

The last 10 levels of the campaign, can't be gained from Experience. It can be obtained from Gold, finding items or completing special quests to get the last 10 levels of the campaign to get the strongest abilities and feats.

A) Anime Feats

1) One piece

1) Haki

a) Observation

- i) Daily - roll a D20, and it will determine what attacks you can dodge if the enemy rolls a lower number.

b) Armored

- i) Daily - Increase your damage output by one of the following. After rolling a 1d4 to determine the dice you roll for bonus damage if you hit.

(1) 1 - Roll a 1d4

(2) 2 - roll a 1d6

(3) 3 - roll a 1d8

(4) 4 - roll a 1d10

c) Conquerer

- i) Daily - Take a perception check, and any enemy in your light of sight. That is lower than your level will become immobilized. Till the end of your next turn. .

d) Specilaztion

- i) Take any of the abilities above to make it into an Encounter instead of a Daily.

2) Devil Fruits

a) Logia

- i) Take an intangible form related to an element. You are alot harder to hit, but all your attacks become the element that you have become. The down side is that you have lower health when taking the form, but greater AC in return.

b) Zoan Fruits

- i) Become an animal with 3 stages of transformations It can be any animal you wish.
 - (1) First form is your base form.
 - (2) Second form is your Animal form that you have taken, getting to communicate with other animals. Along with a bonus check to finding any items or creatures in the area.
 - (3) Third form is the hybrid form,

c) Paramcian

3) Swordman

a) Concentration

- i) Increase the damage you can do in a single deadly strike, Doing an extra 1d6 of damage onto the enemy
- b) Dual wielding
- c) Energy slice
 - i) After you take the concentration feat, you unlock this one. Able to aim your slash through walls of stone or weaker substance. The range is twice your str. Modifier.
 - (1) Standard attck - no charge
 - (2) At will - 1 round to charge
 - (3) Encounter - 2 rounds to charge

2) Dragon Ball

- 1) Destructo Disk
 - a) Able to leave any target(s) in a straight line at 1 Hp, the attack gets a -2 to the attack roll and no modifier to make it hit.
- 2) Special beam Cannon , Piercing everything in a line. Including through a wall to hit enemies behind it. Takes 2 rounds to charge and can't be hit during that time. Your AC increases by 1 when charging . The damage does 2d10
- 3) Kamehameha - An energy wave that does have nd6. The N represents half of your Str. Modifier. Must be higher than 1 to use this attack
 - a) Super Kamehameha - Must take feat above, it will do Nd12. N represents half of your str. Modifier. -2 to each use to your str. Till end of encounter
- 4) Galick Gun - Energy wave that does nd6 , This N represents half of your Dex modifier. Dex Modifier must be higher than 1 to use.
 - a) Final flash, massive energy wave that does Nd8. N represents half of your Dex modifier.
- 5) Maseko - Energy wave that does id6. Taking full int. Modifier for the dice you roll.
- 6) Ki ko ho - An energy draining attack that drains the user the more it is used. Hd10. H shows up for every 2 HP you give to your attack. If you take all of your HP, you fall unconscious with no saving through till next turn.
- 7) Volcanic Explosion, hitting everything in 5 squares around you but doing a 1d8 of damage to multiple enemies.
 - a) Super Explosion wave, hitting everything in 7 squares. Sacrifice your health to deal excess damage. $\frac{1}{3}$ of the total HP you give, rounded down determine what you role for Hd8.
- 8) Kaio Ken - +1 to all abilities for 1d6 rounds. When over you take -1 to all ability scores for 1d6 rounds.
 - a) Kaio Ken X - multiply the output of the Kaio Ken effect to as much as you wish. +x Ability to a max of 20 for 1d8 rounds. When over you take -X to all ability scores for 1d8 rounds. Unless you go to 20, you take a -10 to all ability to all scores for the rest of the encounter.
- 9) Solar Flare - Take a Perception check, pending on how high it is for everything around you become blind. For 1d6 rounds.
 - a) Solar Flare x 100 - when activated make anyone blind and immobilized for 1d4 rounds

