

# The 12 *Dynamotheos* Powers

## AEROKINESIS

*source: Artemis*

The ability to control and move air and wind. This can also result in the moving and/or levitating of objects, self, or others. Useful during summer months to reduce air conditioning costs. Only very powerful hematheos can use this power to affect noticeable changes in weather.

## AUTOPORTATION

*source: Zeus*

The ability to move oneself to a different location through non-physical means. Maximum distance traveled depends on strength and skill of powers. Autoportion to a previously unvisited place is prohibited due to the inherent risk of arriving in an undesirable, perilous, or public location.

## CORPOPROMOTION

*source: Hermes*

The ability to use the body to its fullest extent. This power may manifest as superior stamina, extraordinary healing ability, and athletic talent. Can, depending on the hematheos heritage, result in superior physical grace, rhythm, and affinity for dance. Descendants of Hephaestus lack this power entirely.

## CORPOPTECTION

*source: Hestia*

The ability to protect oneself from harm, whether seen or unseen. In some hematheos, this may manifest as the ability to sense impending danger. Others may be capable of deflecting a direct physical threat. Effectiveness diminished by mental distraction.

## HYDROKINESIS

*source: Poseidon*

The ability to control and move liquids. Density of liquid affects level of control. Water is the easiest liquid to manipulate because, with the exception of dramatically dry environments (i.e. Las Vegas, Sahara desert, Australian outback), it is always present in the surrounding air.

## NEOFACTION

*source: Hephaestus*

The ability to create an object out of nothing. Knowledge and understanding of the makeup of desired object is necessary for an accurate manifestation. Attempts to create new or unknown objects may yield surprising and/or dangerous results.

## PHOTOMORPHOSIS

*source: Apollo*

The ability to control light and fire. Most common expression consists of bringing light into an area of darkness (i.e. a cave or basement). May also manifest as fireworks, flames, and, in remarkably rare cases, fire-breathing. Do not attempt fire-breathing as it does irreparable damage to the esophagus!

## PSYCHODICTION

*source: Athena*

The ability to communicate, whether in words, feelings, or other senses, telepathically with another hematheos. Communication should not be attempted without proper training, due to rare but serious risk of brain aneurism. (see Psychospection for the ability to read another's thoughts)

## PSYCHOSPECTION

*source: Hera*

The ability to read the thoughts and emotions of others. Most hematheos can only sense general feelings, rather than specific, tangible thoughts. Descendants of Hera have the greatest affinity for this power and can often hear another's thoughts as if spoken aloud.

## TELEKINESIS

*source: Ares*

The ability to move objects through non-physical means. Ability varies depending on size and weight of object and distance moved. May be combined with Aerokinesis to magnify strength of ability. Generally the first power to manifest in young hematheos.

## VISIOCRPTION

*source: Hades*

The ability to hide, mask, or cloak an object. Duration of effect and size of object affected varies depending on strength of power. Effect is temporary and does not affect the physical characteristics of the object. (see Visiomutation for permanent changes of appearance)

## VISIOMUTATION

*source: Aphrodite*

The ability to change the appearance of an object. This results in a lasting, but reversible, physical alteration. Such alterations include changes of color, texture, and shape, but are limited to visible qualities. (see Visiocryption for temporary changes of appearance)