

## Super Power Store (Revised) Revised by @GenAlexSD inspired by @Lilweez

Congratulations on your luck, you have been chosen to become 1 of 10,000 individuals from around the world to gain superhuman abilities! You find yourself instantly teleported to a place between places where neither time nor space matters. When you have completed your selection, you will be sent back to the exact place and time in which you were taken from.

The way this works is quite simple. You can either roll x2 10-sided dice OR accept 10 points risk-free to begin your journey.

Powers have been broken down into 4 Categories of powers: PERSONAL, MENTAL, MANIPULATION, and OTHER. You are allowed to choose 2 of the 4 categories to unlock for free, unlocking additional categories costs 1 point. Secondly, you may not purchase the same power twice, but may purchase other levels of the same power. These levels stack linearly (*For Example: Excellent Strength + Superior Strength = x1,100 NOT x100,000.*)

The EQUIPMENT category can be taken at no extra cost. In addition, you can earn more points by taking DISADVANTAGES, found after the catalog's main body.

<b>PERSONAL POWERS</b>		
<b>Main Powers</b> (4 points)	<b>Secondary Powers</b> (2 points)	<b>Tertiary Powers</b> (1 points)
<b>Excellent Strength</b> <i>Current Strength *1000                      You can train this ability to become stronger. Able to build strength 10x faster than normal.</i>	<b>Superior Strength</b> <i>Current Strength * 100                      You can train this ability to become stronger. Able to build strength 2x as fast.</i>	<b>Pinnacle Strength</b> <i>Your current strength is increased to 800lbs of push/lift/carry. You can still train and become stronger over time.</i>
<b>Excellent Speed</b> <i>Run at supersonic speeds of 900mph, able to create sonic booms with ease. *Comes with a free purchase of Pinnacle Reflexes</i>	<b>Superior Speed</b> <i>Run at 200mph, able to run across water with ease.</i>	<b>Pinnacle Speed</b> <i>Run at 45mph. That's almost twice as fast as the fastest person on earth (Usain Bolt 23.4mph)</i>
<b>Excellent Durability</b> <i>Your flesh and bones are now as tough as Graphene but, still flexible and heals like normal. Able to withstand forces more than x27 stronger than Kevlar (100GPa)</i>	<b>Superior Durability</b> <i>Your flesh and bones are now as tough as Nickel-based super-alloys. Able to withstand forces over x15 stronger than Industrial Concrete (1156MPa)</i>	<b>Pinnacle Durability</b> <i>Your Flesh becomes as durable as Strong Hardwood (120MPa) your bones also receive a considerable upgrade becoming as strong as Rebar (420MPa)</i>
<b>Excellent Endurance</b> <i>You will never run out of steam. Your body can keep working non-stop without growing tired. Even other powers get their cooldowns reduced by 25%</i>	<b>Superior Endurance</b> <i>You can push yourself to stay awake for weeks at a time before passing out. able to perform hard, manual labor for multiple days in a row before growing tired.</i>	<b>Pinnacle Endurance</b> <i>You can perform intense exercise for an entire day, sleep for four hours, and do it all over without exhausting yourself.</i>
<b>Excellent Flight</b> <i>You gain the ability to Fly at Mach1 speeds, up to 780mph at altitudes of 40,000ft (~12,000m.) you also gain resistance to cold and altitude resistance. Your bodily easily able to keep up with changes in pressure.</i>	<b>Superior Flight</b> <i>You gain the ability to Fly at speeds of up to 120mph; being able to go up to 8000ft (~2,400m) without experiencing altitude sickness, also comes with a resistance to cold temperatures.</i>	<b>Flight</b> <i>You gain the superhuman ability of flight able to travel at the speed of a hummingbird, up to 60mph! reaching heights of up to 300ft in the air before experiencing altitude sickness.</i>

<p><b>Excellent Teleportation</b>  <i>You can Teleport up to 8000 miles every hour, divided into as many increments as you like. You must be able to visualize the location or know its general direction and distance. If you teleport inside an occupied space you will arrive in the safest, nearest location to the intended destination.</i></p>	<p><b>Superior Teleportation</b>  <i>You can Teleport up to 600 miles every hour, divided into increments up to 10 miles. You must be able to visualize the location or know its general direction and distance. If you teleport inside an occupied space, you will be painfully shunted to the nearest available space.</i></p>	<p><b>Teleportation</b>  <i>You Can Teleport up to 10 miles every hour, divided into increments of up to 100ft. You must have line of sight to your target.</i></p>
<p><b>Excellent Healing</b>  <i>Heal broken bones and deep cuts lightning quick, coming back from near-death almost instantly. Limbs and organs will regrow quickly. You are also completely immune to all diseases. The complete destruction of the brain is the only way to put you down.</i></p>	<p><b>Superior Healing</b>  <i>Heal broken bones, cuts, and organs in minutes. Minor cuts heal near instantly. Also allows you to recover from severe brain damage and regrow limbs over the course of several days. You also gain a strong resistance to most diseases.</i></p>	<p><b>Pinnacle Healing</b>  <i>Watch broken bones and damaged organs heal over the course of several hours, while scratches and scrapes heal within minutes. You have a slight resistance to many common diseases.</i></p>
<p><b>Excellent Reflexes</b>  <i>Your reflexes are instant, giving you a 'bullet-time' effect, you can activate at will for unlimited time. Your body now also moves twice as quickly.</i></p>	<p><b>Superior Reflexes</b>  <i>You can now dodge and grab arrows out of mid-air, your body able to keep up with your keen reflexes.</i></p>	<p><b>Pinnacle Reflexes</b>  <i>Games of reflex and dexterity come easily to you. No ordinary human can surpass you.</i></p>
<p><b>True Self Biokinesis</b>  <i>You have complete control over your own biomass, and can store extra biomass in an efficient, near weightless form. This will take time, as doubling a muscle's mass will take nearly a minute, and growing horns about the same, Requires effort and knowledge of human anatomy to design and experiment with your body.</i></p>	<p><b>Partial Biokinesis</b>  <i>You have control over ONE facet of your body, e.g., Hair, Bones, Nails, Teeth, etc... and can control them at the same rate as True Self Biokinesis <u>OR</u> you can change your skin color, hair color, and height (min 2ft, max 9ft) over the course of several minutes at will. Changing your height/build will automatically distribute your current weight.</i></p>	<p><b>Sustenance Resistance</b>  <i>You now require almost no food nor water. You may still eat and drink as much as you desire. Your body will generate the required calories, vitamins, nutrients, and fluids needed to survive.</i></p>
<p><b>Elastic Physiology</b>  <i>Your body can stretch bend and stretch like rubber, but much more durable. This ability can absorb and shoot back bullets or other physical attacks. You can change the consistency of your body in seconds.</i></p>	<p><b>Extra Limbs</b>  <i>Gain two extra limbs at 'normal' strength <u>OR</u> one limb which is 1.5x as strong as 'normal'. Adjusted for other purchases made during this CYOA.</i></p>	<p><b>Toxicity Resistance</b>  <i>You are now immune to poisons and toxins. However, you are still aware if you have been poisoned.</i></p>

