

PC# 3 Jonathan

Ranger

Level: 10

Abilities Group: Finesse

Race:

Origin:

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.					
100	+1 Innate To Conceal Self					
	This ability grants the PC an innate +1 LI when they use conceal self.					
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.					
36	Quick Shot					
	Critical arrows only take a 5 second aim time. Rangers get this ability innately at first level.					
1	+2 Life Points	2	5		1	Hum
	This ability grants the PC an innate +2 permanent life points.					
2	+5 S/A/S Points	3	9	Type specified:	1	Hum
	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.					
147	Dual Wield Focus	1	3	Dual Wield Training		Hum
	If a PC can dual wield, whether by class or optional rules, then they can focus their training in Dual Wielding. When using two weapons, they gain an additional +1 to armor.					
148	Dual Wield Specialization	1	4	Dual Wield Focus		Hum
	If a PC has focused their ability to dual wield, then they can specialize in Dual Wielding. When using two weapons, they gain an additional +1 to innate damage in addition to the +1 to armor granted by the focus ability.					
12	Gifted Healing I	1	2			Hum
	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	Hum
	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.					

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131	Lucky	1	2	Hum
The PC with this ability is lucky in terms of life and death. It allows them to invoke the fate point rule, if it is allowed in game, for no CAP points, 1 time per game. All restrictions of the fate point rule still apply.				
27	Navigation	1	1	Hum
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.				
37	Recover Missile Weapons	1	1	Hum
This ability allows the PC to recover all missile weapons used, at the end of the encounter, unless they were carried off by someone intentionally.				

Ability Points -

Allocated: 33

Spent: 30

Remaining: 3