

# ABILITIES

**Art of Invisibility:** You have the remarkable ability to move silently and blend into the shadows.

**Barrier:** You have the ability to protect yourself with a barrier of some kind.

**Barrier, Offensive:** This is similar to the ability above, but you may use it offensively.

**Beauty:** You've got the look that others would kill for.

**Charisma:** Your manner, attitude, and appearance make people acknowledge you and listen to what you have to say.

**Combat Skill:** You have trained yourself to be particularly skilled in offensive tactics.

**Cute:** You are every grandparent's dream come true.

**Defense:** You have learned that getting out of the way of danger is a useful skill indeed.

**Endurance Reserve:** Through some item, you have an extra store of Endurance for use with your powers.

**Filthy Rich:** Your wallet is the envy of all who gaze upon it.

**Flight:** You have the miraculous ability to fly.

**Flunkies:** Whether by charisma or fear, you have the ability to call upon a sizable troupe of allies.

**Hammerspace:** Hammerspace is a curious dimension where items of any size can be placed and recalled at will.

**Heal:** You have the remarkable skill to heal others from the worst injuries.

**Heightened Sense:** You have a sense beyond what is normal.

**Hobby:** You have an interest or training in a particular area.

**Human Arsenal:** You are a walking warehouse. Your enthusiasm for a certain kind of item (usually kinds of weapons or vehicles) is so great that you own nearly every specimen of it.

**Incorporeal Form:** You can phase out of the physical world and can pass through solid objects as if they were air.

**Intimidation:** You know how to scare, bully, and overpower others through sheer presence.

**Invention:** You have a natural talent with creating machines and gadgets.

**Invention, Focused:** Focused Invention is identical to its basic counterpart, except that you specialize in a specific kind of invention.

**Invisibility:** Now you see you, now you don't.

**Life Support:** You can survive without a certain necessity of life for an extended period of time.

**Lucky:** Lady Luck is on your side.

**Magic, Arcane:** You have been gifted with the confounding ability to use magic.

**Magic, Witchcraft:** You have dabbled into the mysterious realm of witchcraft.

**Martial Arts:** You have the incredible skill necessary to make strikes do maximum damage.

**Occult Knowledge:** You have a deep knowledge of the spirit world and how to interact with it.

**Passion:** There is a particular thing in life that drives you, so much that you feel yourself become more competent and powerful when in its presence.

**Perceptive:** You spot things that most people fail to notice.

**Pilot:** You have a knack for piloting any kind of machinery, no matter how strange or complicated.

**Position of Power:** You are in a respected position that grants you power and influence.

**Power Move:** This is your most powerful attack, a concentration of your inner-energies into an overt force. Such an attack is usually very flashy and dynamic, making it a trademark for the fighter who uses it.

**Psychic:** You have the mysterious ability to enter other's minds and read their thoughts, or even change those thoughts and implant your own.

**Quick:** You are particularly fast and have quick reflexes.

**Servant:** You have complete command over another individual. This person is willing to do almost any task you request.

**Shape Change:** You can change your appearance in various ways.

**Sixth Sense:** You have a peculiar sense that few have, an ability to see and know things that others do not.

**Smart:** You have a significant helping in the brains department.

**Special Ability:** If you cannot find any Ability in the rules to cover the power you wish to have, discuss it with your Game Master.

**Strong:** You have a lot of raw physical power at your disposal.

**Super Speed:** You can run. You can run fast. You can run really, really fast.

**Teleport:** Need to get somewhere? In a blink of an eye, you're there.

**Telekinesis:** You have the curious ability to move objects with your mind.

**Time Freeze:** Time is constant...or was until you came along. You have the ability to freeze the flow of time, while allowing yourself to move freely in a halted world.

**Tough:** Simply put, you're made of tougher stuff.

**Transformation:** You have the incredible ability to change into a more powerful form.

**Unnatural Resistance:** Your body is especially resilient to a specific kind of damage.

**Vehicle:** Give your feet a break a while and go cruising in your very own vehicle.

**Vitality:** You have an abundance of energy.

**Weapon:** When words aren't enough, sometimes it pays to carry a big stick (or a big gun, a big sword, etc.).

**Willpower:** You have a will of iron.

## WEAKNESSES

**Airhead:** Anybody home? The answer to this question is quite debatable in your case.

**Amnesia:** Due to a freak accident, strange illness, or simply some kind of foul play, you have lost your memory.

**Arrogant:** You are the most important person ever to live—in your mind anyway.

**Bad Reputation:** Your reputation precedes you—in a very bad way.

**Bizarre Appearance:** You have an appearance that is completely different from those around you.

**Boorish:** You do not really see the point in good manners or being particularly well-behaved in general.

**Clumsy:** You, put simply, are a klutz.

**Code of Conduct:** You have restricted your manner and actions by a strict code.

**Compulsion:** You have an intense need to perform or do something, even when doing so could jeopardize your well being.