<p><b>Animal Shifting</b>  <i>Rather than stay human, your body can now shift between any existing animal forms. Your animal forms are of equivalent health to your human form, but their natural abilities stack with your other powers</i></p>	<p><b>Animal Physiology</b>  <i>Your body changes to reflect an animal of your choice. You gain a menagerie of semi-tertiary to tertiary level powers and like a mix of human and beast. You can choose to enter or exit this form at will, but lose any powers associated with your beast form whilst not in this half-beast form. This transformation takes several seconds.</i></p>	<p><b>Water Adaptation</b>  <i>Your body natural develops amphibious lungs able to breath underwater. You also gain the ability to swim as fast as 70 mph whilst in the water. You gain a slight resilience to high pressures and cold. You also receive immunity to The Bends (sickness caught by deep sea divers from rapid decrease in pressure when resurfacing.)</i></p>
<p><b>Immortality</b>  <i>Immortality in the age-less sense. Although diseases can still affect you, you cannot die from them. You can still die due to bodily harm or mental attacks, however.</i></p>	<p><b>Muscle Memory</b>  <i>On observing an action taking place, you can mimic the observed action with precision. Only works with physical skills and grants no understanding of how it works.</i></p>	<p><b>Enhanced Sense</b>  <i>One of your five senses receives an upgrade to superhuman levels. Your sight will become 20/5, hypersensitivity, etc.</i></p>
<p><b>Intangibility</b>  <i>Your body can reject or accept physicality at will. Able to turn on and off a Geist-like state. All forms of physical attacks like physical and elemental have no effect on you in this state. Your body can also phase through objects, this renders powers that require touch unusable, but other powers are still available. Psychic energies still effect you.</i></p>	<p><b>Opacity</b>  <i>You can now cause your body to absorb or reflect as much light as you would like. This can cause you to become completely invisible or a human mirror at will.</i></p>	<p><b>Extra Sense</b>  <i>You gain a sense not normally found in humans. For example, you may be able to sense tremors, electricity, have infrared, night vision, X-vision, etc.</i></p>
<p><b>Excellent Replication</b>  <i>Create no more than two copies of yourself at full power, whose knowledge passes onto you, or trade in one copy to create four copies at ¼ your full power. These clones recognize the original as the leader. These clones cannot use any form of Replication.</i></p>	<p><b>Replication</b>  <i>Create no more than four copies of yourself, each at ¼ of your full power. These clones respect the original as the leader. These clones cannot use any form of Replication.</i></p>	<p><b>Division</b>  <i>Divide yourself and your powers in two, each half being ½ as strong as the original. Neither of you can cast any form of Replication until you merge back together.</i></p>
<p><b>Evolution</b>  <i>Your body can now adapt to new and impossible conditions within seconds. After a given stimuli ends, that adaptation recedes over the course of several minutes.</i></p>	<p><b>Gaseous Form</b>  <i>Enter a gaseous form, equal in size to your body's volume. This gas can move stealthily through the air like a light mist or as obscuring as a heavy smoke. You travel up to 15mph (unless speed is affected by another power purchased.) you can move through cracks and crevices as small as 5mm in diameter. However, beware of strong winds!</i></p>	<p><b>Undead Physiology</b>  <i>Your body is considered dead. No pulse. No breath. You will slowly rot away to bones. You no longer feel pain, are no longer affected by disease, require no sustenance nor sleep. This cannot be healed in anyway. This reduces the number of years you have left in half and causes most to reject you on sight (either in fear, disgust, or anger)</i></p>

<p><b>Size Enhancement</b>  <i>Your body can shift in size by several magnitudes, up to 100 times larger or 100 times smaller. You may affect only one area of your body if you wish. Your strength increases or decreases appropriately. Other powers maintain their full effect.</i></p>	<p><b>Elemental Resistance</b>  <i>Your body becomes extremely resistant to hot and cold able to comfortably tolerate 5,000°F, making you resistant to electrical burns and blinding lights. You can also comfortably withstand temperatures as low as -200°F Effects of supernatural abilities are lessened against you. Most damage is less than it should be.</i></p>	<p><b>Temperature Resistance</b>  <i>Extreme hot and cold do not affect you. 200°F is a bit stuffy, while 0°F is a bit nippy.</i></p>
<p><b>Unnoticeable</b>  <i>You can now choose to become unnoticeable for a time (think perception filter from Torchwood.) This causes everything to struggle to perceive/ignore your existence. You may still be recorded, but this will not cause issue until after your power is turned off. You may maintain this for up to 2 hours, with at least an 8-hour cooldown in between.</i></p>	<p><b>Liquid Form</b>  <i>Enter a liquid form, wherein you become an amorphous puddle equal in volume to your body. This liquid becomes nearly undetectable in a larger body of liquid. This puddle can move up to 15mph, freezes at 32°F and boils at 212°F.</i></p>	<p><b>Wall Climbing</b>  <i>You can cling to surfaces with relative ease, although movement in this manner is relatively slow of you lack the dexterity to use it.</i></p>
<p><b>Super Mode</b>  <i>Choose some physical trait (strength, speed, etc.) that you believe to be important to you. You can now enter a mode where this attribute is multiplied x10 for 10 minutes, but afterward you are completely exhausted and lose consciousness.</i></p>	<p><b>Super Eating</b>  <i>You can eat anything without consequences. You do not gain weight and you do not become poisoned. Your jaw strength and durability also increase exponentially, allowing you to munch through steel rebar with ease.</i></p>	<p><b>Rule of Cool</b>  <i>Everything you do seems cooler than it otherwise would. Explosions are done in slow motion, your smolder strikes awestruck wonder, film of you always seems film worthy. You are an actor, and the world is your stage. Anyone who discovers you have this power simply believe you have "Main-Character Syndrome."</i></p>