- 10) Sky dancing - Able to fly up to your speed and stay floating if you are at full HP. Giving you a +2 to AC only while in the air.
- 11) Stat increase. Choose one of the following below.
 - a) Speed increase - double your speed and initiative.
 - b) Attack - increase by $\frac{1}{2}$ for only your main attack stat.
 - c) Defense - Increase by $\frac{1}{2}$ for only your main defense stat.
- 12) Ki sensing - get a +5 to perception checks when detecting or trying to find other life
- 13) Multi form, create other of you to go in the same turn. But pending on how many you make determines how big the down side is.
 - a) If you make one other, you and the clone now have $\frac{1}{2}$ to all your stats. If it 3 you and the clones have $\frac{1}{3}$ of all your stats and so on.
- 14) Instant Transmission - able to transport to any place you have been to previously. Instantly.
 - a) Precision - able to transport to any person you have met, instantly.
- 15) Spirit bomb - An attack that prevents you from moving , and is rather powerful the more you wait. The attack does Xd20 of damage and X AOE range. The X represents the number of rounds you go without getting hit, along with how big the range becomes . If you get hit, you must through the bomb for half damage being Xd10. So you are taking a big risk when using this big energy ball. Only one person in you entire party can take this feat.
- 16) Fusion-HA . Both parties must take up the feat to fuse. You both roll a d20. When the first person rolls his partner has to be with in 5 numbers to fuse with him. Getting a mixture of the highest stat + $\frac{1}{2}$ of the lesser stat. The lower of the two constitution modifier +1.
 - a) Example. If your str is 18 and your partner str is 20. Your new str is $20 + 18/2 = 20 + 9 = 29$ str.
- 17) Potaria ear rings fusion - costing 500K in gold each. You need two of them to fuse. It is a perfect fusion that last for the entire encounter. (daily) With a perfect fusion you add your stats with the other person.
 - a) So if your str is 18 and your partner str is 20 . Your new str is $20 + 18 = 38$ str instead.

3) Hunter x Hunter

- 1) Ten - Able to increase damage resistance to attacks. Starting at 1 to all
 - a) Specialization 1 - 5 to all
 - b) Specialization 2 - 10 to all
 - c) Specialization 3 - 15 to all
- 2) Zetsu - Get a bonus to stealth and thievery , but lose all of your resistance to damage when activated. While in this state, till you go out of it as a minor action. You will take a bit more damage. Starting at +1 to everything
 - a) Specialization 1 - 5 to all
 - b) Specialization 2 - 10 to all
 - c) Specialization 3 - 15 to all
- 3) Ren - Increasing your offensive capabilities during combat. Getting the bonus to your attack rolls. Starting at a +1 to Atk roll and 1d4 damage
 - a) Specialization 1 - +3 to atk and 1d6 damage

- b) Specialization 2 - +6 to atk rolls and 1d8 damage
- c) Specialization 3 - +9 to atk rolls and 1d12 damage
- 4) Hatsu - Get creative and run your idea past your GM. No ability can be OP at the start and must have some way to grow.
 - a) Enhancer - Close range fighters, who balance out with Attack and Defense. Are not very good for attacking at a range.
 - i) Increase regeneration factor. +1 hp per turn
 - (1) Specialization 1 - +3 HP per turn
 - (2) Specialization 2 - +7 HP per turn
 - (3) Specialization 3 - +13 HP per turn.
 - ii) Increase damage rolls increase by 1 die size. So a d4 becomes a d6. And so on.
 - iii) Damage resistance to 5 to physical.
 - (1) Specialization 1 - 7 to physical
 - (2) Specialization 2 - 11 to physical
 - b) Transmuter - Changing your aura to Mimic a substance to have possible defense or offense capabilities. You are not limited to solid matter, can be anything with proper training. You can only mimic on substance to start with.
 - i) You can now mimic two substances with some dedicated training
 - ii) Reached the peak of transmuting to mimic 3 substances.
 - c) Emitter - Able to make your nen into a long range ability. Your attacks remain invisible if you are outside of the Hunter x Hunter world. Closer you are, the more damage your attack does.
 - (1) At your max range it does normal damage
 - (2) Within half your max range does roll an additional die for damage output
 - (3) Within ¼ of your max range increase dice size by 1.
 - (4) At point blank range, increase both dice size and roll additional dice for damage output.
 - (a) Example, Your attack does a 1d6 when thrown. When at point blank it now does a 3d10. Increasing it by 2 die sizes and 2 more dice rolls.
 - ii) You can now maintain it at double your range from before.
 - iii) Able to have your attack teleport through solid matter to appear at any spot you want. Within your range that is.
 - d) Conjuration - Able to conjure anything from your mind into a solid substance. Make sure you specialize to what you do, so it will be stronger to your content. You can create or dispel as a minor action at any time for any of these items.
 - e) Manipulation - Able to control your enemies at the risk of leaving you defenseless. You can have the enemy do your bidding at a long range, but till save ends.
 - f) Specialist - Anything not listed above.
- 5) Gyo - Able to see the invisible along with a +5 to perception and dungeoneering checks.
- 6) In - Advanced form of Zetsu, able to make your Hatsu attacks invisible and not give up stealth when landing a hit
- 7) En - Advanced form of ren and ten, able to detect everything in a 2 square radius. Even if they are invisible. Getting a bonus to your AC and atk rolls for enemies in your range. +1 to all
 - a) Specialization 1 - expands to 5 squares. And +3 to all.

