

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*

- **Agility** – *The display of extraordinary body coordination (e.g., balance, dexterity, flexibility and reflexes)*
- **Alter Size (Grow, Shrink)** – *The display of height and stature adjustment*
 - **Fists** – *Ms. Marvel's signature power of using a large fist to combat antagonists*
- **Assassin** – *The display of assassination techniques, covert operations, espionage methods and infiltration methods*
- **Attorney** – *The display of a character's legal acumen*
- **Bionics (Defensive, Offensive)** – *The use of cybernetic limb or body enhancement*
- **Business** – *The display of a character's business acumen or running a company*
- **Chi** – *The display of a character's ability to harness mystical chi to augment their natural abilities*
 - **Iron Fist** – *The signature move of Iron Fist, in which he turns his fist into an inhumanly powerful weapon*
- **Crawl*** – *The display of climbing or scaling walls and buildings*
- **Computers** – *The use or hacking of computers and computer systems*
- **Cosmic Awareness** – *The display of a character's ability to perceive the world and cosmos beyond a human's basic perception*
- **Creative KO** – *The non-traditional means of defeating a bad guy, typically in a humorous manner*
- **Creatures (Birds, Demons, Squirrels)** – *The display of communicating, controlling or otherwise working with animals*
 - **Devil Dinosaur** – *Moon Girl's prehistoric dino-partner, with whom she can swap minds*
 - **Groot** – *Rocket Raccoon's partner and accomplice*
 - **Redwing** – *Sam Wilson's falcon partner, with which he shares a strong telepathic bond*
 - **Rocket Raccoon** – *Groot's partner and accomplice*
 - **Tippy Toe** – *Squirrel Girl's best squirrel friend*
- **Durability** – *The display of extraordinary body resilience and stamina (e.g., withstanding bodily harm, impenetrable skin, resistance to fatigue and toxins)*
- **Energy (Absorb, Blast, Manipulation, Sting)** – *The display of energy-based abilities for protection or offense*
 - **Energy Daggers** – *Weapons specific to Black Panther featuring an energy-generated blade and used in a variety of ways*
- **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*
- **Fear** – *The ability to inflect fear into another character*
- **Flame (Blast, Defensive, Heavy, Manipulation, Offensive, Shield)** – *The use and manipulation of fire and heat*
- **Flight*** – *The display of flying to avoid obstacles, join a battle, save civilians, etc.*
- **Force Field** – *The act of summoning a protective field of energy around the character or others*
- **Fourth Wall** – *The self-referential narrative or artwork which breaks the illusion of the comic book world and is essential in the delivery of a plot point*
- **Hair** – *The use of a character's hair*
- **Healing** – *The display of extraordinary body healing and tissue regeneration resulting from bullets, burns, puncture wounds, slashes, etc.*
- **Ice (Armor, Defensive, Freeze, Manipulation, Melee, Offensive, Ranged, Slide)** – *The use and manipulation of ice and cold*
- **Infinity Gems** – *The use of the cosmic Infinity Gems*
- **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, hiding from pursuers or surprising other characters*
- **Lightning (Bolt, Chain)** – *The discharging of lightning bolts, chain lightning, or electric based abilities*
- **Magic (Artifacts, Black, Blast, Chaos, Defensive, Heavy, Manipulation, Offensive, Supportive, Voodoo)** – *The use of mystic arts, spells and supernatural abilities*
- **Magnetic (Blast, Defensive, Offensive, Projectile)** – *The manipulation of metals and comprehensive control of magnetism*
- **Melee** – *The use of hand-to-hand combat, unarmed combat and martial arts*
- **Morph** – *The display of altering a character's own physical appearance to pose as someone, or something, else*
- **Optic Blast (Defensive, Heavy, Offensive, Precise)** – *The use of concussive force blasts projected from the eyes*
- **Panther Legacy** – *The display of taping into and drawing upon the knowledges and experience of previous Black Panthers*
- **Pheromones** – *The use of a character's natural pheromones to elicit fear or attraction in another character*