<b>Mental Powers</b>		
<b>Main Powers</b> (4 points)	<b>Secondary Powers</b> (2 points)	<b>Tertiary Powers</b> (1 point)
<p><b>Excellent Intelligence</b>  <i>Your mind is the equivalent of a supercomputer. Compute advanced equations in the blink of an eye. Does not equal wisdom, some things can only be learned by experience.</i></p>	<p><b>Superior Intelligence</b>  <i>Your mind can outpace most complex scientific calculators in terms of brain power. Graphing can be done in a fraction of a second.</i></p>	<p><b>Pinnacle Intelligence</b>  <i>You can perform the functions of a typical calculator with ease. Complete long division to the tenth decimal in a flash.</i></p>
<p><b>Excellent Memory</b>  <i>Everything you see, hear, smell, taste; It's all recorded and filed away in your head, allowing for very quick access as long as you have a general idea of what you are trying to remember.</i></p>	<p><b>Superior Memory</b>  <i>You have a photographic memory. You naturally remember most things and can take short recordings for higher accuracy. Recalling memories may become difficult if too much is recorded.</i></p>	<p><b>Pinnacle Memory</b>  <i>You gain an eidetic memory, allowing you to recall recent sights and sounds with great accuracy.</i></p>

<p><b>Understanding</b>  <i>Things you learn or are taught, you naturally are inclined to grasp. Theory comes easily to you, able to link logical conclusions together quickly and accurately. However, you still require time to focus and allow your power to kick in.</i></p>	<p><b>Superior Multitasking</b>  <i>Your mind can keep track of a dozen things at once with incredible accuracy, including complex tasks which involve a large deal of thought and focus.</i></p>	<p><b>Multitasking</b>  <i>Dealing with three or four issues at once becomes a non-issue, so long as they aren't too consuming or complex.</i></p>
<p><b>Mass Telepathy</b>  <i>You can delve into the consciousness of another person, learning their deepest secrets and thoughts. Using this ability on large groups it is possible to sort through dozens of minds at a time. Comes with a free purchase of 'Multitasking'.</i></p>	<p><b>Telepathy</b>  <i>Surface thoughts can be gleaned with some concentration. You may read more than one person at a time, but these thoughts become increasingly jumbled.</i></p>	<p><b>Empathy</b>  <i>You are naturally inclined to read and understand the emotions of others, even if they have no other 'tells'.</i></p>
<p><b>Premonition</b>  <i>See into the future constantly up to 5 seconds, while also maintaining a full awareness of the present <u>OR</u> enter a meditative state where you receive lucid snippets of important upcoming events several days ahead.</i></p>	<p><b>Psychometry</b>  <i>Touching and object or person reveals flashbacks of their past, or important facts about the touched item. These memories are gleamed instantly. Very useful for gathering clues.</i></p>	<p><b>Danger Sense</b>  <i>You gain an innate sense of when you or someone near you is in danger. You do not know where the danger will come from unless you already have a strong indication of the threat.</i></p>
<p><b>Domination</b>  <i>Depending on the complexity of your target(s), you may take complete control of up to three people or millions of insects. Depending on your level of concentration and the targets complexity, you may issue simple or complex commands. Other Supers are naturally resistant to this ability. Some even able to cause psychic whiplash.</i></p>	<p><b>Suggestion</b>  <i>You may induce a hypnotic effect on no more than one individual at a time or up to several animals. They act lucid in this state, but clearly are not on closer observation. Supers can resist this effect.</i></p>	<p><b>Willpower</b>  <i>Not only are you now immune to all hypnotic and dominating effects, but you also gain a nearly indomitable will. If you flip a switch one of your motives, your will becomes enduring and unstoppable.</i></p>
<p><b>Astral Projection</b>  <i>You may separate your soul from your body, enabling you to gather information. You can take 'possession' of an object while Astrally Projected, giving you control of it. In this state your spirit is invisible and cannot be found, but your body is still completely vulnerable.</i></p>	<p><b>Dream Walking</b>  <i>When asleep or in a meditative state, you are completely lucid and can enter the dreams of anyone within a 5-mile radius, allowing you to disturb their subconscious and stir emotions. Unless otherwise stated, the target will not know you tampered with their dreams.</i></p>	<p><b>Meditation</b>  <i>You enter a meditative state. While in this state, you are completely at peace and will sleep and heal x3 times faster.</i></p>