- 8) Shu - Advanced form of Ten - able to surround objects with your ability. Making them able to hit harder onto an enemy.
- 9) Ko - Advanced form of Gyo to increase your explosive damage when you hit someone. But at the decrease of your AC for that extra damage. Effect lasts till the start of your next turn. -1 to AC for a 1d4 of damage
 - a) Specialization 1; -3 to AC for a 1d10 damage.
- 10) Ken - Advanced form of Ren and Ten. Primarily for Defense to increase one of your defense abilities by +1. And AC increases by +1
 - a) Specialization form - +3 to both.
- 11) Ryu - Advanced form of Ko and Ken. Getting the explosive power of Ko while maintaining the defense of Ken. So you are getting a 1d6 of damage and a +1 to AC.
 - a) Specialization - +2 to AC and a 1d10 of damage.
- 12) Dual Hatsu. - Can take feat multiple times
 - a) Taking up more than one hatsu is possible, but at a decreased in control and power to what a natural one of that talent can do Natural is at 100%, next to it would be 60% and after those would be 20% . Specialist is always a 0% unless for special occasions.
 - i) Natural enhancer
 - (1) 60% power of Transmuter or Emitter
 - (2) 20% power of Manipulator or Conjurer
 - ii) Natural Emitter
 - (1) 60% power of Enhancement or Manipulation
 - (2) 20% power of Conjuration or Transmuter
 - iii) Natural Manipulator
 - (1) 60% power of Conjuration or Emitter
 - (2) 20% power of Enhancement or Transmuter
 - iv) Natural Conjurer
 - (1) 60% power of Manipulator or Transmuter
 - (2) 20% power of Enhancement or Emitter
 - v) Natural Transmuter
 - (1) 60% power of Enhancement or Conjurer
 - (2) 20% power of Manipulator or Emitter

4) Bleach

All three are enemies, so choose Quincy, Soul reaper or Hollow

- 1) Quincy - must be able to use a bow, exterminate hallows. Your main stats are Con, Dex and int.
 - a) Reishi Manipulation - able to manipulate the energy in the surrounding area to make your bow and arrows around you. You can summon your bow as a minor action. First feat given when you choose a quincy.
 - b) Spiritual awareness - able to sense hallows and soul reapers near by - 50 meters. Will increase by 25 meters for every time you take this feat afterwards.
 - c) Archery styles

- i) Driscoll bresci - Arrow becomes the size of javelins. Do an extra 1d8 of damage when it lands.
 - ii) Robert Accuratone - Increase the speed of the arrow greatly, and decrease its size to a bullet. +5 to attack rolls.
 - iii) Candice Catnipp - Arrows hold an electrical charge. Deal 1d8 electrical damage
 - iv) Littoto lamperd - An arrow with powerful jaws on its head. Clamping onto the victim. Deal bleeding damage, ongoing 5.
 - v) Meninas McAllon - Fire an arrow that grabs the opponent, preventing an attack.
 - vi) Giselle Gewlle - Fire an arrow in the form of a skull and cross bones. Dealing necrotic damage. 1d8 .
 - vii) Klavier - fire a quick succession of 5 arrows. At the target. Roll once for the damage of the arrows. Being 1d6. Daily power
 - viii) Licht Regen - 10 levels after taking Klavier to get this power. You concentrate to fire an extreme volley of arrows at your single target. Being Level+1 of arrows. Roll 1d8 for damage. Daily power
 - ix) Galvano Blast - 10 levels after taking Licht Regen . Firing a massive thunder arrow. You get to do 4d12 damage with (level) of on going damage. Stays on target till his death. Daily power
- d) Ginto - Spell casting for Quincy. Rarely used, but strong in power. They are encounter abilities.
 - i) Heizen - Instantly tears off a limb off the enemy at your level or lower. Starting to deal 1d6 of damage.
 - (1) Ever 5 levels after taking this spell. Increase the die size by one or number of rolls
 - ii) Gritz - Capture the enemy in a strong and powerful barrier. Making them unable to attack nor be attacks. Slowly draining them of all HP till they are unconscious. Till save ends. Longer one is trapped in there, harder to escape.
 - iii) Wolke - Negate any and all fall damage for you and your allies at any height.
 - iv) Sprenger - (Daily) Dealing a massive explosion to your enemy , but draining your ginto reserves for the entire battle. It is Intelligence modifier d10. 10 Ongoing of any elements you have, along with Bleeding. (stacks) .
- e) Hirenkyaku - As a minor action go at high speeds at your speed +3 to any square.
 - i) Able to create a platform of reishi. For you and a single ally to hover in the air for 2 turns.
 - (1) Specialize - Able to create a bigger platform for you and all allies to hover in the air for a 2 turns. Must land when it is over, otherwise take falling damage.
 - (2) Specialize 2 - able to make a bridge for you and your allies to cross to bridge any gap.
- f) Blut - an extremely powerful offensive and defensive move. Can only active one of them per day. So choose carefully. Once used, you will feel drained. Having to roll a d20 every turn to see if you can attack. 1-9 unable to attack. 10 to 14 able to perform a basic attack, 15 to 17 perform an At will. 18 to 19 for your encounter and a 20 a daily.

