

Abilities (Minor):

Bullet Proof

- 1 Bullet Proof (gain 1/6 of your defense as damage reduction)
- 2 Bullet Proof (gain 1/4 of your defense as damage reduction)
- 3 Bullet Proof (gain 1/2 of your defense as damage reduction)

Clone

- 1 Clone (concentrate to produce a clone of you that can walk around)(your senses are the clones senses)(range=damage die in feet)
- 2 Clone (concentrate to produce a clone of you that can use (minor) Abilities (except Weapon Use))(range=damage die in feet)
- 3 Clone (concentrate to produce a clone of you that can use all Abilities (except Weapon Use))(range=damage die in feet)

Death's Door

- 1 Death's Door (attack * 1/6 , damage * 1/6 when below 10% of your max hit-points)
- 2 Death's Door (attack * 1/4 , damage * 1/4 when below 20% of your max hit-points)
- 3 Death's Door (attack * 1/2 , damage * 1/2 when below 30% of your max hit-points)

Demolitions

- 1 Demolitions (on a successful attack roll you bypass 50% of the damage reduction of strong materials such as cement , steel , etc)
- 2 Demolitions (on a successful attack roll you bypass 75% of the damage reduction of strong materials such as cement , steel , etc)
- 3 Demolitions (on a successful attack roll you bypass 100% of the damage reduction of strong materials such as cement , steel , etc)

Detect {X}

- 1 Detect{X} (must specify X)(you can detect {X}'s direction of emanation.)
- 2 Detect{X} (must specify X)(you can detect {X}'s source, direction.)
- 3 Detect{X} (must specify X)(you can detect {X}'s sources, direction and magnitude.)

Fast of the Ages

- 1 Fast of the Ages (need to eat 1/2 as much 1/2 as often)
- 2 Fast of the Ages (need to eat 1/4 as much 1/4 as often)
- 3 Fast of the Ages (does not need to eat)

Light Sleeper

- 1 Light Sleeper (need to sleep 1/2 as much)
- 2 Light Sleeper (need to sleep 1/4 as much)
- 3 Light Sleeper (does not need to sleep)

Double Bladed Justice

- 1 Double Bladed Justice (deal good aligned things 1/4 damage , +1/4 max damage to every effect roll against evil things)
- 2 Double Bladed Justice (deal good aligned things 1/2 damage , +1/2 max damage to every effect roll against evil things)
- 3 Double Bladed Justice (You can no longer effect good aligned characters , double damage against evil things)

Empathy (treat as Detect (Emotion))

Heal

- Heal (Touch does 1/4 healing of hit points instead of damage)(max 1 target)
- Heal (Touch does 1/2 healing of hit points instead of damage)(max 1 target)
- Heal (Touch does healing of hit points instead of damage)(max 1 target)

Immortal

- 1 Immortal (ages at a rate of 1 year for every 5)
- 2 Immortal (ages at a rate of 1 year for every 10)
- 3 Immortal (does not age)

Iron Clad Stomach

- Iron Clad Stomach (can digest any plant or animal that isn't poisonous)
- Iron Clad Stomach (can digest dirt and rock)
- Iron Clad Stomach (can digest anything even stuff that would usually result in death)

King-Fisher

- 1 (on a successful attack roll 1 target will concentrate on you)
- 2 (on a successful attack roll 1/2 your max targets will concentrate on you)
- 3 (on a successful attack roll up to your max targets will concentrate on you)

Master Crafter

- 1 (with the right materials you can craft simple equipment)
- 2 (with the right materials you can craft vehicles)
- 3 (with the right materials you can craft armor and weapons or anything else you put your mind to)

Outdoors Mastery

- 1 (can easily navigate and find your way back or to any place if you have a map or make one)
- 2 (can track anything anywhere)
- 3 (leave so little of a trace and see so much around you you can easily avoid encounters in wide open spaces)

Pick Locks

- 1 (attack roll to pick locks)(can pick simple locks with ease)
- 2 (can pick complex locks with ease)
- 3 (can pick apart the most complex locks under the most horrifying conditions)

Reflection

- 1 (return 1/10th damage done to source)
- 2 (return 1/8th damage done to source)
- 3 (return 1/4th damage done to source)

Regeneration

- 1 (Regenerate 1 Hit point per round outside battle)
- 2 (Regenerate 2 Hit point per round outside battle)
- 3 (Regenerate 5 Hit point per round outside battle)

Siege Vehicle Use

- 1 (a master at using ground vehicles)
- 2 (a master at using air and water vehicles)
- 3 (a master at using space vehicles)

