Lee’s Copied Powers

Active powers

Major Powers

|  |  |
| --- | --- |
| Aerokinesis | Biokinesis |
|  | ~1/3 there |
| LOCKED | LOCKED |

Minor Powers

|  |  |  |  |
| --- | --- | --- | --- |
| Personal Force Fields | Space Warping | Metal Projection | Metal Creation |
| Momentum Infusion | Stellar Creation | Shadow Form | Speed Zones |
| Lightform | Temporal Protection | Arthropod Control | Tree Growth & Control |
| Mineral Manipulation | Stellar Negation | Area Teleportation |  |
| ~15% | LOCKED | LOCKED | LOCKED |
| LOCKED | LOCKED | LOCKED | LOCKED |

Inactive Powers

Major Powers

Acoustokinesis

Personal Electromagnetic Control

Absolute Territory

Gravity Control

Ash Control

Metal Manipulation

Short-range Teleportation

xPlanar Body

XSub-plane Creation

XLOCK

Minor Powers

Shadow Propagation

Neurological Control

Weapon Projection

Skill Theft

Adaptive Armoring

Personal Size Manipulation

Hard Light Weaponry

X Hard Light Sphere Shield

X Restoration

X Crystal Sphere Form

X ##tal## Form

X Physical Dispersal (Particulate)

Transposition

Spatial Warping

Bonding Fields

Dicot Growth & Command

Toxikinetic Skeleton

Ice Projectile Projection

Tectonic Aggregation

X Paperform

Flame Projection

Projectile Protection

Unidirectional Telekinesis

Cryogenic Vapor Projection

Web Creation

Gouging Touch

Hard Light Blast

Metal Limb Creation

Crystal Constructs

Mist Blades

Eye Shields

Wire Control

Injury empowerment

Phantom Weaponry

X Matter Deconstruction & Direction

Mass Material Skating

Candle Creation

Finger-guns

Air Cannon

Ursine Creation

Flame Armament

Pyrokinetic Weaponry

X Bio-metal Form

Water Bolt Projection

Organic Weaponry

Stone Weaponry

Electrical Weaponry

Ice Weaponry

Personal Density Manipulation

X Hybridization

Vacuum Blades

Magma Blasts

Golem Creation

Umbral Missile Generation

Ionic Wave Creation

Material Spikes

Goblin Creation

X Temporal Acceleration

Water-Fire Conversion

Proportional Countering

Plasma Breath

Vibration Bomb Generation

Anarchic Structure Inducement

Air Bullet Projection

Wheel Creation

Wound Memory

Diamond Dust Wind

Beetle Jumping

Corruption Projectiles

Ferrous Transmutation

X Splitting

Umbral Reinforcement

Personal Hardening

X Sublimation

Light Grenades

Kinetic Force Fields

X Stuttering