

Lego Ninjago Jumpchain

Welcome to the world of lego ninjago, where every day a new dangerous crisis occurs.

Every time the ninja manage to save the day. At a certain point becoming akin to superheroes in their world. There are many other realms as well, but you'll be starting in ninjago proper.

You will probably be spending 10 years here, but you may choose when you appear.

Now take these 1,000 CP and prepare yourself for an adventure.

Origins: *Choose one origin for this jump document.*

Elemental Master: You are a wielder of one of the elemental powers of ninjago. Making you a unique and powerful individual.

Commoner: You are just another face in the crowd, but as a result you can avoid many dangers.

Sensei: You are descendent from the first spinjitsu master, being a master and teacher in your own right.

Researcher: You are an adventurer and skilled learner. Making any environment to your advantage.

Samurai: You are secretive and technologically savvy, a master of the art of the samurai.

Ninja: You are a martial artist, and fighter. Able to practice great techniques and push your body to its limit.

Species: *You can only choose 1 species unless a perk says otherwise.*

Serpentine: *choose one*

- Venomari: Venomari are sickly green serpentine capable of projectile spitting a powerful poison. That poison induces extreme hallucinations if applied to the eyes of any unfortunate victim. They also have a resistance to toxically acidic environments.
- Hypnobrai: Hypnobrai are the dark blue serpentine with red eyes that can hypnotize anyone who catches their gaze. This is basically mind control until a In antidote staff or flute is used.
- Anacondrai: Anacondrai are purple serpentine who are known for their op physicality, tough scales, and ability to turn invisible at will.

- Constrictai: Constrictai are the earthy colored serpentine. They have an iron grip and can drill through solid rock at an absurdly fast pace.
- Fangpyre: The fangpyres are red skinned vampire serpentine. Their bite contains a venom that can turn objects and people into one of them. The effect is slower in people, but once the transformation is finished it cannot be reversed.

Ghost: You can fly, phase through objects and are immune to physical attacks not using weapons made from vengestone. Be warned, touching water will destroy your incorporeal form.

+100 Human: You are a basic boi

Skulkin: Skulkin can take apart their body, using their bony body as weapons. This also means they can easily put themselves back together, making turning into a pile of bones much safer than being hit by an attack normally.

-300 Djinn: As a djinn you can grant anyone three wishes, as long as they do not wish for love, death, or more wishes. You get to interpret the wishes as you see fit. Did I mention you can fly, teleport, and are resistant to all poisons?

Merlopean: You are a Merlopean, a squid faced species who live underwater.

Skyfolk: The pale skinned folk naturally have wings that allow them to fly.

Nindroid: These robotic ninjas have enhanced processing capabilities, and can recognize and copy fighting styles. In addition, they can manually upgrade themselves.

Formling: Hailing from the forgotten realm, a formling wears a pelt that dictates an animal they can turn into. Choose bear, rabbit, fox, or wolf to transform into at will.

Origin perks: *Each origin has their associated perks discounted. 100 CP discounted perks are free.*

Elemental master perks:

-100 Elemental mastery: You now gain an automatic year of experience in each elemental power you purchase from a jump document.

-300 Summon Dragon: requires elemental master You can summon a dragon of any element you have access to. It is made of energy, has a breath weapon, and can be rode by the wielder.

-300 Elemental power: Pick an elemental power from the cannon list.

-400 Full potential: This doesn't immediately unlock your full potential, you gotta earn that. This perk means you will have ample opportunity to do so. This will present many options and smooth your progression towards your best inner self. Once you unlock or upgrade any kind of ability based on achieving emotional or internal goals, it is always available to you and cannot be taken or lost.

Commoner perks:

-100 Recurring character: This perk makes it so that if you don't participate in any major plot relevant battles, you will be fine and completely avoid collateral.

-100 Fake it till you make it: You have the ability to get people to believe most outlandish things you say, as long as they aren't true. This doesn't make it certain, but definitely makes it possible.

-300 Dumb luck: You have a habit of finding useful objects and dodging dangers by accident. The more confused and out of your depth you are, the more this perk is amplified.

