

- Hello!

No worries, I'll post some of my many ideas up and people can change them however they want if they like them

Some of my more ridiculous ideas below, feel free to change names or powers to whatever, they're mostly just random thoughts I had.-I'll try to use red so it's obvious which edits are mine-Voidus

If anyone wants some ideas for creating an Epic I find that finding a random verb generator and just looking at a bunch of verbs usually sparks some ideas.

I'll use this pleasant shade of Lightwards green-- Kobold King.

The OnlyJoe is a Very Purpley Color.

I'll claim blue- Edgedancer.

No major ideas as of yet--I'll come up with more as I read the doc--but Funtimes will have this cheery and irritating shade of yellow. --Twi

Since you guys took all the colors I was going to, I'll use this. -Mailliw

Given how many of them I have I might separate my Epics into groups, feel free to combine powers from separate Epics and groups into one idea.

LIME GREEN IS MINE HAHAAHAHAHA - mail-mi

18th Shard - ~~Super bright blue~~ never mind that is annoying.Less purpley purple.

I guess that leaves me with brown. No way I'm taking pink, anyways. :P - Aonar

I will have this firey shade of orange- Blackhoof

Elodin- I'll claim a dark blue color

Bridge Boy - My ideas are at the very bottom. :(

Super Bright blue!!!! Breakingamber.

MY IDEAS ARE NOW AT THE BOTTOM> :)- Darkness Ascendant

I'll post some ideas later :P-Captains Domon

Does this doc still do things? Oh well, I have an idea or two. -Kidpen

Ideas:

Claimed Epics:

Saccharine: Can teleport small objects over short distances, uses this to teleport poison directly into peoples blood or stomach. -Taken by Mrs. Voidus

AntiSiege: Can strengthen any non-living thing he touches. [I call this one for TT.](#)

Spitfire: Poison spitting, (Possibly with the option of changing what the poison does, from paralysis to lethal)

Impact: Provides momentum to objects he touches.

Voidknight: Can create vacuums pulling everyone in an area into one point, wears full armour and uses a sword to make use of the clustered enemies.

Dermatever(Now FlowerFace): Everyone is allergic to him, causes Hayfever in anyone who gets close to him, causes contact dermatitis if he touches you.

MV: Can transfer all of the momentum of one object to another

BioMed: Has X-Ray vision and short range very weak telekinesis. Uses these abilities to sever vital nerves if close enough.

Synesthesia: Can turn sound into light and vice versa (each frequency of one is correlated to another) Frequently switches all light in her vicinity into sound, leaving her in complete darkness and produces a low pitched humming, when people annoy her she turns all of their speech into bursts of light. Claimed by the mysterious mystery. :ph34r: (it's slowswift)

Maodun: Can resist any force which is directed at him, wields twin spears which can pierce anything.

Epicentre: Can create a sphere of intense pressure around her, this sphere of pressure will then rapidly expand and is capable of levelling a city block. [Claimed for Connell.](#)

NightMare: Can conjure shadowy horses with razor teeth which eat his enemies.. [Claimed.](#)

Ozymandias: Increases the entropy of anything non-living that he touches ie: Rots wood instantly, metal rusts, buildings collapse, soda goes flat. --If it weren't for Mistborn, I'd say name this guy Ruin. I seriously considered it, in the end this is more of a power name than an Epic name, I couldn't think of any. What about Ozymandias? [Collaboration FTW!](#) The first of many successes, one can hope. I've gotta split now (I like that expression--gonna use it more often.) [Alrighty.](#) Huh, fun fact. I've been working on a couple of Epics whose names all start with the same letter in both english and german after we talked about the Europe sequel and I came up with something similar called Death/Tod. Ozymandias is a pretty nifty name too, though. [Others will be listed below.](#) (What was his name originally? - Wpx)

Chimera: Can fuse two animals together, creating a chimeric being which will obey his orders. claimed by Mailliw.

Collaborate: Strength Epic, gains the strength of people following him.

Yorrick: Can manipulate skulls, when he does so they produce a flaming aura around themselves.

Scrapyard: Can transform parts of his body into various types of machinery.

Dilemma: can force people to chose between two options, the person must then follow through with their choice.

