know the exact characteristic of the type and then name it.

The user needs to touch said object with all five fingers.

User:

Nyla Osgyth





009 Fabric

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User:
Em Lu



Advantages

Can Manipulate the hair on their body to make it have the appearance of string and can use their lipids to create and manipulate any type of a chain-like, while using their dead skin to create and manipulate any type of a cloth-like material, also can use their blood create and manipulate a wire-like material and can even make it Sharper, longer, Transparent, Thicker, Thinner, and can even change the texture of the String.

Regeneration

Disadvantages

If Overused, The User will Start Bleeding around the areas of Use, and leave Scars. The user cannot make the string fire resistant.

Rapid Hair Growth.



010 Slot

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Advantages

Allows the user to permanently copy any of type ability or object 2x as strong as the original for 30 min

Disadvantages

The user doesn't chose the ability or object, it is randomly selected, and Once one category is selected, it cannot be unselected until the 30 min's is over

Has a 10 min cooldown.

Has 6 wheels that follow the user, and each one does something different and have different personalities, also shaped into different animal's.

**User:
Jung Voss**





011 Chitin

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User:
Lon Yaritza



Advantages

Allows the user to Mutate their body in to any characteristic of any insect and can mutate their limbs into any insect, also allows the user to summon insects and create items or objects using parts of any insect.

Disadvantages

The user has to know the exact characteristic of the insect and then name it.

The item or object the user creates uses 3 of the users macromolecules.



012 Mask

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Advantages

The user can summon different types of mask that when weared by the user grants the user an ability depending on the mask.

User:
Chase Boyce



Disadvantages

Each Mask has its own drawbacks.

Causes the user to feel insecure about showing their face

Each mask can only be active for 5 min

After the mask is disable, there's a 2 min cooldown.



013 Wild

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Advantages

Allows the user to tame/control any creature for 5 min, also allows the user to manipulate shape their item of use into any creature.

User:
Fauci Deangelo



Disadvantages

The user has to make contact with the creatures blood.



014 Molten

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Advantages

Allows the user to manifest different types of Liquid Metals and can manipulate it.

The user can also cause the metal to melt by touching it.

Disadvantages

If the User Overuses this ability, it would cause the user to burn or dry their skin, dehydrate them from the heat, or the metal will fuse into the skin.

The user cannot manipulate the metal once harden.

The user needs to touch it with all five fingers.

User:
Taimo Koit





015 Merge - Organic

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Advantages

Allows the user to combine or un-combine any living creature or organic substances or objects with their body.

Disadvantages

Needs to touch the object or creature with all five fingers.

The user has to know the exact characteristic of the features and then name it.

User:

Mawra Jumelle





015 Merge - Inorganic

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Advantages

Allows the user to combine or un-combine any non-living creature or non-organic substances or objects with their body.

Disadvantages

Needs to touch the object or creature with all five fingers.

The user has to know the exact characteristic of the features and then name it.

User:
Jawahir Jumelle





016 Adapt

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Advantages

It allows the user to adapt to any physical force dealt to them, and then the user's physical and senses will be enhanced by $\frac{1}{4}$ for a few minutes.

User:
Riddle Roosevelt

Also has High Regeneration



Disadvantages

The User has to go through the physical force to adapt to it, but only once.

The user has 2 hearts and lungs



017 Wire

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Advantages

Can Manipulate their hair to make it have the appearance of wires, and can even manipulate it to make it Sharper, longer, Thicker, Thinner, and can even change the type of the wire.

User:
Lenny Beecher



Disadvantages

The user's hair is made of wires.

If overused, the user will start bleeding around their head.

The user cannot make the wires fire resistant.

Rapid Hair Growth.



018 *Balloon*

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Advantages

This allows the user to create balloon's from their body fats.

The user can create any type, size, color, shape, and even how hard it is, how it floats, and even the material of the balloon.

Can fill the balloon with any gas

Can Control the balloons

They can also turn any non-living object into a balloon

**User:
*Blythe Hilde***



Disadvantages

If overused, the user will feel nausea and fatigue.