-300 Blend in: You have an uncanny ability to blend into crowds and disappear from the public eye. Perfect for escaping or stealth.

Sensei perks:

-100 Descendent of Spinjitzu: You count as a dragon and an oni in all the positive ways, but have none of the detriments of being those types of entities.

-300 Oni's fury: When enraged, you can enter an oni-induced rage state. Physically growing horns and becoming much stronger and more durable. Be careful not to lose yourself in your rage.

-300 Balance of power: You can perfectly balance opposite powers without having any negative backlash or dangerous side effects. Mutually exclusive abilities are now no longer mutually exclusive for you.

-300 Teacher: Wouldn't be a sensei perk tree without this. You are a skilled and patient teacher. Not only that, but you are a master of picking out those with potential from among the masses.

Researcher perks:

-100 Cryptographer: You have studied all sorts of symbols and written languages. Understanding anything written down. Codes, symbols, and even dead languages are easy for you to understand.

-100 Trivia, and tactics: You know all sorts of random tidbits and facts relevant to the situation. When you aren't in the know, your expert eye can pick out weaknesses and see through tricks with the best of them.

-300 Picked up a few things: Any perk or power you get manually instead of buying it outright is still fiat backed for you. In addition, you can ignore the prerequisites of abilities, items, or powers when not buying them with CP.

-300 Combat ready: You are a master of improvised combat. Anything can be used as a weapon or trip up your enemies in your hands.

Samurai perks:

-100 Mysterious: You are skilled in keeping secrets and hiding your identities. No one will see through your secret identities or ploys unless you want them to.

-300 Arsenal: You have a discount on all item purchases, and you can pull basic weapons and tools out of your pockets like a proper cartoon character.

-300 Techie: You are skilled with making advanced technological gadgets and gizmos. You even know how to build your own mech.

-600 Rivalry: This perk allows you to outpace your rivals. Any skill, capability, or power you and a rival are competing over gives you a X5 learning rate.

Ninja perks:

-100 Teamwork: You now work much better with others. This purchase also gives you a discount on all companion purchases.

-100 Ninjitsu: You have the skills, body, and training of a master martial artist. On par with the ninja at their peak.

-300 Spinjitzu: You can do a quick maneuver that propels your spin into a mini-tornado with your choice of aesthetics. This allows you to move faster and strike much more powerfully.

-300 Ninja never quit: This perk means that no matter how hard things get, no matter what, you will have the determination to remain steadfast in your goals.

Combo Perks: *If you have both of the listed perks you can purchase the associated perk listed below.*

(Picked up a few things+ ninja never quit)

-300 Throwback: There are some abilities in the show that just disappear over time. This is no longer an issue for you, in fact quite the opposite. If you start using airjitsu in a fight after it stopped being used by everyone else, no one will see it coming. If you wait long enough maybe you can even pass it on as your own. This perk primarily affects entities, objects remain unchanged.

(Spinjitsu + elemental power)

-400 Spinjitzu burst: If near the source of your element (whatever that may mean for each element) you can perform an extremely powerful, massive spinjitsu tornado that channels your element to the extreme.

(Descendent of spinjitzu + Full potential) (-300) Dragon form: You can turn a dragon humanoid form with wings that allow high speed flight and can be used as shields. This also grants immunity to power dampeners and corruption, heavily enhances elemental powers, and can purge corruption.

(Arsenal + Fake it till you make it)

-200 Item incongruity: You can use and buy items even if you don't meet the requirements. You can also avoid unwanted costs or backlash from using items.

(Balance of power + Fake it till you make it)

-300 Power perplexity: You can now use bought powers that normally have requirements. You can also avoid unwanted costs or backlash from your abilities.

(Ninjitsu + Balance of power)

-400 Rainbow ninja: Choose any four elements from the show. You now have access to all four of these elements, as well as a combined element of all four. Since time takes two people to work, it also takes up 2 elements here.