- i) Blut Arterie - Massively increase damage and your attack roll. Getting you a +15 to attack roll and rolling a 3d20 for damage when it hits. Hitting everything in your way. Including allies.
 - ii) Blut Vene - Increase your defense massively, to avoid getting hurt at all for 4 turns. Increasing your Resistance to all attacks by 50. Also increasing all defenses by 10.
 - g) Ransōtengai - Able to nullify the effect of Blut, Able to attack and reactive any of your encounters or dailies you have expended previously. Last till the end of the encounter. When encounter ends, you will fall asleep for 1 day exactly, along with 1d6 exhaustion for the next encounter. Chance of death. Goes as follows
 - i) Disadvantage to ability checks. - Cut in half.
 - ii) Speed is cut in half
 - iii) Disadvantage to attack rolls, -5.
 - iv) Hit points are cut in half
 - v) Speed reduced to 0
 - vi) Death
 - h) Leztz stil - When you remove the sanrei Glove. To gain complete dominance over all reishi. Stronger than blut, with a bigger draw back. When used. You get to have a massive roll and damage increase. Going to a +25 attack roll and getting to upgrade all your attacks dice size to a d20. The draw back is losing all your quincy powers once the encounter is over.
 - i) Vollständig - able to be taken after the Sanrei glove is acquired but not removed for atleast 20 levels after getting it. You are able to learn Vollständig. All the power of Leztz still for the encounter but the drawback is less severe. Only able to make basic ranged attacks for rest of the day.
 - i) Kirchenlied: _Sankt_Zwinger - strongest Quincy spell. Able to guard all allies in a 5 square burst for rest of encounter and stop all allies from coming with it. Without getting 15 radiant damage every turn. Ignoring resistance as well. Once activated you cannot attack till you dispell your protective spell. It is a daily and drains all your ginto for rest of the day.
- 2) Soul Reaper - Protectors of soul society and cleanse the hallows
- a) Reiryoku - the amount of spiritual pressure you can withstand. (Dice size and extra dice rolls do not stack.)
 - i) Gives you basic to start with, just learning your spiritual powers
 - (1) Kido requires incantation to use, otherwise roll for it. Have to land 13 or higher to use.
 - (2) Hado destructive power is at a 1d6, have to roll for it. If you land 13 or higher to activate.
 - (3) Able to use spells up to level 1.
 - ii) Increase to Average, able to use a Zanpakto - level 2
 - (1) Kido requires incantation above your level.
 - (2) Hado destructive power is now at a 1d8. If above your level incantation is required.
 - (3) Able to use spells up to level 10.
 - iii) Increase to High, able to call forth a shikai - level 10

- (1) Kido You can now start to forgo the incantation for spells above your level by decrease the die size by 1 if you do.
 - (2) Hado - roll an extra die , to increase what you can do. If incantation is not used, for spells above your level; you cannot roll the extra die.
 - (3) Able to use spells up to level 30
- iv) Increase to Great , able to call forth a bankai - level 30
 - (1) Kido incantation is not required for any spells even if 5 levels above your level.
 - (2) Hado lets you increase by 1 dice size and roll 1 extra dice. If you use incantation you can roll an extra die.
 - (3) Able to use spells up to level 60 without a dice roll
- v) Increase to immense . - level 60
 - (1) Kido doesn't need incantation . Incantation is now a minor action. but if used the power will work without the dice roll if above your level.
 - (2) Hado increases by 1 dice size and roll 2 more dice. If you use incantaion you can upgrade another dice size ontop of that
 - (3) Able to use all spells. .
- vi) Examples.
 - (1) If you have high spirutal pressure and you are level 35. Using a spell that is level 32. You roll for it, or use the incantation to forgo the roll. It is a DC of 10. No modifiers on a d20.
- b) Reiatu - Advanced form of Reiryoku , able to keep your spiritual pressure at all times. Long as your heart beats. Makes saving throws easier by 5.
- c) Zanpakuto - able to wield with with +1 to attack rolls and a 1d4 extra damage. It will come in one of these forms below. Only choose one.
 - (1) **Katana** - The term katana may be applied to the standard-size, moderately curved, Japanese sword with a blade length of 2 shaku (606 mm / 23.9 in) and longer. The katana is characterized by its distinctive appearance: a curved, slender, single-edged blade, a circular or squared guard, and a hilt long enough to accommodate two hands.
 - (2) **Wakishaszi** - A short blade between 30 and 60 cm (12 and 24 inches), with an average of 50 cm (20 inches). It is similar to but shorter than a katana, and usually shorter than the kodachi. The wakizashi was usually worn together with the katana. When worn together, the pair of swords were called daishō (大小, large and small). The katana was often called the long sword, and the wakizashi the companion sword.
 - (3) **Nodachi** - The nodachi was more difficult to wield due to its size and weight. The average length of an nodachi is 65-70 inches long (approx 165-178 cm), often with a 4-5 foot (approx 120-150 cm) blade. The length of the hilt of the nodachi varied between 30 to 33 cm (12 to 13 inches). Due to its weight and size, its cutting capability and range exceeds those of a katana.
 - (4) **Tanto** - The tanto is commonly referred to as a knife or dagger. The blade is single or double edged, with a length between 15 and 30 cm (6-12 inches, in

Japanese 1 shaku). The tantō was designed primarily as a stabbing weapon, but the edge can be used for slashing as well.