The balloon materials consumes 3 of the user's macromolecules.

The user needs to make contact with the object with all 5 fingers, and to revert it back, the user needs to put their fingers together and say, "pop". The user can not change the properties of the object that they convert.



019 *Clone - Animated*

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Advantages

It Allows the user to Clone themselves or others, and can control the clone

If the User clones someone or something, the clone has that Creature's ability.

User:
Suarez Tamasine



Disadvantages

Cannot clone items in their possession.

Needs to touch the person or creature to clone them.

When a clone is badly damaged, it will break apart, then after awhile the Pieces will fade.



019 *Clone - Inanimate*

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Advantages

Allows the user to Clone Object, and control the clone.

The clone of the object is an exact replica of the original.

User:
Coeur Tamasine



Disadvantages

The User needs to touch the object
cannot clone Living Things

When a clone is badly damaged, it will break apart, then after awhile the Pieces will fade.



020 Wrecker



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Advantages

It allows the user to create chains from their lipids, and can manipulate them by making them Heavier, Lighter, Denser, Faster, or Slower.

Able to produce Explosions Equivalent to TNT, also they are also able to touch any surface and it will explode after a Minute.

Enhanced Strength, Speed, and Senses

Skin Is 2x Harder than normal

User:
Styx Montgomery



Disadvantages

The User cannot change the Size of the Chains, and the chains will always end with sphere. If the user overuses This part, the user will feel Fatigue and Nausea.

The user cannot change the size of the explosion, and if it is overused, the user skin will become very dry.



021 Ambush

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Advantages

The user is able to hit anything they want, and anywhere on the object with perfect accuracy.

Enhanced Sight, Hearing, speed, and Strength.

Can appear to be invisible

User:
Acadia Laramie



Disadvantages

Has to be in line of sight And has to be looking directly at it.

The user can only appear to be invisible if the user themselves is out of the line of sight Or if the user is up to half a mile away from anyone's line of sight.



022 Speaker

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Advantages

The Users has the ability to amplify and manipulate sound That the user is hearing.

The User can insert their Jack into the ground to increase the frequency.

The User can Mimic voices and sounds by using the speakers that are on the body.

Enhanced Hearing

User:
Caliste Ondelette



Disadvantages

The Earphone jacks and the speakers are permanent.

There are 2 jacks on the both arms and legs, neck, and 1 on each ear lobes.

There's a speaker on the both knees, palms, along with 1 in the mouth, and on the fingertips.



023 *Claymation*

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Advantages

The user has the ability to manifest different types of clay constructs and can manipulate them.

User:
Callie Ardalion



Disadvantages

The user needs to know the exact details of the constructs to create them, will be fatigued if they control to much

if the temperature is to hot, the clay will dry and being to crack, and if it's to cold, the clay could freeze and become hard



024 Glue

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Advantages

The user has the Ability to Excrete a liquid-like Substance that is as sticky as glue, and able to excrete different types.

User:
Trenton Divine



Disadvantages

If the User Overuses this ability, it would cause dehydration and dry Skin.



025 Impact



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Advantages

Allows the user to inflict twice as much pain and damage to any creature or object, also allows the user to manipulate the shape of the item that is in the user possession.

User:
Larue Wyeth



Disadvantages

The user has to make contact with the creature or object

The user cannot shape the item into animals.



026 *Raider*

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Advantages

It allows the user to emit different elemental attacks.

Enhanced Speed, strength, and Senses

User:
Zai Marceline



Disadvantages

Requires the user to be in possession of an item to activate the first Advantage



027 Copy



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Advantages

Allows the user to permanently copy any emitter type/like skills into cards, which only the user can use. Also allows the user to summon a card book that has an infinite number of card slots.

User:
Triage Lafayette



Disadvantages

Each card that the user has in their possession has a different border colors, and each color represents the amount of time each group can be used per day, and they stack to.

Red-Passive: infinite

Yellow-defense: 50

Blue-attack: 50

Rainbow- Omni: 5

Metallic- special: 1



028 Sour

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Advantages

Allows the user to produce and manipulate a Powder like substance that steals the energy of any living thing that the powder touch's, also the powder is very acidic and the longer the powder is on someone/thing, the more movement is decreased.