<p><b>Excellent Force Fields</b>  <i>Create up to 180ft<sup>2</sup> of paper-thin force fields, capable of stopping high caliber explosives. Requires Concentration to maintain but can be quickly raised if needed,</i></p>	<p><b>Superior Force Fields</b>  <i>Form up to 40ft<sup>2</sup> of force field one-inch thick, capable of stopping high-powered rifle rounds and smaller explosives. Requires Concentration.</i></p>	<p><b>Force Fields</b>  <i>Create up to 10ft<sup>2</sup> of force field, capable of stopping small arms and shrapnel. Requires Concentration.</i></p>
<p><b>Omnilinguism</b>  <i>You are fluent in all human tongues and computer languages. If exposed to alien tongues or cryptic cyphers you can learn them after a few hours of study. You are also a master at the art of spoke and written word. Your words present an undeniable charm. You become a natural author and orator</i></p>	<p><b>Language Comprehension</b>  <i>Languages of the human tongue come easily to you. You learn all common languages and can learn the rest after a few days of exposure. Your words also become sharper and more charming. Diplomats envy your speeches.</i></p>	<p><b>Polyglot</b>  <i>You learn languages at a far accelerated rate. You can learn and become fluent in most languages after several days of exposure.</i></p>
<p><b>Excellent Illusions</b>  <i>You can create illusions which fool the senses of sight, sound, and smell. These illusions can affect an area up to 1 mile range and are completely realistic. Requires a divided focus to maintain all illusionary elements.</i></p>	<p><b>Superior Illusions</b>  <i>Choose one sense your illusions will affect: Sight, Sound, Smell, Taste. You can induce illusions up to 20ft<sup>3</sup> in total size or affect up to six separate targets within a 40ft range.</i></p>	<p><b>Minor Illusion</b>  <i>Choose one sense for your illusions to affect: Sight, Sound, Smell, Taste. You can induce illusions up to 10ft<sup>3</sup> in total size, or on a single target.</i></p>
<p><b>Pain Inducement</b>  <i>Create an illusory pain or pleasure in your target. Depending on the number of targets and your focus it can range from several crippled men to a few dozen with a major inconvenience.</i></p>	<p><b>Feeling Rejection</b>  <i>You can turn off senses of pleasure or pain at a whim, although your body will still be affected by the cause of these symptoms. You can also turn off feelings of despair, anxiety, regret, pride, anger, etc.</i></p>	<p><b>Pain Resistance</b>  <i>Feelings of pain are reduced to almost nothing, allowing you to endure greater injury without losing your conscious ability.</i></p>
<p><b>Sensory Deprivation</b>  <i>You can have up to ten targets for sensory deprivation. You can deprive these targets by a number of the 5 senses equal to half of the number of targets being affected.</i></p>	<p><b>Fear Induction</b>  <i>You can induce a sense of fear and terror on up to four targets by touch <u>OR</u> two targets at a range of 60ft. Requires concentration to maintain.</i></p>	<p><b>Fearless</b>  <i>You lose all sense of fear, including justified feelings of the sense,</i></p>
<p><b>Feeling Induction</b>  <i>Force up to a dozen targets to feel a certain emotion such as wrath, lust, despair, greed, etc. Depending on the number of targets you can cause one person to go completely insane or stir giggle fits in a dozen individuals.</i></p>	<p><b>Paralysis Induction</b>  <i>You can force a sense of immobility on up to several targets by touch <u>OR</u> a single target within a 60ft range. This effect requires concentration. This effect is negated by Form changes.</i></p>	<p><b>Unpredictable</b>  <i>You gain a supernatural sense of unpredictability. Your actions will tend to follow a strange, unpredictable pattern that is otherwise effective. These actions are very difficult if not impossible to follow.</i></p>

<p><b>Psionic Constructs</b> Create large or complicated psychic constructs, limited by your imagination, will, and a maximum size of 180ft<sup>3</sup>, as strong as steel. Requires extensive concentration and focus to maintain and control. 2000ft Range</p>	<p><b>Psionic Objects</b> Create simple objects formed of psychic energy, as strong as modern plastics, and as large as 30ft<sup>3</sup> in volume. These are limited by your concentration and imagination. 300ft Range.</p>	<p><b>Psionic Shapes</b> Form small, simple shapes like orbs, sharp diamonds, etc. formed of your will. These shapes can be no larger than 5ft<sup>3</sup> in volume. These are the strength of modern plastics. 150ft Range.</p>
<p><b>Matter Creation</b> The Creation of matter is now at your fingertips. How quick you create matter depends on its complexity and density. Creating a cubic foot of steel take a few moments, while an assault rifle will take several minutes. Something complex like a car will take a few hours or more, assuming you know its intricacies.</p>	<p><b>Weakness Sensing</b> Weaknesses both physical and mental become obvious to you. Visual trails to these weak spots appear in your vision while also gaining a sixth sense for flawed arguments.</p>	<p><b>Illusion Awareness</b> You are now aware of any illusions placed upon you and can ignore them to an extent.</p>
<p><b>Command Synchronization</b> Create a network of minds, up to a dozen, where each mind will know the position, future actions, and targets of others in the network. Stacks with up to two other Synchro powers.</p>	<p><b>Battle Synchronization</b> You can form a mental web with up to four others, which will grant each of you a sense of position and future actions of the others in the web. Stacks with one other Synchro power.</p>	<p><b>Dance Synchronization</b> You and a partner become aware of each other's position and upcoming actions, allowing for increased teamwork without exchanging words.</p>
<p><b>Memory Manipulation</b> You can manipulate the memories of any target you touch. These manipulations include replacing of individuals with another or erasing entire events.</p>	<p><b>Mental Healing</b> Healing the minds of those who need it most comes easily to you. You can guide and assist the mentally ill with ease and can soothe the most frayed nerves.</p>	<p><b>Autopilot</b> Bored? You can now enter a state of semi-lucidity, freeing your mind to wander while your body responds accordingly.</p>
<p><b>Mind Exchange</b> After making eye contact with a target, you may switch your mind with that of the target. Both your respective bodies retain all their powers, including this one. This effect is otherwise permanent.</p>	<p><b>Brain Drain</b> An aura of mental slowness can surround you, reducing mental acuity within 60ft range of you. You may exempt targets from this aura.</p>	<p><b>Message</b> You can send mental messages to others in a 300ft Range. If a target receives a message, they may choose to reply mentally without this power.</p>

<b>Manipulation Powers</b>		
<b>Main Powers</b> (4 points)	<b>Secondary Powers</b> (2 points)	<b>Tertiary Powers</b> (1 points)
<p><b>True Elemental Kinesis</b> Choose two elements and command them with near-perfect control in a 1000ft range, including transforming yourself into an elemental of either for a short time, <u>OR</u> choose 6 elements and command them with Secondary levels.</p>	<p><b>Elemental Kinesis</b> Choose one Element and control it at Avatar levels in a 300ft range <u>OR</u> choose three elements and control them at Tertiary levels.</p>	<p><b>Minor Elemental Kinesis</b> Choose one element and control it at a level equal to an amateur Bender. Elements include: Light/Darkness, Fire/Lightning, Earth/Metal, Ice/Water, Plants, Smoke/Explosion, Sound.</p>