(True potential + Combat ready)

-300 Custom element: want your own element? Now you can make one up. Whenever you would gain an elemental power, you can make one up that isn't cannon to choose instead. If it's

from a perk, item, or power you bought in a document it must be equivalent to the associated cannon powers in power level.

(Ninja never quit + Mysterious)

-200 Untapped potential: Just like a certain samurai turned ninja, you are capable of picking up new powers for the sake of plot. Any perk you don't take can be learned or worked towards in jump if not purchased.

(Teamwork + Blend in)

-200 Inheritance: Usually there can only be one of each elemental master, when one passes they choose the next bearer. With this perk your children can inherit any elemental powers you have without you losing your own.

(Dumb Luck + Cryptography)

-100 Skill master: You are a master of the mundane, which is to say you are *extremely* competent in any skill that one would use in a casual setting.

(Oni's Fury + Rivalry)

-300 Plot durability: While this isn't plot armor per se, it's somewhat like it. Both the samurai and the sensei take on the role of powerful side characters in the cannon show, but we all know side characters tend to get the crap beaten out of them. This perk gives you a buff to durability and stamina based on the strength of the enemies you are currently facing, just like a classic side character you can now take a hit.

(Picked up a few things +Techie)

-300 Borg: You are a genius on par with Cyrus Borg, able to make awesome inventions such as the technoblades.

(Elemental Mastery + Arsenal)

-200 Elemental coating: This perk gives the ability to coat any weapon you wield in a concentrated essence of any elements you are a master of. Enhancing the weapons and giving you more options for those elements whose ability seem a bit limited. Yes, this works on ranged weapons as well.

(Teacher + Combat Ready)

-100 Old and Spry: You are unnaturally athletic, as you get older you become even more so. Worth noting this buff is based on biological age, so if you don't age this won't improve.

(Summon dragon + Recurring character)

-200 Legacy: Elements are universal, so too is legacy. Now every jump you enter with elementally aligned beings will see you as a legend, what kind of legend you are depends on

your past actions. This is likely enough to get you some leeway and small favors, but the true prize is the great tales that will be spread of your name.

Ninja gear: *Associated gear for their origin or species are discounted. 100 CP discounted items are free.*

Ninja:

-100 Prime Empire arcade cabinet: A portal to the “digital world” that appears in your warehouse in the form of an arcade cabinet that opens like a door. The reason the “digital world” description is left vague, is that this works to access any digital world in whatever jump you’re in. This also saves past digital worlds from jumps you’ve been to, but they are little more than video game simulations with no ability to harm or empower you in any way until you get your spark. While in a simulation digital world, your jump time does not pass.

-300 Technoblades: These blades are not weapons, they are hacking tools. Any digital device struck by one of the blades is immediately under the control of the blade’s wielder. As an added bonus, if you hack a vehicle you are teleported inside and it gets a custom paint job chosen by you.

-300 The Destiny’s Bounty: A boat that can sail, or take to the sky via thrusters. Complete with radar, navigation, and an intercom. It also boasts a few bedrooms, a kitchen, a bridge, and a deck with training equipment, a bathroom, and a laundry room. It also still uses an old fashioned steering wheel for some reason.

-400 Counterfeit scrolls: Copy of scroll of Airjitzu, and the Scrolls of forbidden spinjitzu. These are three scrolls identical to the originals in every way, including their power. The first scroll details how to perform a martial art known as Airjitzu, allowing the user to fly high into the air inside a mini tornado of their own creation. The first scroll has the power of forbidden spinjitzu, making any elemental master extremely powerful. The second scroll of forbidden spinjitzu allows the wielder to banish others to the never-realm, or a similar limbo-like dimension in later jumps. This second scroll also allows the user to steal a single elemental master’s power and use it as their own, however doing so does not permanently remove the elemental master’s power like chronosteel.

-400 The golden weapons of spinjitzu: these four weapons are made entirely of gold and have an elemental power within them. Keep in mind there is a bit of a learning curve if you don't want to blow yourself up. scythe, sword, shurikens, nunchucks.

