

PC Character Abilities Summary

IFGS ID: 4877

PC# 1 **Narath'shi'id Rametaa** **Cleric** **Level: 10** Abilities Group: **Magical**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prequisite / Detail	Min Lvl	+ Cost
12	Gifted Healing I					
3	Autopsy	1	1			
13	Gifted Healing II	1	2	Gifted Healing I	5	
14	Heavy Armor Training	1	3	Medium Armor		
22	Magical Aptitude I	1	2			Savvy
23	Magical Aptitude II	1	3	Magical Aptitude I		
26	Merchant of Renown	1	2			Lock 3
34	Privileged	1	1			
35	Privileged II	1	2	Privileged		
38	Ritual Master I	1	1			
39	Ritual Master II	1	2	Ritual Master I		
40	Ritual Master III	1	3	Ritual Master II		
43	Sea Lore	1	1			

Ability Points - Allocated: 30 Spent: **23** Remaining: 7

PC# 2 **Sir Belisar MacTaggart** **Knight** **Level: 5** Abilities Group: **Martial**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prequisite / Detail	Min Lvl	+ Cost
10	Dual Wield Training					
11	First Aid					
1	+2 Life Points	3	6			1
12	Gifted Healing I	1	2			
44	Shield Focus	1	2	Shield Use		

Ability Points - Allocated: 15 Spent: **10** Remaining: 5

PC# 3 **Seamus O'Toole** **Monk** **Level: 2** Abilities Group: **Finesse**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prequisite / Detail	Min Lvl	+ Cost
4	Blind Fight					
10	Dual Wield Training					
28	Outfitter	1	1			
29	Pick Pocket	1	1			
52	Street Knowledge	1	1			1
53	Strong	1	1			

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PC# 3 **Seamus O'Toole** **Monk** **Level: 2** Abilities Group: Finesse
 Race: Unknown Origin: Unknown

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
4	Blind Fight					
10	Dual Wield Training					
56	Tie Knots	1	1			
<i>Ability Points - Allocated: 6</i>		<i>Spent: 5</i>	<i>Remaining: 1</i>			

PC# 4 **Bubba Leeroy James** **Ranger** **Level: 4** Abilities Group: Finesse
 Race: Unknown Origin: Unknown

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
10	Dual Wield Training					
36	Quick Shot					
11	First Aid	1	1			
27	Navigation	1	1			
28	Outfitter	1	1			
30	Potion Master I	1	1			
37	Recover Missile Weapons	1	1			
45	Shield Pierce	2	3			
56	Tie Knots	1	1			
<i>Ability Points - Allocated: 12</i>		<i>Spent: 9</i>	<i>Remaining: 3</i>			

PC# 5 **Fuseni Dansoxd** **Druid** **Level: 3** Abilities Group: Magical
 Race: Unknown Origin: Unknown

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
7	Claws I					
5	Bow Use	1	2			
12	Gifted Healing I	1	1			
22	Magical Aptitude I	1	2			Savvy
28	Outfitter	1	2			
30	Potion Master I	1	1			
38	Ritual Master I	1	1			
<i>Ability Points - Allocated: 9</i>		<i>Spent: 9</i>	<i>Remaining: 0</i>			

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PC# 6 **Thalon Conescu** **Magic User** **Level: 6** Abilities Group: **Magical**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
30	Potion Master I					
3	Autopsy	1	1			
22	Magical Aptitude I	1	2			Heal
34	Privileged	1	1			
35	Privileged II	1	2	Privileged		
38	Ritual Master I	1	1			
39	Ritual Master II	1	2	Ritual Master I		
48	Signature S/A/S (1st)	1	3			Elemental Ball
53	Strong	1	1			2

Ability Points - Allocated: 18 Spent: **13** Remaining: 5

PC# 7 **Juan Ang Dunn** **Thief** **Level: 4** Abilities Group: **Finesse**
 Race: **Unknown** Origin: **Unknown**

ID	Name	Qty	Cost	Prerequisite / Detail	Min Lvl	+ Cost
8	Deceit					
10	Dual Wield Training					
3	Autopsy	1	1			
4	Blind Fight	1	2			
26	Merchant of Renown	1	1			3
28	Outfitter	1	1			
56	Tie Knots	1	1			

Ability Points - Allocated: 12 Spent: **6** Remaining: 6