<p><b>Master Object Kinesis</b>  <i>Control a group of non-living objects each weighing no more than 4,500lbs to a max of 5 tons. The more you carry the slower objects can be pulled and propelled. Small objects can be propelled up to 650mph while very large objects at about 70mph. 1-mile Range</i></p>	<p><b>Object Kinesis</b>  <i>Control a group of non-living objects each weighing no more than 450lbs to a max of 1 ton. The more you carry the slower objects can be pulled and propelled. Small objects can be propelled up to 350mph while very large objects at about 35mph. 600ft Range</i></p>	<p><b>Minor Object Kinesis</b>  <i>Choose a single non-living object weighing no more than 85lbs. you can manipulate and control this object with a speed of 45mph. 60ft Range</i></p>
<p><b>Master Telekinesis</b>  <i>Control a telekinetic force with a thought. You can shape this force however you would like. You may use it to push, pull, drag, lift, carry, or repel anything up to a force equal to 10 tons. You can shift this force no more than 200mph, the more force against your telekinesis, such as pushback or weight, the slower you can push your telekinetic force. 1-mile Range</i></p>	<p><b>Telekinesis</b>  <i>Control a telekinetic force with a thought. You can shape this force however you would like. You may use it to push, pull, drag, lift, carry, or repel anything up to a force equal to 1 ton. You can shift this force no more than 80mph, the more force against your telekinesis, such as pushback or weight, the slower you can push your telekinetic force. 600ft Range</i></p>	<p><b>Minor Telekinesis</b>  <i>Your mind can control a force allowing you to push or pull a field of mental energy. You can project a wave of force of 45lbs that allows you to pull or push creatures or objects. 60ft Range</i></p>
<p><b>Targeted Biokinesis</b>  <i>Control the anatomy of any target you touch, other than yourself. The process of changing anatomy takes time: Doubling muscle mass, forming new bone structures can take several minutes, while new organs can take multiple days or week of work depending on their complexity. This can be used for healing as well. Knowledge and understanding of anatomy is needed or these changed can be fatal.</i></p>	<p><b>Kinetic Healing</b>  <i>You can touch anyone or any creature, other than yourself, and can force a body to return to its healthy, natural state. Healing a life-threatening injury will take an hour or two, while less severe injuries will be healed in minutes.</i></p>	<p><b>Disguise Maker</b>  <i>Anyone you touch, other than yourself, can be given a new image, given time. A few minutes will allow you to change eye color or hair color; while an hour will allow you to change height, ethnicity, and any major defining feature.</i></p>
<p><b>Concept Mastery</b>  <i>Take an adjective, such as 'sharp' or 'heavy'. You are now a master at controlling this concept and can give or take this adjective from any non-living objects. Minimum 5-second cooldown. Once an object leaves your range, it will slowly lose the adjective over the next half-hour. 1 mile range</i></p>	<p><b>Concept Adept</b>  <i>Take an adjective such as 'hot' or 'strong'. You can now apply this adjective to any non-living object, to a strong degree. Depending on the strength of the concept imparted, you will experience exhaustion and a 2-minutes cooldown. 450ft range</i></p>	<p><b>Minor Concept Mastery</b>  <i>Take any one adjective. You are now a master of this concept and can apply to any non-living object to a minor degree, such as making a cold bowl of soup steamy hot. 80ft range</i></p>



<p><b>Master Technokinesis</b>  <i>Choose Electrical <u>OR</u> Mechanical to become your domain. You gain an intimate knowledge of your chosen domain, and the ability to manipulate the principles of your domain, although the more you bend the laws of physics, the more it'll bite back. You can also 'possess' your domain and give simple commands to objects of your domain.</i></p>	<p><b>Technokinesis</b>  <i>Choose either Electrical or Mechanical to become your domain. You gain a knowledge equal to a Masters in your chosen field. You can manipulate the principles behind your domain to a high degree, such as creating an impossible energy generation or making a machine that is over 100% efficient (perpetual energy.)</i></p>	<p><b>Minor Technokinesis</b>  <i>Choose either Electrical or Mechanical to become your domain. You gain professional knowledge of your chosen domain. You can manipulate your chosen domain to a slight degree, such as increasing the efficiency on a machine or making a cellphone battery better than new.</i></p>
<p><b>Time Manipulation</b>  <i>You can manipulate the fabric of time. You can speed up, pause, and rewind time although this requires an intense amount of exertion. Rewinding time can only be done at a speed of 1-second per second and rewinding or pausing more than 5 minutes will cause physical and mental exhaustion. 12-hour cooldown. Time can also be sped up to a factor of 10 for no more than 30 minutes at a time. 1-mile range</i></p>	<p><b>Velocity Manipulation</b>  <i>Your domain is that of velocity, especially that of others. You can slow down or speed up a given objects velocity by a factor of up to ten. (x.01 to x10) That object may not go above a speed of 1x10<sup>5</sup>mph</i></p>	<p><b>Time Bubble</b>  <i>You can create a time 'bubble' around a target. Everything inside this bubble moves at ½ speed or x2 speed. When compared to outside the bubble.</i></p>
<p><b>Space Manipulation</b>  <i>You can manipulate the fabric of space, able to stretch, contract, divide, or force together space in ways it was never meant to go. This can bend terrain or put two people miles apart together. Cause a mansion to fit inside a police call box. Though be wary messing with the fabric of space can cause tears, rifts, and snapping that can occur within the space YOU occupy. Otherwise, cannot affect human occupied spaced directly.</i></p>	<p><b>Pocket Dimension</b>  <i>You can create a personal space adjacent to known reality. You can cut-off an area of space and make it your own, this will only be accessible summoned by you, this portal can be no larger than one wall of the space you create. This space may itself not be more than the size of a 5,000sqft house with 8ft tall ceilings. This could be a 40-story tour or a reasonably sized mansion.</i></p>	<p><b>Hammer Space</b>  <i>You can generate a pocket-like rift that is the equivalent of an armoire (60ft<sup>3</sup>) This can hold weapons, clothing, or any non-living object. However, this space does not contain oxygen and most living things will suffocate once the portal to this pocket is closed. The portal you generate appears as a set of double doors. A single door, or you may summon an item you know is there by willing it into your hand and reaching for it.</i></p>
<p><b>Mass Animation</b>  <i>Grant the gift of sentience to a construct. Either one being of pinnacle human intelligence <u>OR</u> up to two-dozen with the intelligence of an adolescent. These constructs will recognize you as their creator and can be complete slaves or can possess a great amount of free will.</i></p>	<p><b>Animation</b>  <i>Give life up to six constructs, each no bigger than a large man in size. They are complete slaves who can follow simple orders. They will maintain any characteristics of their previous form.</i></p>	<p><b>Guardian</b>  <i>Create a guardian for yourself by breathing life into a construct no larger than a large man. It is capable of following simple orders. It will maintain any characteristics of its previous form but is no stronger nor faster than a large man and has no supernatural abilities. Can be turned off at will.</i></p>