User:
Hendrik Hendrika



Disadvantages

if the user overuses the ability, it would cause dry Skin.

has a constant urge to eat sour Foods



029 Sugar

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Advantages

Allows the user to produce and manipulate a Powder like substance that Restores the energy of any living thing that the powder touch's, also the powder heals visible wounds and the longer the powder is on someone/thing, the more movement is increased.

Disadvantages

if the user overuses the ability, it would cause dry Skin.

has a constant urge to eat Sugary Foods

**User:
Jette Aletta**





030 Chain

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Advantages

Allows the user to make any type of chain from anywhere on the body, and able to manipulate it at will.

Able to manipulate disconnect chains, and can absorb the chains.

User:
Viktoriya Zoya



Disadvantages

The Chains are created from the user's lipids, and if overused it will cause fatigue.

If the Chains Break, the user will feel the pain and start Bleeding where chain was.

Has to be the chains that the user created.



031 Paralyze

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Advantages

It allows the user to paralyze any living creature for 5 min, and also allows the user to generate a black mist That can also paralyze any creature that inhales it.

User:
Ailith Lynaa



Disadvantages

The user has to make contact with the creature



032 *Duplicate*

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Advantages

Allows the user to Mutate and manipulate any limbs And can duplicate the limbs

Enhanced Physically and Sensory

User:
Marvin Haven

Disadvantages

Only the limbs can Mutate





033 *Rust*

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Advantages

Allows the user to slowly turn any object or living creature in to rust, also allows the user to generate any type of rust

The rust generated weakens any living thing it makes contacts with.

User:
Ray Esparza



Disadvantages

The user needs to make contact with the creatures blood creature or make contact the object.

The strength of the effects depends on the type of rust



034 Bear

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Advantages

Allows the user to use the characteristics of the Polar Bear, Black bear, Grizzly bear, the giant panda, cave bear, and the Kermode bear and also each one grants the user an elemental ability and enhance.

**User:
Gus Benard**

Polar: Ice and Enhanced Resistance

Black: Fire and enhanced Speed

Grizzly: Air and Enhanced Strength

Panda: Metal and enhanced reflexes

Cave: Earth and enhanced Sight

Kermode: water and enhanced touch



Disadvantages

Permanent Bear ears and tail, and can only stay 1 bear form for 5 minutes, and has a 5 minute cooldown, also the user's hair and eyes change colors when in a form.

Polar: Platinum Hair, Blue and white Eyes

Black: Charcoal hair, Red and black eyes

Grizzly: amber Hair, silver and gold eyes

Panda: Steel hair, black and white eyes

Cave: Brown Hair, orange and yellow eyes

Kermode: Sapphire Hair, Emerald and diamond eyes



035 Corrosion

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Advantages

Allows the user to Generate acid in either a liquid or gas form and can manipulate the intensity, type, and direction of the acid.

Disadvantages

If the user generates too much acid it can burn the user's skin

User:
Ife Nakimera





036 Candle

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Advantages

Allows the user to secrete a different types of wax from the users dominant hand side, while the user's other side produces flames. The user can also manipulate their hair to make it have the appearance of string, and can manipulate it, make it thicker or thinner and can make it transparent.

Disadvantages

If the user overuses the wax, it can trap the users arm in wax, while if user overuses the flame side, it would cause blisters and burns.

The user cannot make the string sharper or change the texture or weight of the string.

User:
Roseclere Barnett





037 *Paralysis*

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Advantages

Allows the user to temporarily put any creature in a trance-like state for 5 min, in which the creature can't move, feel, hear, or see while in this trance, also allows the user to reflect sound.

Disadvantages

The user needs to make contact with the creature.

User:
Zorion Rumba





038 Werewolf

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Advantages

Allows the user to release super sonic howls and their speed and strength enhanced, also their sense are also enhanced.

User:
Robyn Rowe

The user is also gets stronger when the moon is closer

Regeneration



Disadvantages

The user permanently has wolf ears and a tail, with sharp teeth and nails, and yellow eyes that glows slightly in the dark.

