**Mermaid Man Abilities**

**Abilities**

According to Mermaid Man, his powers all come from his costume. His abilities include summoning and controlling sea creatures, high speed swimming (used to create the "Raging Whirlpool"), water balls, and the ability to survive underwater. While Mermaid Man retains all of these abilities, they are not as powerful as they were in his prime.

**Belt**

In addition to this, his belt features a wide array of abilities, similar to Batman's utility belt, as seen in "[Mermaid Man and Barnacle Boy IV](http://spongebob.wikia.com/wiki/Mermaid_Man_and_Barnacle_Boy_IV)". These abilities are usually manifested as a beam or ray. The only one specifically named on the show is the "Small Ray", which shrinks things, but various effects were created when SpongeBob tested various buttons on Squidward in an attempt to reverse the Small Ray's effects. These include several bizarre mutations and effects, such as causing the victim to suddenly catch on fire, turn inside out, get a clump of snakes covering their head, or to be cut in half by scissors.

NOTE- Taken from http://spongebob.wikia.com/wiki/Mermaid\_Man