Elemental Master:

- 200 Your own weapon: make your own golden weapon. This item holds a copy of your elemental power (choose one if you have multiple), or an elemental power of your choice if you don't have an elemental power yourself. Like the original golden weapons this has a bit of a learning curve, but less than a power.

-200 Elemental blades: A concentrated sword of elemental power, it can cut through dark magic and can shoot a blast of elemental power long distances. When you purchase one of these blades chose fire, ice, lightning, or earth or one of your elemental powers. This can be purchased multiple times, each time the blade must be made of a different element.

-300 Storm amulet and Wave amulet: Two amulets that allow for the control of the elements of wind and water as if one was the associated elemental master.

-400 True dragon blade: The original blade allows the mixture of Fire and Water elements to become a fused elemental dragon construct that is much stronger than the sum of its parts. This blade is actually two points on either end of its handles, one side channeling each element. Now being locked into just a water and fire dragon seems kind of arbitrary, so *your* dragon blade can mix and match any two elements used into a powerful elemental dragon construct. If you're skilled with crafting or modifying magical artifacts, it wouldn't be difficult to add the ability to channel more than two elements at a time to the blade.

Samurai:

-100 Aeroblade: These blades are shurikens crafted from rare deepstone. They can harm and even destroy spectral and non-physical entities.

-100 Merlopean trident: These glowing blue tridents are capable of channeling electricity into ranged blasts of energy. Their blasts are not too powerful, but can disable technology and can be empowered by other sources of electricity. You get for yourself and each of your companions.

-200 Dragonbone blade and armor: This set of armor and its accompanying sword can neutralize elemental attacks by absorbing their energy into itself.

-200 Samurai X suit: This mech suit is custom designed for you to pilot it. It wields a massive sword and shield, a huge bladed chakram, a net cannon, and can take to the air via thrusters built into its feet. You also know how to fix and upgrade it innately.

-300 Sword of sanctuary: This ancient blade has a unique protective magic to it. Whenever the wielder gazes into the blade's reflection, it shows the enemy's next intended move. This allows you to counter their attacks before they even happen. Its predictive powers are much less effective against beings so chaotic they ignore the normal rules of existence. If you constantly check the blade you might even manage to thwart sneak attacks.

Sensei:

-200 Monastery: This mountaintop monastery has everything a ninja needs to train in the center courtyard. The rooms surrounding the courtyard include a bathroom, multiple bedrooms, a video game room, a meditation chamber, a kitchen, and a library full of ancient scrolls. This can be added to your warehouse at the end of the jump, in which case traveling down the mountain will just lead back to the top again.

-300 The Yin blade: The yin blade is a wheel-like three pointed blade with an extendable chain between its end and its handle. The yin blade has minor restorative powers, but its powers are flawed. When the cannon one was used to grant its user immortality, they became accursed ghosts instead. The most powerful part of this blade, however, is the fact that it is impossibly sharp. Able to cut through almost anything, even reality itself. Normally this functions as the same realm hopping effect as the realm crystal except the portals stay around and can become unstable, but during yin-yang eclipse it could cut passages to even cosmically off limit places that even the realm crystal couldn't reach. In future jumps any eclipse that has a mystical effect past the norm for a normal eclipse has a similar effect. The other thing worth noting is that this blade can trap others by cutting them off from the main part of reality, which can become permanent unless they are freed from the area in time.

-300 Golden armor: This armor was originally claimed to be indestructible. However, it was destroyed by a very powerful explosion from a uniquely advanced fuel source that was also fueled by massive amounts of elemental energy at that moment. So it's more likely it's just *extremely* durable.

-400 The Timeblades: These bladed gloves come in a set of 4, to use more than 2 you need more than 2 hands. Each blade has their own power and color associated with it. The red timeblade allows the wielder to pause specific objects in time for a few moments. The green timeblade allows the user to speed up the flow of time on themselves, effectively moving at super speed. The copper timeblade allows the user to reverse time by a few moments, only the user remembers the first time. Finally the blue timeblade allows the user to shoot bubbles of slowed down time, everything inside the bubbles are rapidly slowed. The wielder can control the size of the bubbles, but is not immune to the effect if inside one. All four blades are included in one purchase.