Karmic Justice: Can punish anyone who has wronged him, anyone who lies to him, steals from him or

attacks him can be targeted. Punishments include: Revenge (Can reflect attacks back at his attacker), Famine (Target becomes uncontrollably hungry, glutting themselves on food until death) [I've been considering an Epic that has this (Famine) as their primary. It seems a suitably horrifying power for a powerful Epic.], Pestilence (Target contracts some form of disease, generally something like the black plague), Curse (Target becomes incredibly unlucky)

His punishments are relative to the severity of the crime of his target. Claimed for Halloween RP

Jingle Berry: Can grow mistletoe, frequently waits under the mistletoe giving meaningful glances to attractive male Epics

Inflation: Can cause weightlessness in herself or anyone she touches, can gift her self weightlessness to others.

Subtext: Reveals what a person is intentionally not saying during conversation. (Essentially a limited telepath)

refresh: Can warp objects into another dimension, however they will return after 2 seconds.

Tactic: Can produce copious amounts of smoke, and control any smoke he's created, can do different colors. Claimed.

Ivory: Osteokinesis, Ivory has complete control over her skeleton, she can manipulate individual bones at will and can rapidly regenerate any lost bones, can also generate completely new bones.

Bloom: Can create energy constructs in the shape of flowers.

Architect: Can manipulate the viscosity of concrete, causing solid concrete to liquefy, which he can then manipulate and solidify again. Connell.

Rewind: Can cause a bubble of space to loop the same five seconds of time. -Claimed by Twi

Antiquity: Psychometry- Can tell an objects history by touching it.

FX: Can create illusions of particle effects he has seen.

Repairman: Can 'save' the molecular structure of an object and if it is destroyed or altered he can later restore it to its original state given a piece of it. Frequently uses this ability to eat the same sandwich multiple times.

Stitch: Can control threads, has recently begun stitching up corpses and then moving them by manipulating the threads to create crude zombies.

Sentry: Can enhance or diminish any of his own senses. Gifter.

Sidestep: Can access another spatial dimension, when he moves through this dimension he cannot see our dimension anymore so must be careful not to accidentally reappear in a wall, there is no air in the other dimension so he cannot stay there longer than he can hold his breath.

Upgrade: Can increase the effectiveness of anything he's touching, knives become sharper, guns fire faster and more accurately, Epic abilities are increased. Taken by Joe

Empathy: Can link any two people, anything that then affects one will then affect the other. Claimed for Halloween RP

Simon: Can control the actions of anyone near him, must deliver his commands verbally and his target has to be able to hear the command. -Claimed for halloween

Flicker: Can only teleport into and out of darkness, his second ability is to create electrical pulses which can short out electronic lights temporarily. -Claimed for halloween

Storage: Can store anything he touches in another dimension and later release them

Scribbler: Can manipulate ink and actualize any words she has written.

Mrs. Jiff: Can clean anything she looks at.--is now Mommy and controlled by mail-mi

Disrupt: Can disrupt the motor skills of his opponents resulting in them being unable to accurately control their body. -MEE

Bishop: Can fire crimson blasts of energy from his hand.-MEE

Doesn't this one seem a...little to like Bishop from Marvel? Or Na?- Darkness Ascendant

Archaic: Can cause the technology level in his vicinity to lower, electronics will cease to work as will gunpowder.-MEE

Kernel: Can charge an area of ground which will periodically and unpredictably impart upwards momentum to anything resting on it.Connell.

Terraform: Geokinesis, can manipulate fine dirt, has trouble with anything too solid. (Faultlines first power)claimed

Hundred-eyes: Can inscribe a glyph on any surface he touches resembling an eye, can switch his vision between his normal eyes and any of the glyphs he has placed. Connell.

Canis: Speed Epic, capable of high speed movement and combat. Can trace people through their blood if he has ever touched it, up to a distance of approximately 100km. Claimed.

Scorpion: Lightning Epic, can shoot bolts of Electricity from his hands or summon a bolt of lightning from the sky. Claimed. (Blitz)

Necropathy (Gifter)

Primary power: Necrosis induction, any wounds inflicted by Necropathy or someone he has gifted to, no matter how minor will set off a chain of necrosis, tissue death in the surrounding area. If he uses his full powers himself this is enough to kill in seconds from even the most minor wounds, when spread throughout a team through gifting it causes intense pain but is not necessarily lethal if treated quickly.