- ii) Shikai - can only be taken 3 levels after obtaining a Zanpakuto. After you learn this, state. Your zanpakuto will take on a new form giving you a boost to your attack by 2 and damage by 1d6. With a possible elemental damage.
- iii) Bankai - can only be taken 10 levels after learning the shikai. Your attack rolls get a boost of +20 with damage doing 3d10. Lasting for the rest of the encounter. May get ongoing or elemental damage.
- d) Hakuda - is a close-combat style of fighting, in which one is unarmed and uses only one's body, and is one of the four basic fighting styles.
 - i) Starting at a 1d6. Increasing with each time you specialize into it. It is unarmed damage, no weapon. You can increase it by 1 dice size or add one dice roll onto it. Each time you take this feat.
- e) Shunpo - able to travel your full speed + $\frac{1}{2}$ your level as a movement action.
 - i) Senka - do a flash step towards an enemy while giving him two quick basic melee attacks with your zanpakuto.
 - ii) Utsusemi - able to avoid an attack as an intermediate reaction, encounter power. Roll a D20. If 1, you take the risk of getting hit by the attack and doing a flash step into the weapon. If 20, you can do a senka while passing the enemy.
 - iii) Speed clones, - Create up to 20 clones against the enemy to roll against you. Your number is hidden from the enemy and cannot be changed. Can only be used once per encounter.
- f) Kido - Spells given to the soul reapers. You have a choice to use the incantation chant, but that gives a single move to charge it up. Giving it double the power and a +5 to attack roll when used. It can be based off of her your Wisdom or Intelligence modifier.
 - i) The number refers to level of the attack. You must roll for any spell above your level. Up to 5 levels above your current level without incantation. Must roll a 1d20. Shows as follows
 - (1) 1 level above - roll 4 or higher (3 levels above with incantation)
 - (2) 2 levels above - roll 9 or higher (4 levels above with incantation)
 - (3) 3 levels above - roll 14 or higher (5 levels above with incantation)
 - (4) 4 levels above - roll 19 or higher (6 levels above with incantation)
 - (5) 5 levels above - nat 20 (10 levels above with incantation)
 - ii) Bakudo - binding spells
 - (1) #1 - Sai - able to restrict enemies of half your level or lower with ease.
 - (2) #4 - Hainawa - target is immobilized till the end of the targets next turn.
 - (3) #6 - Shibireyubi - target is immobilized till the end of your next turn.
 - (4) #8 Seki - able to repel one standard attack
 - (5) #9 Geki - Stunning the target till his next turn.
 - (6) #10 - Horin - able to capture and immobilize the target till save ends.
 - (7) #13 - Inemuri - target blacks out till save ends.
 - (8) # 20 - Hakufuku - target fall unconscious till save ends

- (9) #21 - Sekienton - allow for a quick get away for 1 turn. blinding all movements to the enemies for 1 turn.
- (10) #26 - Kyokkō - Bend light to hide yourself and allies from the enemy. DC of 15 perception.
- (11) #30 - Shitotsu_Sansen - immobilizing the target with 3 pins. Till save ends (times 3 .) Have to escape all 3 , to be free.
- (12) #37 - Tsuriboshi - Half fall damage (reduce all with incantation)
- (13) #39 - Enkōsen - block 1 attack
- (14) #50 - Tanma_Otoshi - target falls unconscious till you wake him.
- (15) #58 - Kakushitsuijaku - able to track any oppoents with in 200 meters
- (16) #61 - Rikujōkōrō - immobilize target till you hit him with an attack.
- (17) #62 - Hyapporankan - call forth rods to pin an oppenent. Roll a 1d20 to see how many pin him. To keep him immbolized for some amount of turns.
- (18) #63 - Sajō_Sabaku - immbolized till magical move hits the target.
- (19) #71 - Tozanshō - powerful barrier to protect allies or trap enemies. Must be broken to escape or hit allies, being resist 40 to all. Or dispelled by the user.
- (20) #75 - Gochūtekkān - pinning the oppent with 5 heavy pillars. DC of 35 each. Immobilized escaped from all 5.
- (21) #77 - Tenteikūra - able to speak to anyone you have spoken to before at any range.
- (22) #79 - Kuyō_Shibari - immobilizing the target for 1d10 turns or till save ends after half the rounds passed.
- (23) #81 - Dankū - full block all attacks for one round . To protect you.
- (24) #99
 - (a) part 1 - Kin - immobilizing the target till the encounter ends. Or till part 2 activates.
 - (b) Part 2 - Bankin - kill your enemy instantly