Researcher:

-100 Klaus's book of dark magic: A book full of dark magic, including but not limited to a ritual to make people into Anacondrai warriors.

-200 Traveler's tea: You gain a pot of traveler's tea. While being steeped, this tea allows you to undergo a ritual that summons a portal to any realm that's not forbidden or within the current jump setting. Also worth noting, you know how to do the ritual if you purchase this item. Once you use it, a new pot appears after 1 year.

-200 Tomorrow's tea: You gain a pot of tomorrow's tea. Once steeped, this tea ages everything it is splashed on. The older a subject is, the more effect this tea has. A revived dinosaur is returned to bones, while a young kid merely becomes an adult. Once you use it, a new pot appears after 1 year.

-300 Realm crystal: This generic diamond shaped crystal connects all the worlds within a single multiverse. Holding this gem allows you to summon portals between realms or dimensions within any given setting as long as they are not cosmically off limits to you, such as the afterlife to the living. An example of what you can't do with this is leave the realm of the departed.

Commoner:

-100 Allied armor of azure: This chest plate allows the user to summon those they were once allied with. Even bringing back the dead as ghosts. This doesn't force compliance or control them, it just summons them.

-200 Helm of darkness: Gives you control over the stone army. One free stone army included.

-300 Skull of Hazza D'ur: This skull is a floating green menace that follows the wielder around. It contains all the magic of Hazza D'ur. This includes summoning the dead as skeleton minions, levitation/flight for the user, and dark magic laser beams. It can also transform you into a slightly more menacing form that can more easily channel dark magic, however the skull will use this transformation to try and corrupt you.

-300 Shen's staff of elements: This staff is in the shape of a snake made of chronosteel, and has a blue crystal in its fanged mouth. You can use this to steal elemental powers and magical abilities from others by simply pointing it at them for a few seconds. Unlike Chen's staff, you can choose to only copy the powers and not remove them from the original user. If you change your mind later you can just break the staff to free all the elements, if broken it will return in a year.

-300 Oni masks: This is a three for one deal. These masks can break, but since they're fiat backed they will fix themselves after 48 hours of not being actively damaged. Once donned, these masks merge with your form and can only be taken off by the wearer. Their benefits only affect the wearer as long as they are being worn. The first mask is the red mask of vengeance.

This mask gives the user mastery over swords and an extra pair of arms, as well as the ability to catch or bat away energy based attacks directed at them. The second mask is the orange mask of deception. This mask grants telekinesis to the wearer, thus was enough to lift columns of rock into the sky when used by Killow. However, since he seemed to be physically struggling when lifting heaviest objects it is possible it scales with the user's physical or mental limits. The final mask is the purple mask of hatred. This mask covers the user's body in an invulnerable armor of lava and stone, but the mask on their face is still breakable in this form. Finally, when these three masks are united they can bring back an oni from the dead since you're paying CP don't worry about the hair, how useful that will be is up to wielder. No you can't wear multiple masks at once, even if you have multiple faces/heads.

Generic items:

-100 Vengestone: Every year 10 pounds of vengestone are delivered to your warehouse or at your feet (your choice). Vengestone dampens any nearby elemental powers or magic (even your own) and can be shaped into armor, weapons, or pretty much anything else.

-100 Sacred flutes: Any reptile that hears this flute is racked with pain. Anyone currently affected by any of their supernatural effects are cured if possible. If incurable afflictions, they are suppressed until the flute is no longer being played.

-200 Tiger willow venom: A terrible poison that paralyzes the unkillable for a short time and kills anyone who can die in a matter of minutes. You get 3 darts worth every year.

-300 Dark matter: Dark matter is a unique substance that can turn anyone horribly evil. The color drains out of them except for their glowing dull red eyes, and they suddenly know spinjitzu. It doesn't work on those already irredeemably evil, as there's no goodness to remove.

