

IFGS ID: 2428

PC# 4 **Yoshido Takamatsu** **Monk** **Level: 5** Abilities Group: **Finesse**  
 Race: **Human** Origin: **Mountain Born**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
125	+3 Build Points at level 1			You get +3 build points at 1st level. If you are dual race i.e. half elf etc., you gain +2 build points instead of +3.		
119	Resist Poison I			The PC is naturally resistant to poisons. You are immediately aware that you have been poisoned. Your innate resistance is such that - 1) if the poison normally activates instantly, you have 15 seconds before it takes effect. 2) once active, you have double the standard amount of time at each level of effect. Example 1. You touch contact venom poison. Instead of immediately affecting you it will takes 15 seconds to activate. If you can cure the poison in 15 seconds it will not affect you in any way. Example 2: You trigger a Malagorth glyph. You will take the 10 points of No Defense Damage, but the poison will not activate for 15 seconds. If you can cure the poison AS SPECIFIED in 15 seconds it will not affect you in any way. Example 3. If hit with Red Death you have 60-30-30 instead of 30-15-15 (feel sick/unconscious/death).		
53	Strong			This allows a PC to perform a feat of strength 1 time per day. This ability operates like the knight s ability of strength 1 without the LI bonus.		
103	Climbing			This allows a PC to use the thief ability of climbing 1 time per day.		
4	Blind Fight			This ability allows a PC to fight normally when they are in total darkness or blinded. For example, a PC fighting a medusa could claim they are fighting with their eyes closed and not suffer any penalties for looking at her. Monks get this ability innately at first level.		
10	Dual Wield Training			Allows the PC to use a weapon in both hands with no penalty. Rangers, Fighters, Monks, and Thieves get this naturally at 1st level.		
2	+5 S/A/S Points	1	2	Type must be specified when picked.		1
				The PC gains an additional 5 skill, ability, or spell points. This ability will give thieves and fighters renewal points OR the ability to cast spells or use items that require spell points. This option must be specified when taking this ability. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.		
11	First Aid	1	1	In addition to the 2 bandages each character is allowed to use per day, a PC with this ability may use an additional bandage per day equal to his level. Example: A first level PC would get 3 bandages per day, a 2nd level PC would get 4 per day. Knights get this ability innately at first level.		

IFGS ID: 2428

- 12 Gifted Healing I 1 2  
All healing spells cast by a PC with this ability are increased by 1. Example: The 1st level clerical Heal goes from 2 points healed per 1 SP spent to 3 points healed per 1 point spent. Clerics get this ability innately at first level. This ability only affects S/A/S cast by the PC and cannot affect an item in any way including those created by Potion Master.
- 30 Potion Master I 1 1  
The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.
- 119 Resist Poison I 1 1 Dwarf,  
The PC is naturally resistant to poisons. You are immediately aware that you have been poisoned. Your innate resistance is such that - 1) if the poison normally activates instantly, you have 15 seconds before it takes effect. 2) once active, you have double the standard amount of time at each level of effect. Example 1. You touch contact venom poison. Instead of immediately affecting you it will take 15 seconds to activate. If you can cure the poison in 15 seconds it will not affect you in any way. Example 2: You trigger a Malagorth glyph. You will take the 10 points of No Defense Damage, but the poison will not activate for 15 seconds. If you can cure the poison AS SPECIFIED in 15 seconds it will not affect you in any way. Example 3. If hit with Red Death you have 60-30-30 instead of 30-15-15 (feel sick/unconscious/death).
- 48 Signature S/A/S (1st) 1 3 Physical Attack 2  
The PC may choose 1 S/A/S that their character knows and permanently reduce its casting cost by 2. No S/A/S can drop below 1 point for cost. This ability may be taken multiple times, but each subsequent time costs an additional 2 build points cumulative and may not be applied to a previously selected spell. If a fighter or thief takes this ability, it will reduce the cost in renewal points for that ability.
- 50 Single Weapon Specialty 1 3 Single Weapon Focus 5  
The PC must use a one-handed weapon with nothing in the off-hand. The PC gains another +1 damage in addition to the +1 granted by single weapon focus to their base. The +2 is considered innate and is applicable only when the PC has nothing in the off-hand and a weapon in their primary hand. You must be 5th level or higher to take this ability.
- 53 Strong 1 1  
This allows a PC to perform a feat of strength 1 time per day. This ability operates like the knight s ability of strength 1 without the LI bonus.