Use of this power also corrupts the wielder, although Necropathy himself can survive this corruption anyone else who is gifted his power will slowly begin to waste away after a few days unless he withdraws his power. **Claimed**

Jumpdrive: Can store anything in the form of a written word. (Eg. If shot with a fireball, could suck it into a piece of paper on which he'd previously written the word 'fireball') **claimed with some modification - also able to absorb data such as a stack of papers through touch, and eidetic memory.** I'm thinking of putting him in Astoria - adding a PI that things that would injure him turn into words around him, and turning things back out of words (both from his PI and the original power).

Unclaimed Epics

Unsorted:

Signal: Can listen in on any phone conversation as well as mentally call or message phones.

Stick: Can produce a sticky glue-like substance from anywhere on his body, he maintains complete control over this glue, able to move it, and any object it's attached to at will.

Boom: Speed Epic, can move at and withstand incredibly high speed movement, is capable of producing Sonic Booms, unfortunately his mental reactions don't speed up with his body, so he generally only uses his speed in incredibly short bursts.

Hotwheels: Can create a 'track' that will speed up anything placed upon it, he can place tracks on the ground or in mid-air, the tracks are solid and able to support significant weight.

Halloween Epics

Transfer: Upon his death, he is reborn as his murderer, if the person who killed him is an Epic he retains both his own powers and theirs, though he loses any new powers upon subsequent deaths.

Tail: Can 'attach' himself to a person, whereupon he will remain directly behind that person's field of vision until he detaches himself, still visible to other people.

Understudy: Can become any fictional character, he gains the appearance, memory and plausible abilities of the character (Only works on abilities any normal human could acquire, no superheroes)

Shattermist: Can disassemble and reassemble his bodies molecules at will, turning into mist.

The Admin: Can ban people from a given area, applies only to the people he mentally selects, he can't ban everyone only people he knows and they can't already be in the area.

Utility Epics

Barber: Can control hair but only while it's attached to a person.

Truant: Illusionist with personal invisibility but his only illusion is to create an exact duplicate of himself 5 feet in front of him.

Polarity: Can cause anything she touches to become magnetic.

Alchemist: Can produce various effects depending upon which plants are nearby.

IFF: Can mentally 'tag' people and will then be able to track their position relative to his own, gifter.

Fortitude: Healer, can heal other Epics and humans but not herself.

MD: Can diagnose the cause of any problem (Medical, mechanical, psychological or even economical)

Teach/Proxy: Can Gift the ability to Gift to other Epics. Giftception! But uh, isn't that fundamentally impossible? Yeah a bit, but I really like the idea :P It's definitely cool. I just don't think it would work. Well if it wasn't actually gifting that he did it might work-I'm thinking of altering him to 'Proxy' who can gift other Epics powers.

Fetch: Can teleport any item he has touched back to him, uses throwing knives.

SilverTongue: People believe that everything he says is true.

Scouting Epics

Tail: Can 'attach' himself to a person, whereupon he will remain directly behind that person's field of vision until he detaches himself, still visible to other people.

Random Comic-relief Epics:

The Infinitely-Infinitesimal: Omnipotent, but his weakness is everything.

GameMaker: Can cause disputes to be settled by a binding game, in a fight the loser of the game will die.

Jeeves: Always uses whichever name people would like to be called.

Zeno: Can cause things to never quite reach him. (Weakness is calculus)

PrankMaster: A human whoopee cushion, he can cause anybody to become flatulent.

Macgyver: Can use a paperclip and a rubber band to escape from any situation.

The great bounce: Any surface he touches is super bouncy, the world is his bouncy castle.

Jigglicious: Has the ability to make everyone sing and dance.

Pappadamus: Can divine the future through the shape of papadums. He is the Nostradamus of papadums.

Punosaurus: Makes everyone unable to stop laughing at/speaking in puns.

The caterpreter: Can understand with and communicate with cats. (Also known as the crazy cat lady)

Super Nanny: Can calm people down and if concentrating long enough, put them to sleep.

Combative Epics:

Fiend: Can create whatever the person he's targeting fears most. When facing Epics this often manifests as that Epics weakness.

Switch: Can swap places with people, frequently causes ranged fighters to be hit by their own attack.

Resonate: Can vibrate hands at any frequency, uses the resonant frequency of buildings to cause them to shake and eventually collapse.

SonicAssasin: Can make music literal. Can create boulders with Rock music, explosions with pop, kill people with death metal.