<p><b>Mass Necromancy</b>  <i>Raise up to 500 undead. They have no supernatural abilities, can follow simple orders, and are limited by their bodies. They can use simple melee and ranged weapons, and their bodies decompose at a far decelerated rate. They have no knowledge of their prior life and cannot resist their control in any way.</i></p>	<p><b>Necromancy</b>  <i>Raise up to 50 undead. They have no supernatural abilities, can follow simple orders, and are limited by their bodies. They can use simple melee and ranged weapons, and their bodies decompose at a far decelerated rate. They have no knowledge of their prior life and cannot resist their control in any way.</i></p>	<p><b>Minor Necromancy</b>  <i>Raise up to 5 undead. They have no supernatural abilities, can follow simple orders, and are limited by their bodies. They can use simple melee and ranged weapons, and their bodies decompose at a far decelerated rate. They have no knowledge of their prior life and cannot resist their control in any way.</i></p>
<p><b>True Energy Manipulation</b>  <i>Choose one form of energy. You have excellent control over this form of energy, able to send blasts and bursts of it, as well as temporarily convert your body into this form of energy for short bursts. You may also manipulate objects with your energy and bend their relation to physics with concentration. The effects of your manipulation do not stretch past your range. 300ft Range</i></p>	<p><b>Energy Manipulation</b>  <i>Choose one form of energy. You have great control over this form of energy, able to send bursts of it as projectiles and manipulating it into other weaponized forms. You may also bend the way this energy relates to physics, making it work in ways it otherwise should not. 300ft Range</i></p>	<p><b>Minor Energy Manipulation</b>  <i>Choose one form of energy: Mechanical, Chemical, Electrical, Electromagnetic, Thermal, Sound, or Nuclear. You have control over this energy but must absorb an equal amount of energy as you plan to use. You can send small blasts and bursts of your chosen energy. 60ft Range.</i></p>
<p><b>True Probability Manipulation</b>  <i>Shift the tides of probability by a grand degree. Multiply or divide the odds of something happening by a factor of one hundred. You also gain an exact sense of probability. Any given possibility can only be affected once. Five second cool down. 1 mile Range.</i></p>	<p><b>Probability Manipulation</b>  <i>Control the odds of something happening or not happening by a factor of 10. You also gain an innate sense of probability. Any given possibility can only be affected once. Five second cool down. 300ft Range</i></p>	<p><b>Probability Sense/Immunity</b>  <i>You become immune to probability manipulation used by others. You also gain an innate sense of probability. 60ft Range</i></p>
<p><b>Super Gravity Manipulation</b>  <i>Control Gravity to an intense degree. Attract, repel, crush, or redirect with the power of gravity, up to fifteen times the gravity of earth. Your senses adapt to these changes instantly. 600ft Range</i></p>	<p><b>Gravity Manipulation</b>  <i>Redirect, multiply, or divide the gravity of a general area by a factor up to four. Your senses adapt to these changes instantly. 300ft Range</i></p>	<p><b>Weight Manipulation</b>  <i>With a touch, you can triple or halve any non-living object's weight. This effect cannot affect anything with a total surface area beyond 500sqft</i></p>
<p><b>Master Puppeteer</b>  <i>You can create up to twenty energy threads, one attached to each finger and toe. These threads allow you to take control of one limb or torso, allowing you to control it like a puppet. It takes six threads to control one person. Requires intense concentration to use it to its full potential. 300ft Range</i></p>	<p><b>Puppeteer</b>  <i>You can create up to five energy threads, attached to a single hand or foot. Each one allows you to take control of a limb or torso attached to it. 300ft Range</i></p>	<p><b>Disable</b>  <i>Create a single thread of ghostly energy, attached from any part of your body. This thread can be used to disable or take control of any limb attached. This thread can be cut with any manner of pure energy. 300ft Range</i></p>

<p><b>Disassemble</b>  <i>You can temporarily disassemble any object you point at; an object cannot exceed more than 2100^3ft in size. The object will disassemble into small, indestructible, dollish caricatures. Every 1^3ft disassembled will subtract 10 seconds from a 35-minute reassembly timer to a minimum of 1 minute. Possessing the 'Assemble' power makes you immune to this timer. 150ft range</i></p>	<p><b>Combination</b>  <i>You can combine any two objects into a single object. One of these objects will be the 'base' while the other object grants a single property of itself to the base object such as weight, strength, or purpose. Does not stack. Objects must both be held when combining.</i></p>	<p><b>Assemble</b>  <i>You are immune to the power 'Disassemble' and can assemble anything that has been disassembled. You can also assemble any parts to an object if you picture the complete object in your mind. There will be no errors in this construction process. 150ft Range.</i></p>
<p><b>Data Manipulation</b>  <i>You become fluent in all computer languages and can communicate with data without an interface. Including controlling it completely. You also gain a genius-level intellect with regards to computers.</i></p>	<p><b>Transmutation</b>  <i>You can change the molecular structure of anything you touch, Care must be taken with regards to the composition of the object. Mass of an object does not change. Transmutation is a very slow process.</i></p>	<p><b>Weakness Absorption</b>  <i>After touching a target, you may absorb any one weakness of theirs, including injuries, fears, and disabilities. When touching another super, you may absorb their disadvantages.</i></p>
<p><b>Gate Manipulation</b>  <i>Summon gates to any two places on the planet. These gates can be up to 300sqft in size but can only ever link up to two places at once. Although you do not need to see these two locations, you must be aware of them. Extreme conditions may cause immediate gate closure.</i></p>	<p><b>Energy Conversion</b>  <i>You may now manipulate the nature of energy to a limited degree. For example, you can convert the mechanical energy of a punch into thermal energy, leaving you hot by not injured. This effect can only apply to Mechanical, Thermal, and Electrical. Conversion is 50% efficient. 10ft Range</i></p>	<p><b>Shade Creation</b>  <i>You can now create a shade of yourself. This shade is an illusion of which can follow simple commands. It can create illusionary sounds and effects, but only within your range. 150ft Range</i></p>