---

*Ability Points - Allocated: 18*
*Spent: 14**Remaining: 4*

PC# 15 **Tiberian** **Fighter** **Level: 4** Abilities Group: **Martial**  
 Race: **Human** Origin: **City Dweller**

ID	Name	Qty	Cost	Preqrequisite / Detail	Min Lvl	+ Cost
125	<b>+3 Build Points at level 1</b>			You get +3 build points at 1st level. If you are dual race i.e. half elf etc., you gain +2 build points instead of +3.		
119	<b>Resist Poison I</b>			The PC is naturally resistant to poisons. You are immediately aware that you have been poisoned. Your innate resistance is such that - 1) if the poison normally activates instantly, you have 15 seconds before it takes effect. 2) once active, you have double the standard amount of time at each level of effect. Example 1. You touch contact venom poison. Instead of immediately affecting you it will takes 15 seconds to activate. If you can cure the poison in 15 seconds it will not affect you in any way. Example 2: You trigger a Malagorth glyph. You will take the 10 points of No Defense Damage, but the poison will not activate for 15 seconds. If you can cure the poison AS SPECIFIED in 15 seconds it will not affect you in any way. Example 3. If hit with Red Death you have 60-30-30 instead of 30-15-15 (feel sick/unconscious/death).		
53	<b>Strong</b>			This allows a PC to perform a feat of strength 1 time per day. This ability operates like the knight s ability of strength 1 without the LI bonus.		
3	<b>Autopsy</b>			This skill may only be used on a corpse. This ability allows the PC to look over a dead body and deduce any 4 of the following pieces of information 1 time per day. Each time this ability is taken allows the PC to use it an extra time per day. Fighters get this ability innately at first level. The questions you may ask are: - Which of the following were you killed by: A melee weapon, natural weapon, ranged weapon, spell, trap, explosive, poison, or other? - What is the last type of damage you took before dying? - How long have you been dead? - What is your creature type? - Are you currently disguised? - Are you currently shape-shifted? - Were you raised as an undead in the last 30 minutes? - Probable class?		
1	<b>+2 Life Points</b>	2	3	This ability grants the PC an innate +2 permanent life points.		1
2	<b>+5 S/A/S Points</b>	1	3	Type must be specified when picked. The PC gains an additional 5 skill, ability, or spell points. This ability will give thieves and fighters renewal points OR the ability to cast spells or use items that require spell points. This option must be specified when taking this ability. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.		1

IFGS ID: 2428

- 4 Blind Fight 1 2  
This ability allows a PC to fight normally when they are in total darkness or blinded. For example, a PC fighting a medusa could claim they are fighting with their eyes closed and not suffer any penalties for looking at her. Monks get this ability innately at first level.
- 11 First Aid 1 1  
In addition to the 2 bandages each character is allowed to use per day, a PC with this ability may use an additional bandage per day equal to his level. Example: A first level PC would get 3 bandages per day, a 2nd level PC would get 4 per day. Knights get this ability innately at first level.
- 30 Potion Master I 1 1  
The PC starts the game day with 2 potions of healing, 8 points. These potions are only good for the game day. Mages get this ability innately at first level.
- 119 Resist Poison I 1 1 Dwarf,  
The PC is naturally resistant to poisons. You are immediately aware that you have been poisoned. Your innate resistance is such that - 1) if the poison normally activates instantly, you have 15 seconds before it takes effect. 2) once active, you have double the standard amount of time at each level of effect. Example 1. You touch contact venom poison. Instead of immediately affecting you it will takes 15 seconds to activate. If you can cure the poison in 15 seconds it will not affect you in any way. Example 2: You trigger a Malagorth glyph. You will take the 10 points of No Defense Damage, but the poison will not activate for 15 seconds. If you can cure the poison AS SPECIFIED in 15 seconds it will not affect you in any way. Example 3. If hit with Red Death you have 60-30-30 instead of 30-15-15 (feel sick/unconscious/death).
- 53 Strong 1 1  
This allows a PC to perform a feat of strength 1 time per day. This ability operates like the knight s ability of strength 1 without the LI bonus.

---

*Ability Points - Allocated: 15*
*Spent: 12**Remaining: 3*