Rapid hair growth

If the user howls to much it would cause the user to a sore and dry throat

Can only regenerate when the moon is out



039 Rabbit

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Advantages

Allows the user to have the abilities of a rabbit

Can teleport by jumping through rabbit holes

Enhanced speed and Jumping

User:
Milo Harland



Disadvantages

The user will have permanent rabbit ears and tail that look similar to the rabbit.

The user has to mark the location to teleport for long distance teleportation, and can only teleport through any solid structure.



040 *Extinction*



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Advantages

Allows the user to mutate their body into the characteristic of any extinct creature, and can also mutate their limbs into any extinct creature.

User:
Elden Denham



Disadvantages

The user has to know the exact characteristic of the creature and then name it.



041 Fox

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Advantages

Allows the user to use the characteristics of the Arctic fox, red fox, grey fox, swift fox and kit fox and also each one grants the user an elemental ability and enhance.

**User:
Lorne Wylie**

Arctic: water and enhanced reflexes

Red: Fire and enhanced resistance

Grey: metal and enhanced strength

Swift: earth and enhanced speed

Kit: wood and enhanced touch



Disadvantages

Permanent fox ears and tail, and can only stay 1 fox form for 5 minutes, and has a 5 minute cooldown, also the user's hair and eyes change colors when in a form.

Arctic: snow hair, ocean and sapphire eyes

red: scarlet hair, smoke and charcoal eyes

grey: stone hair, lime and olive eyes

swift: quartz hair, lavender and amethyst eyes

kit: gold hair, copper and bronze eyes



042 Paste

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Advantages

Allows the user to Excrete a liquid adhesive-like Substance as paste and able to excrete different types, while also being able to manipulate it and harden at will.

User:
Kini Kawai



Disadvantages

If the User Overuses this ability, it would cause dehydration and dry Skin.

Once the user hardens the paste the user can no longer manipulate it



043 Glitch

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Advantages

Allows the user to teleport or manifest portals, also allows the user to possess any electronic device.

Allows the user to float themselves or objects, pass through objects or structures, and regeneration.

Disadvantages

The user Needs to know the location to teleport.

The user needs to make contact with the device to possess with all 5 fingers.

User:
Darian Darden





044 Energy

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Advantages

Allows the user to steal the energy or the stamina of any living creature, also allows the user Generate bubbles

Disadvantages

The user needs to make contact with the creature

User:

Hildebrand Wolf





045 *Burst*

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Advantages

Allows the user to temporarily blind any creature for 5 min, but also allows the user to bend light.

Disadvantages

The user needs to make contact with the creature.

User:
Quillon Loup





046 *Friction*

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Advantages

Allows the user to cause any creature or object to lose friction with any surface for 5 min, and it also allows the user to generate lighting

Disadvantages

The user needs to make contact with the creature or object

User:
Netra Utara





047 Echo

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Advantages

Allows the user to deflect sound, and can manipulate the location of where it can deflect the sound, also allows the user to manipulate the, amplitude, frequency, speed, and volume of the sound.

User:
Austine Melodie



Disadvantages

The user is very sensitive to sound, also if the user amplified the sound too much, it can cause the user's ears to bleed.



048 *Fungus*

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Advantages

Allows the user to create any type of fungus on any creature or object, also allows the user to generate, absorb, and release different types of spore's.

User:
Calixte Saber



Disadvantages

The user needs to make contact with the object and make contact with the creatures blood



049 Accelerate

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Advantages

This allows the User to Increase and Decrease Their speed and reflexes.

The User can also Produce flames and can Manipulate the intensity of the Flames

**User:
Asma Nasim**



Disadvantages

If the User overuses the ability, The body will Cramp, and if they continue to use the ability, it would cause the muscle(s) of use to tear.

for the user to produce the flames, the user uses their body heat, and depending on the intensity of the flames depends on how much is consumed. If the User Overuses this part, They will start to get Blisters and burns around the area of use.



050 Poltergeist

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Advantages

It allows the user to go through any solid object, turn invisible, fly and make objects or people levitate.

