

(techniques)

Chemical aura: create an aura of explosive chemicals, mainly sulfur and oxygen

White phosphate destruction: Generate a zero activation energy phosphate and make it react with a highly dangerous supernatural poison that makes anti-organic explosions and burns that spreads and creates more explosions

Metallic Transmute: Turn nearby metal or robots into copper or magnesium metal with an enhanced chemical reaction while generating H_2O

Transonic cutter: vibrate at an equal rate of your target and slice em up!

Shadow Striker: Literally starts mutilating your shadow, which damages you

Anti-Supernatural Poison: A poison that negates powers and gives a severe cancer to magical, supernatural, demonic, spiritual, eldritch beings. Anything hit by this is dead as hell even lesser primordial avatars get negged by about 8 oz of the poison making physical contact

Gamma wave burst: He turns his fingertips into uranium when divided and is in cold water + highly unstable plutonium, and slams his fingers together to make a mini-nuke

Immutable action: Z can turn 3 of his actions immutable, meaning you can still dodge or block em but if he were to cut somebody's arm off that is nigh-forever immutable

Inverse gravity: he alters his gravity so in bend in space-time makes him faster but makes others slower

(Contingency plans)

Chris helix: freaking turn his chip into magnesium metal and make any amount of moisture or sweat blow up chris's neck or make his bio-chemical reaction to water decompose his skin

Helix man: hes already dead but a brain popping frequency should be enough

Konnor: Supernatural anti-cancer poison gas should work, already tested it out on a konnor clone

Infinians: Combustible, very poisonous, infinium gas

Jon helix: Gamma wave burst should work or just make a counter frequency

Lady solar: darkness manipulation for blinding then a transonic jab to the neck

The Empress: Turning her armor into a weaker material or a toxic metal enhanced with my powers could weaken her, maybe my own supernatural mercury chemical to cause alter her mind and cancel her psychic powers

Power-woman: Anti-supernatural poison WILL work

Caleb: high frequencies

F-C tier helix guardians: repeated sonic booms could work or an anti-compound H gas

Cybermech: unstable copper inducement or magnesium could work

The Apprentice: Very freaking powerful for just a magician, counter frequency or all my power into a anti-supernatural poison explosion could work

The Guardian: Im better off just exploding his guts

The Dash: slam him down with my gravitational field

Most sentinel class heroes: Anti-compound H gas or anti-organic powder

Elasti-guy: Acid..just use acid..

Some others: mini nuke lol!!

Power-Boy: brain popping frequency

Interstellar: Eh, pretty chill wont kill em

Orson Pace: my anti-speedster button and logic inducer works great against speedsters, even ones

The Retaliators: Due to my copy negation, all i had to do it turn them into mercury and their sludge.

Croaker: very irrelevant, might just splash him with an anti-organic poison

(Entity Contingency plan)

Iustita: After having a run in with them after they tried to assault my bud jack, shadow mutilation and the anti-supernatural poison works great

protected by a mysterious force still get subatomically separated by going ftl and light speed

Celeritas: Annoying bastard thinks he's speed, even though the speed spirit exists, at least my overlord tech and anti-supernatural poison makes an easy dub