6 Foot Under

- 1 (use Hit points as damage that bypasses armor)(cannot be healed of hit points used till after battle)
- 2 (damage from hit points use this way increased by 50%)
- 3 (damage from hit points used this way increased by 100%)

Shaper

- 1 can shape stone(shape (damage die) cubic feet of material per minute)
- 2 can shape plants(shape (damage die) cubic feet of material per minute)
- 3 can shape anything (shape (damage die) cubic feet of material per minute)

Steal

- 1 (attack roll to steal vs there armor class , then there attack roll to catch you , then the attack rolls of anyone that might have bean watching)
- 2 (attack roll to steal vs there armor class , then there attack roll)
- 3 (attack roll to steal vs there armor class)

Telekineses

- (lbs effected =damage dice)
- (lbs effected =damage dice*5)
- (lbs effected =damage dice*10)

Telepathy

- (Can detect surface thoughts) (radius = damage die in miles)
- (Can detect any thought that the thing is having) (radius = damage die in miles)
- (Can detect the inner most thoughts of the thing) (radius = damage die in miles)

Vampire

- 1 Vampire (regain 1/10th damage you do as lost hit points)
- 2 Vampire (regain 1/8th damage you do as lost hit points)
- 3 Vampire (regain 1/4th damage you do as lost hit points)

Abilities (Major) :

Deep-Space Adaptation

- 1 (Can Hold breath for Hit point minutes)
- 2 (Does not need to Breath)
- 3 (Immune to Vacuum)

Friend to Animals

- 1 (non-intelligent creatures in the area may not attack you unless they feel threatened)
- 2 (non-sentient creatures in the area may not attack you unless they feel threatened)
- 3 (sentient creatures in the area may not attack you unless they have a real good reason)

Identify{X}

- 1 (must specify X)(common = instant / uncommon = hour)
- 2 (rare = day)
- 3 (unique = week or more to identify)

Immune-defense

- 1 Immune to Illness (immune to natural and supernatural diseases)
- 2 Immune to Poison
- 3 Immune to Radiation (immune to negative damage auras)

Stealth

- 1 (Hidden from senses as long as being very careful)(require attack rolls = 1 per enemies hiding from)
- 2 (require attack rolls = 1 per group of enemies hiding from)
- 3 (require attack roll = 1 per time going into stealth)

Teleport

- 1 (any where previously visited within the last day)(that is not warded)
- 2 (any where previously visited within the last week)(that is not warded)
- 3 (any where previously visited)(that is not warded)

Unleashed

- 1 (damage is doubled when all dice are showing their max number)
- 2 (damage is doubled when all dice are showing their max number -2 per die)
- 3 (damage is tripled when all dice are showing their max number -3 per die)

Seer of Present

- 1 (Can see in complete darkness as if it were twilight)
- 2 (Infrared Vision)
- 3 (Sonar and X-Ray Vision)

Weapon Master

- 1 (choose Type 1 , 2 , 3 Then Name the Weapon)
[Type 1: Ranged , Melee , Spell][Type 2: Small , Medium , Large][Type 3: Explosives , Slashing , Bludgeoning , Piercing]
- 2 (you gain mastery over all the types in Type 2 for chosen Type 1)
- 3 (you gain mastery over all the types in Type 3 for chosen Type 1)

Abilities (Unique):

Aura{X} (must choose known ability {X})(ability becomes a aura that has a radius of (damage die * 2) in feet)

Fly

Focus (+25% maximum damage added to minimum)

Immune {X} (must choose a specific ability in possession)(immune to the abilities use unless you choose otherwise)(1 time per ability)

In The Zone (cane give 50% of any given roll at will instead of actually rolling the dice)

Iron Skin (+25% base defense added to defense)

Master Imbuer (can imbue items you craft with special , often magical , properties)

Mesmerize (on successful attack roll you and chosen enemy become locked in a staring contest unable to act)(must re-roll every round)

Perceptive (+25% additional attack Rating)

Phoenix (You can construct a site where your body well appear and rise from its ashes when slain)(only usable once per any level)

Pocket Dimension (Possess a self sustaining pocket-dimension)(dimension = (max hit points * 10)cubic feet)

Revive (Divide the number of hours dead by your HP. That is the length in hours to revive. Over a day = Impossible)

Synthesize (may produce 1 of an inanimate item per minute)(Mass = damage die = cubic feet)(complicated items must have associated craft)

Tank (+25% of max hit points added to Hit Points)

Their Can Be Only One (Able to enter into a 1 to 1 death match with any target. Nothing can interfere with the match)

Transform (Can transform into an alternate form.)(you gain nothing from the alternate form and lose nothing by being in the form)