Disadvantages

When the user pass through a solid object, their sensory functions pause.

User:
Jan Aleydis





051 Gummy

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Advantages

Allows the user to excrete a substance that is as elastic as rubber and as sticky as Gum, also the user can manipulate and excrete different types.

User:
Mircea Czar



Disadvantages

If the user overuses the ability it will cause the skin to dry

It consumes the fat of the user for the user to generate the gum-like substance.



052 Blizzard

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Advantages

Allows the user to generate and manipulate ice and can decrease the temperature around the user

Disadvantages

If the User overuses the ability, it can cause the user to form frostbite, or can cause the user to become paralyzed.

User:
Neige Egon





053 Heatwave

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Advantages

Allows the user to generate and manipulate flames and can increase the temperature around the user

Disadvantages

If the User overuses the ability, it can cause the user to form burns and blisters, or can cause the user to become dehydrated.

User:
Ignace Egon





054 Implosion

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Advantages

Allows the user to implode any creature or object, also allows change the intensity of the Implosion.

Also allows the user to generate and release shockwaves.

Disadvantages

The user needs to make contact with the creatures blood or they need to touch the object with all five fingers

User:
Izdihar Jinan





055 *Explosion*

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Advantages

Allows the user to generate explosions of different intensities.

Disadvantages

If the User generates too much loud and intense explosions, it can cause the user to go temporary or slowly deaf.

User:
Imaran Jinan





056 Shift

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Advantages

Allows the user to shift the speed or weight of something or someone by touching them.

Disadvantages

The user needs to touch the creature or person with all 5 fingers, and to revert the speed or weight shift, the user needs to put their fingers together and say, “revert”

User:
Alina Zelimir





057 Firebomb

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Advantages

Allows the user to emit different types of liquid gasses from the dominant hand side of the body, while the other side emits flames.

User:
Roselyn Blaze



Disadvantages

If the user overuses the flames, it would cause burns and blisters, if the user over uses the other side, the user will start to get gas poisoning.



058 Sand

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Advantages

Allows the user to manipulate, control, and harden sand, the user is also able to release vibrations to turn any non-living or non-moving objects into a sand-like powder.

Disadvantages

Requires there to be sand around the user to manipulate.

The user needs to touch the object with all 5 fingers, and the user isn't immune to their own sand.

User:

Ammon Manton





059 Reptile

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Advantages

Allows the user to mutate their body to the characteristics of any reptile and can also mutate their limbs into any reptile.

Disadvantages

The user has to know the exact characteristic of the reptile that they want to mutate and has to name it.

User:

Derron Mendoza





060 Arachnid

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Advantages

Allows the user to have the basic abilities of an arachnid or spiders.

The user can make the spider silk/web Sharper, longer, Transparent, Thicker, Thinner, and can even change the texture of the spider silk/web.

Disadvantages

The user has 6 spider-like appendages on their back.

It consumes 3 of the users macromolecules for the user to generate the spider silk/web.

**User:
Maxine Moire**





061 Wings



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Advantages

Allows the user to manipulate their wings and the feathers.

Can manipulate the feathers and can launch them at their opponent.

Disadvantages

The wings are permanent, and the user cannot manipulate and control the feathers once the feathers are launched.

User:

Allete Marcelina





062 *Glacier*

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Advantages

Allows the user to freeze any liquid and also allows the user to generate and manipulate ice

Disadvantages

The user needs to make contact with the any types or forms of liquid.

User:
Mystral Urbain





063 Wave

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Advantages

Allows the user to temporarily put any creature in a drunk-like state for 5 min, and also allows the user to absorb and release water.

User:
Eydie Zealand



Disadvantages

The user needs to make contact with the creature.



064 Skeleton

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Advantages

Allows the user to make any type of a bone-like materials from the anywhere on the body, and able to manipulate it at will, and can absorb it back into the body.

User:
Fayre Farrah

Enhanced hearing and bone structure

Disadvantages

The bone-like material are created from the user's calcium, and if overused it will cause the user to experience some symptoms of calcium deficiency.

most of the time the user's body cannot absorb all of the bones.