- **Pilot** – *The display of extraordinary piloting skills*
- **Plants** – *The display of a character exerting control over plant life*
- **Possession (Memories, Powers, Skills)** – *The act of possessing or taking control of another character*
- **Power Absorption (Borrowed, Drain)** – *The act of absorbing, draining or using another character's 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*
- **Senses** – *The display of extraordinary use of the basic senses of hearing, sight, smell, taste or touch*
 - **Radar Sense** – *A form of echolocation employed by Daredevil for identification and navigation*
 - **Spider-Sense** – *An extrasensory ability which warns Spider-Characters of danger or potential immediate threats*
- **Sleuth** – *The display of a character's detective and private investigator abilities*
- **Sonics (Blast, Heavy)** – *The use and manipulation of sound waves*
- **Speed* (Defensive, Offensive, Supportive)** – *The display of extraordinary swiftness and movement speed (e.g., chasing vehicles, outrun ranged attacks, racing to save others)*
- **Stretch*** – *The extension of the body's limbs, torso or neck*
- **Strength*** – *The display of extraordinary strength (e.g., breaking through barriers, lifting and throwing massive objects with ease, striking with superhuman force)*
- **Suit* (Defensive, Offensive)** – *The use of any powers related to a power suit (e.g., armor, computer scans, teleportation)*
- **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* (Blast, Defensive, Heavy, Offensive)** – *The act of levitating, manipulating or propelling objects or characters in the air*
 - **TK Form** – *Young Jean Grey's ability to transform her body into a pure form of telekinesis*
- **Telepathy (Defensive, Mind Scan, Misdirection, Offensive)** – *The communication between characters using mental abilities or mind scans*
- **Teleport* (Defensive, Offensive, Supportive)** – *The semi-instantaneous movement of objects or characters from one location to another*
- **Weapon (Cosmic, Melee, Ranged)** – *The generic display of the hero employing a general weapon*
 - **Arrow (Trick)** – *Firing an arrow, or specialty arrow, from a bow, or employing it as a melee weapon*
 - **Batons* (Melee, Ranged)** – *The use of a billy club or other blunt objects*
 - **Blades** – *Any edged weapon (e.g., daggers, sai and swords)*
 - **Bow** – *Any use of a bow for reasons other than firing an arrow*
 - **Claws (Defensive, Offensive)** – *The use of claws, typically on the hands, sometimes feet*
 - **Crescent Discs** – *The use of Moon Knight's projectiles*
 - **Explosives** – *Any combustible or incendiary weapon (e.g., bombs, grenades, rockets)*
 - **Guns (Element, Energy, Heavy, Light)** – *Any firearms or weapon that shoots (e.g., pistol, rifle, shotgun)*
 - **Jarnbjorn (Strike, Throw)** – *The use of Thor Odinson's battle axe*
 - **Mjolnir (Strike, Throw)** – *The use of Thor's mystical hammer*
 - **Nova Helmet** – *The use of Nova's helmet to tap into the Xandarian Worldmind (e.g., intellect, projections and translations)*
 - **Shield (Bash, Defensive, Offensive, Throw)** – *The use of a shield*
 - **Soulsword** – *The use of Magik's mystical sword*
 - **Staff of Legba** – *The use of Doctor Voodoo's staff*
 - **Widow's Gauntlet (Defensive, Offensive)** – *The use of Black Widow's multi-purpose bracelets (e.g., Widow's Bite, Widow's Line)*
- **Weather (Blizzard, Rain, Wind)** – *The manipulation of the elements and weather patterns*
- **Webs* (Defensive, Offensive, Shield, Special, Throw)** – *The use of spider webbing often associated with Spider-themed characters.*
- **Will Power** – *The display of a character controlling their mind and soul, being immune to temptation or mind control, or 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*