FilterShield: Can create a shield which completely filters one type thing eg. fire, bullets

Chain of Command: Can cause a group to always obey orders given by superiors.

Gills: Can turn gasses into liquid, does not change temperature.

I'm pretty sure this could really break thermodynamics..

Buzz: Can transform into flies and mosquitos, universally hated.

Superman: Skilled photon-manipulating Illusionist, creates an illusion of himself flying or using super-strength to seem more powerful, can create lasers strong enough to blind people or cause burns if focused on one area for long enough.

Solvent: Can slowly dissolve any substance he touches.

Laelaps: Tracker Epic, once he has met a person he can at any time see through that persons eyes to find them.

M1: Can create a Tar-like substance of variable consistency, it can dry into a relatively solid bitumen like substance or remain a quicksand-like consistency.

DeepFreeze: Cryomancer, can lower the temperature around him.

Anomaly: Localised mathematical distortion, can alter quantities within a given area, often to bizarre and unpredictable effect.

Morbidity: Death sense, can detect any past deaths in his location and tell the time of death of anyone he meets, however if he ever tells anyone their time left this will alter their future and change the date, the

same occurs for most people who know his ability as they watch his face for tells. As such he rarely shares his knowledge with others, he habitually checks mirrors so he can see himself and tell whether or not any harm is imminent to him.

Junction: High level limited Precog with enhanced mental capabilities, can see the future outcome of any given event and quickly decide how best to alter it to his advantage, can only see the effects of events he's aware of, so he needs to maintain continuous effort to be able to detect dangers to himself by for example constantly predicting the effect of the next step he will take, which would only warn him 1 step in advance.

Caspase: Apoptosis manipulation, can control the apoptotic function of cells, causing them to die prematurely or to live past their normal life and become cancerous.

Metronome: Chronoperception, can tell time with complete precision.

Opacity: Photon manipulating Epic, capable of relatively complex illusions with no flaws however he cannot create any transparency in his illusions.

Advocate: Mental illusionist, can create auditory hallucinations.

Ohm: Electricity Epic, immune to electric shocks and capable of producing strong electrical charges through touch, enough to stun or kill regular humans.

Catatonia: Paralytic Epic, capable of paralysing people with a touch for periods of up to 10 minutes.

Suspension: Suspensions abilities are limited by what people in her immediate vicinity believe about her powers, as soon as someone nearby ceases to believe she could possess the power she is attempting to use she can no longer use it.

Dissonance: Memory manipulator, can alter the memories of those near him. Whenever someone tries to attack him they momentarily forget what they were trying to do.

Polymer: Can manipulate Cellulose, allowing her to control most plants as well as wood and many types of fibres.

Wheeee: Self-kinetic-energy manipulation, can give himself near limitless kinetic energy, allowing extremely high-speed movement, however has no protection against the side effects of this movement so

high-speed fighting would cause severely broken bones. Power applies universally across entire body so can travel at very high speeds as long as he doesn't come into contact with anything.

Hydra: Reincarnation Epic, when killed he is both Reincarnated and cloned, however the clone is highly unstable and must be found and consumed before 24 hours have passed or else both copies will undergo severe mental degeneration.

Babel: Can switch what language people are speaking in.

Amplifae: Amplification, can amplify any one property of an object that he touches (Sound, light, heat)

Viscera: Can manipulate atmospheric pressure, in combat creates a small ball of incredibly dense air which she feeds to her opponent, then allows it to expand again.

Orion: Heightened senses and physical attributes.

Grandmaster: Can cause chess pieces to grow and become animated, limited to one full set of pieces at a time.

Ballitzo: Can surround herself with a form-fitting force field capable of vaporizing anything it touches, including organic matter.

Posse Cometatus: Gifting Epic, can gift the ability to shoot energy bolts from the hands or form a personal shield, the shield is in the shape of a kiteshield so it cannot cover all angles of attack.

Borealis: Can emit a wall of energy in his wake when moving, the wall has the appearance of an Aurora however it is far more dangerous, vaporizing anything which touches it other than Borealis.

Short Circuit: Electricity Epic, can create energy bolts and teleport through copper wiring.

Firebox: Can convert Heat into Kinetic energy through touch.

Vitro: Can regenerate an organism given a piece of its biological matter, the Organism will however no longer be alive.

Pivotal: Can manipulate own rotational inertia.