<b>Other Powers</b>		
<b>Main Powers</b> (4 Points)	<b>Secondary Powers</b> (2 Points)	<b>Tertiary Powers</b> (1 Point)
<p><b>Major Power Copying</b>  <i>You may copy one Main or lower-level power within your range. You do not have to be aware of a power to copy it but have no natural proficiency with it. You can only copy a power for up to 72 hours. 1 mile Range</i></p>	<p><b>Secondary Power Copying</b>  <i>You may copy one Secondary or lower-level power within your range. You do not have to be aware of a power to copy it but have no natural proficiency with it. You can only copy a power for up to 48 hours. 1000ft Range</i></p>	<p><b>Tertiary Power Copying</b>  <i>You may copy one Main or lower-level power within your range. You do not have to be aware of a power to copy it but have no natural proficiency with it. You can only copy a power for up to 24 hours. 500ft Range</i></p>
<p><b>Major Power Suppression</b>  <i>You create a 300ft radius field around you which reduces ALL powers by one-half, not including your own, OR a 300ft Radius field that shuts down all Secondary or lower powers including your own.</i></p>	<p><b>Power Suppression Field</b>  <i>You create a 150ft radius field around you which reduces ALL powers by one-quarter, not including your own, OR a 150ft Radius field that shuts down all Tertiary powers including your own.</i></p>	<p><b>Power Dampening</b>  <i>With a touch, you can reduce one power of one individual by one-half. If you do not know this person's powers, you randomly dampen one random power of theirs.</i></p>

<p><b>Mass Power Enhancement</b>  <i>Increase a target's powers by a factor of one-half by touching them. You may have up to five individuals under this ability but may not use it on yourself. Power Enhancement cannot enhance other uses of Power Enhancement. This cancels any Suppression.</i></p>	<p><b>Power Enhancement</b>  <i>Increase a target's powers by a factor of one-quarter by touching them. You may have up to four individuals under this ability but may not use it on yourself. Power Enhancement cannot enhance other uses of Power Enhancement. This cancels some Suppression.</i></p>	<p><b>Self Enhancement</b>  <i>You may enter an enhanced state for up to five minutes at a time. In this state, your powers are increased by 15% Has a one-hour cooldown. Power Enhancement cannot enhance other uses of power enhancement.</i></p>
<p><b>Major Power Generation</b>  <i>You can generate up to two Secondary Powers at a whim. Upon generation the power is at one-half power but will grow to full power after one minute. You do not gain natural ability with these powers and are limited to the categories you've unlocked.</i></p>	<p><b>Power Generation</b>  <i>You can generate up to two Tertiary Powers at a whim. Upon generation the power is at one-half power but will grow to full power after one minute. You do not gain natural ability with these powers and are limited to the categories you've unlocked.</i></p>	<p><b>Power Gifting</b>  <i>You may touch up to three people, other than yourself, and gift them one Tertiary level power. This effect will last as long as they are within 30ft of you or 10 minutes outside of that range. Afterward any effects of the power to your mind or body are reversed.</i></p>
<p><b>Mass Power Sensing</b>  <i>You can sense any individuals with powers within 1 mile of you. You also know their location and chosen categories. <u>OR</u> you can learn the exact powers of anyone you touch.</i></p>	<p><b>Power Sensing</b>  <i>You generate a power sensing field 500ft all around you. You know the number and general direction of supers in range but not their exact location nor what powers they have.</i></p>	<p><b>Minor Power Sensing</b>  <i>With a touch you can sense if an individual possesses powers or not. Also, you know the individual's exact location for 45 seconds after touching them. However, you do not know their categories.</i></p>

<b>Equipment</b>		
<b>Excellent Equipment</b> (3 Points)	<b>Superior Equipment</b> (2 Points)	<b>Equipment</b> (1 Point)
<p><b>Book of Rebuttal</b>  <i>A leather-bound book about the size of your average novel, and a highlighter. When opening the book, you will find a list and explanation of every power in this catalog. Highlighting any one power makes you immune to that power and its effects. You may only have a single power highlighted but can change what you've highlighted daily.</i></p>	<p><b>Waystones</b>  <i>You receive two stones: one large dark-grey stone inscribed in runes and one spherical, golden rock the same diameter as a quarter. The grey rock must be placed on a solid surface, someplace safe. If the golden rock breaks (for example: If you are caught in a blast, crush it in your hand, or throw it to the ground.) you will be teleported to the grey rock with a new golden rock in your hand or close by. Teleportation fails if there is not enough room around the grey rock for you to be safely teleported.</i></p>	<p><b>Hole In the Wall</b>  <i>This small black handkerchief can be unfolded into an ultra-black circle. This hole can then adhere to any surface and after 2 seconds will turn into an actual hole 4ft in diameter allowing up to a large man to crawl through to the other side. This fails if the thickness of the wall or floor exceeds 10ft in depth. This hole can be retrieved by grabbing the corner and peeling it off like a sticker. This fails if there is any living thing within the tunnel, any non-living object within the tunnel becomes trapped within the wall or floor.</i></p>

