

IFGS ID: 399

PC# 9 **Twilight** **Monk** **Level: 7** Abilities Group: **Finesse**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
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.					
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.					
13	Gifted Healing II	1	3	Gifted Healing I	5	
	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.					
27	Navigation	1	1			
	This allows a PC to always determine the direction. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.					
52	Street Knowledge	1	1			1
	This ability allows the PC to pick up gossip in a town. It acts as a weaker form of major lore and can contain both true and untrue information. Subject to GM knowledge. This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.					

Ability Points - Allocated: 21 Spent: **7** Remaining: 14

IFGS ID: 399

PC# 10 **Sandor** **Thief** **Level: 10** Abilities Group: **Finesse**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prequisite / Detail	Min Lvl	+ Cost
8	Deceit			With this LI ability, the character is able to tell a single lie and use their current LI to force its belief. This may be countered with a thief s Distrust. Thieves get this ability innately at first level. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.		
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.		
3	Autopsy	1	1	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?		
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.		
27	Navigation	1	1	This allows a PC to always determine the direction. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.		
28	Outfitter	1	1	A character is able to craft useful items ranging from small items such as rope, thieves tools, and locks. Subject to GM discretion.		
52	Street Knowledge	1	1	This ability allows the PC to pick up gossip in a town. It acts as a weaker form of major lore and can contain both true and untrue information. Subject to GM knowledge. This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.		1

 Ability Points - Allocated: 30

Spent: 6

Remaining: 24

PC Character Ability Details

IFGS ID: 399

PC# 11 **Brandt** **Cleric** **Level: 7** Abilities Group: **Magical**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Preqquisite / Detail	Min Lvl	+ Cost
12	Gifted Healing I					
	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	
	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.					
14	Heavy Armor Training	1	3	Medium Armor		
	Allows the PC to wear Plate armor. Must be able to wear Chain to take this ability.					
44	Shield Focus	1	5	Shield Use		
	The PC gains an additional +1 to armor when wielding a shield. The +1 is considered innate and will stack with the fighter s innate armor point gained at 5th level.					

Ability Points - Allocated: 21 Spent: **10** Remaining: 11