Flank: Can teleport himself to the opposite side of an object, he will be the same distance from the object of his focus, but on the other side. Long range teleportation is possible by choosing an object midway between current and desired location but due to the precision of his technique ending up inside a wall or similar is highly possible.

Turtling: Passive, when attacked durability and strength will double every 5 seconds until the fight is over.

Idiopath: Passively causes a variety of symptoms of illness in those around him, ranging from a runny nose to organ failure in extreme cases. These symptoms are temporary and will only continue as long as Idiopath remains in their presence.

Fabian: Historical manipulation, can change a decision he made in the past up to 5 seconds ago to something else, this generally manifests as a seeming ability to teleport by changing which direction he moved, etc.

Countervalue: Catabolic manipulation, can enhance or destroy the ability of cells to produce energy, this ability does not work on most Epics but can nearly instantly eliminate Vanillas.

gladio et sale: Capable of transmuting anything he touches into either a sword of his choosing or else into salt.

Vitae: Capable of animating any representations of living organisms, however has no control over the organisms personality once it is animated. (Eg. Could turn a statue of an angel into an actual angel but it may try immediately to kill him)

Damnatio Memoriae: Can erase the existence of one person from the memories of everyone.

Overwatch: Flight Epic with Energy capabilities, can fire small 'bullets' of energy from his fingers or produce a mid-sized shield which can shield him from frontal attacks.

Trench: Can shift large amounts of earth, however not with great force, also possesses hydrokinesis. By using both powers to create mud he can exert a much greater force on it.

Cataphract: Can create chainmail which is of extremely light but strong material.

Scorpion(2): Can extract the water from the ground or air. Secondary power: Can transmute water into a neurotoxin.

Empath: Empathic manifestation, can cause peoples emotions to manifest physically, can either use the properties of these manifestations to his advantage (Eg. Manifestations of pain tend to attack their sufferer, while manifestations of rage tend to attack others) Or destroy the manifestation to prevent the person from feeling that emotion.

Geode: Terrakinetic abilities, capable of fracturing and manipulating stone. Also possesses Terra-projection capabilities. He can project his consciousness within a 1-mile radius where nearby dirt will form into an approximation of his body.

Severance: Force field Epic, capable of creating and manipulating force-fields, can be used either offensively or defensively. While he has an incredible degree of control over his force fields they're also very limited in range, he cannot produce or manipulate a forcefield to exist more than 5 metres away from his body.

Snowfall: Cryomancer, capable of extremely powerful manipulation of ice however cannot create it. Can also use a plate of ice as a scrying mirror.

Stormlight: Electricity Epic, can turn his entire body into electricity, instantly joining with any storm clouds and then striking the ground again to travel.

Savannah: Shapeshifter who can transform into a cheetah and draw any nearby water to him, including groundwater and even some water from within peoples bodies, prolonged use can kill people by dehydration.

Paleothis: Can transmute living tissue into minerals. Augments his muscles and bones with hardened minerals.

Domain: Spatial manipulator, can project a sphere of influence around herself and control almost all properties of the space within that sphere from gravity to location, allowing for a high degree of power within the space, although it is relatively small in size. (3m radius)

Mega-Mac: Can convert chemical energy in the form of food into strength, size and durability however he slowly wastes away if he doesn't continue to eat and it is well understood that he would die if refrained from eating for an entire day.

Vulture: Flying Epic who can send an electrical current through anything he touches, can use air as a medium however cannot control the electricity once it has left his body and it usually simply heads straight into the ground.

Wanderer: Complete spatial awareness, danger sense and heightened dexterity and speed.

Potter: Can shape any solid material he touches, activates automatically upon threats to his body, moulding the material around his body.

Hephaestos: Fire Epic with secondary metal manipulating capabilities.

Quickshift: Former street performer and sleight of hand expert, now a force manipulating Epic who can join two objects so that any force applied to one is also applied to the other. [Claimed by Elodin](#)

Inverted: Can see the world upside down.

Analog: Can turn digital clocks into analog clocks

Frank the glass guy: Can make glass invisible.

Dairy Queen: Can turn margarine into butter.

Jedi: Can open automatic doors

Thermostat: Can feel cold as hot and hot as cold.

Utility: The ability to merge a spoon and fork into a spork. (Also I guess he can merge some other stuff)

The Future Stinks: Can smell the future.