<p><b>Grass Cutting Sword</b>  <i>A simple, ornate sword whose blade is the length of your forearm and hand. Not only is it incredibly sharp, but it also directs the winds of battle, turning away all attacks it meets back to the original user.</i></p>	<p><b>Eight Hand Mirror</b>  <i>A silver octagonal mirror. All who look upon its reflective surface bear witness to their true, inner selves. They fall into a trance-like state and will truthfully answer any and all questions to the best of their knowledge and ability.</i></p>	<p><b>Green Eyed Jewel</b>  <i>A simple jade jewel, shaped into a comma-like shape. Those who possess it will find their mind clearer and more focused, while also becoming more charitable and supportive of those around them. Friends are made easily.</i></p>
<p><b>Symbiotic Slug</b>  <i>A one-inch-long black slug that tastes slightly bitter. Upon being swallowed whole, it will attach itself somewhere in your body, generally near the heart, and metabolize all poisons, toxins, and radiation in your body. IT will also release drugs for pain, for accelerated healing, and to break mind control.</i></p>	<p><b>Weight Discriminating Rod</b>  <i>A simple steel rod about one meter in length, although it can grow shorter at will. To the wielder its weight is that of a simple steel rod. To those not the wielder, it weighs several tons. When struck by the rod, it delivers a blow moving to equal speed, but with several tons of mass behind it. This rod is nearly indestructible.</i></p>	<p><b>Friendship Talisman</b>  <i>A stone talisman about the size of a silver dollar, several times thicker. Holding this talisman naturally draws you to people you would work well with. This talisman will warm and glow faintly when you're near someone who you would work well with, or whose powers would complement yours well.</i></p>
<p><b>Divine Armor</b>  <i>You possess a divine focus, a small silver symbol in a design you specify, it can be worn as a ring, belt, or necklace. When you speak the command word of your choice it will materialize into a strong armor with the strength of thick diamonds. This armor fits you perfectly and does not impede movement whatsoever. It also can be materialized with a mask that holds up to several hours' worth of oxygen. You can specify the design of your armor at the time you place this order.</i></p>	<p><b>Wildwind Mount</b>  <i>Summon a spectral mount about the size of a large horse. It can be made to look like any mythical or real animal you would like but must be specified at the time you place your order. It moves at nearly 150mph, and can fly to an altitude of 6,000ft. You will not fall from your mount as long as you will it, and the steed can hold up to 880lbs of weight. It will pass ownership if the current owner dies, the first to touch it and decide to claim it.</i></p>	<p><b>Cloak of Protection</b>  <i>A long cloak that has two sides, an outer black side and an inner red side. The black side outside can cover your body and can be pulled around your limbs and torso to repel 50% of physical attacks. The cloak can also be pulled over your head where it then hardens into a dome shape that instead of blocking physical attacks absorbs 50% of all elemental attacks.</i></p>
<p><b>Power Focus</b>  <i>Choose a power. This focus transforms into a form appropriate to the power (Examples: gloves for Superior Strength, A staff for Excellent Illusions, etc.) Your base potential of the power drops to 50% but when a power is channeled through this focus it is projected at 150% strength.</i></p>	<p><b>Book of Human Knowledge</b>  <i>This is the complete and accurate collection of knowledge stored in a book no larger than 100 pages. Simply think of a subject and open the book. You will see the contents of the book shift and all 100 pages will change to an in-depth study of the subject you had in mind upon opening the book.</i></p>	<p><b>Skeleton Key</b>  <i>This small trinket appears to look like the handle of an intricate skeleton key. The head however ends in a misty silver wisp. When this key is inserted into a keyhole, ignition switch, or USB it can unlock or lock anything. Can even be used to turn on vehicles</i></p>

## Disadvantages

*(Cannot take any option more than once)*

Extreme Disadvantage (Gain 3 Points)	Major Disadvantage (Gain 2 Points)	Minor Disadvantage (Gain 1 Point)
<p><b>Uncontrollable:</b> <i>Your powers will turn off and on at random. If you take 'Form Change', you will randomly transform usually at the most inconvenient times, especially if paired with 'Unlucky'.</i></p>	<p><b>Form Change:</b> <i>All your powers are reduced to 1% their maximum potential. Enable to use your powers to their full potential you must spend several seconds changing into a 'powered form'. Two Hour Time Limit. Four Hour Cool Down.</i></p>	<p><b>Physical Defect:</b> <i>You gain some obvious and difficult to hide deformation, which grants you no advantage whatsoever. This cannot be healed or removed in anyway.</i></p>
<p><b>Well Known:</b> <i>Your Identity, power choices, weaknesses, and personality become published facts. Anyone with an internet connection can research you and easily find out everything about you.</i></p>	<p><b>Hunted:</b> <i>The United Nations have deemed all supers a threat and have put together a team of elite researchers, military, and secret agents. They have made a list of supers to go after first and you have made their list.</i></p>	<p><b>Known:</b> <i>At the moment everyone was whisked away, people took note of your disappearance as well. Rumor spreads like wildfire of your abilities and all your close friends and family will know you were one of the chosen ones immediately upon your return.</i></p>
<p><b>Nemesis:</b> <i>You are Paired with one other gifted individual who chose this disadvantage and has a somewhat similar build and strength. While both of you live, both shall be locked at 50% their maximum potential and both shall die after five years if one is not killed. *Cannot be taken with pacifism</i></p>	<p><b>Narcissism:</b> <i>Your ego and sense of self-worth are now artificially inflated. You're a true narcissist and cannot fathom anyone being better than you.</i></p>	<p><b>Unlucky:</b> <i>Luck does not generally favor you. Cannot be taken with any Probability Manipulation powers.</i></p>
<p><b>Pacifism:</b> <i>You cannot use your powers to physically or mentally harm anyone other than yourself, although you may still commit crimes; however, you become naturally reluctant to do so.</i></p>	<p><b>Dependency:</b> <i>You become dependent on a certain substance. You must be exposed to this substance for your powers to be at their maximum potential. Your powers lose 5% potency for every hour without exposure and recharge at a rate of 30% per hour of exposure.</i></p>	<p><b>Code of Honor:</b> <i>Choose a principle to bind yourself to. You will become contractually bound to this oath and be physically unable to bring yourself to break this rule. Examples: "I vow not to never harm those without powers" or "I shall only act in defense never being the first to attack."</i></p>
<p><b>Self-Conflict:</b> <i>Upon exiting the superpower store, a clone of you is created. You and the clone are deposited somewhere hundreds of miles away from one another. Your copy has all your memories. In three years, if both are still alive, both will be wiped from existence. (This works with pacifism, as the clone is considered part of 'yourself'.)</i></p>	<p><b>Power Growth:</b> <i>While all powers gained through this CYOA require practice to master, this forces your powers down to 4% of their maximum potential increasing 8% every year up to 100% (12 years.)</i></p>	<p><b>Vulnerability:</b> <i>You gain a weakness to a certain substance. Choose one weakness that can be found somewhat commonly. This substance affects you as if you had no powers, and quickly drains your powers over the course of a minute to 5% their normal strength.</i></p>

## **Notes\*\*\***

\*Upon accepting this offer, all major illnesses and disabilities are healed. You may also make minor changes to your body for free but must be explicitly mentioned in your order.

\*Similar powers stack linearly. For example, purchasing Excellent and Superior Strength grants x1,100 strength and x12 growth, NOT x100,000 Strength and x20 growth.

\*If details of powers seem to cancel each other out, assume they do. If a disadvantage contradicts a power, assume they cannot be purchased together.

\*If you think your combo can destroy the universe, you're wrong. Infinite loops automatically break.