-200 Anacondrai tattoo: While most Anacondrai tattoos are permanent in their effect and require a spell to activate, this one is different. You can use this tattoo to take on an Anacondrai form as you would any other alt form. You become stronger and faster (although you have to slither instead of walk) and can turn invisible at will. Keep in mind that this form makes it impossible to use any elemental powers whatsoever.

-200 A junk yard: You have access to a junk yard full of scraps and old machine parts, it always seems to have the pieces you need for any project you are working on. This may be connected to your cosmic warehouse if you so choose.

-300 Mega weapon: A giant golden staff that can magically manifest anything you can voice out loud. Be warned that this is exactly what you ask for. Also using this staff drains all your reserves of mystical energy to the point of mild physical exhaustion.

-300 Blue dragon amulet: This amulet is usually a reward for defeating a powerful mechanical dragon. Normally this item is one time use, but you can get a new one each jump or every ten

years whichever is longer . Since this dragon might not be too powerful for a jumper such as yourself, this amulet can summon any dragon you have slain as a blue version that is your ally. The summon from this amulet doesn't last for much longer than a few hours of time.

Species Items:

-100 Anacondrai swords and spears (discount Anacondrai): these purple tipped weapons can cut through any object.

-100 Serpentine staves (Discount Serpentine): they each cure a serpentine's effect. They can also combine to show the fangblade's location. In later jumps they can become maps for any sets of artifacts that are used to unleash a powerful monster of some kind.

-300 Djinn blade (discounted for djinn): The djinn blade is a powerful artifact that comes from Djinjago and is the birthright of djinn royalty. It can absorb the life force of people by striking them or if they are wished into the blade, though escape from inside is possible. Inside the blade is a realm where time is slowed and its victims are slowly encased in green crystals. It can also create regions using the powers and energy of the souls trapped within. Finally, anyone wielding the blade gains the powers of those trapped in the blade.

Drawbacks:

- +100 Long before time had a name: You will not be spending only 10 years here. You will be present from the moment the realm of Ninjago was created until the end of the series.
- +200 Tomb's curse: At some point you entered a tomb you shouldn't have, angering some ancient power. Your eyes are blank white and unable to see for the duration of this jump.
- +200 Without a pupil: You cannot bring companions from other jumps, any companions you purchase in this jump do not join you until you enter your next jump.
- +300 Elemental sickness: You are sick, a rare sickness. Now you cannot use elemental powers until this jump ends.
- +300 Space mites: You are being stalked by mites that love to consume any kind of metal that is capable of taking physical damage. The only metal they don't seem to be able to eat is gold from the golden peaks.
- +300 The green ninja is who?: There is no Lloyd Garmadon, instead you are the green ninja. You will have to rally the forces of good and defeat the overlord multiple times. If the villains completely win, you lose this jump and chain fail.

- +300 Garmadon's Ire: Oh boy. you've really done it now. It seems Lord Garmadon hates you just as much as he hates the ninja, except he has no reason to fight his destructive instincts when it comes to you.
- +300 Tournament of elements +: At some point in your stay, you will have participate in a second tournament of elements with even higher stakes. These games will be just as rigged against you and your allies as the original tournament was against the ninja. If you lose, you chain fail.
- +300 Glitched: You cannot operate or use any tech while in this jump without major problem, that's assuming the stuff works at all.

Elements:

Creation: The ability to form and combine objects into new shapes and constructs in mere moments. Such as turning a pile of metal scraps and a rock into a massive catapult in an instant.

Golden power: This is the manifestation of potential, it can control and channel any elemental powers the user has access to at once and in a more powerful way. This can also hurt creatures of pure darkness, and has some control over other people's elemental powers.

Destruction: You can break anything. This doesn't only manifest as shattering objects. You can break the rules of reality such as time, thwarting precognition, or summon storms of pure destruction to tear into cities.

Darkness: A power commanded by the overlord originally, capable of making anyone a darker version of themselves removing the positivity and goodness from them.

Lightning: This is more like electricity power. It doesn't just shock, but can power machines and has a similar precision to the element of fire.

Ice: You can freeze anything and shape the ice while it's forming. Perfect for those who want to make impromptu battlements or structures on the fly.