Loose change: Can turn notes into change.

Speck: Can control a single housefly.

Heart Attack: Can raise his cholesterol at will.

You Suck!: Can throw with perfect accuracy but it only works when throwing soft sponges.

Student: Can go to sleep.

Klutz: Can see through walls but it's always on.

Breeze: Has the power to bend grass.

Tourist: Has the ability to teleport once a day.

Anti-clean: Cause dust to accumulate faster.

Hover: Has the ability to move at walking pace without actually walking.

Transceiver: Has the ability to merge with radio waves, travelling with them until they are picked up by a receiver where he regains his form.

Indestructible beard: Has an indestructible beard.

Can so: Can turn apples into oranges, frequently compares them.

Let there be: Can turn on lights remotely.

Spoiler: The ability to know the end of any work of fiction as soon as he touches it.

BatteriesIncluded: The ability to convert AA batteries into AAA batteries.

Matrix: The ability to fall in slow motion.

Bored: The ability to stop paint from drying.

AIWes: The ability to become irresistible to reptiles.

Earflap: The ability to stop hearing.

Repeat Offender: The ability to teleport into a jail.

Terrible Roomy: The ability to shoot lightning from their hands but only while sleeping.

Chatterbox: The ability to talk without stopping.

ModernArtist: An illusionist who can make anything look like a wire sculpture.

Skates: The ability to walk on ice.

Inconspicuous: The ability to be invisible when singing loudly and setting off fireworks.

TheBlood: Immunity to explosions, tanks and blunt trauma but bleeds ten times quicker from anything else.

Sharpener: The ability to sharpen pencils without a sharpener.

Skulk: the ability for their entire body to go intangible except for their bones.

BushyBrows: Rapid eyebrow growth.

SuperGross: Can turn smelly sneakers into jelly.

Memo: Can make ink smell like rotten eggs.

Pointer: Can emit non-lethal lasers from his eyes.

Carney: Can instantly tell the weight of any person they see.

Scales: The ability to know how much any object weighs, but only in reference to some random obscure reference. (eg. That box is 1234.2346 kiwi fruits heavy)

Undercook: The ability to peel any vegetable or fruit by looking at it.

Caution: Can blow up one random object within 100m of himself.

Redhead: Can light matches on fire by touching them.

BurnVictim: The ability to set himself on fire.

Excuse me: Passively steps directly into other peoples path. Once kept sidestepping with someone for half an hour.

Snakeeyes: The power to always roll a one no matter how many dice are used.

Reverse cyclops: Can shoot lasers from something else into his eyes.

Exhibitionist: The ability to destroy any clothing that he is wearing.

Stark: The ability to make winter come.

Ideas man: The ability to summon lightbulbs above his head that stay lit even without a power source.

Anti-alchemist: Can turn gold into lead.

Sobriety: Can turn wine into water.

Hotlips: Lava spit.

Hygienic: Knows every gross thing that has ever happened to anything he touches.

Buffeting: Can summon food through myriad weather manipulating techniques.

Meta: The ability to show people what they'd look like as a pony.

Biohaz: Supernaturally bad cook- Anything she cooks tastes so awful it is capable of putting people in the hospital.

Naturopod: Can give plants legs, these walking plants rarely if ever do what he tells them, preferring usually to follow him around and kick him especially if he doesn't water them.

Hero of Ages: Can shapeshift into various stereotypes from different periods in history (Eg. The stereotypical knight in steel plate armour, wielding a lance or into a Victorian era lady)

Lunandscape: Garden of the moon- under the light of the moon can create all manner of plants.

Husk: Can shed his skin.

Acme-fodder: Can cause anvils, pianos and other heavy objects to be attracted to his face.

Occasionally summoning them out of thin air.

Everfall: Incorporeal without the ability to fly, when he turns incorporeal he falls straight through the ground.

Condiment: Can make everyone in his vicinity smell strongly of a condiment of his choice.

InsideJoke: Precog capable of seeing distantly into the future but only for the purposes of making inside jokes such as giving Epics names which will only be remotely logical in the distant future.

Shovelface: Can conjure shovels. Uses them to hit people in the face.

Brainstorm: Enhanced mental faculties as well as tornado-conjuring abilities.

ReverseSpark: Can create inverted electrical currents that flow more easily through insulators and slowly through conductors, higher voltage decreases its ability to travel.