065 Equipment

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Advantages

Allows the user to mutate their limbs into the characteristic of any weapon.

Disadvantages

the user needs to know the exact characteristic of the weapon and then name it.

User:

Ryunn Ryuunosuke





066 Phoenix

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Advantages

Allows the user to generate flames of different intensities, and can manipulate and control them.

High regeneration

User:
Alberta Avalyn



Disadvantages

The user has wings that are permanently attached and along with the user's hair is on fire.

Weak against water and ice



067 Cloth

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Advantages

Allows the user to make any type of a cloth-like material from anywhere on the body, and able to manipulate it at will.

Also allows to manipulate any of the disconnect cloth-like material, and can absorb them.

**User:
Zayn Nur**



Disadvantages

The cloth-like material are created from the user's lipids, and if overused it will cause fatigue.

If the cloth-like material Breaks, the user will feel the pain and start Bleeding where cloth-like material was.

Has to be the cloth-like material that the user created.



068 Mimic

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Advantages

Allows the user to mimic/copy the movement of any creature or object in motion. Also allows the user to copy emitter type/like abilities.

User:
Bygailas Darwid



Disadvantages

for the user to be able to mimic/copy the movement, it has to be in their line of sight.

For the user to copy any abilities, it needs to meet these requirements:

1. Has to be in the line of sight
2. it can only be an emitter type

After, when the user meets these requirements, has to wait 1 hour before the user can mimic again.



069 Disease

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Advantages

It allows the user to infect any creature with any type of disease, also allows the user to create their own type of disease if wanted or needed.

also allows the user to generate a mist-like haze, which will change colors depending on what type that is used, that will also infect any creature that inhales it.

Immune to their own generated diseases.

the user's blood contains the antidote.

Disadvantages

The user has to cut the creature

The user's blood only works on victims if they were infected by the user, also not all of the diseases are permanent, it just depends on the disease used.



**User:
Le Caishen**



70

Duality

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Advantages

Allows the user to copy an ability, but the dominant hand side is the original ability, while the other side is the inverted version of the ability For 10 min.

User:
Twain Lyndon



Disadvantages

Has a 5 min cool down

Cannot copy mutation types and cannot mutate



071 Pressure

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Advantages

Allows the user to generate and manipulate the pressure around the user.

Disadvantages

If the ability is overused, it would cause the user to have a headache and their ears will be ringing.

User:
Aston Archer





072 *Smoke*

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Advantages

Allows the user to generate smoke, and can manipulate and control the smoke.

The smoke doesn't hinder with the user's breathing.

Disadvantages

If the user overuses the ability it can cause the user to develop dry skin.

User:

Kittiya Maine





073 Steam

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Advantages

Allows the user to generate steam, and can manipulate and control the steam, and can even manipulate the temperature of the steam.

User:
Kittinan Maine

Also allows the user to manipulate the water in the air

Disadvantages

if the User overuses the ability it can cause dehydration and blisters.





074 Transform

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Advantages

Allows the user to transform into any mechanical mechanism, but can also can transform their limbs into the Mechanical mechanism.

Skin is 2x harder

Enhanced strength

Slight regeneration

User:

Arnau Guillermo



Disadvantages

The user needs to scan the Mechanical Mechanism by placing their hand on device and hold it there for a minute, but depending on the size can make the scanning process longer or shorter.

Can not switch forms while in another form, the user needs to switch back into their human form to switch.



075 Snow

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Advantages

Allows the user to generate and manipulate any type of snow.

The user can make the snow Sharper, Transparent, Thicker, Thinner, and can even change the type of substance that the snowflake is made with.

Disadvantages

If the User overuses the ability it would cause the user to form frostbite all over the user body.

**User:
Qays Shahnaz**





076 Charge



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Advantages

Allows the user to absorb any emitter or emitter like ability by using their jacks, and then release it through the ports on the their hands.

User:
Hy Rodney



Disadvantages

The Jacks are on the user's palms and the ports are all on 10 fingertips.

The user can only release as much as what was absorb.