iii) Hado - destruction

- (1) #1 sho - push back the target 1 square
- (2) #4 Byakurai - summon lightning from your hand. 1d8 damage
- (3) #5 Jūgeki_Byakura - pierce all enemies infront of you for 1d6 damage.
- (4) #11 - Tsuzuri_Raiden - your weapon can deal lighting damage , 1d8.
- (5) #12 - Fushibi - snarring the target(s) into a sticky web. Making any hado spell much more desctructive.
- (6) #31 - Shakkahō - a fire ball at the target, 2d10 fire damage
- (7) #32 - Ōkasen - turn your zanpakuto horizontally to fire a slicing energy towards the enemy. 1d10 starting But hits every tile infront of you. .
- (8) #33 - Sōkatsui - Massive lighting strike. 2d10 to the enemy you are aiming for. If an enemy is adject to you when fired. Peirces that enemy for an extra 1d10 damage
- (9) #34 - Kongōbaku - A Massive fire ball launched at the opponent dealing a 2d10 fire damage with a 1d10 ongoing fire damage.

- (10) #48 - Gaki_Rekkō - Fire a fast 10 green bolts each dealing a 1d6 damage. If all hit, the target is immobilized till the end of his next turn.
- (11) #54 - Haien - A small fire ball fired at high speeds towards the target. +4 attack roll and dealing 3d8 damage.
- (12) #57 - Daichi_Tenyō - Raise up any ammo layed across the battlefield to fling towards one enemy. Dealing Xd6 damage. (X is number of ammo layed across the battle field.)
- (13) #58 - Tenran - Summon a massive whirlwind to push back any enemy in your sight 3 squares. Any enemy in your column when activated will take 2d10 force damage.
- (14) #63 - Raikōhō - Fire a swift strike of thunder towards any one enemy. +5 to attack rolls, stunned enemy if critical hit and dealing 4dd10 damage .
- (15) #73 - Sōren_Sōkatsui - Upgraded Sokatsui to firing 2 blasts in quick succession. Stunning an enemy if both hit. Increasing damage to a 4d10 in total.
- (16) #78 - Zangerin - AOE hitting every enemy in a 5 square burst dealing a 2d10 force damage. As a slicing wind.
- (17) #88 - Hiryū_Gekizoku_Shinten_Raihō - Making Sokatsui look like childs play. As this thunder strikes the opponent it also explodes on impact for a 7 square AOE dealing half of what you rolled for damage. 4d20.
- (18) #90 - Kurohitsugi - Dealing fear damage to the enemy of 1d20 ongoing . Along with many strikes from head to toe, for a staggering total of 4d20.
- (19) #91 -- Senjū_Kōten_Taihō - Fire a quick succession of magic pink bolts at the enemy. If all 10 hit, deals AOE damage at a 10 square burst. Each bolt does 1d10+5
- (20) #94 - Hyōga_Seiran - Firing 5 Ice dragons to attack up to 5 opponents. Dealing 5d10 for each dragon and immobilizing each target till the end of your next turn. .
- (21) #96 - Ittō_Kasō - spell of sacrifice . Sacrifice one of your limbs to activate at full power. Dealing an unbelievable 9d20 of damage along with an AOE of half damage. hitting every enemy in the area at once
- (22) #99 - Goryūtenmetsu - Erupting a massive column of damage to hit all enemies in 10 square burst dealing a 10d20 of damage. Along with summoning 5 elemental dragons to attack any enemy for additional 2d20 of damage. For Acid, Fire, Frost, Thunder and Necrotic. .
- (23) #103 - Ura_Hadō:_Sannodō_—_Teppūsatsu - Secret hado 3. Able to ignore all damage resistance and immunities from the opponet. Dealing a ungodly amount of damage focused on a single target. Roll a 10d20 along with ongoing damage quarter of the damage you dealt. If the attack misses you hit the closest ally infront you instead. If critical the ongoing damage is now half of the damage you dealt. So be careful when using this forbidden technique.