The Fires of Heaven

Veritati(v2): Former priest obsessed with finding 'heretics', he believes that Epics are the Nephillim of the bible, sons and daughters of fallen angels who lay with human women. While his ability to control fire is almost non-existent he can cause almost any object in his field of view to burst into flames. His wounds passively heal whenever they are engulfed in fire, and if conscious he will instinctively ignite any part of his body that is wounded, causing it to heal.

Fallen Phoenix: Teleporter capable of appearing in a burst of flame. He can also create lasting portals between any two fires, the fires will burn cold for the duration of the portaling effect, causing no damage to any objects transported through them.

Pyrelord: Capable of turning his body into fire hot enough to melt bullets and shooting from his hands. Relatively standard fire Epic.

Hellfire: Can produce a black flame from his hands which is impossible to extinguish, the fire will burn until the next dawn or dusk. Hellfire can also use this fire to scry the future somewhat, able to foresee any sources of danger to him until the coming dawn/dusk.

Tartaros: Can summon fiery demonic beasts, these beasts are generally inclined to obey his orders but are not bound to do so and possess their own free will. He can to a degree choose the form of the beasts he summons.

Antiflame: Produces purple flames with temporal restorative powers, capable of reversing the time of any non-living thing they touch.

BurnHeart: Capable of manifesting empathic flames in addition to a more normal variety, these flames can force certain emotional states on his victim as he burns them as well as revealing insight into their minds.

Firewall: Can increase the heat within a prescribed plane to extraordinarily high levels, enough to instantly vaporize most materials.

Tripmine: Can mentally cause any object he has touched to explode.

Jetpack: Can shoot blasts of fire from both hands which provides enough thrust to lift his body. (Fire version of the Spyril)

The Devil/Teufel: Invincible and can force others to obey contracts, if they are broken the party at fault dies, period. This is also his weakness. In case there are any elements in the contract that can be interpreted in different ways he gets to decide which interpretation is valid. **Would the other person have to be aware of what the interpretation was? He doesn't need to tell them outright but can't lie if they ask him about it.**

Dancer/Tänzer: Creation of multiple (let's say 5 for now but the exact number can be scaled for the wanted power level) flying energy orbs that obliterate anything they touch.

Desolation/Trostlosigkeit (admittedly this translation is a bit of a stretch :P) Has the ability to turn Stone into sand and then control sand, both to use it as solid objects and starting sandstorms. Furthermore he can initiate dust explosions with the sand. **I like this one, reminds me of Gaara :P And something from Steelheart about 2 lesser powers combining to form a greater power. Thanks, I admit that he is strongly inspired by an old power set I came up with that more or less took inspirations from gods and the like but not from Gaara, so that is an coincidence :P**

By the way, for those that care the god in question would be Set/Seth/Széth, depending on translation, the god of the desert, storms, disorder, violence and foreigners.

Knowing this made the SA somehow even more entertaining for me. :P I wonder, if that is a coincidence.

Black Skeleton: can summon a skeleton with black bones that copies the Epics movements. The skeleton can't be destroyed, must not connect the bones like an actual skeleton does and can grow to about the size of a skyscraper.

Spinnin Records: Can "spin" everything s/he touches in a radius, the Epic does not have to be in the center of the spin. Applications: turning a part of a wall in a revolving door, switch position with someone else, spin out a piece of wall to create higher ground. **-I think this one's definitely a good idea, hidden rooms galore!**

Crow: Has control over nearby crows. He can use those crows to rip out the life energy, represented as a flame, of other people and absorb it. The absorbed energy can be spend to achieve multiple ways, which can be summed up in two main groups: 1) Physical strengthening and healing. 2) Forming bird themed constructs, feathers, wings, birds etc., that can also manipulate others life energy. (just for balance sake I suppose he shouldn't be able to mess with other Epic's life energy but then again, when have Epics ever been balanced.) :P

That One Guy: Remember that one childhood friend we all had who would run across a field in the middle of a game of Hide and Seek and shout "I have an invisibility cloak!" or, when playing pretend, would suddenly have every magic power that would let her defeat everyone and rule with an iron fist? This Epic will have whatever he or she needs to survive at that moment (ie, a bulletproof vest in a gunfight, a cup full of antidote when being poisoned, an iPhone with a ton of games and a wifi hotspot in one of Professor Cardinal's lectures, etc.).