**Coward:** He who fights and runs away, lives to fight another day.

**Crybaby:** You are quite easily upset and have the annoying tendency to whine when things don't go your way.

**Damage Magnet:** Is it in any way dangerous and could cause bodily harm? If so, you have found what you come in contact with on a daily basis.

**Dependency:** You have a deeply ingrained need for something, whether it is a true addiction, like alcoholism, or something more psychological, like a lucky rabbit's foot.

**Dumb:** You are not known for your sharp wit or book smarts.

**Easily Distracted:** If someone told you, "Hey, look that way!" you would indeed look that way.

**Emotionless:** You have somehow deadened emotions, whether by forcefully suppressing them or never having them to begin with.

**Fear:** You have an unnatural fear of an everyday object or situation, such as spiders or heights.

**Focus:** One or more of your Abilities require a special item to use.

**Frail:** You are easily injured and possibly unhealthy.

**Fussy:** You are very particular about everything.

**Girl/Guy Magnet:** Whether you like it or not, you are one of the most eligible guys or girls around.

**Guardian:** You have someone that you must protect from harm as best you can.

**Hatred:** You have a completely irrational hate of something.

**Impulsive:** The old saying, "Look before you leap" never really penetrated your thoughts very far.

**Ineptitude:** No matter how hard you try or how much you practice, you are just really bad at a certain skill or craft.

**Jittery:** Although not necessarily a coward, you are easily startled or frightened by sudden or unexpected occurrences.

**Languorous:** You lack the energy and pep of most other people.

**Lecherous:** Although most of us have some sort of desire for companionship, we can also keep our urges in check. Unfortunately for you, you can't.

**Love Interest:** Ah, the beauty of love. Whether you like it or not, there is someone you hold a special place for in your heart, or perhaps vice versa.

**Naïve:** Most people are well aware of the fact that the moon is made of rock, but you are among the small number of people that still believe it is made out of cheese.

**Nosebleeder:** Due to bizarre anime medical law, your nose has the tendency to bleed whenever you catch sight of the nude form of the opposite sex (or at least a revealing glimpse), as well as when you have particularly naughty thoughts.

**Obsession:** You have an intense desire to have or achieve something. You often base your life around this desire, and will go out of your way to succeed in getting it.

**Overconfident:** Although a good helping of self-confidence can be a good thing, you went back for seconds.

**Pacifist:** A deep part of you does not believe in the necessity of violence, and you try to avoid it when possible.

**Pariah:** For whatever reason, you have been branded an outcast by some group or organization.

**Poor:** Some people have all the money they could ever want, and there are others who have to fight tooth and nail to make ends meet. Unfortunately, you are of the latter.

**Rival:** You have someone you feel the need to best, or they feel the need to best you, or both.

**Room for Two:** They say two's company, but you might disagree. Due to some bizarre happening or mishap, you have another voice in your head that isn't yours.

**Secret:** There is something that you wish to keep secret.

**Sensitive:** Everyone gets at least a little annoyed when they're jeered at, but you take it to a whole new level. You have a particular facet (hair, clothes, muscle tone, chest size) that you are incredibly sensitive about.

**Servitude:** You are in the service of a person or organization.

**Short Temper:** If you were dynamite, you would have a frighteningly short fuse.

**Shy:** You are uncomfortable dealing with other people. You are slow to make friends, and generally make few of them. You are also easily embarrassed, and find it hard to act in public.

**Size:** You are of curious stature. You are either much smaller than normal, or much larger.

**Slow:** You are exceptionally slow in both speed and reflexes.

**Soft Spot:** There is something in this world that you can't help but enjoy far too much.

**Special Weakness:** If you cannot find a Weakness in the rules to cover the disadvantage you wish to have, discuss it with your Game Master.

**Split Personality:** They say two heads are better than one. Unfortunately for you, it doesn't say anything about two minds.

**Strange Personal Habit:** You have a curious habit or quirk that may affect how others think about you or treat you.

**Stubborn:** You're not an unreasonable person—at least, not until anyone disagrees with you.

**Suppressed Power:** One or more of your Abilities does not normally work at full power. To work properly, the power requires a special item, emotion, or event that you normally do not have access to.

**Trigger:** One or more of your Abilities require a special trigger to become functional. This trigger might be an emotion, a specific event, a potion, or even a can of vegetables.

**Unnatural Weakness:** Your body is especially vulnerable to a specific kind of damage.

**Unperceptive:** If the sky were falling, you'd be the last to know.

**Wanted:** Wanted alive, or maybe even dead!

**Weak:** You have the muscle tone of a cabbage leaf.

**Weak-Willed:** You find it hard to resist temptation or withstand pain. You are easily influenced and commanded, as well as unreliable under fire.