5) Inyuasha

1) Feats

6) Yu Yu Hakusho

- 1) Spiritual stats, these are your beginning stats to see your starting power, increase to AC and adaptability for scenarios. Roll a 3d10. 1st one for power, second one for AC and the last one for adaptability.
 - a) Spiritual power - The first die you roll gives allows you to deal more damage on impact. Simple add this amount to the end of the damage phase. As it shows below.
 - i) 1 - 1d4 damage
 - ii) 2 - 1d6 damage
 - iii) 3 - 1d8 damage
 - iv) 4 - 2d4 damage
 - v) 5 - 1d10 damage
 - vi) 6 - 1d12 damage
 - vii) 7 - 2d6 damage
 - viii) 8 - 3d4 damage
 - ix) 9 - 2d8 damage
 - x) 10 - 1d20 damage
 - b) Spiritual awareness - able to increase your defenses to think about where your opponet is going to be at next. So increasing your chances to hit and increasing your defense.
 - i) 1 - +1 to attack roll
 - ii) 2 - +2 to attack roll and +1 to AC
 - iii) 3 - +2 to attack roll and +1 to AC, Reflex
 - iv) 4 - +2 to attack roll and +1 to AC ,Reflex, Will
 - v) 5 - +2 to attack roll and +1 to AC, Reflex , Will, Fortitude
 - vi) 6 - +3 to attack roll and +1 to AC, Reflex, Will, Fortitude
 - vii) 7 - +3 to Attack roll and +2 to AC , +1 to Reflex, Will, Fortitude
 - viii) 8 - +3 to Attack roll and +2 to AC, Reflex, and +1 to Will , fortitude
 - ix) 9 - + 4 to Attack roll, and +2 to AC, Reflex, Will , +1 to Fortitude
 - x) 10 - +5 to attack roll and +2 to AC, Reflex, Will, Fortidue, and Dark vision
 - c) Spiritual Adapatability - Able to sense and adapt your powers to help hurt the enemy a bit faster.
 - i) 1 - Down size your spiritual awareness or power by 1 result.
 - ii) 2 - + 2 to all untrained skills
 - iii) 3 - +2 to all trained skills
 - iv) 4 - Able to grasp an idea of what the enemy might be weak to.
 - v) 5 - Able to sense arcana items that are worn by the enemy.
 - vi) 6 -.Able to hear what they are saying the enemy reguardless of language
 - vii) 7 - Increase your own resistance by 5 for physical or magical attacks.
 - viii) 8 - Can detect enemies who are invisble.
 - ix) 9 - +2 to all skills

- x) 10 - Able to reroll the die (or dice) once per encounter. Even on skill checks. Take the higher of the two results.
- d) Spiritual classes, these simple classes will give small power ups throughout the journey. Making some things more powerful as you get up there in level.
 - i) Class E - Level 1
 - (1) No advantages, just a starting place
 - ii) Class D - level 14
 - (1) Gain another At will
 - iii) Class C - level 29
 - (1) Gain another encounter
 - (2) Gain 5 resistance to one element of your choice
 - iv) Class B - level 45
 - (1) Gain another Utility
 - (2) Gain 5 resistance to all
 - (3) +1 to any ability score
 - v) Class A - level 62
 - (1) Gain another Daily
 - (2) Gain 10 resistance to all
 - (3) +2 to any ability score(s)
 - (4) Able to reroll one of your 3 main spiritual stats.
 - vi) Class S - Level 80
 - (1) Able to turn one daily into an encounter ability
 - (2) Gain 15 resistance to all
 - (3) +1 to all ability scores
 - (4) Gain one feat of choice
 - (5) Able to reroll one of your 3 main stats.
 - vii) Upper S class - Level 99
 - (1) Take any encounter to make into a at will
 - (2) Gain immunity to one element.
 - (3) Have the enemy reroll attack once per encounter
 - (4) +1 to all ability scores.
 - (5) Gain another feat
 - (6) You can respec your character.
- e) Specialize into an area. Such as an element, fighting style, weapon, armor or something else not listed above. Each time you take a class, you can make one of these stronger or take up another you haven't taken up before but long as it works with your first main choice.

7) Avatar the last airbender / Korra

Choose one core bending type

1) Water

- a) Breath of ice - Being able to turn water into ice for various reasons as a free action.
- b) Ice weapon - choose one of the following. They get freezing damage of 1d8 extra damage

- i) Ice blade
 - ii) Ice claws
 - iii) Ice shield
 - iv) Ice disc
 - v) Ice Gauntlet
 - vi) Ice Spears
 - vii) Ice berg spikes
- c) Ice bullets - Able to fire water like bullets at your enemies range is twice your Dex or Str. Modifier.
- d) Ice creeper - freeze the entire ground and your enemy at the end of its range. The ground is now slippery and tricky to cross. Along with making the enemy immobile till he is attacked by a non water bending move.
- e) Phase manipulation - able to control all forms of water from Solid, liquid and gas. Minor action.
- f) Water whip
 - i) Water cloak able to control two water whips at once.
- g) Water Filtration - Able to filter an polluted water into drinking water or for alchemical formula's.
- h) Water Weapon
 - i) Water knife
 - ii) Water Bullet
 - (1) Water Jet
 - iii) Water Shield
 - (1) Water Wall
- i) Wave

