

Power categories for heroes are determined by Marvel Database rankings. In order for a character to qualify for the power, their abilities must be at the Superhuman level, in that they exceed beyond the natural limits of even the finest human. For a power to count, there must be a visible exertion of that power, or reference to the power in the narrative, and be essential to the story's plot.

*\* Powers which can be used for movement, must be used in an essential manners, such as to race against the clock, save civilians or assist in battle*

- **Absorb** – *The act of absorbing, draining or using another character's abilities and essence*
- **Agility** – *The display of extraordinary body coordination (e.g., balance, dexterity, flexibility and reflexes)*
- **Arrow (Trick)** – *Firing an arrow from a bow, or employing it as a melee weapon*
  - **Trick Arrow** – *The use of an arrow which has a specialty purpose*
- **Assassin** – *The display of assassination techniques, covert operations, espionage and infiltration methods*
- **Attorney** – *The display of a character's legal acumen*
- **Batons (Defensive, Offensive)\*** – *The use of a billy club or other similar blunt object*
- **Bionics (Defensive, Offensive)** – *The use of a cybernetic limb or body enhancement*
- **Bow** – *Any use of a bow for reasons other than firing an arrow*
- **Business** – *The display of a character's business acumen, running a company or political ruling and diplomacy*
- **Charm** – *The display of a character's ability to influence and sway another character's actions or judgement*
- **Claws (Defensive, Offensive)** – *The use of claws, typically on the hands, sometimes feet*
- **Crawl\*** – *The display of climbing or scaling walls and buildings*
- **Computers** – *The use or hacking of computers and computer systems*
- **Cosmic** – *The display of a character's cosmic awareness, space travel or use of cosmic items such as the Infinity Stones*
- **Creative KO** – *The non-traditional means of thwarting an antagonist, typically in a humorous manner*
- **Creature** – *The display of communicating, controlling or otherwise working with animals or other non-human sentient beings*
- **Deception** – *The act of deceiving or misleading another character through mental manipulation or false information*
- **Demonic** – *The use of supernatural abilities related to demons, hell and the occult*
- **Drive** – *The skillful display of operating a car, motorcycle or other ground based motor vehicle*
- **Durability** – *The display of extraordinary body resilience and stamina (e.g., withstanding bodily harm, impenetrable skin, resistance to fatigue and toxins)*
- **Elements (Air, Earth, Fire, Water)** – *The manipulation of the four basic elements: air, earth fire and water*
  - **Air** – *The control of oxygen atoms and oxygen-containing molecules*
  - **Earth** – *The control of various substances that make up common bedrock*
  - **Fire** – *The control and manipulation of fire*
  - **Water** – *The control of water molecules to manipulate the movement of water*
- **Energy (Defensive, Offensive)** – *The display of energy-based abilities for protection or offense*
- **Ensnare** – *The display of capturing, entangling or entrapping an opponent*
- **Exploit** – *The ability to discern weaknesses in, and take advantage of, an opponent or plan*
- **Fists** – *The display of a character enlarging their fists in order to engage an antagonist*
- **Flames (Defensive, Offensive)** – *The use and manipulation of fire and heat*
- **Flight\*** – *The display of flying to avoid obstacles, join a battle, save civilians, etc.*
- **Fourth Wall** – *The self-referential narrative or artwork which breaks the illusion of the comic book world*
- **Hair** – *The use of a character's hair*
- **Heal** – *The display of extraordinary body healing and tissue regeneration resulting from bullets, burns, puncture wounds, slashes, etc.*
- **Ice (Defensive, Offensive)** – *The use and manipulation of ice and cold*
- **Intangibility** – *The use of a character's ability to phase through objects or increase their density*
- **Intellect** – *The display of extraordinary intelligence to create, discern, judge, outsmart or understand*
- **Invisibility** – *The act of disappearing from sight to hide from pursuers and other characters*
- **Iron Fist** – *The signature move of Iron Fist, in which he turns his fist into an inhumanly powerful weapon*
- **Magic (Defensive, Offensive)** – *The use of mystic arts, spells and supernatural abilities*
- **Magnetic (Defensive, Offensive)** – *The manipulation of metals and comprehensive control of magnetism*
- **Melee** – *The use of hand-to-hand combat, unarmed combat and martial arts without the aid of weapons or buffs*
- **Mjolnir** – *The use of Thor's mystical hammer*

