

PC Character Ability Details

IFGS ID: 2693

PC# 1 **William Plenny Moore** **Cleric** **Level: 4** Abilities Group: **Magical**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
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12	Gifted Healing I					
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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.

13	Gifted Healing II	1	2	Gifted Healing I	5	
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All healing spells cast by a PC with this ability are increased by an additional 1 point. You must have Gifted Healing I to take this ability. Example: The 1st level clerical Heal goes from 3 points (heal + gifted healing I) healed per 1 SP spent to 4 points healed per 1 point spent. 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. You must be 5th level or higher to take this ability.

Ability Points - Allocated: 12 Spent: 2 Remaining: 10