Fire: This is the summoning and control of fire. You can use this with great precision, controlling just how hot things get or making precise shapes with your fire.

Earth: This manifests mostly as quakes and super strength, but the closer to the center of the earth (or any planet made of dirt and rock), the stronger this power becomes. It's not as easy, but you can also move stones and earth.

Amber: Amber is possibly the weirdest element on this list. The user of amber can copy the elemental power of any person they come into physical contact with, even using multiple elements at once. However, doing so is terribly straining on the body and will burn up the powers much quicker. Burn up the powers? Yes you can only use them so much before you need to restock.

Energy: Energy is basically just orbs of green power. Though the size and, accordingly, the destructive power is second to none among the elements. Able to almost hood its own against the power of all other elements within the staff in a straight forward attack.

Form: The master of form can shapeshift into the appearance of any person they wish or partially shift to do things such as hide a tattoo. My personal headcanon is that their full potential would allow them to shift into animals, but feel free to interpret however you see fit.

Gravity: This allows the manipulation of gravity. Floating and budget telekinesis mostly, but full potential might allow things like increasing the enemy's weight?

Light: This allows mostly flashbangs and invisibility, but with a full potential maybe even hard light will be within your grasp?

Metal: Metal allows the user to grow a shell of metal around themselves, making them much more durable, heavy, temperature resistant, and strong. This transformation also seems to have negligible detriments, if any, in regards to maneuverability. This also incorporates your weapons and objects on your person into your metal form.

Mind: This is almost everything you would expect from this element. Mind reading, psychic illusion, telepathic communication. Sadly since the source is a kids show mind control is out of the user's reach normally, maybe if the full potential is unlocked however...

Nature: This allows the growth of plants in the user's area. While somewhat slow, there seems to be no limit to this power's capabilities other than that time restriction and the user's own reserves of energy.

Poison: The ability to only generate poison from one's seems less flexible at first, but this also seems to impart the user some innate knowledge of poison. It's also worth noting that poisons can be airborne or liquid, and debilitating or weakening instead of outright lethal.

Shadow: This element allows the manipulation and creation of shadows and darkness. Pretty straight forward except for the other ability tied to this element. Hiding within and traveling from shadow to shadow is surprisingly useful.

Smoke: The master of smoke can turn into smoke, make a smokescreen and throw smoke at people. That's it? Well yeah. The thing is that this power, similarly to speed, is instinctual. If someone tries to backstab you and you don't see them coming, you still turn into smoke. You can always choose to be solid, but when in danger you default to smoke form. You can also fly rapidly while in smoke form as smoke is lighter than air.

Sound: This element is the ability to control, amplify and sense sound. While an original sound is needed for powers to work, echolocation is nothing to scoff at.

Speed: Just what it sounds like, super speed. Similar to the green power of acceleration except for two things. The first difference is constancy, you can move at super speed indefinitely. Whereas almost all other elemental powers require energy, time being the most costly, speed seems more instinctive and natural. The second difference is mastery of the benefits of speed. Where something accelerated by green power is technically moving at normal speeds from their perspective, a master of speed can perceive their speed. This means that only the master of speed can run on water, up walls, and even possibly over the top things like make whirlwinds by spinning their hands.

Time: This power is usually manifested in two users. It manifests as 4 specific powers. The yellow power of reversal turns back time for only the user, allowing insight into your opponent's next move. The blue power of slowing down time is much more precise than its associated time blade, being capable of targeting specific enemies or objects to move at a snail's pace. The red power of stasis stops something dead in its tracks, worth noting is that it maintains momentum after unpausing unlike the blue power. Finally the green timeblade of acceleration allows the user to speed themselves or other things up to a speed fast enough to make them blur nearly beyond visual recognition, yes this means that it's more flexible than the free timeblade in what it can target.

Water: The elemental manipulation of water near the user. This power also includes the ability to sense through and communicate with the denizens of water, even from a distance.

Wind: The elemental power of wind is the manipulation and control of the air around the user.