2) Water Mastery

- a) Bubble - able to breath underwater for you and your allies.
- b) Ice Dagger - advanced form of Ice bullets doing more damage
- c) Ice Dome - able to trap multiple enemies that take freezing damage for each turn still trapped in there.
- d) Ice Drill - able to penetrate all surfaces to break any lock to open any door or chest or anything else locked. Along with dealing freezing damage on impact to an enemy.
- e) Ice floor - Able to turn a large area of everything in your sight into a solid ice floor. Freezing all the feet everyone in front of you. Making everyone unable to move unless they spend an action to free themselves or are hit by fire.
- f) Ice tunnelling - able to travel through solid ice as if you are swimming through water.
- g) Maelstorm - takes a massive amount of water to create a giant whirlpool. Takes 2 master Water benders to pull it off. Drowning any enemy in the middle, if they can't bend water.
- h) Octopus form, able to control 8 water whips simultaneously
- i) Partial ice whip, having a lot more force on the end being part water and having the ice tipped for greater striking power when it hits.
- j) Water boxing - able to make quick jabs with your fist surrounded in water to send a small projectile of water towards the enemy
- k) Water Prison - Slowly drown multiple enemies till save ends.
 - i) Ice Prison - freeze multiple enemies till save ends . ongoing 10 damage

- l) Water ring - summon a massive ring to circle around your body , as you can use any non-master water bending technique with more power to it.
 - i) Gimbal, command two rings at the same time
 - ii) Pinwheel, triple the size of the a single ring, cannot active gimbal during this.
- m) Water Vortex, standing up at the top of a water spout. Strongest Move for all of water bending able to double the power of any water bending move.
- 3) Alternate styles
 - a) Blood bending
 - b) Healing
 - c) Plant bending
 - d) Condensation - able to pull out the water out of the air itself to perform water bending moves. Without a clear access to water.
 - e) Soultions, able to bend any liquid substance that contains water
 - f) Bending without arms - Master level
- 4) Earth
 - a)
- 5) Fire
- 6) Air

8) Sword Art online

Only able to access if there are no Magic users in the party

- 1) Acrobatics
- 2) Blunt Weapon Forging
- 3) Carpentry
- 4) Equipment Appraisal
- 5) Extended Weight Limit
- 6) Familiar Recovery
- 7) Familiar Communication
- 8) Hiding
- 9) Heavy Metal Armor Forging
- 10) Light Metal Armor Forging
- 11) Lumber
- 12) Metal Armor Repairing
- 13) Metal Refining
- 14) Mixing
- 15) Musical Instrument
- 16) One-Handed Weapon Creation
- 17) Picking
- 18) Polearm Weapon Creation
- 19) Purchase Negotiation
- 20) Sales Negotiation
- 21) Searching

- 22) Slash Weapon Forging
- 23) Sprint
- 24) Swimming
- 25) Tailoring
- 26) Thrust Weapon Forging
- 27) Tools Appraisal
- 28) Trap Dismantling
- 29) Armor Pierce
- 30) Battle Healing
- 31) Fighting Spirit
- 32) First Aid
- 33) Heavy Metal Armor
- 34) Howl
- 35) Leather Armor
- 36) Light Metal Armor
- 37) Shield
- 38) Meditation
- 39) Parry
- 40) Spiritual Light
- 41) One-Handed Axe
- 42) One-Handed Curved Blade
- 43) One-Handed Dagger
- 44) One-Handed Rapier
- 45) One-Handed Sword
- 46) One-Handed War Hammer
- 47) Shurikenjutsu
- 48) Two-Handed Assault Spear
- 49) Two-Handed Battle Axe
- 50) Two-Handed Straight Sword
- 51) Wild Dance
- 52) Unique skills awarded automatically after level 90. Only allowed one.
 - a) Kyudo
 - i) Most archery kills
 - b) Blade Throwing
 - i) Most range weapon kills
 - c) Darkness Blade
 - i) Kill most NPC's
 - d) Dual Blades
 - i) Fastest reaction time
 - e) Holy Sword
 - i) Strongest Player
 - f) Infinite Spear
 - i) Most spears kills

- g) Katana
 - i) Most one handed sword kills
- h) Mace
 - i) Most one handed bludgeoning kills
- i) Martial Arts
 - i) Most unarmed kills

9) Wakfu

- 1) Feats

10) Fate series

- 1) Feats

11) Fairy tail

- 1) Feats

12) Full Metal Alchemist

- 1) Feats

13) Naruto

- 1) Feats

14) Samurai Jack

- 1) Feats

15) s-Cry-ed

- 1) Feats

16) Soul Eater

- 1) Feats

17) Seven Deadly Sins

- 1) Feats

18) Berserk (anime)

- 1) Feats

19) Jo Jo Bizzare Adventure

- 1) Feats

B) Subclass

Pick one

- 1) Armor Smith
- 2) Weapon Smith
- 3) Smith
- 4) Hunter
- 5) Botanist (Studies plants)
- 6) Entomologist (Studies insects)
- 7) Enchanter
- 8) Alchemist
- 9) Cook
- 10) Trap maker / Defense