

Name	Cost	Prerequisites	Effect	Flavor
Heal	70		You regain hit points equal to 5 times your Enhancement Modifier.	Your gentle touch mends cuts, bruises and bones.
Healing Fountain	150	Enhancement 40, Heal	You and each ally within three squares of you regain hit points equal to 5 times your Enhancement Modifier.	A soft white light emanates from you as you summon energy to aid the wounded.
Improved Revitalize	225	Enhancement 50, Revitalize	All dying allies within your Enhancement Range are stabilized and regain 10 hit points.	"You stand when I tell you to stand, and right now I'm telling you to FIGHT!"
Inspire	90		While this effect persists, you gain a +1 bonus to attack rolls, saving throws, and damage multiplier (sustain 40).	"I can probably sort of do this!"
Invalidate	120	Enhancement 40, Inspire	While this effect persists, you and each ally within 1/2 your Enhancement Mod squares who can hear you gain a +1 bonus to attack rolls, saving throws, and damage multiplier (sustain 55).	"Guys, we are actually not terrible! Keep it up!"
Lesser Heal	40		You or an adjacent ally regains 5 hit points.	"Will I need a scalpel for this?"
Mass Cleanse	70	Enhancement 50, Cleanse	Remove all status effects from yourself and each ally within your Enhancement Range.	"PUUURRGE!"
Reflect	55	Enhancement 40	Until the end of your next turn, you take 1/2 damage from attacks. Any creature that attacks you takes 1/2 of the damage they inflict on you.	"I'm rubber, you're glue."
Reincarnate	300	Enhancement 40	You restore one adjacent creature that has died back to life with 10% of its total hit points. The creature must have died within a number of days equal to or less than your Enhancement Modifier.	"Permission to die: denied."
Revitalize	120	Enhancement 30	One dying ally adjacent to you is stabilized and restored to 10% of their total hit points.	"Did I say it was nap time?"
Shield	120	Enhancement 30, Aura	You gain a bonus to all defenses and saving throws equal to your Enhancement Modifier (sustain 55. If there are any creatures adjacent to you, you must mark one of them.	"Stop. Hitting. Me!"
-----Utility-----				
Alter Self	100	Utility 30	You turn into one mundane object of your size such as a tree, bush, cabinet, or rock. While in this form, you cannot use items, move, or speak (sustain standard).	Watch out for well-hydrated mammals.

Relinquish

Relinquish is meant, like most things in Solipstry, to be universe independent. If the thing that "locks" in your world is some kind of force field, you manage to disturb the delicate mechanics of it. If you are a telekinetic brain in a jar, then being close enough to "touch" it with your mind fulfills the requirements. Make it fit for your game and your world.

Name	Cost	Prerequisites	Effect	Flavor
Assault And	25		For a number of rounds equal to your Utility Modifier, regain 15 extra Ability Points at the start of your turn.	Battery.
Breath Control	175	Utility 30	You or an adjacent creature do not need to breathe for five minutes.	You concentrate on your breathing for a moment, slowing it to a stop.
Combust	25		You make a small explosion in 1 cubic foot within your Destruction Range, igniting any flammable material in the target area.	"Step away from the cow!"
Conceal	45	Utility 30	An object you are touching becomes invisible. The object becomes visible 10 seconds after you cease to sustain this Ability. You must be touching the object to sustain the Ability (sustain 20).	"I know I put that down around here somewhere..."
Enlarge	60		One non-living, non-enlarged object you are touching grows to 5 times its volume. The weight of the object is unchanged. This Ability takes 3 rounds (18 seconds) to use, and you must be touching the object for the entire duration. The object stays grown for 24 hours or until this effect is removed.	"Are you sure size doesn't matter?"
Find	15		As a minor action, you know the cardinal direction in which an object lies, relative to your current location.	"Oh! There it is!"
Illuminate	15		You create a bright light within your Utility Range. This light clearly illuminates everything within 5 squares of it (sustain 5). You must be within 1 mile to sustain.	This is no place to be alone with the darkness.
Imbue	30		One item you are touching or carrying gains or loses one of the following effects: Magnetism, heat or cold (enough to boil or freeze a gallon of water), or constant emission of a tone. This may add a damage type to attacks made with this object (sustain 10).	"Is it supposed to do that?"
Invisibility	80	Utility 30	You cannot be seen by creatures and gain a +10 to stealth checks relating to being seen. Creatures using Echolocation are not affected (sustain standard).	Why not... fade away?
Lifeforce Affinity	0		As a minor action, you may expend a number of hit points less than or equal to your Utility score to regain that many Ability Points.	You know what makes me a better hacker? Resource management.