077 Magma

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Advantages

Allows the user to excrete molten magma, the user can also manipulate the magma and can harden.

Disadvantages

The user's arms, from hands to the elbow and legs, from the feet to the knee are made of magma, along with the user's hair.

User:
Tyson Serlo





078 *Elastic*

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Advantages

Allows the user to stretch and manipulate their body into any way, shape, or form.

Also allows the user to make anything the user touches elastic, including air

Disadvantages

The user can still feel pain, even when elasticated.

The user also needs to touch the object with all five fingers

User:

Aadi Tananarive





079 Engine



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Advantages

This ability allows the user to Increase their speed.

The skin is as hard as Steel.

Can Produce Smoke.

Immune to Poison, diseases, and Infection.

Regeneration.

User:
Aurelio Vulmaro



Disadvantages

The user has 6 exhaust pipes on the back both of their arms and legs, and on the their back, along with the skin around the area to appear as steel.

If the User overuses the ability, it would lead to the Exhaust Pipes to overheat, and it will stop working and be unable activate them until cooled down.

The Smoke Is produced from the Exhaust.



080 Symbol

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Advantages

Allows the user to create and grant themselves powers depending on the symbol of use, and depending on the symbol of use, it can manipulate or mutate the user's body.

User:
Boyko Lyuben



Disadvantages

The user has to hand write the symbols, and it only works if the user writes it, and can only use it for 10-min and haves a 5-min cool down.



081 *Liquidation*

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Advantages

Allows the user to liquify their body and can manipulate it

Also allows the user to liquify any non-living solid object, and can manipulate it

Disadvantages

When the user either liquifies either their body or a object, it acts as a normal liquid.

The user needs to touch the object with all 5 fingers, and to revert the Liquidation, the user needs to put their fingers together and say, “solidify”

when he converts it back into a solid, he loses their control on it

User:
Musa Abdurrahman





082 Cyclone



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Advantages

Allows the user to make any living creature unconscious for 5 min, and also allows the user to change the direction of the wind

Disadvantages

Has to make contact with the creatures blood.

User:

Célestin Aure





083 *Amplification*

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Advantages

Allows the user to amplify anyones or anything's abilities or traits (like physical or sensory), and the user can even amplify themselves.

**User:
*Nero Umberto***



Disadvantages

It consumes 3 of the users macromolecules for the user to amplify.

The user needs to touch the creature or person with all 5 fingers, and to revert the amplifier, the user needs to put their fingers together and say, "restore"



084 Shockwave

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Advantages

allows the user to generate and manipulate charged fluid-like shockwaves.

Also allows the user to generate and manipulate waves of electricity and water.

Disadvantages

If the User discharges too much shockwaves, it would cause user to have migraines.

If the User overuses the electricity and water, it would cause the user to be either be paralyzed for awhile or be dehydrated.

User:
Austin Pirate





085 Mineral

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Advantages

Allows the user to manipulate and control the minerals in any non-living object that contains minerals.

Disadvantages

If the User overuses the ability it would cause dizziness and fatigue.

User:
Rico Adan





086 Magnetic

Advantages

Allows the user to draw anything towards them or can propel anything away from them.

Enhanced sight, hearing, and touch.

User:
Miss Kiri



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Disadvantages

Has to be in the user's line of sight.

The targets weight cannot be greater than the user's weight.



087 EMP



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Advantages

Allows the user to release a blast of electricity to paralyze any creature, electronics, and/or abilities For 5 min

Can manipulate and focus the blast

User:
Zahar Riaz



Disadvantages

When the user releases the blast, the users is also affected, but instead of being paralyzed, the user is instead 2x slower for a few minutes.



088 Gravity

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Advantages

Allows the user to manipulate the flow of gravity, and can also change the way gravity affects an object or creature.

User:
Kabira Evelyn



Disadvantages

The user has to make contact with the object or creature with all 5 fingers.

If the User overuses the ability, it will cause the user feel fatigue.



089 Grade



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Advantages

Allows the user to upgrade or degrade any type of mechanism, with it being organic or mechanical, but also allows the user to upgrade or degrade other's abilities.