- **Morph** – *The display of altering a character’s own physical appearance to pose as someone, or something, else*
- **Optics (Defensive, Offensive)** – *The use of concussive force blasts projected from the eyes*
- **Personality** – *The instance of a character swapping or changing between conflicting personalities*
- **Pheromones** – *The use of a character’s natural pheromones to elicit fear or attraction in another character*
- **Pilot** – *The display of operating a plane, jet pack or other aerial vehicle*
- **Plants** – *The display of a character exerting control over plant life*
- **Possession (Defensive, Offensive)** – *The act of possessing or taking control of another character and subsequently using their abilities*
- **Probability** – *The display of manipulating probabilities and outcomes*
- **Rage** – *The display of a character losing control of their anger*
- **Repulsors** – *The use of repulsor technology as seen in Iron Man suits*
- **Sense** – *The display of extraordinary use of the basic senses of hearing, sight, smell, taste or touch*
- **Shield (Defensive, Offensive)** – *The use of a shield*
- **Size (Grow, Shrink)** – *The display of height and stature adjustment proportional to the character’s normal size*
- **Sleuth** – *The display of a character’s detective and private investigator abilities*
- **Sonics** – *The use and manipulation of sound waves*
- **Speed\* (Defensive, Offensive)** – *The display of extraordinary swiftness and movement speed*
- **Stretch\*** – *The extension of the body’s limbs, torso or neck*
- **Strength\*** – *The display of extraordinary strength relevant to the character’s strength class*
- **Suit\* (Defensive, Offensive)** – *The use of any powers related to a power suit not including flight (e.g., armor, computer scans, teleportation)*
- **Symbiote** – *The use of a Klyntar symbiotic suit*
- **Tail** – *The use of a character’s prehensile tail*
- **Tech\*** – *The use, or creation, of high-tech gadgets and accessories, separate from any suit-based abilities*
- **Telekinesis\* (Defensive, Offensive)** – *The act of levitating, manipulating or propelling objects or characters in the air*
- **Telepathy (Defensive, Offensive)** – *The use of mental abilities such as mental communication and mind scans*
- **Teleport\* (Defensive, Offensive)** – *The semi-instantaneous movement of objects or characters from one location to another*
- **Thief** – *The display of burglary, sneaking and roguish behavior*
- **Vampirism** – *The use of abilities commonly associated with vampires (e.g., bites, supernatural acumen)*
- **Vibration** – *The generation and manipulation of vibrations*
- **Weapon (Blade, Explosive, Gun, Projectile)** – *The generic display of the hero employing a basic weapon*
  - **Blade** – *Any edged weapon (e.g., daggers, sai and swords)*
  - **Explosive** – *Any combustible or incendiary weapon (e.g., bombs, grenades, rockets)*
  - **Gun** – *Any firearm or weapon that shoots (e.g., pistol, rifle, shotgun)*
  - **Projectile** – *Any weaponized use of an object by throwing it through the air*
- **Weather (Blizzard, Lightning, Rain, Wind)** – *The manipulation of the elements and weather patterns*
  - **Blizzard** – *The manipulation of snow-based weather systems*
  - **Lightning** – *The manipulation and summoning of lightning bolts*
  - **Rain** – *The manipulation of rain-based weather systems*
  - **Wind** – *The manipulation and summoning of wind currents*
- **Webs\*** – *The use of spider webbing often associated with Spider-themed characters.*
- **Will Power** – *The display of a character controlling their mind and soul, overcoming mind control, persevering through trauma and refusing to surrender*
- **Wings (Defensive, Offensive)** – *The use of a character’s wings (biological or mechanical) in a manner other than flight*