A few cannon fodder ideas based on some of Superman's Silver Age powers:

Trimmer: Super-landscaping

Flex: Super-muscle control

Arachne: Super-weaving

Lachesis - used - can 'tie' people's threads together - when tied together, a positive tie would enable both to remain alive as long as one is alive, a negative tie would allow both to be killed when one is.

Lernaean - There is a prime individual, identifiable by golden snake eyes. When killed, the prime regenerates almost instantly, Also forming a second non-prime. When a non-prime is killed, she reforms into two non-primers. When the prime is killed, all non-primers currently existing also die.

Distortion - Nothing can touch distortion, objects warp out of his way. Immune to vacuums. (So he walks toward a pole, it will warp around him so that it doesn't touch him.)

Knockout - vanillas go catatonic while in his presence; Epics are unable to think at regular speed around him, and weaker Epics may be knocked unconscious.

Timeout - can choose to force someone to sit on a location nearby for a specified amount of time not to exceed five minutes. they are unable to leave their timeout for this time. Failure to stay there forces the target's timeout to increase.

Doubletake - used - primary ability: can force people to say ridiculously out of character comments. Secondary : never noticed the first time you see him.

The Optometrist : can identify and create eye problems in others, and can create glasses, contacts, etc, to fix them. Could create Obliteration's eye problems ;)

Redshirt - regenerates - if he goes in a group, he will always be the one killed first. Draws all attacks to himself until killed. (Salem)

Bridge Boys Free Epic Ideas (Buy 2 get one free!)

Rodney Rogers, A.K.A. Rapier, a vanilla who worked for the Knighthawk foundation, but got tired of being a lowly worker, and admired the epics for their power. Worked his way up to a management position, then stole prototype technology from the company, and fled with it. Stayed low for years, practicing with the tech, until he decided he was ready, and advanced onto a city, hoping to pull himself off as an epic. Powers: near-invulnerable skin as plates worn under clothes, regeneration, granted by strapping a healing device to various parts of his body, shooting energy blasts, granted by small gun incorporated into gloves. Requires lots of power, which is given by power pack strapped to his back. Enhanced reflexes and strength, given by

chemicals he makes and injects himself with in the morning and throughout the day. Prefers to work alone, less risk of people uncovering his secret.

Willow Stevens, A.K.A. Intercom, a professional computer programmer and geek, who worked for the CIA for a time before becoming an epic. Powers: Reincarnation, powerful telepathy, up to 5 miles away, and a gifter. Has to know what people she is talking to look like, but doesn't have to see them. No offensive capabilities, so prefers to work in a large team of epics, in a HQ somewhere, overlooking radar, spies, and other technological equipment, while coordinating the team.

Alexander Gardener, A.K.A. The Sorcerer. Advanced telekinetic capabilities, able of lifting almost anything, living or dead, and maneuver it with his mind, himself included. Enhanced physical capabilities, and inertia redirection. (Like Newton, but less powerful, redirecting it in a random direction, not directly backwards.)

My list. It's tiny.

Hurricane: Can create a projection that looks exactly like her and has the same non-Epic abilities as her when asleep. This projection has the power to make a forcefield around it, and summon a hurricane around it that won't die unless she wants the hurricane to. Spends her time looking for her lost sister. Her real body is in a coma like Dawnsight, so she is uncorrupted. However, as the fastest way of travel is hurricane, she has wrecked a couple cities on her way to somewhere...

Chronos: Can slow down time in a specified region. Wears white robes

Darkness Ascendant's ideas :)

Queng Shi-

Has the ability to "claim" anything underground and summon them. This includes corpses, treasure etc etc.

Also has the ability to impart some of his life force to animate inanimate object. The amount of life-force expended depends on the complexity of the object, i.e a rock, minimum, a skeleton towards the middle, A freshly dead human body or a complex machine would expend all of Queng's life-force, as if Queng himself was in the body, through this, Queng can continue living on. This could be seen as a Prime invincibility except that he can transfer life-force over a short space.

Astral-

Primary ability-

Astral Projection- Can project herself anywhere, anytime

Secondary ability-

True invisibility-no one can detect her, but has a 2 hour time cap and a 4 hour cooldown.

Prime Invincibility- Any weapon or item or...anything that has been used with the intention to kill Astral passes through her, the items that pass through her reveal their owner's presence to Astral.