User:
Nicolao Silva



Disadvantages

The user needs to touch the device or person with all 5 fingers, and to revert the upgrade or degrade, the user needs to put their fingers together and say, "Cancel".

The upgrade consumes 3 of the user's macromolecules.



090 Sound

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Advantages

Allows the user to manipulate, generate, and amplify the sound around the user.

Disadvantages

If the user overuses the ability, it would cause the user to be temporarily deaf, and unable to feel sound

User:
Latavia Gulzar





091 *Blade*



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Advantages

Allows the user to explode any living creature with grass, also has the ability to cause grass to grow at a rapid rate anywhere.

User:
Hazen Lambert



Disadvantages

Has to make contact with the creatures blood.



092 *Barrier*

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Advantages

Allows the user to generate a barrier and the user can also manipulate the barrier.

User:
Duarte Eduarte



Disadvantages

The barrier is as strong as the user's confidence.

The barrier consumes 3 of the user's macromolecules.



093 *Laser*



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Advantages

Allows the user to generate and manipulate laser's from users palms and fingertips.

Disadvantages

The lazer consumes 3 of the user's macromolecules.

User:
Gisbert Loman





094 Spike

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Advantages

Allows the user to harden their skin and doubles the user body mass, also allows the user to break their body into sharp fragments that the user can manipulate and control at will.

If any of the fragments are destroyed, the user can regenerate the broken shards

Disadvantages

The user can harden their entire body for a minute, also when the user hardens, if they harden a joint, it will cause the joint to lock, also the user can only break their body into fragments when their skin is hardened.

User:
Upton Ubaydullah





095 Bamboo

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Advantages

Allows the user release neurotoxins into any living creature, also allows the user to rapidly grow/generate and manipulate different types of bamboo

User:
Sergei Igor



Disadvantages

The user has to make contact with the creature's blood.



096 Monster

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Advantages

Allows the user to harden their skin and grow a two scorpion-like tails, with spike-like extrusions on their back, similar to that of a porcupine, along with their hands and feet mutating into razor sharp claws and talons, and with their face to mutant into a more reptilian head with razor sharp teeth, which causes the user to triple in body size and strength.

also allows the user to launch their spikes, which is highly poisonous, also allows the user to spit out acid, ice, fire, and lightning.

The all of the user's senses are also increased.

User:
Wilder Miland



Disadvantages

the longer the user is in their monstrous state will start to become one.

when the user's body size increases, it loses speed.

Due to the increases of the senses, the user is slightly sensitive.

The user gets hungry twice as fast.



097 *Blood*

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Advantages

Allows the user to excrete their own blood and can manipulate and control it, also can harden it to.

Allows the user to increase the healing of any living creature.

Regeneration

Disadvantages

If the User overuses the ability, it can cause scarring.

The user also has 3 hearts, and a extra set of lungs and kidneys

**User:
Colorado Rio**





098 Pseudesthesia

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**User:
Xio Zavala**



Advantages

Allows the user to be invisible to everyone and everything from all senses except touch. Also allows the user to turn any object or person invisible.

Also allows the user to manipulate the nerves systems and the sensory systems of any creature.

Disadvantages

If the user is touched physically while being invisible, their invisibility will be disabled.

The user have to touch the object once, and has the same mechanics above, but the user has to be in constant contact with the person or object.

The user has to touch the creature to activate.



099 Slime

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Advantages

Allows the user to excrete a slime like substance, also Can excrete different version of this substance, and can manipulate it.

Also the user can change the color of the substance.

User:
Elaine Arroyo



Disadvantages

The user's body is made out of this substance, also the user cannot harden the substance.

The user cannot change the color into black, white, or anything in between them.



100 Ink

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Advantages

Allows the user to excrete an ink like substance, also Can excrete different version of this substance, and can manipulate it.

Also the user can change the color of the substance to black, white, or anything in between them.

Can harden the Ink



**User:
Blake Arroyo**

Disadvantages

The user's body is made out of this substance.

The user cannot change the color into any other pigmented color instead of the ones listed.